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DANGEROUS JOURNEYSTM

Multigenre Roleplaying Game System



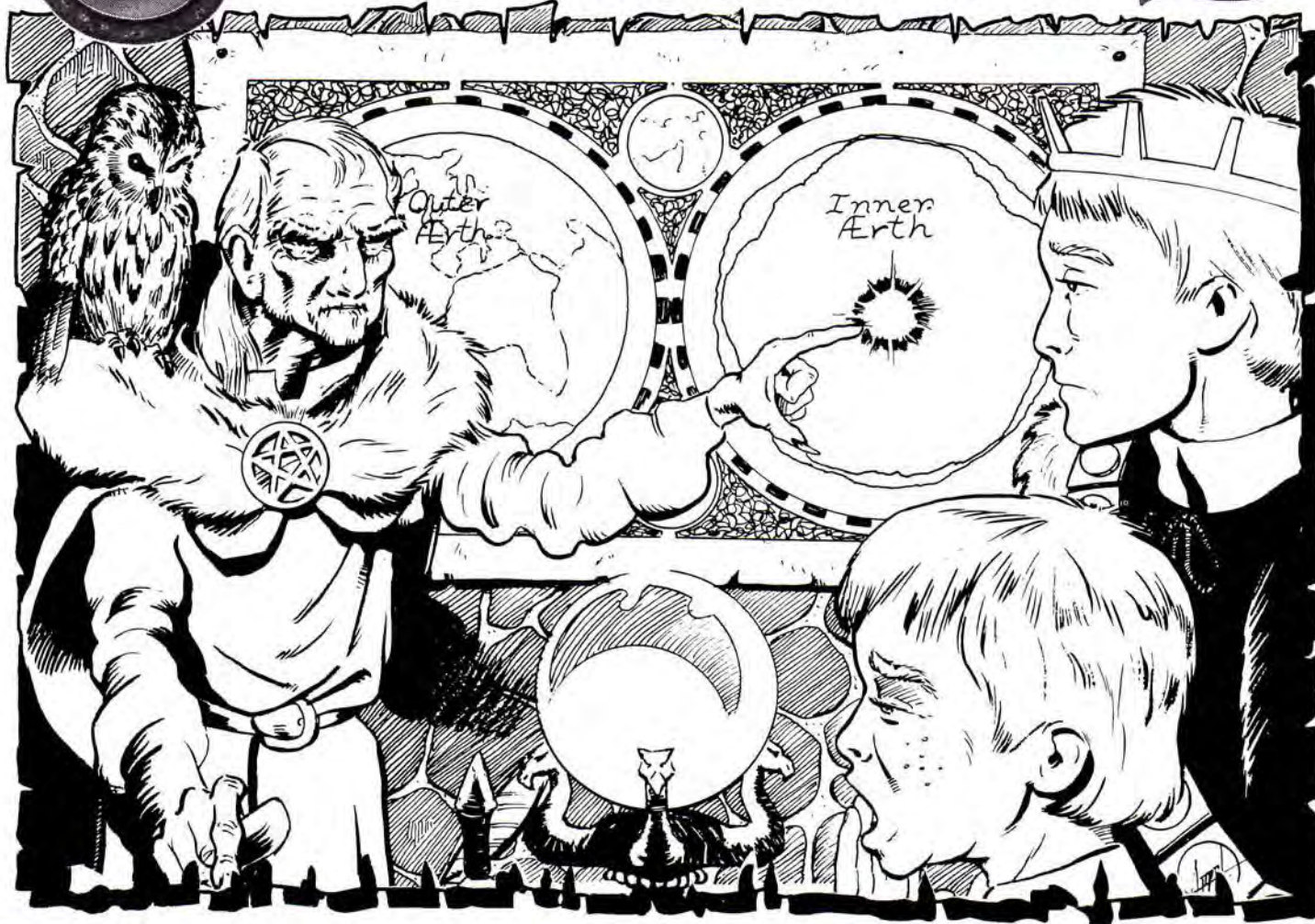
AEARTHTM EPIC OF

Companion Volume
By GARY GYGAX

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DANGEROUS JOURNEYS™

Multigenre Roleplaying Game System



EPIC OF ÆRTH™

**Companion Volume
by GARY GYGAX**

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Dangerous Journeys™

Multigenre Roleplaying Game System

Brings You

The
Mythus™

Fantasy Roleplaying Game

Companion Volume

Epic of Ærth™

Complete Fantasy Adventure Milieu

by Gary Gygax

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TABLE OF CONTENTS

INTRODUCTION	4	General Environment.....	44
THE ÆRTH MILIEU	5	Subterranean Divisions.....	47
Ærth's Mythic Nature	5	Evolution Underground.....	47
Portals to Other Worlds	6	Intelligent Denizens	47
Gates	7	Overview of an Oasis	48
Doors	7	Sapient Subterranean Races	49
Portals on Ærth	8	<i>Sensory Abilities Tables</i>	50
Summation	8	Near-Sapient Subterranean Races	52
A Brief History of Ærth	8	Other Subterranean Flora & Fauna	53
The Ancient Age	8	Aquatic Subterranean Flora & Fauna	57
A Word About Pantheons	14	Interior Ærth	58
The Ages Since Atlant's Fall	17	The Interior Climate	58
Notes Concerning the Ærth Gazetteer	20	Interior Life Forms	58
Regarding Trade Phoenecian	20	<i>Outer Band Life Forms Tables</i>	59
<i>Trade Phoenecian Dissemination Chart</i>	21	<i>Intermediate Band Life Forms Tables</i>	60
The Standard Calendar of Ærth.....	21	<i>Dinosaurs of the Equatorial Band Tables</i>	62
Political Divisions of Ærth	22	Sapient Races of Interior Ærth	62
Regarding Governments	22	<i>Sapient Race Cultural Status Chart</i>	63
Regarding Pantheons	22	Interior Life Forms Viability on Exterior Ærth	63
<i>State Pantheon Adherence Tables</i>	22	THE ÆRTH GAZETTEER	64-184
Regarding Language	22	PHÆREE, THE COUNTER-ÆRTH.....	185
Regarding Rulers	22	<i>Typical Phæree Reality Changes Tables</i>	189
Regarding Populations	22	<i>Type of Change Tables</i>	186-189
Regarding Other Cities	22	<i>Short Duration Only Alterations Chart</i>	189
<i>The States of Ærth Tables</i>	23	Inhabitants of the World of Phæree	190
Regarding Flag/Emblem Color	24	FÆRIES: The Seelie Court	191
Regarding Coinage and Money Changing	24	HOBGOBLINS: The Borderers	194
<i>Standard Coinage Types Chart</i>	24	GOBLINS: The Unseelie Court	199
Regarding Important Persons	25	Special Note Regarding Dragons	209
<i>Notes Concerning Unique Gems Of Ærth</i>	25	Note Regarding Other Phæree Denizens	209
Regarding Alliances	26	Note Regarding Phæree Denizens and Iron	209
<i>Major Alliances Tables</i>	26-27	The Leading Races of Phæree	210
Regarding Hostilities	28	The Seelie Courts	210
Regarding Warfare and Skirmishing	28	The Borderer Lords	211
Regarding Intrigues	28	The Unseelie Courts	211
<i>Lines of Ambition Chart</i>	28	<i>General Powers Table</i>	212-213
Regarding Magickal Devices	28	<i>Power Area of Effect Table</i>	214
Intercourse with Phæree	28	<i>Power Range Table</i>	214
Blood Relationships Among Ærth's Rulers	29	<i>Powers Of Bestowal/Cursing Table</i>	214
<i>Noble Blood Relationships Charts</i>	29	<i>Delivery of Power Table</i>	214
Select Geographical Facts	30	Phæree Populations	216
<i>Geographical Areas Tables</i>	30	Phæree Languages	216
The Pantheons of Ærth	31	Phæree Transportation	216
<i>Pantheons of Ærth Tables</i>	31	Trade Between Phæree and Ærth	217
Aristocratic Titles.....	33	Phæree Food and Drink	217
<i>Aristocratic Title Equivalencies Chart</i>	33	Phæree Fauna	217
<i>Forms of Address Table</i>	34	Phæree Flora	217
<i>Titles by Primary Pantheon Chart</i>	34	Færie Flora.....	217
Terrain, Communications, and Encounters	34	Hobgoblin Flora.....	220
Land Encounters	35	Goblin Flora	220
<i>Land Encounters Tables</i>	35	Phæree Gems	221
Marine Encounters	37	Phæree Magickal Devices	221
<i>Marine Encounters Tables</i>	37	APPENDICES FOR THE GAMEMASTER	222
<i>Ærth's Common Seagoing Vessels</i>	38	Appendix I: Your Own Personal World	222
Weird Encounters	38	Appendix II: Races of Ærth	222
<i>Weird Encounters Tables</i>	38	Appendix III: Effects of Education Quality	223
Large/Dangerous Fauna of Ærth	39	on Heka Use	223
Heka Power and Portals	39	<i>Quality of Heka Use Education Charts</i>	224-237
<i>Magickal Ranking Chart</i>	39	Appendix IV: Birth Rates	238
<i>Large/Dangerous Fauna of Ærth Tables</i>	40-41	Appendix V: Natural Resources, Flora, & Fauna	238
<i>Polar Regions Table</i>	41	Appendix VI: Fidchell,	
<i>Portal Distribution Chart</i>	42	Ærth's Most Popular Chess Game	238
<i>Other Heka Powers Tables</i>	43		
Subterranean Ærth	44		

DO YOU LIKE WIZARDS & THE WEIRD?

Then you'll be right at home with the **Mythus™** fantasy roleplaying game and this companion to it, for the **Epic of Ærth™** volume puts you squarely in the fabulous realms where all manner of marvelous things happen. You are about to set foot on an alternate world, one which is very different from your own. But of course the world of Ærth is like your own Earth, too, except...well, take a look for yourself at the maps of this special world (see pages 241-272).

There's the great island of Atlantl and its capital city, Atlantis, just off the coast of Afrik. Notice the three isles of Avillonia to the north of Francia? The unfamiliar one is Lyonnese, of course, the homeland of the renowned King Arthur. To the west, across the Lantian Ocean, are the continents of Amazonia and Vargaard; the latter's Seven Great Lakes form the largest body of fresh water in the world. Beyond, in the vast reaches of the Titanic Ocean, are the near-continent of Lemuria and the island continent of Magmur. Enough of that for now. You can explore these and all of the other regions of Ærth later.

By now you must realize that Ærth is a planet where magick rules, where monsters are to be guarded against on land, sea, and air, and where most of the fabulous places you've read about on Earth actually exist.

The **Epic of Ærth** companion volume takes you on a guided tour of the whole planet, inside and out, as you'll soon see and understand. It provides a magick carpet for you to travel to all corners of Ærth, just as the **Mythus** and **Mythus Magick™** volumes together enable you to interact with the whole cosmos of swords & sorcery action and adventure. But roleplaying is more than mighty spells and flashing weapons, and that's what this work is all about.

Ærth is *three* worlds in one. Hard to believe? Not at all. The lands and seas apparent to all are replicated *inside* the planet in reverse, for it is hollow—just as some folks have asserted Earth is. No matter, though. In between the two "sides" (outside and inside) is a great maze of underground places. It's known as *Subterranean Ærth*, and it is full of all sorts of strange and wonderful things. It has an ecology

and a reason for being there. All will be revealed as you delve into this marvelous tome. It will reveal something else too, and that is the fact that Ærth has a counter-sphere, the planet *Phæree*. That's the world where all of the strange and monstrous creatures come from, you see. Færies and Elves, giants and ogres, firedrakes and all the rest too dwell on, and in, Phæree. It too has its own underground and inner world. That's a good thing for all concerned, of course. Drakes and others of the great evil things can no more co-exist with Elves, for instance, than they can with humans. If such things were native to Ærth, there would be no people left—and even the powers of the fair folk are strained to keep such monsters in check. Sometimes these creatures manage to pass through an opening between the two spheres, but that's another matter.

When Ærth's humans discovered that magick worked, started employing its energy, *Heka*, the paths of Earth and Ærth began to diverge more sharply. Now that science is well-developed on Earth, the worlds grow ever more distant, so there are fewer and fewer places where one can step between the two, but that hasn't always been so.... You'll soon learn how most of Earth's myths and legends stem from encounters with the folk and creatures of Ærth and Phæree. The Atlantlans ruled Ærth for a time, and the great kingdom of Egypt is still a world power thanks to its adroitness with Heka of all sorts. From the many nations of Ærth to the unexplored jungles, this work will guide you to anyplace you wish. Come along!

The whole of the **Epic of Ærth** companion volume will introduce you to places which are at once familiar and strange, recognizable and different. Ærth is a lot like Earth, and you'll understand much because you've read books of mythology, Grimm's Fairy Tales, and a lot of fiction based on the legendary. But the history, politics, and intrigues are unique. So too are the actual ways which things work. The culture of Ærth ranges from something similar to Earth's Renaissance to the Classical Ancient. After all, without gunpowder, and because of magickal things and monsters, many things of the Medieval still serve very well. However, because of the use of Heka, everything is different, too. Whether you visit the temples in Karnak, watch sea dragons sporting off the coast of Ch'in, or take part in a tourney of knights in the Savoyard Alps, the experience will be intense and real.

No amount of this sort of exposition, though, will suffice to do what is needed. To get to know the fantastic, you have to enter the realms of adventure which await. Here is a never-closed Gate which enables you to leave the mundane behind. Welcome, Hero, to the worlds of Ærth!



ÆRTH MILIEU

Before starting this extensive treatment, it is fair to give you, dear reader, this warning: You are about to embark on a voyage which is mind boggling, and we say that in all humility. Ærth is a parallel of our own world, one which separated from Earth aeons ago. Yet it is still connected with (but we'll discuss that later) and in many ways quite similar to our planet. Well, there are some differences, of course. There are six great continents on Ærth—Æropa, Afrik, Amazonia, Azir, Magmur (Australia plus...and minus), and Vargaard (North America)—rather than Earth's seven. The near-continent of Atlantis and Lemuria are in the Lantlan and Titanic Oceans, respectively. There are also some other islands which don't exist on Earth: Lyonesse, for instance. Most of Ærth's islands are larger than their Earthly counterparts, too.

There's the dark city of Ys on the long Bretton peninsula, the Seven Great Lakes of Vargaard, and a lot more, too. Yet a quick glance at the map of the world of Ærth will show you that its outlines are pretty much like those of Earth! In fact, a lot of Ærth is quasi-familiar, so you'll find it an accessible and "friendly" milieu to handle. All well and good, we trust you'll agree. There is yet more to say about this.

Ærth is three milieux in one, so to speak, and it has a counter-planet, a shadow world also of three milieux, called Phæree. But let's discuss Ærth first.

The world of Ærth is divided into three portions: (1) An Outer, or Exterior, Ærth, (2) a Subterranean Ærth of underground spaces, (3) and an Inner, or Interior, Ærth. The first is a sort of amalgam of the Medieval, Renaissance, and early 17th century of our own sociological, political, and technological developments—with the caveat that many scientific laws we know don't apply on Ærth, for magick is active instead, and its power (Heka) is an energy to be reckoned with! Feudalism works still on Ærth, for it is a useful form of organization, considering the general state of the exterior world; and without firearms, Medieval fortifications and armor are very, very important. The underground labyrinth is a weird place adventurers will love. But it has its own logic and will be detailed later on to prove that assertion. Finally, the hollow core of Ærth is a place of prehistory, more or less, with life forms long extinct on the outer surface (as on Earth) thriving there.

Phæree is likewise divided, and its three regions are inhabited by races we call the Seelie, Borderers, and Unseelie. There is a whole section of this work devoted to the counter-world of Phæree, so we'll save most of the information for that part. However, it is worth telling you now that Phæree is a mirror image (east and west reversed) of Ærth, so it is just about as easy for players to handle as is its twin.

Finally, Ærth is connected to a number of other worlds, spheres and planes by means of Heka-active Gates (big, generally stable and permanent openings between milieux) and Doors (smaller and less stable ways between worlds). Most of these means of entrance and exit are between the twin worlds, naturally. We'll cover this matter soon. Now on with the exposition.

ÆRTH'S MYTHIC NATURE

Earth's myths and legends are Ærth's realities. While that may

seem to be a strong statement, it is true. That is, much of what we know as mythology, myth, legend, and superstition here on Earth is factual on Ærth and its counter-world, Phæree. It seems likely that contact between Earth and Ærth existed quite strongly in the days before our recorded history began. Then, in the Ancient world of Earth's earliest writings, much of this contact was recorded. That is fortunate, for contact between the two places began fading rapidly soon thereafter—possibly because of the growing prevalence of scientific law here, and the contrary codification of magick on Ærth. The divergence grew as the two ruling principles became stronger, so that today the contact between Earth and Ærth is nearly nonexistent. However, we have the record of the past to rely on for our researches. What is now regarded as fabulous is, for the most part, simply the recording of facts pertaining to one of Earth's parallel worlds. There are some differences between what writings we possess about this subject and what exists on Ærth and its counter-world. That isn't surprising, for some errors are bound to creep in—matters of interpretation, and even admixture of things pertaining to other parallel worlds. Nonetheless, much of what we have as myth and legend is the reality of Ærth.

What is mythical here on Earth is basic reality on Ærth. This is generally true, and although there are exceptions, the exceptions do not disprove the rule. Atlantis (as Atlantis) and Lemuria are quite substantial places on the Sphere of Ærth. So too is the great, hollow interior of the planet—something only dreamed of (and scoffed at) on Earth, save, perhaps, by a few individuals who somehow managed to glimpse Ærth and supposed it was their own world. Strange and terrible creatures live on, in, and inside Ærth. The so-called spirits common to our folklore are common denizens of Phæree. In truth, the Gates and Doors between Ærth and its counter-world allow for anything from mass migration to mere intrusion of a single creature, so there is a mixture of living things to be found on both spheres.

There are, if only rarely, Phæree sea monsters in the waters, giants and ogres in wild regions, "little people" here and there. Think of what is mentioned in our myths. What has become of dragons? Giants? Banshees?

There once were active Doors here on Earth, but they are so rare now as to be almost nonexistent. The lore we think of as fantasy and superstition is a mixture of fact from other places, and encounters with stray inhabitants of such places, unfortunates who happened to wander by accident through a magickal passage between worlds.

So fairy tales told here with a wink and a smile to children are oftentimes frighteningly true on Ærth. Legends and tall tales are accounts, garbled admittedly, of actual facts regarding the two worlds. What we think of as mythology is, by and large, religious fact for the peoples of Ærth. "Very well," you might say, "I'll accept your statements, but what does that have to do with my fantasy game milieu?" The answer is, "Just about everything."

Consider first the history of Ærth. (We will cover that in precis soon, but for the sake of this argument, what follows immediately will suffice.) The active force of Heka and the reality of working magick made many differences in the course of events there as



compared to Earth, but where such things had slight or no impact, the distant history of one world might be mistaken for that of the other. However, as time progressed and differences in events grew more numerous and profound, the connection between the two histories became more tenuous. So there is a similar basis, and familiarity enables a greater ease in handling milieux of familiar sort. No knowledgeable game enthusiast would deny that it is easier to operate in a historically based campaign than in one which is unfamiliar and unknown save for within an esoteric work or works. History and legend are the bases of much of the *Ærth* milieu, and you are familiar with much of that.

Turn now to myth and legend alone. As already stated, much of that is actual fact on *Ærth*. That is, ancient and primitive myth is somewhere around 90% accurate with respect to *Ærth*. Ancient legends are nearly as solidly based in that reality. Medieval ones tend to be only slightly further removed. Modern ones, though, under the stress of the growing separation, become less and less accurate in predicting the truths of *Ærth*, save where they are based on older work or the author has somehow managed to gain information which is drawn from *Ærth* or *Phæree*. There are, of course, errors, mix-ups, and exaggerations. *Færies* and *Elves* are often confused in our legends, other shape-shifting natives of *Phæree* mistaken for them, the magick (*Heka* powers) used by such folk overblown, and so on. Still, both *Færies* and *Elves* are from the world named *Phæree*, belong to the *Seellie Court*, and are generally well-disposed beings. Likewise, in our myths, dragons are also known as *firedrakes*, but on *Ærth* and *Phæree* it is common knowledge that dragons are nothing at all like *firedrakes*—or any of the other *Drakes*, *Wyverns*, or *Wyrms*, for that matter. Still, once you have had a brief look at what differentiates one from the other, you will recognize the nuances easily. The realities will be clear, because they are based on things you already know but probably hadn't connected. In a similar vein, in our legends, confusion exists regarding werewolves and other shape-shifters. This is due to a lack of information, principally, and also some jumbling of facts. There are a variety of causes and reasons for transformation from human to wolf (or other animal) and vice versa. Again, when you peruse in this book the information regarding this area, you will recognize the differences, understand them, and manage the sorting out without any difficulty whatsoever. Unlike werewolves, vampires are a relatively clear matter from the beginning. We have information pertaining to *Earthly* ones, and those of *Ærth* are just the same as ours. But there are two other sorts of vampires, creatures almost totally foreign to *Earth* (and not common to *Ærth*, either!), so there are almost no mistaken presuppositions regarding vampires. In summation, without realizing it, you already know much about the inhabitants of *Ærth* and *Phæree*, but you'll need to get that information in proper order and perspective.

What all of that means is that a given campaign can and may accommodate virtually anything from myth, legend, and authored fiction of pertinent sort, as long as the inclusion of the new material doesn't nullify or seriously contradict some important rule or the milieux of *Ærth* and *Phæree*. In actual fact, either or both milieux may be adjusted to allow for virtually anything desired, for all that does is shift the subject world or worlds away from the central *Ærth* to another parallel track. Just be careful...we encourage gamemasters

to utilize the wealth of information of mythical, legendary, and fabulous nature (fairy tales, folklore, fantasy literature, swords & sorcery fiction) to fill in, enlarge upon, or otherwise enrich their individual campaign milieux. It is inevitable that over the course of time, the data regarding *Ærth* will expand. This stream of new information will cause aberrations between the "facts" of long-established campaign worlds and published "facts" about *Ærth*. That is unavoidable and not at all undesirable. This brings variety into the whole setting, makes each campaign more distinctive, and gives participant groups both common ground and differences worth discussing.

True mythology comes under the 90% fact category. The pantheons of *Ærth* are indeed very similar to those of ancient *Earth*. *Ægyptian*, *Babylonian*, and all the rest are bound to be quite familiar to readers steeped in mythology. Two might be less familiar than the others, though: *Manitou*, the encompassing beliefs of the native peoples of *Vargaard*; and *Vodoun*, the pantheon of the natives of southern *Afriki*. Still, even much of those two "mythologies" is known to us of *Earth*. That means that neither gamemaster nor player will have difficulties or unanswered questions regarding deities, powers, priests, and services. If it isn't in this work or another in the series, go to the library and look up the information! It's as simple as that.

Atlantl (*Atlantis*) and *Lemuria* pose the greatest difficulty for participants, gamemasters in particular. There is scant information of mythical or legendary sort pertaining to either island. Thus, whenever possible, we have gone to extra lengths to try to assure enough details are provided—states, rulers, cities, populations, etc.—to enable development of familiarity with these places. From this base, gamemasters can each construct such additional details as they deem necessary.

PORTALS TO OTHER WORLDS

Because *Ærth* is a world governed by the *Laws of Magick* and the *Canons of Enlightenment* rather than scientific laws, there are many features of the milieu which might seem anomalous, paradoxical, or impossible to the uninformed outsider. Yet these things are both natural and reasonable within the parameters of *Ærth* and its related places. In a multiverse where anything is possible—and that is a theory accepted by scientific principles—the particular set of "truths" which apply are different but no less true than those which prevail elsewhere—*Earth*, for example. Thus, while *Ærth* is very different in many ways from *Earth*, it is also linked by various truths. In fact, everything in the multiverse—time, space, probability, all—is linked, whether tenuously or through many bonds.

The most vital link from our point of view, and the readers', too, of course, is that of non-spatial sort. That is, "doorways" between worlds and, in this case, specifically between *Earth* and *Ærth*. There are two sorts of these linking Portals: *Gates* and *Doors*. Where they exist and operate, it is as if the two worlds touched each other, each invisible from the other, but in contact nonetheless. Think of an invisible curtain hanging between you and the next room. You can see neither curtain nor room, but if you step through the curtain you are in the other room. In effect, *Gates* and *Doors* are invisible curtains, and if you step through you are instantly in the next "room," in this case either *Earth* or *Ærth*. Naturally, all Portals don't link the two worlds mentioned. The majority lead to other places entirely.



Earth has never had many such links, although it is obvious that it has had some. How else can legends of dragons, "little people," strange appearances and disappearances (everything from Shangrila to lost ships), and so on be explained? Earth's links are small and weak now, so the discussion must center on Ærth where the opposite holds true. However, wherever possible, we will also relate Gates and Doors to Earth so as to further clarify how they link Earth to other places—and how we know this through myths, legends, and unexplained occurrences.

Ærth has many Gates and Doors. They lead to all manner of other places—parallel worlds, other spheres, and even other planes. They link Ærth with Earth and other parallel worlds, possibly to far distant planets and their parallels, if any. Sphere links concern the normally non-visible, non-perceptible places such as the Ærial (elemental air) Sphere, the Hydric (elemental water) Sphere, or the Spheres of Thought or Emotion. Plane links are to such places as the Astral, Emyreal, or Temporal Plane. Virtually any place, time, probability, or condition/state can be linked by a Gate or Door. Here is how each works.

Gates

Gates are links which are large, powerful, and permanent. Note, however, that permanency does not necessarily mean continuous operation. Operation might be set to certain times and/or conditions, or by triggering mechanism, if not continuous. Continuous operation might be for some specific type of material (or non-

material), or in one direction only. That is, a Gate might lead from Ærth to Earth, but the Earth-side Gate, if any, might take one to another place, or non-place, entirely. By non-place we refer to such as interdimensional, non-dimensional, and extra-dimensional areas. These are created areas, generally speaking, brought about through the operation of Heka. Such non-places are linked to a place or places only through Heka, i.e., tenuously. Having a Gate link means that the tenuity is relatively strong, but it is nonetheless singular, or nearly so, and only traceable from the Gate and the Plane of All Heka—a place where it is doubtful even Entital beings can travel. Gates, then, are merely doorways between places (and non-places). How do they differ from Doors?

Doors

Doors are smaller, weaker, less continuously active Gates. They might function only rarely by period or irregular burst. They might have to be activated through Heka energy application. A Door can actually be created and opened rather easily through Heka use, although it is costly and not absolutely reliable, for the link might be misapplied to any of the infinite connections possible. Again, this is not to say that a Door can't be very much the same as a Gate, but in no event is it going to be equal in all respects. The Door might be almost as large and as powerful, but it will function for only a few moments time, then disappear; or it might be small and weak, but continually allow the passage of any living thing under one ounce in weight. You get the picture.





Portals on Ærth

On Ærth there are Portals to the element of air atop some mountains; beneath the ocean are others leading to the elemental Sphere of Water. Portals to the counter-world, Phæree, are found in many places, for the two spheres (Ærth and Phæree) are separated only by differing vibratory patterns. There are also Portals leading to many other spheres and planes, because Ærth is a Heka-active world. Many of these are Doors, of course. Naturally existing ones, those created by the Heka flux, and purposefully created Doors, too, abound on Ærth. Knowing that and locating them is another matter entirely. Gates, due to their nature, are far more traceable than their lesser counterparts. Still, we can state that Portals are frequently located in underground places such as caves and grottoes, in hills or mounds (particularly true with respect to Ærth-Phæree links), in woods or great old trees, and in pools or waterfalls.

Summation

To review this all, we'll go back over the differences between links and give some examples which tie into Earth's myths and legends, too.

Gates are places where passage between Ærth and some other sphere or plane is possible merely by stepping into the area of the link. Some Gates are active continuously, some only periodically. Most locales of Gates are inaccessible, even on so magickal a place as planet Ærth. These links go to all manner of other places, but on Ærth the majority connect to the counter-world, Phæree. (That place with its "wild" Heka has uncertain Laws of Magick and Canons of Enlightenment, but links are one of the few things more certain there than on Ærth. They are used accidentally so as to lead marauding giants, dragons, ogres, etc. into places they aren't native to, or on purpose by those Færies, Hobgoblins, or even Goblins desirous of dwelling temporarily or permanently on Ærth or in its subterranean labyrinth. Gnomes, for instance, are native to Phæree, but now large numbers of them inhabit Ærth, utilizing Gates for their trade, so they are potentially useful informants.) Earth was once connected to another sphere, Asgard. This is clear from Norse mythology, which tells us plainly that the Gate linking the two places was Bifrost Bridge. Interestingly, the information which relates to other places one could go via Bifrost seems to point to Earth once having a counter-world. Although not named such, the tales of *Jotenheim*, *Alfheim*, *Niffleheim*, etc., resemble a confused account of a twin world of wild Heka and strange races—i.e., Phæree-like. Perhaps it was even Ærth's Phæree! In Phæree are places corresponding to the cold of Niffleheim, the realm of giants, and so on.

Doors are simply small Portals. They are seldom in permanent operation. Some work only one way. Most operate sporadically—whether by fixed interval or randomly depends on the particular link—or even uniquely. The latter are created by Heka, whether from Casting, innate Power of some being, or via an energy purposefully or randomly tapped (a Heka pool or flux). Legends of fairy realms found under hills, of people being taken off to another world, show that Gates once operated fairly frequently on Earth itself. In fact, the *thousands of mysterious disappearances which occur on Earth every year* seem to point towards considerable Portal activity still existing on our planet. "Why not Gates," you might well ask? Were such relatively constant linkways functioning, there would be more

reports of strange *appearances* on the planet, more tales of fairies, reports (and proof!) of dragons, giants, etc. However, UFO data might indicate that one or more Gates still function, albeit linking Earth to spheres and/or planes removed from Ærth/Phæree. In any event, think of the advantage one would gain from knowing of the location and mode of operation of a Gate or Door which enabled both egress and re-entrance to Earth. From a simple hiding place, to a cornucopia of wealth, dependent upon the accessed sphere or plane, such knowledge can only be likened to something akin to the discovery of fire, the wheel, writing, the New World, heavier-than-air flight, and atomic energy rolled into one.

Now you have a basic understanding of the importance of Portals. Of course we will discuss these means of passage between planes and spheres in other portions of this work, but the foregoing enables you to understand just what Doors and Gates are, something of how they operate, and possible locations where they might be located.

A BRIEF HISTORY OF ÆRTH

Before we can be at liberty to discuss the past, it is necessary to reassert the matter of parallel time. The time frame of Ærth as compared to Earth is critical to understanding the history we are about to set forth. If you recall from the *Mythus* book, keeping track of time differences between the two worlds is a relatively easy thing to do. Earth and Ærth are travelling at the same rate in the time stream, and today here is the same, relatively speaking, as it is on Ærth. The dates differ, but that too is easily managed. Our current date is exactly 1,000 years ahead of the date of the year on Ærth. Let's assume that it's 1992 A.D. (or CE as it's sometimes called now). That means that on Ærth the year is 992 After Atlantl's Fall, or 992 AAF, or simply 992. The great empire of Atlantl fell in the year 1000 Earth reckoning, more or less. That is, by the beginning of the new year, the last emperor of Atlantl had been assassinated, so beginning that year, kingdoms began referring to the date as "Year One After Atlantl's Fall." Soon enough, that became 1 AAF, 2 AAF, etc. Those dates coincide with Earth's 1001, 1002, etc. In some places on Ærth, the new reckoning of annual time was embraced with rejoicing, in others it was a mark of shame and sorrow, but that's for the story to be told hereafter. (See also The Standard Calendar of Ærth, page 21.)

The Ancient Age

Recorded history on Ærth began some 6,000 years Before Atlantl's Fall. Such a date is written as <6000, rather than with the BAF denominator, the carat implying "less than" indicating that the date is in the past and prior to the demarcation line (Imperial Atlantl's end) between "Ancient" and "Modern" Ærth. This primitive recording began in small city-states, islands of early civilization set beside rivers in Afrik and Azir. From there it spread to Æropa, but by then the culture of the island of Atlantl was already well over a millennium old and quite advanced. Writing began in Atlantl, and from that island it spread eastward with the early Atlantian explorers, colonizers, and traders. Only a few centuries after the first words were put in writing, there were great cities flourishing on Atlantl, and in those cities there were forums for learning. The Grecians, in fact, copied such places more closely than did the Ægyptians, for the latter were more prone to pantheological centers of learning, but again we are jumping ahead



of our history. Because the Atlantians were never prone to delving deeply into the Art of Hekau (magick and the operation of its laws, the study of Heka), their colleges professed subjects such as arithmetic, astrology/astronomy, natural study, and philosophy. It was a civilized curriculum, certainly, but already the foundation for disaster was set because of this neglect of magick.

In the period circa <5000, Atlantian explorers began to actively sail eastwards into the Middle Seas (see the map of Ærth in the back of this book). Having already set colonies along the west coast of northern Afrik, the lords of the island thought to expand their horizons. They first encountered the Ægyptians, then the Babylonians. The former were astounded to see another Red race and accepted the Atlantians as near-deities, while the Babylonians and other Eastern peoples always regarded the islanders as suspect at best. Thus, while there was ever-growing commerce with the East, the Atlantians never settled there as they did in Ægypt. In fact, large numbers of Atlantians eventually took residence in Pharaoh's kingdom, but that settlement took place over centuries on an ongoing basis, and the migrants were absorbed into the native population without difficulty.

Returning to the history stream, we thus see Atlanti as the first civilized land of Ærth, followed soon by emerging states elsewhere. These primary civilizations were Ægyptian (aided to some small extent by the Atlantians), Babylonian, Hindic, and Ch'in in the Far East.

Atlanti's Oricalcian Age: During the period <5000 to <4000, there were four kingdoms covering the island of Atlanti. Each began as a city-state but grew into a government of considerable size and sophistication. Of these four kingdoms, Atlantichol was the most powerful. It occupied the northeastern portion of the island. Colulcan, sited to the west, was the next most powerful state and arch-rival of Atlantichol. In the central portion of the island, Zuivanal held sway. It was only slightly less powerful than its neighbors to the north. Lastly, Xalissa, relatively isolated in its southernmost position, was the weakest of the four kingdoms. Despite this, Xalissa managed to grow and prosper from its colonies on the shores of Afrik to the east. As already mentioned, all these states were exploring, trading, and seeking lands of rich sort suitable for colonization. At the same time, each sought to extend its island holding and power. Near the end of the period in consideration—i.e., <4000—all territory of the island was divided between the four kingdoms, and each state had overseas colonies and trade. This period of wealth and expansion is commonly referred to as Atlanti's Oricalcian Age.

Atlantichol had colonized the shores of southern Iberia and the Berber coast of northern Afrik. Her trade was with these places and the East. Colulcan explorers had discovered the Alzore Islands and made them a part of the mainland kingdom. From there they sent ships to found colonies along the coast of what is today Portugal (on Ærth as well as on Earth), and developed inland trade over time. The Kingdom of Zuivanal explored the Afrikkan coastlands due east of her, establishing little posts below those of the rival Atlanticholans, and soon enough that state too was benefiting from a stream of trade. Farther southward still, where the jungles pressed down to meet the ocean's breakers, the Xalissans voyaged, even discovering and populating the lush Golancho Islands (cf. Cape Verde Islands for the relative location of these on Earth). The Golanchoas soon became the

halfway point for the Kingdom of Xalissa as trading voyages became evermore bold. Despite colonies and trade, however, the Atlanticholan state became wealthier than the other three kingdoms, due to her commerce with Ægypt and the Eastern lands beyond. This fact prompted the others to compete for that trade and precipitated a great war on Atlanti.

The historical records are too sketchy to be certain, but the date of this conflict's beginning is <4007 in most surviving documents. War was waged at sea and on land. Had the three rivals managed to stay allied against Atlantichol, they would have triumphed, but Atlantichol bribed Xalissa to turn on Zuivanal, so that she was able to turn virtually the whole of her might against hapless Colulcan. For a full three years, strife continued, but then Colulcan surrendered, every individual of her royal line slain, and became a subject land of the victor's kingdom. With conscripts from the newly conquered territory swelling the ranks of her armies, Atlantichol turned south and proceeded to sweep over the whole of the island. Empire was proclaimed in <3990, and as of that date, the city of Atlantichol was renamed Atlantis, capital of the Imperial House of Atlanti. The new head of state ruled not only the four island kingdoms, but all the far-flung colonies of the former states as well. The black banners with the golden kraken of Atlantichol/Atlantis soon waved over Ærth's first true empire.

The first emperor of Atlanti was Evenor, but he sat on the imperial throne in Atlantis with uncertainty and by dint of arms, for the former kingdoms of Colulcan, Zuivanal, and Xalissa were not reconciled to a subservient role. His son, Atlas, however, consolidated the empire, first by brutal warfare, then through marriages and alliances. His long reign made Atlanti into a reality which persisted for nearly three millennia thereafter. Atlas' policies were at once tyrannical and enlightened. At home, he ruthlessly executed rebels, while in the colonies he allowed dissent as long as tribute and trade continued unabated. It was this emperor who through his hubris destroyed the theretofore good relationship with the Pharaonic court, yet at the same time sent explorers on truly marvelous voyages of discovery. While Atlantian traders plied the waters of the Middle Seas—Mare Librum, Mare Phoenecium, and even the distant Mare Ostrum—others of her flimsy vessels were daring the broad stretches of the Lantlan Ocean to find the tip of Afrik and the continent of Amazonia. Little was done with respect to these discoveries under Atlas' successors to the imperial throne: the emperors Eumelus, Qades, and Ampheres the Mighty. However, commerce and trade remained strong during those decades, and if anything, Atlanti became more solid because of these pedestrian emperors. In fact, the relatively staid condition persisted under the whole line of Atlas' successors. Evæmon followed Ampheres, and then Mneseus, Autochthon, Elaspippus, Mestor, Azæas, and Diaprepes.

If we are to believe the histories, the last-named emperor ruled until the year <3011, and Diaprepes' reign was not of exceptional length. If such is true, then the 12 emperors of the House of Evenor ruled for a combined period of over 900 years, an average of in excess of 75 years rule per emperor. Even given Ærth's average life span today of 120 years, that is remarkable and indicative of Heka-based intervention.

The Rise of Magick: It is at this juncture that a slight diversion from the main thrust of this treatise will prove beneficial. As was noted earlier on, the Atlantians bore no particular devotion to Hekau, and



although the great schools of other sorts of learning remained on their island for centuries, that of Heka, the Laws of Magick and the Canons of Enlightenment (of priestcraft) were established elsewhere. Most notable were those founded by the Ægyptians, closely rivaled by the Babylonians, for the latter sought to compete with, outdo, and even overcome the Land of Pharaoh since earliest times. This seating of the study of Hekau in Ærth's Eastern civilizations had a profound influence on events to come. It is certainly paramount in the positions of the states of the world today, for even now Ægypt is certainly the greatest seat of Heka on Ærth, and the Kingdom of Babylonia ranks close behind.

Atlanti's First Decline: The few reliable works which have come down to us from this very early period (ending circa <3000) indicate that the ancient, bronze-working Atlantians found savage tribes of White race in Æropa and across from their island in the northwestern corner of Afrik. In the places east and south of there they found only slightly less-savage tribes of Yellow race, with exceptions already mentioned and to be discussed hereafter. Far south in Afrik were Blacks as wild as the White Æropan to the north. Discovery of the Ægyptians of Red race, the same stock as the Atlantians, surprised the explorers, as it did the Nylle River Valley dwellers. Commentaries on this, in fact, express ill-concealed wonderment as well as some surprise at the advanced state of culture found in Ægypt. The copper-working Ægyptians were quick to embrace the new technologies of the Atlantians—something the Pharaoh's nation is not renowned for, typically holding its own culture to be superior to all others regardless of benefits possibly to be gained. The newcomers were haughty despite a racial brotherhood, and non-colonial Atlantians alienated the Nylle folk so that when the First Rebellion of Princes occurred, and Atlantis was busy putting down the uprisings, Ægypt made the best of the situation. When regular commerce was restored a few years later, strong garrisons and careful diplomacy made it evident that Pharaoh's kingdom was indeed separate and sovereign. The Ægyptian monarchs had proclaimed this from the time of the second Atlantian emperor, Atlas, but up until the rebellion, they had not dared to show the Westerners military might as a sign of this, and Atlanti had treated Pharaoh as it would a vassal.

Eastwards, in the valleys of the Tigris and Euphrates rivers, the traders moving overland had found the newly flowering city-state of Babylonia. Passing the Babylonians off as a mere Yellow race, the Atlantians exploited trade but never became diplomatically involved with them. In response, the King of Babylonia assisted the first of the Phoenecian trading city-states through special arrangements, goods, and loans. This soon proved to be the most serious of threats to Atlantian hegemony in the Middle Seas.

During the nearly century-long strife of the First Rebellion of Princes (<3010 to <2919), Ægypt became a single kingdom stretching from the Mare Librum southwards along the banks of the River Nylle for hundreds of miles. During this same period, Babylon grew and took on imperial trappings as her armies conquered surrounding cities and tribal lands. As nobles warred against the imperial throne of Atlantis, the Hind and Ch'in states grew, prospered, and likewise assumed imperial status through conquest. From the Atlantian colonies and the newly emerging states to the east spread animal domestication, crop cultivation, pottery making, metal working, writing, and

the elementary codification of magickal functions. These, and other forms of learning, took centuries to expand and to take root amongst the uncivilized and savage peoples, but there was time enough during Atlantis' troubles.

When the imperium in Atlantis was restored in <2919, the empire was not immediately strong enough to re-establish those continental holdings she had lost, nor to dispute the loss of trading privileges she had let slip away during the internal strife period she had suffered. While making the best of what she could with Eastern commerce, the empire recalled her earlier voyages of discovery and turned westward to see if there was truly a great continental land of Amazonia. That she rediscovered, and the land to the north, too, the continent we know today as Vargaard because of the Skandian settlers who later ventured there. The Atlantians mapped stretches of the coast of Amazonia, discovered the Narrow Land (the isthmus tying it to the northern continent), and even accurately charted the "Great Islandway" of big islands which are Hy Braseal and the Karribs. All of this was accomplished around <2895, and it is known that there were subsequent trading posts in these Western lands as early as <2880. Although documentation to prove it is lacking, Ærth scholars today are relatively certain that there were Atlantian settlements in the area which is now the Teclan Empire not long after this (<2800 or so); and at about the same time first contact with the brown-skinned race of Lemurians—the so-called Fifth Race of Ærth—must have occurred. The Lemurians are known to have set up their own colonies in the lower, southernmost portion of Vargaard at about this same time, (c. <2796). There are extant records of Lemurian slavers showing the latter date (in translation), so that time is certain.

Had the Atlantians focused their attention towards the West at this time, the pages of Ærth's history would certainly contain a far different story. Who can say what contest might have occurred between the Lemurians and Atlantians in that remote part of Ærth? However, despite Amazonian gold and gems, the Emperor Culchan, third ruler of the House (dynasty) of Ketzlan, was determined to restore imperial holdings and trade in the Middle Seas area, so he embarked upon a campaign of Eastern expansion. Culchan followed a policy of measured progress, constructing fortified ports as the ships and soldiers inched towards Azir, and the strategy proved to be successful. By the year <2599, the shores of the Mare Phoenecium and Mare Librum were ringed with strongholds flying the Kraken Banner of the island empire, and the writ of Atlantis travelled to the most distant reaches of the Mare Ostrum. The might of Atlanti was known to all the civilized, semi-civilized, and savage peoples occupying the lands around the Middle Seas—Æropan, Azirian, and Afrikkan alike. While the contact and commerce brought the benefits of learning and knowledge to these lands, there was a far darker side to the matter.

The subject peoples and tributary lands were exploited. Slavery became more and more popular amongst the Atlantians, and that, together with a fervor for human sacrifices, made them loathed and feared throughout the world. The stream of wealth, and the policies of the emperors, brought decadence to the island, and the people of Atlantis seemed to revel in their degeneracy. In scarcely two centuries, the state of affairs led to the Second Rebellion of Princes (<2373), and chaos soon reigned in Atlanti and her provinces.

Phoenecian city-states had survived the Atlantian incursions by

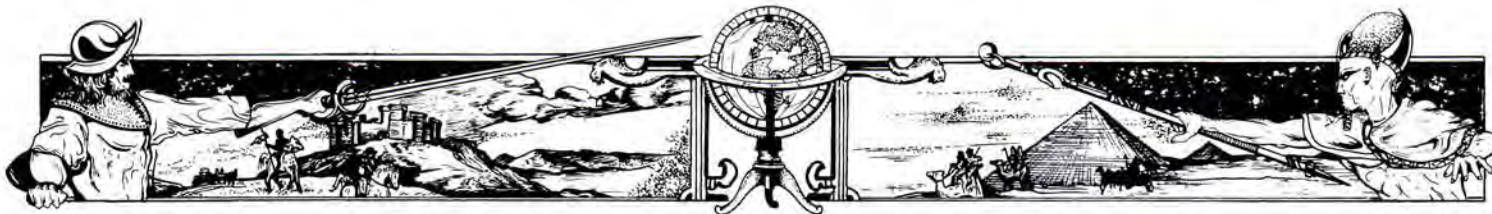


following a policy of submission—serving, paying tribute, and biding their time with the cleverness which is their hallmark. Within only a few years, the strife of rebellion and civil war brought havoc to the outposts of the empire. One by one—the most distant holdings falling first—the black and gold tentacles of mighty Atlantis were severed. Without naval support, military reinforcement, or even direction, the new colonies and trading citadels were doomed. Still, it took nearly a hundred years to come to completion. By <2350, the whole of the Mare Ostrum was lost to the empire. Twenty years later, the Near Azirian shore of the Mare Librum was again independent of Atlantian soldiers, and colonists fled or were slain, enslaved, or absorbed into the local populace. Kings, princes, city-states, or mere tribal chieftains ruled where once the tall, red-hued Atlantian overlords had held court.

The year of <2300 is held to be the final turning point, for the assassinations, wars, factions, and short-lived dynasties of the Second Rebellion of Princes continued to wreak havoc on the island, while all she had gained was lost to the Atlantian state. The Azirian city-states of Phoenecia (cf. Hasur, a diminished remnant of the amalgamation that was Phoenecia, now a kingdom) reasserted the independence of their distant subject cities built in imitation of those which spawned them, and new trading ports were established in places lost to Atlantis. The Mare Phoenecium became that because of the proliferation of such new city-states, for there was competition in the Mare Librum.

The New Balance of Power: Egypt took the opportunity to expand, and soon her ships brought Pharaoh's writ to Cyprus and the eastern portion of Afrik's Mare Librum shores (Lybbos and westward). Armies of Egyptians took the field and conquered portions of Azir at the expense of Yarban, Shamish, Phoenecian, and Babylonian alike. Her warships and trading vessels soon controlled the Mare Rubine; Egyptian outposts and traders were scattered from the shores of that sea down along the eastern horn of Afrik, along the south of the arid Yarban peninsula, and as far off as Sind. Expeditions thrust south into the depths of the Afrikkan continent and brought back all manner of precious things. The Land of Pharaoh flourished even as the Atlantian Empire withered, and thousands of fleeing Atlantians found refuge along the Nylle's banks. All forms of learning grew there, and it is during this time (c. <2250) that scrolls stating the first Laws of Magick, as well as many of the renowned magickal Castings still utilized today, and the Canons of Enlightenment, were written for study in the temples of such cities as Thebes, On, Memphis and Abydos.

There was competition from the newly civilizing Grecian states, of course. These vigorous Eropan peoples deployed all along the nearby coasts of the Mare Librum and Mare Ostrum, doing much as the Phoenecians did, building tributary cities, sending colonists, and plying the seas to trade. The three factions—Phoenecian, Egyptian, Grecian—in fact tended to check one another, so that no single sovereign power could emerge to fill the vacuum left by Atlant's collapse. Meanwhile, savage horsemen from Azir swept around the far east of the Middle Seas, as wild Eropan tribesmen made the western part of that continent into a howling wilderness once again. However, things slowly began to grow better with time, so that by <2000 the region was returned to a semblance of its former order and prosperity, with new rulers establishing their own writ to replace the vanished Atlantian structure.



The Realms Beyond: By this time, the Hindic Subcontinent had grown into a dozen quasi-empires and kingdoms, with trade between it and such places as Ægypt, Babylonia, Tibet, Burma, Siam, and Sung adding to the development of all peoples concerned. Likewise, the Far Eastern Ch'in Empire had grown, and rival Sung and petty states around spurred on the progress of civilization there. It cannot be doubted that the high state of Hekau held today by the Chinese began to develop in this distant time through competitive pressure and the influence of Tibet and even Hind.

Lemuria, isolated from all other civilizations as it was, had hardly noticed the brief contact with Atlantian explorers centuries before. Around <2000, the Lemurian island was then, as it is now, a patchwork of warring states of considerable military prowess and powerful magickal employments. Rich as the island was in natural resources, its brown-skinned people were as venturesome as the red-skinned Atlantians. When not occupied with fighting one another, Lemurian states sent ships ranging all over the wide Titanic Ocean. Several colonies existed in the Narrow Land and the southern portion of Vargaard by this date, and to the West the Lemurians were slowly making their way along the links of the island chains running from their homeland toward the continent of Magmur. What was occurring in this region, however, had no meaningful impact on the development of Ærth's history, so we shall return once more to the Atlantians and the Middle Seas.

Atlantl's Golden Period: Around <1900, the island of Atlantl entered its "Renewed Vigor" under Emperor Ogyges II, a time also known as the Golden Period of Atlantl. Because Ogyges now faced peoples far more advanced and politically organized than had his predecessors, the strategy followed by this emperor was quite different. When Atlantian galleys and sailing vessels had initially plied the waves of the Middle Seas, they had scarcely encountered another craft there. Now, from end to end, the seas were swarming with ships. Vigorous and warlike peoples ringed the shores, and rival nations—city-states, kingdoms, and even empires—were there to contest the resurgent Atlantian power. The Phoenecian and Grecian city-states were certainly foremost—in trade, piracy, and bellicosity—with the kingdoms of Lybbos, Minos, and the Bersicilian Alliance following closely in the resistance to, and competition with, the returned Atlantians. At best, Ogyges could hope for continual harassment and trade route challenges in the Middle Seas.

This was not the case on the mainland of Afrik. The former colonies were still most loyal to Atlantis in most cases, and Emperor Ogyges speedily re-established an empire there whose territory exceeded that of the home island in size and contributed much income and strong soldiers and sailors. From this rewoven mesh of Atlantians, Berbers, and various other peoples, Ogyges built a power base to entangle the East once again. In its Renewed Vigor, the population of Atlantl was again demanding more, and to satisfy those demands Atlantis needed colonies, commerce, gold, slaves, and all manner of riches from the world. In the year <1883, Emperor Ogyges completed his conquest of all civilized areas of the Iberian Peninsula, but a few years later he died, and his successors made little progress thereafter in adding to the empire.

This condition persisted until <1802. In that year, the Atlantian Empire recognized the newly established Kingdom of Rome. By

furnishing her with gold and arms, Emperor Quetzales bound the new nation to the cause of his empire for better or for worse. Rome fought successive wars of conquest with the other Italic states, and soon ruled most of the territory in her boot-shaped peninsular homeland. Grecian and Phoenecian powers reacted to this by warring with both the Roman and Atlantian empires. But Quetzales was nothing if not cunning. His intrigues and machinations rightfully heralded as nothing short of masterful in the fashion of the Deevs. (See page 202 for insight into this malign and powerful race of beings.) Through bribery, false information, and created incidents, Emperor Quetzales managed to embroil Ægypt in a war against Lybbos and Minos, meanwhile making sure that the new dual monarchy of Shamash-Yarbay would harry the Pharaoh sufficiently to keep Ægypt from any sweeping victory.

The victories over the Hittites and Assyrians by the forces of Pharaoh, the power of his magickal practitioners and the solid fighting ability of his troops, was marked by the Atlantian emperor. He even managed to convince Babylon to assist the growing rival Shamash-Yarbay in order to even old scores against Ægypt (earlier defeats and lost territories weighing heavily on the Babylonian king's mind, for once his very throne had been a tributary to Pharaoh).

The Rise of Rome: With virtually all other nations to the east thus busily engaged fighting one another, the Atlantian-Italic Alliance was able to conduct a campaign against a weakened foe. The Grecians, in fact, had to devote attention to matters close to home when the Kingdom of Minos fell to the Ægyptians. They successfully ousted the invaders, of course, and established a Grecian overlord in their stead, thus ending the long Minoan existence and adding to the eventual might of Grecia. While this was occurring, however, the Phoenecian city-states were forced to carry on the war virtually alone, so in the year <1591, those nearest to Rome made peace and actually joined in alliance with the Italic Empire, although specifically retaining the right to protect and defend themselves, their territories, and their trade against all others (read: the Atlantians). Rome slyly accepted such conditions, and there can be no doubt that even at this early period her rulers were thinking of a world ruled from the Seven Hills, not Atlantis. Thus bolstered, Rome began a slow, calculated, and clever process aimed at making the Italic Empire sovereign.

There was an interval of time, however, when this was not evident. For several decades, the Atlantian-Italic Alliance remained firm and under the guidance of the Embracing Tentacles Throne in Atlantis, their ships and legions pushed ever farther eastwards, Rome concentrating on the land operations, Atlantis on the sea. Much of Æropan Grecia fell under Italic domination before <1500, and thereafter Rome marched steadily eastwards, a little at a time, but inexorably. Atlantl, meanwhile, contented herself with what she perceived as the lion's share of the spoils—tribute, trading ports, and the riches therefrom. Thinking her nearby colonies now sufficient, Atlantis decreed that no new territories, save enclaves surrounding key commerce points, would be added to the domains ruled under the Kraken Banner. She would allow Rome the glory, with attendant costs, of conquest and rule of foreign nations. This condition remained more or less stable for more than a century.

The Babylonians had not been a significant factor in world events for a long time. The empire of the Tigris-Euphrates had been checked



first by the Ægyptians who, despite being outnumbered in soldiers, had triumphed against the Babylonians time after time through the power of their priests and mages. Then, when Pharaoh had abandoned imperial ways, Babylon had again been pushed away from the West by the Grecians and their Æropan allies—so badly checked, in fact, that for a brief time all of the westernmost portions of the empire had fallen to Grecia, and Babylon herself tributary to them. Her holdings eastwards in Azir enabled Babylonia to survive, but the dream of mastery over all of Near Azir had been shattered. Then, with the Italic legions' approach, she was threatened once again, and it was anyone's guess how successful her Azirian priests and Heka casters would do against this new threat. It was at this juncture that waves of mounted nomads from the heartland of Azir began to thrust westwards into the provinces of Babylonia, and the matter was thus decided. The forces of Rome soon managed to regain most of the Grecian holdings taken from them by Babylon—the Mare Ostrum states and Anatolian ones—then nibble away at the fringes of Babylonia proper. In the period around <1350, it must have seemed that between them, Atlantl and the Italic Empire would soon rule all of the world. Somehow Babylonia held on, and the bulwark of Ægypt frustrated the alliance as well. Then Rome decided to end her alliance and rule its former overlord.

With Phoenecian assistance and tributary Grecian galleys, the Italics began to war upon Atlantl, and in <1294 crushed the Black Fleet of Atlantl in the Battle of Syracuse. Following up this defeat by speedy occupation with its fast-marching legions, Rome soon had the writ of its emperor reaching from Iberia and Gaul to the waters of the Mare Ostrum. Thereafter, her armies pushed northwards, into Afrik opposite Sicily, and on again into Azir. By this time it was evident to the Italics that they could not rely upon Phoenecian and Grecian shipping, so Rome commanded her own fleets and made war on the Phoenecian city-states and Kingdom of Hasur, too.

Rome's Waning: The wily leaders of the Phoenecians took what steps they could, allied themselves with their once-hated foes, the Atlantians, and fought with vigor the long terrible wars which followed (including continual employment of mercenary troops and savage Æropan and Azirian nomad tribesmen paid to harass the northern frontiers of the Italic Empire). With Atlantl again at sea in new fleets of galleys, and with hosts of soldiers fighting in Afrik and Iberia, Rome found herself in a far more difficult fight than she had anticipated. Pharaoh's forces too took the field to regain possessions and tributaries lost to the Italic Empire, and Babylon began action to do the same. The frontiers of Rome began to recede once again. The Second Roman Wars began in <888 and lasted for two centuries, with a few decades here and there of "trucial" interlude, and short-lived accords supposed to restore peace. Despite all of the forces ranged against her, the Italic Empire might have triumphed, even while coping with internal strife, mad rulers, and citizens ever less willing to fight and die in the protracted conflict. What decided the issue was outside the sphere of conflict.

The paid attacks upon civilized states brought fierce joy to savage hearts and wealth which they had never dreamed existed. Over decades, the stories of the riches of the West reached the wild peoples of central Azir. There was always warfare there in any case, and at the same time more easterly groups still were expanding towards them,

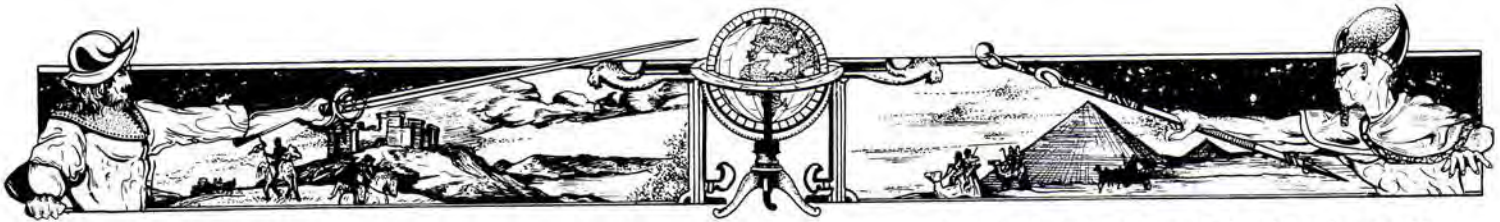
so Huns, Goths, Avars, Alans, and all manner of other peoples rode into the Italic Empire. At first, the legions managed to slaughter them, then defeat them and finally managed to hold these barbarians at bay as they retreated. Bled thus, the Italics were defeated by the Atlantian-Phoenecian league (<685), and Rome was forced to sue for peace and had to relinquish most of her imperial territory. The cost of payment exacted upon the Italics bankrupted them, and soon the entire state was fractured, all provinces gone, and barbaric peoples such as Lombards, Magyars, and the like, ensconced therein. Semi-civilized peoples filled the Æropan vacuum left by Rome's retreat, petty kingdoms proliferated—often new, others re-establishment of states once independent—and from Grecia to Iberia the old boundaries returned or new ones were set which have lasted pretty much unchanged to this day.

A Weary West: The whole of the Italic Empire quickly disintegrated into little states, too, but this was not a cause for celebration by the victors. The centuries of protracted warfare had taken an immeasurable toll on Atlantl and the Phoenecian states, too. By circa <650, most of the latter fell into third-rate status, as bankrupt as the Rome they had beggared. Atlantl's losses forced her into a decline which continued unabated until her final humiliation six centuries later. In truth, the two Roman wars had no victors in the end, and Ancient civilization had been dealt a death stroke which would make Ærth's West dark for a long time.

(It must be remarked that it is unfortunate that Ægypt, the sole major kingdom unaffected by these events, remained self-centered and took no interest in affairs outside its borders. She neither sought to take advantage of the deterioration by expansion nor offered any assistance. However, Pharaoh and his people cannot be labeled as wrong because of this. The Ægyptians have long been isolationists, and their character is such that they have seldom imported social or cultural things nor sought to export their own. The very fact that their land remained an island of light, and strangers were welcome within its safe precincts, is sufficient to hold this people blameless.)

With the end of the Italic Empire came the near destruction of the Phoenecian states. The rising power of Grecians, changes in Azir, and losses from the protracted conflict caused great harm to these various city-states. Their league shattered, bickering and dissention amongst the cities was common, and a number of minor wars were even fought between them. Tyre and Sidon fell to the Shamash circa <600, and virtually every port on the Mare Librum which was not on the Afrikkan shore was besieged and taken by one or another of the new Æropan nations. Only Mago (Duchy) in the Baleric Islands (now a Castillian protectorate) escaped such fate. Then things grew worse, and the Afrikkan city-states toppled. Hippo Diarrhytus fell to Carthage—admittedly a Phoenecian settlement and kingdom, but while a co-belligerent versus the Atlantians, not a Phoenecian City-State League member. This same kingdom then overwhelmed Hippo Regius. The cities on the Mare Phoenecium quickly reformed a new league, and their jeopardy ended. However, that aside, and even in light of their still predominant role in commerce as individuals, the Phoenecians as members of powerful political entities never recovered from the Roman wars.

Babylonia's Importance: The end of Italic pressure enabled Babylonia a return to her former glory. To this point, Babylonia had



been buffeted by many threats and invasions. First came the Hittites (c. <2000), then the Assyrians a couple of centuries later, then Medes invaded around <1600, followed by Persians a hundred years after, and then the Grecians. Although the Italics harassed them from the north and west, even as the Parthians battered the Babylonians from the east, they were still relatively stable in <900 when the nomadic Parthians were finally defeated and forced to retire from their lands.

Despite all of this, and probably because she managed to absorb Medes and Persians into her race, Babylonia continued to be the greatest power in Near Azir since the beginnings of its expansion from its natal river valleys. Although she has suffered brief loss of identity and undergone changes in the seat of her throne from time to time, even today Babylonia remains an important factor in world events, albeit greatly reduced in power and influence. She is a power of her region; her practitioners and magickal works are highly regarded; and her king rules a considerable territory. This is a feat rivaled by only a few other lands—Ægypt, Hind, and Ch'in being the others of the Four Ancient Kingdoms.

The Hindic Subcontinent: In regions removed from the Middle Seas, the course of civilization was progressing apace. In the Hindic Subcontinent, it was truly flowering with the rapidity befitting the climate of that region. Buffered as they are by arid wastes to the west, the towering Himalayas above, and the thick jungles to the east, the Hindic states suffered nearly as little from incursions of barbarians from outside as did the Ægyptians. As empires and kingdoms—Maurayan, Kushan, Guptan, etc.—came and went, the overall status of the culture climbed upwards. Knowledge, the arts, and understanding of magick grew.

Commerce with both East and West increased, and with goods came learning and ideas. The flow into, from, and through the region stimulated the progressive climb, and soon Hindic vessels were venturing in all directions, competing with Ch'in, Sung, Ægyptian, Yabban, Shamish, and Phoenecian alike. Although occasional wars were fought with neighbors to the east, north, and west (notably Babylonia), the majority of the period was relatively peaceful, and the people busily engaged in concerns peculiar to themselves. Hind certainly contributed a stream of valuable things to the culture of the Western world. Chess, for example, is an invention of the Hindic peoples. Their major influence, however, was eastwards along the route of their main commercial lanes. This is easily noted by the Hindic Pantheon's predominance in the Southern East. By circa <500, the major political states of the subcontinent had formed as

entities, and since that time there have been only minor changes or temporary ones, such as the short-lived union of Hind and Ceylon, and the confederation of Sindraj, Delhi, and Oudh, whose purpose was the abortive invasion and conquest of Bactrokush (AAF 871-75).

The Far East: In the eastern half of Azir, the predominant role passed back and forth between Ch'in and Sung as might the shadow of a pendulum. When the Western world was being submerged in gloom, this region of Ærth was enlightened by considerable growth in all areas. There were wars, of course, and at one time the whole region was a single state. That is, roughly modern Ch'in, Nanchao, Sung, Annam, Liang, Khital, Po-hai, and much of Tibet came under one emperor for a few decades. National differences, such as language, culture, etc., eventually splintered the unwieldily giant into its more natural divisions again. It is interesting to note that at about the same time, the present-day states emerged in the Hindic Subcontinent, so too did the states of Furthest Azir emerge. The two rivals, Ch'in and Sung, have remained more or less stable for a thousand years. The pantheon of the region is the Chinese, of course, actually having been shared between the two great states since earliest times. Despite disavowing political ties, all of the former parts of the empire, save Liang, profess the same beliefs. The latter embraces the pantheology of Nippon, of course, but that is closely associated with the Chinese, and the centuries-old tie between Nippon and Liang as an alliance to prevent absorption into a Ch'in state easily accounts for this anomaly.

Much of the attention of this region has had to be focused on the barbaric and aggressive neighbors to the north and southwest of their lands. Ch'in has continually been forced to stave off hordes of fierce horsemen on her frontiers, and she managed this principally due to her Heka-able military priests and mages. To some extent the same is true with respect to Sung, albeit her foes were often less barbaric and savage, and better armed magickally. The devastating warfare waged in the North certainly helped to lessen the impact of nomadic migrations on Near Azir and Æropa. The Sung forced a more organized and settled way of civilization upon the warlike Southerners as well, so both states were important to the emerging shape of the modern world.

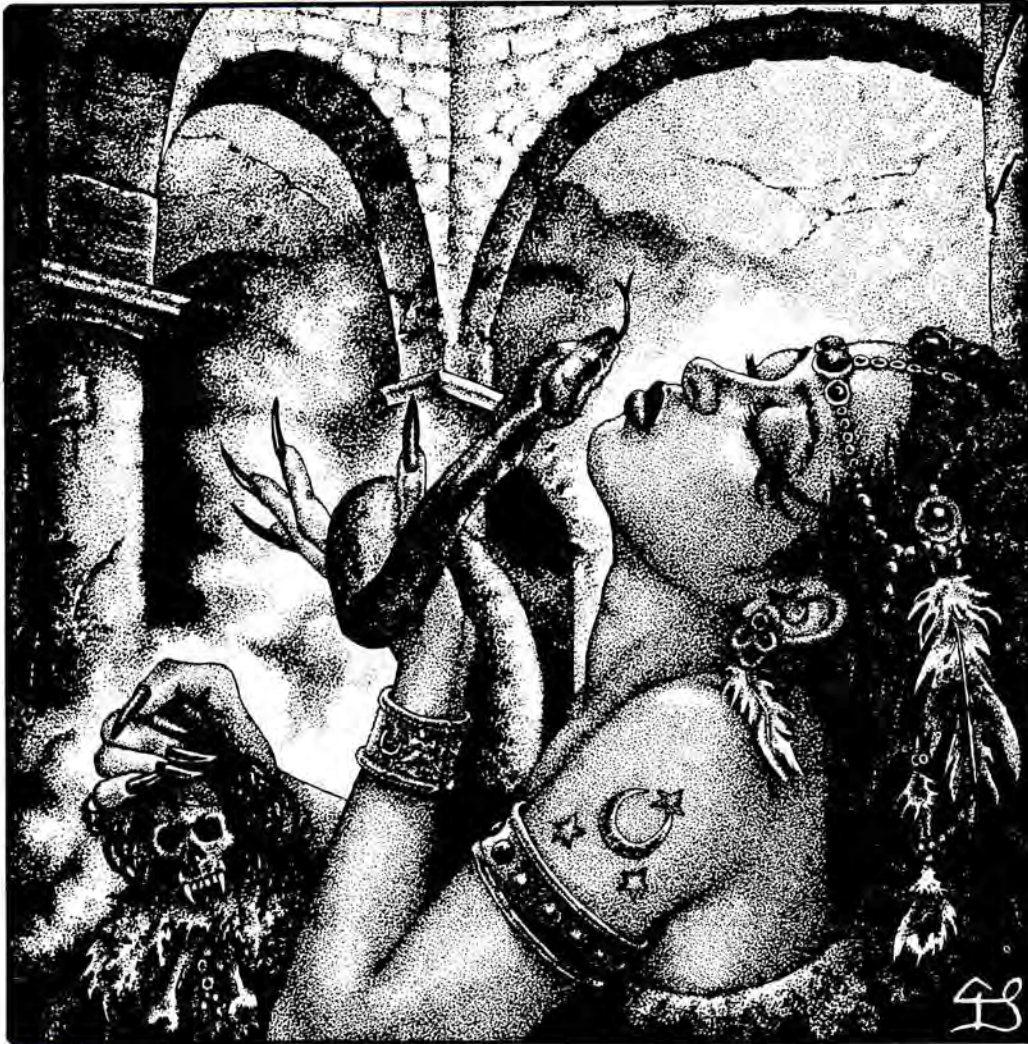
The knowledge and goods of these nations are of near-legendary proportions. Magickal Castings, paper making, silk, china, and all the rest from spices to jade have been so long in demand in the West that at times virtually anything coming from the distant East had a premium value. Demand was met by Sung and Ch'in traders, of course,

and so these peoples are today known as the "Phoenecians of the Orient." Just as the Phoenecians have made it a point to be conversant in at least one dialect (Mandarin or Cantonese) of the Chinsungese, as the general area is called, so too have their merchants and traders learned Western Trade Speech (Phoenecian) in order to be at no disadvantage in dealing.

Lemuria and Magmur: South of Azir there lies the oddly shaped

A Word About Pantheons

It is now recognized, of course, that there are two Primal Civilizations which predate the Four Ancient Kingdoms—Babylonia, Ægypt, Hind, and Ch'in—and Lemuria is placed beside Atlant in this category. Despite the undisputed antiquity of the six, there can be no definitive statement regarding primacy of any pantheon. The pre-literate existence of the Babylonian, for example, is demonstrable through the existence of votive figurines. The same holds true for such pantheons as the Greco-Roman, Incan, and even the Manitou of Vargaard and Vodoun of Further Afrik. Thus we do not attribute any precedence to pantheon as we do to civilization. (A detail of pantheons and states embracing them is given following this history.)

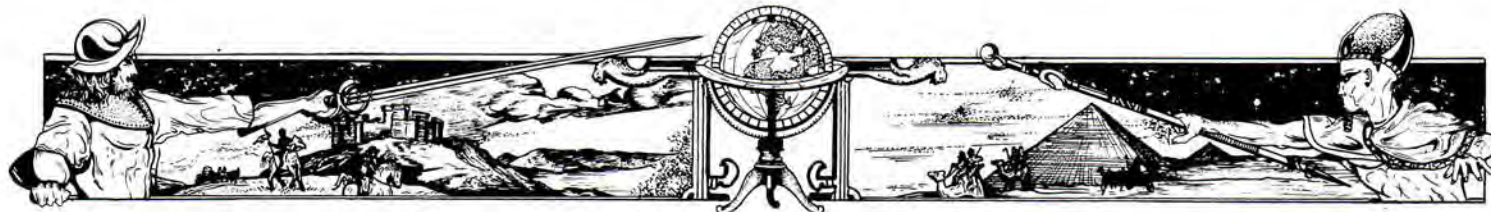


island continent of Magmur, and it can be said with assurance that by <500, Lemurians had arrived there to explore. There are tribes there today which bear strong racial similarities to the brown-skinned Lemurians, and their progress can be traced back eastwards along the numerous islands of the southern Titanic Ocean. The native peoples of these islands were similar to the Lemurians, but larger and of superior physique, just as they are today. In some places they accepted the invaders, while in others they resisted them. But the dark magicks of the Easterners made most such resistance futile. Whole populations of native islanders were wiped out or forced to flee by boat to distant island havens. All of the big islands of the chain leading to Magmur are thus inhabited by peoples who are wholly or predominantly of Lemurian extraction. Their relative uncivilized condition today is traceable to the long period of savage warfare on their home island (from circa <600 to circa <100). Thereafter, the attention of Lemuria was turned towards the lands east of them, and their former colonies forgotten, for there was little of profit found by them in the dangerous land of Magmur and its distance was too great even for such seamen as the Lemurians.

From around <1500 onwards, some traffic between the great island and the southern portion of Vargaard and the Narrow Land has been documented. Lemi-Lemu and Vekanu were the first to sail east, and later they sent forces there to conquer the primitive peoples inhabiting the land. Then Mu became interested, and actually sent colonists to Vargaard. Similar attempts along the shores of Amazonia met with no success, but to the north, the Lemurians managed to develop a number of small, competing colonies: Mu, Lemi-Lemu, Vekanu, Ahuke, and even Mauvinapu had them. They seemed to have done well until the series of wars which isolated the island colonies to the west of Lemuria, but when left to their own resources they disintegrated into savagery. Meanwhile, Ahuke fell from its predominant place in Lemuria, and the Empire of Mu took that position never to relinquish it, save for the brief span when Lemi-Lemu managed to humble Mu (circa <200). The alliance between the Mauvinapu Princes and Ahuke posed a serious threat to Mu thereafter, but thanks to the stout defense the Kingdom of Tionula put up against the Mauvinapulan expansion, pressure

was removed from Mu, and Ahuke's hopes of conquest were dashed. When stability returned to Lemuria in the last century before Atlanti's fall, the only peoples free from one or another of the island's tyrannical governments were the jungle wildmen of Pukare and Luhiva, and the ferocious Roahu tribes in the relatively barren north central portion of the island. (Four petty states within the mountain spine of Lemuria, and the island kingdom of Kulakui have emerged since AAF 500, but they are neither relevant nor powerful enough to be likely to become so in later history.)

Vargaard and Amazonia: When again the Lemurians turned to expansion beyond their homeland, they vied to re-establish their Eastern holdings. The Muyan Empire eventually resulted from these efforts, although the rival states of Lemuria certainly had no wish for this. That is, when in <133 the half-breed Muyan peoples rose up and by force of arms took over all Lemurian colonies and ports, the Lemurians were quite unprepared. None of the competing states of the island would or could agree to joint action, so the rebellion was successful, as punitive expeditions from one after the other of the founding kingdoms were defeated piecemeal by the highly warlike Muyans.



Trying to make the best of their losses, Mu and Lemi-Lemu attempted new colonies in the area which is today's Incan Empire, while most of the other states of Lemuria tried the same thing to the north in the modern Teclan Empire's territory. Southwards, the emerging Incan civilization battled the invaders first to stalemate, then drove them out. In the North—that is the southern portion of Vargaard—the Atlantian-native admixture of people had managed to create a half-dozen competing kingdoms. This seemed ideal ground to the Lemurians.

For a time, they were seemingly welcomed, but then their principal allies, the Teclans, turned on them much as had the Muyans. By use of the islanders, they had managed to become the most powerful group, and this enabled the Teclans to absorb two of their competitors. With that done, and the Lemurian colonies taken, it was only a matter of time before the whole of the area was ruled by Teclan emperors. Despite these truly monumental reverses, Lemuria managed to hold on to its island possessions off the coast of Amazonia and to retain coastal enclaves farther north in Vargaard.

Today, there is commerce between Lemuria and the three Western empires of Teclan, Muya, and Inca. However, the role of Lemuria in *Ærth's* history has been both virtually nonexistent and harmful. What shall occur in the future must await the passage of time.

Having already ranged far from our cessation point in the course of mainstream history, perforce, to consider all regions of the world, let us also deal with Amazonian civilization. The growth did not really begin until approximately the time of Atlantis's Fall; that is to say, the Incan Empire is historically traceable from circa AAF 100.

Its sudden emergence is generally attributed to the contact with the Lemurians, and to that extent the island might claim a place in history. Even with the rapid expansion of the Inca territory, most of the continent in question remains a vast, uncharted wilderness. So too much of the land above it, Vargaard. We will return there in due course.

The Fall of Atlantis: Back now at the terrible time which began around <650, we find Atlantis a slowly dwindling power. Most trade, or what small amount remained at this period, was in the hands of the Phoenicians. The island's resources exhausted, her people degenerate, the empire sank into ever greater depths of decay and backwardness. With the beginning of the Third Rebellion of Princes, more properly the Dynastic Wars, in <338, her downfall was sealed. The island splintered into armed camps around the various noble factions, old kingdoms were revived, and Iberian influence became the dominating factor in Atlantis's affairs. By <170, when the last of her Afrikkan colonies (Marrakech) was lost to her, even the Atlantians could foresee what was likely to occur. From that point on, large numbers of its citizens left the island. Many voyaged across the ocean to Atlantian colonies in Vargaard, others went northwards into *Æropa* (Iberia or Gaul, principally) or eastwards along the coasts of Afrik to their former colonies. Large numbers went as far as *Ægypt*, for that land's long peace and prosperity was like a beacon to them. Foreign emperors began to rule from Atlantis in <113, when the pressure from her rivals and a marriage to a Portuguese prince of his only daughter by Emperor Gades IV combined to bring the island into Iberian hands. The emperor died mysteriously that same year, and Prince Gonzalvo became immediately Emperor Gonzalvo I. This brought all other

factions to arms, each supported by another Iberian state. Again, wars ravaged the land.

After decades of struggle, the Peace of Emolares ended the struggle for the Kraken Throne of Atlantis. It did so by breaking the state into six independent entities. The Island duchy of Alzorax fell to the lot of the King of Navarre. Cholcan (Colucan & Cholcan) were territories controlled by the Kingdom of Leon. Xalissa (Ogygia & Xalissa) was apportioned to the Kingdom of Granada. Zuival (Zuivanl & Zuivan) became a fief of Aragon. Colzuivan (Atlantichol & Colzuivan) were made a tributary of Castile. Finally, Portugal managed to hold onto Ghedantl and Atlantis (the city and its large province) as the Kingdom of Atlantis. Thus, each of the Iberian monarchs was satisfied, the first and greatest empire ended forever, and modern reckoning began. When the terms of the Peace of Emolares—a remote and lusterless mountain city of small size tucked into the peaks separating Ogygia from Atlantis and Zuivan-Zuivanl—were proclaimed throughout the Middle Seas, the year was noted as that of Atlantis's Fall.

The Changing Face of *Ægypt*: *Ægypt* during this period simply fortified her northern borders and went on with life as usual, so to speak. With the threat of Italic invasion removed, the Pharaohs had little reason to concern themselves with the Middle Seas. As long as trade continued and no enemy threatened the land, there was nothing there to interest *Ægypt*. In <587, the fact of steady annexation of southern territories was made official by the proclamation of the "Triple Kingdom." A slight reapportioning of the land set a Middle Kingdom where the old Upper one had been, and the new Upper Kingdom above that with a southern boundary at the Third Cataract. Then, in <402, more land was brought in under the designation of "The Nubian Oversight." From that time hence, the Crown Prince has been set over the latter portion of the land while the so-called kingdoms are the purviews of the Three Viziers to Pharaoh, i.e., virtual viceroys overseeing the district governors of each area. With such turmoil going on to the north, the *Ægyptians* spent more energy on the south and east. Much commerce with *Ætheope*, *Axxum*, *Punt*, *Meroe*, *Keshu*, and even *Darfur* resulted. If indeed, as is sometimes said, these lands were forced to pay tribute to the Tripartite Crown of *Ægypt*, they were exploited and suffered because of the Northerners, each gained much therefrom too.

It is hard to dispute the assertion that most, if not all, of these states owe their continued existence and identity to *Ægypt*. From the East came all manner of goods, too, carried to Pharaoh's land by *Ægyptian* vessels and those of *Hind*, *Shamash*, and *Yarbay*. At this time, all precious commodities of *Ærth* save Atlantian oricalcum flowed into *Ægypt*. Silver, ivory, silk, spices, tea—even gold and gems—were so plentiful there that in the reign of Amasis XII (c. <300), scribes there could have such things. It is little to be wondered at then that the people of *Ægypt* were, as they are now, loathe to leave their native soil and disinterested in change from outside. Their deities, Pharaoh, the Nylle, and trade, gave them all that they could wish. No attempt at foreign conquest has been made by the kingdom since before Atlantis's Fall. In fact, only a keen desire to protect their way of life, homeland, and Pharaoh has brought them to arms to defend themselves since. As is well known, the unsurpassed skill of their magick practitioners and priests has assured the viability and sovereignty of *Ægypt* until now, and we have no reason to doubt that such will persist into the indefinite future.



The Ages Since Atlantl's Fall

Historical annals are divided so as to present the post-fall, Modern period into three portions. The time from AAF 1 to around 250 (or simply written 1 to circa 250) is generally called the Lost Age. Then from 250 to 700 we have the Great Rekindling. From 750 onwards until today, we are in the Established Order. The remainder of this outline of events will keep within those divisions as much as possible, but in order to set the stage we will have to vary from that, for it is events in Æropa which will now assume ever-increasing importance.

The Lost Age: The events began in the general period <650, when the Italic Empire was ended, and the whole of that continent around and above the Mare Librum was in flux. Æropa will be divided into regions in order to treat the occurrences in a more logical and orderly fashion. Western Æropa is used to describe the region containing Iberia, Gaul, Flanders, Burgundy, and the Avillonian Isles. Northern Æropa refers to Skandia, Pohjola, Kalevala, Talmark, Gotland, and Lappland. Eastern Æropa is that large territory which includes all of the states bordering the upper shores of the Baltic Sea (Russ, Littuania, Livestonia) and those states below them (Kiev, Moldavia, Ukrimea). While a portion of western Kaganate of Khaziria lies in this region, it will be treated under Upper Near Azir. Central Æropa includes all states from Teutonia and Germania to Poland—Savoy, Helvetia, Lombardy, Carinthia, Magyaria, Bohemia, Moravia, Ostria, and Transylvania most notably. Mare Librum nations border that sea and run from Arles and Tuscany (and include Corsica and Sardinia, of course) in the west to Grecia (Achæa, Epirus, Thrace) in the east. The Balkans includes Macedonia, Roumania, Bulgaria, Servia, and Vlachia. (A complete list of all states of Ærth appears on page 23. The reader is also referred to the maps of Ærth found beginning on page 241 of this work.)

Æropa: Barbarians were pushing westwards into Æropa as has already been noted. With the collapse of the Italic Empire, these peoples were at liberty to expand as they could. Kells (or the Keltic) had inhabited most of the continent, from Iberia eastwards along the northern frontier of the Middle Seas states, all the way to the Balkans region. Above these tribes were Teutonic, Slavic, Baltic, and Finnish peoples. The migrations from the East compacted and/or displaced these groups. A century after Rome had become a minor power, the Iberian Peninsula was a unique mixture of Kells, Atlantlans, Berbers, and Italics, with a layer of invading Germanic peoples at the top.

These were absorbed by the native peoples to create the Iberian race within two centuries (<300). Gaul was likewise overrun with Germanic invaders, but these were in larger numbers than in Iberia. The area was principally of Keltic peoples lived with Italic and other colonists. The invaders were soon in full control of the region, and only in Brittany were they generally excluded by ferocious Keltic resistance. A little eastwards, Kell tribes themselves moved west before the waves of invaders, continuing into Gaul. The most determined of these then settled in Brittany and the Avillonian Isles. The latter place was indeed shortly thereafter washed over by waves of Germanic invaders, too, but it retained a primarily Keltic culture and language. Thus, at the opening of the Lost Age, we see Western Æropa a place where Kells, various other peoples, and Germans have mixed.

In the North, the Teutons—albeit of the same stock and similar culture and language as the invading Germanic tribes—found them-

selves pushed farther to the north or mixing with the newcomers. Most of the Kells there, save for those in the high mountain regions, were totally displaced. There was some absorption of them, and of colonizing peoples from the Mare Librum, too, but by and large the western portion of Central Æropa was becoming Teuto-Germanic, while eastwards the Slavic tribes worked their way down into the vacuum left by migrating Germans. Southwards, and in the Balkan region, the Slavs were intermixing with existing peoples, then overrun by waves of Aryan horse nomads from Central Azir (Alans, Avars, Bulgars, Huns, Magyars, etc.). In Russ, they were invaded by Teutons (Skands). In short, all of Æropa was in turmoil, but, in retrospect, the shape of things to come was already definable. The states of Western Æropa had, in fact, already formed before the beginning of the period.

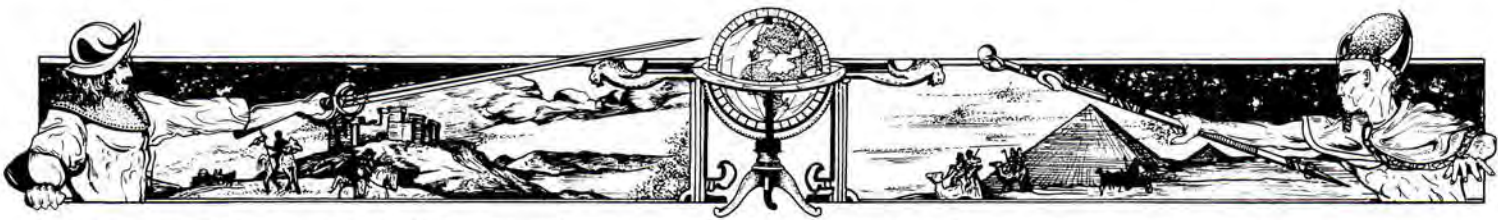
Iberia, under the civilizing influences of Atlantl and the Italic Empire, was the first, and its current-day states were more or less established even prior to the Fall. The same is true of the Keltic lands, Brittany and the Five Crowns of Avillonia. Then Francia and Flanders took shape. Burgundy was finally defined near the close of the Lost Age, when it allied itself to the West against the Teutonic Empire. The North was a most barbaric place until the end of the Lost Age, and Skandian raiders—the Viks or Vikings—roved in all directions. They managed to insinuate themselves into Gaul (the Kingdom of Neustria), Eastern Æropa (Russ), and the island kingdom of Niffen in the Lantlan Ocean, and they colonized Vargaard despite their savagery—or perhaps because of it. In Central Æropa, the middle position was such that the peoples there were being buffeted from all sides by aggressive neighbors, so eventually the states formed an alliance wherein they elected one of their number as emperor, nominally the political head of all states, but effectively a judicial head and supreme military commander. The Cardinalian Empire, as it was styled, fought successive wars against all of its neighbors, either to retain its own territories or else expand them. Despite its odd mixture of peoples, pantheologies, and languages, this league proved to be surprisingly effective, by and large.

The fracturing of the Italic Empire in the South and East brought back many old nations and formed new ones, as petty holdings were slowly regrouped under strong nobles. These states were, in fact, almost totally in place prior to the Lost Age, and the chaos of that time was caused principally by the continuing invasions from the East, and by warfare between states desirous of enlarging themselves.

The Balkan region was the last to define itself, being continually in a state of flux prior to Atlantl's Fall, and only attaining a semblance of political order at the end of the Lost Age.

Afrik and the Near East: Atlantl, as already stated, fell under Iberian domination prior to the Fall, and in the Lost Age it played no meaningful role whatsoever. Mainland Afrik was generally dormant, too, although the Phoenecians gradually restored their trade, competing with Italic and Grecian states primarily, but also developing a growing commerce with the Black states of the more southerly part of the continent, via Yarban desert tribes. This moves us to Ægypt and the East, for much was occurring there. The events in Pharaoh's Land have been recounted, but the rest must be told.

Incursions of Yarban and Shamish began long before the Fall, but these were at first simply movements of desert tribes from their Near



Azirian homeland into the Western Afrikkan or Eastern Azirian arid regions. Then, around <350, these peoples were on the move in more purposeful fashion. Embracing the Babylonian Pantheon with fervor, they sent armies of faithful soldiers in all directions, determined to bring the whole of Ærth under their deities. They wreaked havoc on the nearby Phoenecian states, invaded Afrik as far as Berberia (conquering briefly Lybbos, the city-states of the Mare Phoenecium, Numidia, etc.), and made the Middle Seas unsafe. Ægypt was nearly defeated but managed to close the land routes west (Battles of Rosetta and Um Semiuke) in <285. Grecian coalitions did similar service at sea, so that by the end of <100 the last of the Yarban-Shamish invader states was overthrown.

With Babylonian help, the Yarban-Shamish forces were also sweeping East and North. However, they encountered equally barbaric invaders from Central Azir attempting to move west into the region. Their successes included Scythus, Turkistan, and Bactrokush; but thereafter, the stalwart Persian Pantheon states, including the newly converted Parthians, stopped the spread of the united forces in their eastward course. Thus, in Æropa's Lost Age, the Near Azirian East, including Ægypt and the Hindic Subcontinent, was in an enlightened period they refer to as the True Flowering. While Æropa was struggling to re-codify its magickal Castings and recall lost learning, all manner of knowledge and progressive thinking was under way in the East.

Azir: In Central Azir, there was no change in conditions from the time prior to the Fall through the whole of the Lost Age. That is to say that while the boundaries between one or another of the groups of horse nomads might have shifted radically, the overall effect was the same. It wasn't until the Æropan period of Great Rekindling that the Khanates of this region finally took their present form. Farther east, though, the nations were fixed; save for the northern portion where Manchuria, Po-hai, and Nippon were to solidify, the time was very much as it was in Near Azir. Culture, learning, and all manner of magickal arts flourished and attained heights unknown elsewhere until the end of the Great Rekindling.

Vargaard: In Vargaard, the first Skandian colonies were settled during the middle of the Lost Age, and from time to time thereafter, small groups of new colonists came to join the enclaves (collectively known as Jarlesheim). This prevented submersion in the native population. Along the route of migration, the islands of Niffien and Grossniffien soon became independent states, absorbing from and contributing to the trickle of Northerners seeking new homes to the west, rather than raiding and conquering the Æropan and Eastern areas. There were also Atlantian states already established on Vargaard. Relantl all along the Xalagades Peninsula (cf. Earth's Florida), and Heliotepe, which is northwards along the eastern coast, managed to discourage the newcomers from raiding, and encouraged them to engage in trading instead, partially through the assistance of Keltic, Francian, and Iberian immigration to form colonies interposing themselves between Jarlesheim and their own lands. Thus, at the close of the Lost Age, the initial settlements in Grandmark, Falcondonia, Nova Scotia, Maderios, and Hispanola (in the Karrib Islands) had been or were about to be established.

The Great Rekindling: During the Lost Age, most of Æropa was in constant turmoil, with tribes becoming nations, chieftains kings and nobles, and territorial questions in dispute by force of arms. There

were no imperial authorities, bureaus, administrators, or organized forces to assure order, so the strongest ruled. Invaders, brigands, and raiders plagued the land. Under such conditions, agriculture and husbandry became uncertain, vast areas were desolate, famine slew millions, and learning seemed to have been lost forever in this maelstrom of weapons, starvation, and wandering dispossessed. Yet one by one there came strong figures to establish themselves as leaders, men able to fight, organize, and rule. Such men became kings, and in turn the others of their ilk were the henchmen assisting in this government—nobles in point of fact. Out of chaos, these leaders drew peoples together in territories they were able to defend against all comers, exacting services and labor. Thus was born the feudal system.

The period of the Great Rekindling concerns the rebirth of magickal knowledge, progress in other learning, and progressive developments in the political system from the despotic and early (service) form of feudalism to the more centralized and enlightened (taxation/money payment) form, though this period was marked by wars within states, as the great nobles sought to retain their despotic or merely decentralized authority, and the monarchies (or central government heads) sought to gather power to themselves. As the period closed, the shift was towards greater control by the nobles of the central government to which they owed service, payment, and loyalty; and on the heels of this, the non-aristocratic (middle) class was likewise seeking greater rights and freedoms, including some voice in political affairs beyond their local government.

A brief account of Ærth's history prevents the detailing of the many struggles and wars which fill the annals of the Lost Age and the Great Rekindling. Quite obviously, given the bellicosity of the human race, no state of Ærth came to its place in today's history without having to fight one or more wars, overcome many obstacles, solve problems of major degree, and deal with internal dissention from unrest to civil war. Iberian kingdoms were fighting with one another continually, as the states of Gaul vied for preeminence and greater territory. The now-allied Five Crowns for a time made the Avillonian Isles a bloody shambles with their warfare, and the Skandian states were forever conquering one another. Disputes over who was rightful emperor plagued the Cardinalian Empire, ceasing only, it seemed, when some force outside their boundaries threatened them severely enough to warrant a "time out" from their bickering, to wage war on a grander scale. The squabbling of Frankish overlords with subservient native populace was replaced by neo-native populaces squabbling with others like them in most parts of Æropa, but elsewhere even basically native-inhabited countries underwent social and political dislocation and reorganizations. This was far worse in the East, for the invading nomads followed the upper shores of the Mare Ostrum into the great steppes of Æropa, destroying each successive attempt at social and political organization. Thus it can be said that the Great Rekindling began in the West and along the shores of the Mare Librum, spreading from there northwards and eastwards, until at the height of the era the continent finally became as civilized and powerful as the North Afrikkan lands and the East.

The Established Order: Charlemagne's vision of an Æropan empire was surely in the mind of the nations which formed the Cardinalian Empire. The dissolution of the Carolingian states, of



course, was a signal of the advancing time of the Lost Age, just as the rebirth of the kingdoms and sovereign states in their current form set the beginning of the Great Rekindling. Now, with the seat of much learning and industry to be found in Æropa, the Established Order is centered around the Middle Seas, the focal point of Ærth's history since earliest times when the Atlantians made it such. Certainly Azir beyond that portion which borders the Middle Seas is of importance, but it cannot be regarded as primary, and most of its influence is through its commerce with the central meeting point of the three continents, and by the historic effect its barbaric nomad invaders have had on that place.

In truth, from Atlantl in the West to Ch'in in the East, all focus seems to converge on the three Middle Seas.

Linguistic, political, and religious differences separate the lands. There is no prospect for a great, pan-Æropan state, a uniting of northern Afrik, or even an empire embracing the western third of Azir. It is well recognized now that such exaggerated states are unnatural, administration of them too unwieldy, and government of such dissimilar peoples doomed to failure. We do not suggest that national boundaries will remain fixed, that wars will not be fought, nor that political changes will cease to occur. Certainly not. We do recognize that the period of Established Order has brought to the minds of most ruling heads of state the diversity of humanity and the propriety of its peoples being ordered in manifold and diverse entities.

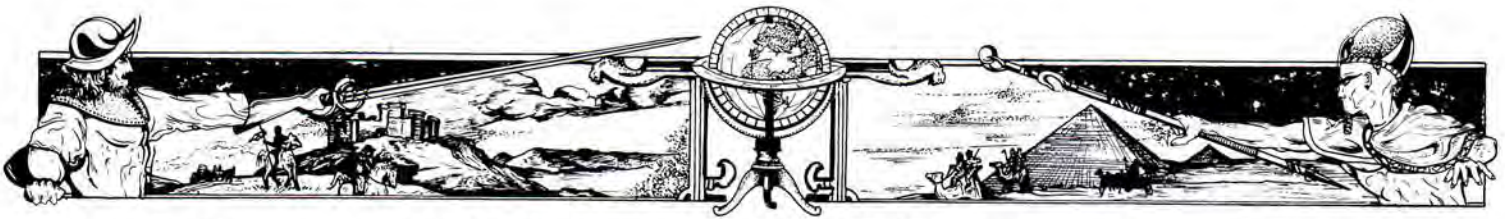
Outside the Established Order: Places such as Amazonia, Vargaard, and far-distant Magmur are another matter altogether. What will transpire on these continents is completely open to speculation. In Amazonia, there is a single power, the Incan Empire, bounded by

mountains, jungle, and the Titanic. Northwards in Vargaard's south are the empires of Muya and Tecla, the former much influenced by the Lemurians, the latter of rebel Atlantian tutelage. When the island nations of Lemuria are added to the equation, then it becomes absolutely impossible to augur future events there, but the inevitability of war between these nations seems clear. They have no Established Order. The north of Vargaard is almost as shadowed in uncertainty—too far removed from Æropa to be of real significance, and yet tied to her by national links. With such being the case, the question of what will transpire between the growing native national organizations and the colonizers is moot. Magmur, the last of the three, most remote from the Middle Seas, is possibly attractive to the peoples of the Azirian Southeast, but the savage folk dwelling on the landmass are hostile to any foreigners. Thanks to the Lemurians, these savages have also the Heka capacity to wreak great havoc on even highly civilized invaders. Magmur is another question mark!

Lemuria, which crouched so long in the wings of history's stage, is possibly about to become a central figure, for she is placed to influence events on all three of the "new" continents. Actual events on the big island are not important in and of themselves, but they loom large in the impact they have on the continents around. In this respect, Lemuria is a microcosm of the Middle Seas region, with distances and areas verging on the macrocosmic.

Atlantl is a growing factor today, and it has been more uncertain since the three sovereign states there were established (Atlantis in 567, Colzuvan in 606, and Xalissa in 644) in the middle of the Great Rekindling. There can be little doubt that Atlantis will remain firmly





aligned with the Iberian camp, but which of the kingdoms she will side with on any given question is another matter. Colzuvan, nominally another Iberian ally, is far more interested in shipping and commerce, and is growing closer to the nearby Phoenecian states with every year that passes. The ties between Xalissa and Afrikkan-mainland Dakhlan are those of the old Atlantlan-colonial sort, matured into something beyond, and it is probable that any aim of the Xalissan Kingdom will be oriented towards Afrik and the Kingdom of Dakhlan.

The Importance of Religion: Religion has certainly played a crucial part in the affairs of Ærth, but it has been a role which can be said to have been aggressive and warlike in few major instances. The most notable of these was the Shamash-Yarbay expansion. All others have been more localized, although certain of these conflicts have been of large scale and most bloody. In this time of Established Order, we now see that adherence to a certain pantheon does not mean solidarity with other states of like service, and we expect this might be more common still in the future, as national and commercial concerns become predominant. However, the Heka of any state is dependent in part upon the priestcrafters therein, so each pantheon will certainly remain of vital importance. (Names of major pantheons and the states in which each predominated are given on pages 31-32.)

The Role of Phæree: Something too must be said regarding the influence of Phæree in Ærth's affairs. We are not referring here to incidental exchange (disappearances from Ærth or appearances from Phæree). Such sort of thing takes place continually and is a fact of life. Neither are we referring to predation or pestilence from bestial life forms slipping through from the counter-world. Marauding Ogre, sea monster, vile Wyrn, and all are hazards which have plagued us from the beginning of time, and as long as there are Gates and Doors for such things to pass through, Ærth will have incidents involving Phæree monsters. In fact, the historical annals of ancient times are filled with accounts of one or another of such beasts wreaking mayhem on this kingdom or that land, of soldiers marching against a giant, heroes fighting dragons. While some of these accounts are of epic nature, and have influenced history to a small extent, none are within the limited scope of this treatment. What we are referring to is contact with Phæree inhabitants of sapient sort, and the influence, for good or ill, such association brought about in respect to the course of Ærth's history.

The power of magick in the counter-world was certainly advanced in relation to Ærth, but records of Phæree interaction with the world of Ærth indicate that the two spheres were not in meaningful contact in the ancient period. This is not to claim that there was not any intercourse between Ærth and Phæree since the beginnings of humanity's recorded history. To the contrary, it is demonstrably true that considerable exchange existed even before humanity was literate. This can be explained in two ways: Either Gates are natural creations of the flux of Heka, or else the entities in existence before other life forms came into being created Gates for some purpose of their own. Sages have been unable to decide the question, and the pantheologies are silent as regards the matter. Because we know more about Doors—how to create, regulate, open and close them—we are able to state with some assurance that some of these passage-ways between places seem to occur naturally under the right conditions. Therefore, we tend to assume that the same is applicable to

Portals. The Phæree contact in prehistory is recalled from oral accounts recorded centuries later. From such, and the earliest written records of Phæree inhabitants here, we believe that the more powerful types of that world's inhabitants had no real control over passage between their sphere and Ærth at that time.

What we are driving at is that the interrelationship between the advances in humanity's culture and learning, and the capacity of Phæree life forms to utilize Heka, might be more than coincidental. While parallel development might explain the matter, it is also demonstrable that there seems to be a heightening of the powers natural to and usable by various inhabitants of the counter-world occurring at each advance in the learning and civilization stage of Ærth. The implications of this are terribly meaningful, for the Seelie grow more potent with peace and order, the Unseelie during times of chaos and war. This said, let us return to the initial issue: contact with intelligent life forms native to Phæree, as notable in a survey of major historical events.

Various folk of Phæree have served as advisors, mages, scholars, and so forth in the government of nearly every state of Ærth. They have aided in making peace, have created conflicts, and have brought Færies, Hobgoblins, and Goblins to our sphere to end a war or prosecute one. All such activity has had virtually no lasting impact, for whenever one faction assists, an opposing one intervenes on the opposite side. We are now brought back to the pantheologies and the relationship of the various deities within them. It relates to contact with the world of Phæree in this regard: Just as there are benign and malign forces within each pantheology, there are the good and evil races of our counter-world. Despite differences between deities of like nature from pantheon to pantheon, when an opposing nature attempts to assert itself, then there is an accord between the like-tempered deities of different Pantheons so as to prevent the ascendancy of a nature. The same balance occurs in regards to Phæree, and this might be a part of the Greater, Supernatural, and Entital balancing.

To sum up the matter, intercourse with the world of Phæree has brought both benefits and harm to Ærth, but overall contact has had no historically notable significance, due to counter-intervention by a force opposing the nature involved (i.e., malign balancing benign and vice versa), just as has occurred when deital entities have become active in the affairs of Ærth.

NOTES CONCERNING THE ÆRTH GAZETTEER

Having concluded our historical survey, we refer the reader to the Gazetteer of Ærth found hereafter, for current information regarding kingdoms, people, and events. But before turning to those pages, the reader will find the following notes and general information to be of use.

Regarding Trade Phoenecian

For each listing in the Gazetteer, the language of the state is shown; but there are certain common tongues, i.e., Pantheon Speech (which is discussed later) and Trade Phoenecian.

The continued mercantile activity of the various Phoenecian states throughout the history of Ærth assured these people of a place in its



annals, but more than mere mention resulted. Because of the importance of such commerce, and despite the power of Atlantian, Egyptian, Grecian, Italic, and so on, a simplified, bastardized form of the Phoenecian language developed amongst merchants and traders in the Middle Seas region. It was used before Atlant's Fall in the East, spread westwards too, so that today it is known in the four corners of Ærth. Phoenecians were and are the most aggressive financiers, bankers, merchants, and traders, so all who have dealings in the areas of finance, banking, mercantilism, and trade are likely to have some degree of fluency in the language now known as *Trade Phoenecian*. In fact, it is becoming the official diplomatic language of more and more states, as the need for communication asserts itself in international political matters. Conversely, the Phoenecians themselves have adapted their tongue to the foreign influences, so that Ancient Phoenecian and even that of the Lost Age are dead languages. Modern Phoenecian is simply a larger and more grammatical extension of Trade Phoenecian.

While there are many variations in the actuality of any individual knowing this language, geographical location, socio-economic class, and vocation are key factors in probability. The Trade Phoenecian Dissemination table shows the likelihood of such language skills for individuals, based upon these factors. Note that Gnome utilization of Trade Phoenecian for conducting mercantile activities has grown

over the past decades, so that the Gnomish traders are actually aiding the spread of this form of speech. (For more information of Gnome traders, see Encounters, on page 36.)

The Standard Calendar of Ærth

The year is frequently called an on Ærth. Thus, instead of saying, "In the year 1974 A.D." as would be done on Earth, one would say, "In the an (pronounced "ahn") 974 AAF." In many places on Ærth, the year—an—is divided into 10 equal portions. These are similar to Earth's months, and each division is called a *decin* (derived from deci-an, the tenth part of an an). Each decin (pronounced dek-in) is exactly 36 days long, and is subdivided into three parts called *trids* (from tri-decin). This accounts for a total of 360 days—10 decins each of three trids of 12 days length = 360.

At the end of each year, just after the winter solstice, Ærth has its "Rebirth Festival" of five days length—six when a leap an (year) is concerned, or even seven when those rare periods of catching up must occur. Thus, with the 10 decins and Rebirth Festival, Ærth's an comes to the proper 365 (+) days length. Naturally, for the duration of the Rebirth Festival, virtually all labor ceases on Ærth as its peoples celebrate the end of the old an and the coming beginning of a new one. The end of Rebirth Festival starts the New An, and that day is coincident with Earth's own New Year's Day, 1 January. On Ærth, the day is the "1st Undec." That is, each of the 10 decins are name-numbered.

Decin names are quite easily remembered, for they are number related thus:

Undec: first decin

Dodec: second decin

Tridec: third decin

Quadec: fourth decin

Quindec: fifth decin

Hedec: sixth decin

Sepdec: seventh decin

Ondec: eighth decin

Nondec: ninth decin

Dedec: tenth decin

Rebirth Festival

As with Earth's own system, the days of a decin are numbered successively regardless of its trid, so that the second trid of a decin (always, unlike on Earth) begins on the 13th day, and the third trid commences on the 25th day. If you know the decin and the day, the trid is a given.

The division of a decin and trid is not too dissimilar to that of Earth, either. That is, estimates of time are typically given by decin, semi-decin (18 days, the half of the period), trid, or *mitrid*, the half trid (of six days length, of course). During the course of a typical trid, most average free-

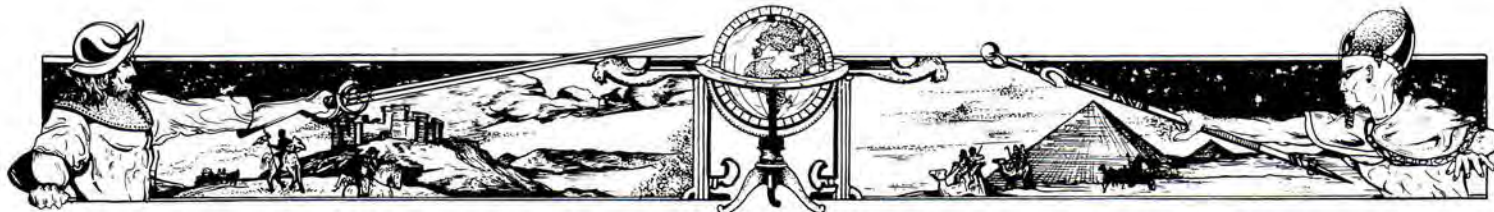
Trade Phoenecian Dissemination

Type of Individual	Probability (%)
Aristocrat, sophisticated	100
Aristocrat, rural	80
Aristocrat, uncivilized	50
Freeman, business involved	100
Freeman, metropolitan dweller	80
Freeman, rural dweller	50
Freeman, uncivilized	10
Peasant, metropolitan dweller	50
Peasant, other	10
Traveller/Merchant/Scholar*	100

Individual's Geographical Origin	Probability Multiplier
Middle Seas, or major port of international trade	x1
Interior Afrik	x0
Southernmost Afrik	x0.2
Far Northern Æropa	x0.2
Magmur, Amazonia, Vargaard, Lemuria, and all South Titanic Islands	x0
Northeastern coastal Amazonia	x0.1
Eastern coastal Vargaard	x0.2
Central and Far Azir	x0.1
Eastern coastal Azir, Southern Azir islands of the Titanic Ocean	x0.2
Other regions not isolated from trade, and otherwise not listed above	x0.5

*Includes such occupations as major financier, banker, sea captain, importer/exporter, trader, ecclesiastic, and diplomat.

Example: A peasant dwelling in rural Magyaria would have an average 5% probability of knowing Trade Phoenecian, but only if not dwelling in an isolated district of that kingdom.



men or peasants will each spend seven days laboring for themselves, two for their overlord, and one for their pantheon, with a rest day at the end of each mitrid. There are, of course, periodic festivals of various sort (religious or national/local) which vary the above, but that is not of consequence as far as our example is concerned, save that the lower classes get less benefit from such holidays than do the middle classes.

There are many other reckonings used on Ærth, of course, including one which almost duplicates the Anglo-Saxon (modified Roman) calendar, with 12 months of varying length, etc. This peculiar calendar may be used by gamemasters not comfortable with the Ærthian system.

Political Divisions of Ærth

The tables on page 23 contain a listing of the states of Ærth, arranged alphabetically by continent and state.

Regarding Governments

While reading the gazetteer entries, the reader should keep in mind that the government type listed for each is a somewhat broad indicator. All forms of kingdoms, for instance, are not the same; some are tyrannical, some are absolute, others are governed by nobles in conjunction with the monarch, and some have a constitution which enfranchises freemen as well as the aristocracy. Again, some royal-type positions are for life but assigned by vote rather than inheritance, just as the emperor of the Cardinalian League is elected.

Regarding Pantheons

The pantheon shown for each state is that advocated by the ruling class, but it is never the only active theology followed, even amongst the ruling class. The general acceptance of a state pantheon is given on the State Pantheon Adherence table.

Service Variation: Many devout followers of a pantheon in general serve a specific aspect of the whole. For instance, the Hindic Pantheon has three distinct subdivisions within it—Brahama, Siva, and Vishnu. Commonality of pantheon does not necessarily mean harmony....

Imposed Pantheology: It might be the case in a given state that the pantheology of the ruling class is not that of the mass of ruled peoples. Generally speaking, this will make the area highly unstable and prone to revolt and civil war—the downfall of many former Imperial states was brought about through religious dissent and nationalism. In the modern age, there are few places where an imposed pantheology exists.

Pantheon Common Speech: All ecclesiastics belonging to a pantheon (or division thereof, i.e.,

Greco-Roman Greclan or Roman, Norse Skandian or Teutonic, etc.) will have a usable vocabulary of the ritual tongue of the religion. This Ritual Language is the same from state to state regardless of national language differences or dialects, so such ecclesiastics are able to converse normally. In addition, aristocrats and freemen actively engaged in the rituals of the pantheon will have Ritual Language vocabulary ranging from as much as 600 words or more down to 100 words. It will thus be possible for such persons to use the Ritual Language to converse, although the range of ideas and information possible to express in this manner will be restricted by the extent of each individual's vocabulary (and possibly by the nature of the Ritual Language proper). Gamemasters will decide all such questions, and their decision is final in their campaign milieu.

Regarding Language

The tongue listed for each entry is the principal one of the country, but in most there will be other languages, dialects, etc. Internal dialects are not to be confused with a national dialect, such as the Zule dialect of the Bantu language.

Regarding Rulers

See hereafter for consanguineal relationships between rulers of the states.

Regarding Populations

All population figures are inexact and serve to give the reader a rough idea as to the inhabitation of a state or community. Outlaws, Gypsies, migrants, non-humans, etc., are not included in the figures.

Regarding Other Cities

There are certainly cities which are not listed in the entries, but which are of population and size to be placed into the category. The listing is primarily shown to guide the reader as to the general extent of the state, show its better-known cities, and so forth. In no event are communities of under 5,000 population shown, so many of the more primitive states will have but one or two cities eligible for inclusion on the listing or maps.

State Pantheon Adherence

Percentage of Population, by Belief

State's Culture Type	State Pantheon	Other Pantheon	Religiously Inactive
Barbaric	95	4	1
Semi-Barbaric	90	8	2
Civilized	85	12	3
Advanced	80	15	5

State Pantheon is that listed for each state, in the gazetteer.

Other Pantheon typically means that of a neighboring state (if different), that of an earlier people (again, if different), or whatever other pantheological beliefs are generally held by the grouping.

Religiously Inactive population is that grouping of individuals who are too concerned with other matters to be actively religious or are otherwise non-religious.

THE STATES OF ÆERTH

(Listed alphabetically by continent)

Æropa

Achæa
Alblon
Aragon
Aries
Avillonia*
Bohemia
Brettony
Bulgaria
Burgundy
Caledonia
Carinthia
Castile
Corsica
Crete
Cymru
Dalmatia
Denmark
Epirus
Finmark
Flanders
Francia
Genoa
Germania
Gotland
Granada
Helvetia
Hibernia
Kalevala
Kiev
Lapland
Leon
Lithuania
Livestonia
Lombardy
Lyonnesse
Macedonia
Mago
Magyarica
Milano
Moldavia

Moravia
Naples
Navarre
Neustria
Norge
Ostria
Pohjola
Poland
Portugal
Rome
Roumania
Russ
Sardinia
Savoy
Saxony
Servia
Skandia**
Svergie
Slovakia
Talmark
Thrace
Thuringia
Transylvania
Tuscany
Ukrainia
Venice
Vlachia

*The loose political alliance of the "Five Crowns" (Alblon, Caledonia, Cymru, Hibernia, and Lyonnesse) which is sometimes recorded as a single entity.

**The former empire of Skandia to which throne there is a claimant in exile in Pohjola. The states of the empire were Denmark, Finmark, Gotland, Norge, Svergie, and Talmark.

Afrik

Adal
Ægypt
Ætheope
Axum
Benin
Berberia
Botris
Carthage
Dakhlan
Darfur
Kargebal
Keshu
Kongo
Lybbos
Maghreb
Marrakech
Mauretania
Meroe
Numidia
Punt
Sargona
Senegal
Thapsis
Tripolis
Zimbabwe
Zanzibar
Ziva
Zulu

Atlantian Islands Subgroup:

Alzorax*
Atlantis
Cholcan*
Colzuvar
Xalissa
Zuivan*

*States subject to Iberian control currently in revolt for independent status.

Amazonia

Iy Braseal (Island)
Inca

Azir

Near Azir:

Armenia
Babylonla
Byzantium
Cyprus
Parz
Galacia
Hasur
Hyrkanla
Ionia
Khaziria
Khwarizm
Lydia
Medis
Nejd
Ophir
Parthia
Phillistia*
Phrygia
Shamash
Sheba
Sinope
Scythus
Trebizond
Turkistan
Yarbay

*A dependent territory of Ægypt which is virtually a part of that Afrikkan state.

Middle & Far Azir:

Annam
Assam

Bactrokush
Bengal
Bhutan
Bihar
Burma
Camcham
Ceylon
Ch'in
Delhi
Hind
Kabul
Kara
Kashmir
Katchar
Khital
Kutch
Liang
Manchuria
Mongolia
Manchao
Nepal
Nippon
Oudh
Panay Sulu
Po-hai
Samarland
Shrijavti
Siam
Sindraj
Sirmur
Sung
Tartary
Tibet
Tirhut
Tongking

Vargaard

Cherokla*
Falcondonia
Grandmark
Heliotop
Hispaniola (Islands)
Iroukia*
Jarlesheim
Lakota*
Maderios
Mandan*
Muya**
Nova Scotia
Relant
Suskehankla*
Tecla
Wildedge

*Native Vargaardian (so-called "Wabnak") states of low order and tribal nature but emerging towards defined nationality.

**This state extends into the isthmus connecting Vargaard to Amazonia, the "Narrow Land" as it is generally known. This area is treated as part of the northern continental land-mass.

Islands Not Associated With Any Continent

Grossniffen:

(east of Vargaard in the Lantian Ocean)

Lemuria:

Ahuke
Boridari
Hiluo
Kulaklu
Leml-Lemu
Mu
Muavinapu
Rowona
Tonula
Vakanu
Wipoona

Niffen:

(west of the Skandian Peninsula in the Lantian Ocean)

Magmur

(There are no known civilized states existing on the continent.)



Regarding Flag/Emblem Color

In general, the colors listed are basic. Gold is the metallic color, as is silver. Golden is pale gold or a yellow orange. Yellow is a pale to medium hue, and if there is an ochreous tone to it, it is more properly golden. Silver may be depicted as gray with white highlights. When no color is stated, the natural ones of the object in question prevail. Blue is a pale to medium or royal blue. Indigo is dark blue, sometimes Prussian blue. Green is medium green, but it might be pale or a darker hue according to the desires of the state in question. Red is pure, medium red in most cases, but it can vary from a maroon to a pink. Scarlet is orange-red; crimson is blue-red; rose is a dark shade of pink. Purple is as often a lilac hue as true purple, and the latter is seldom dark, for it then becomes confused with indigo and black.

Regarding Coinage and Money Changing

The various types of coins (Coinage) listed are provided to add a high degree of realism to the roleplaying campaign. Their use is not necessary, and the gamemaster may simply opt to have the standard (BUC, QUID, etc.) monetary unit in effect. In such case, moving from state to state will require a "money-changing fee" even though the unit remains fixed—i.e., Heroic Personas are now using Francian BUCs rather than Milanese ones, so they pay a small percentage to change coinage.

We have noted international acceptance of certain coinage of foreign minting in a number of places. Thus, for example, all coins minted by the kingdoms of Avillonia, the "Five Crowns," are readily accepted in Albion, Caledonia, Cymru, Hibernia, and Lyonesse. In fact, governments might be quite willing to accept foreign coinage use, but the general populace is the usual eventual determinant of the matter. Historically, for instance, England minted its own coins, of course, but the people involved most in international affairs, as well as the rest, preferred the silver coinage of the Hanseatic League. Thus, the standard monetary unit of England became the pound (weight) of silver of the Easterlings (Germans)—the pound sterling (contraction of Easterling). The gamemaster is, as usual, at liberty to determine such matters.

When using varying coinage, the gamemaster should use the following rules:

1. All foreign coins will be utterly rejected anywhere outside of major cities—unless money is scarce and the value is discounted, and will be accepted in major cities only by large-scale establishments used to dealing with other coinage and able to determine value and (an inflated) cost of exchange of the foreign mintings to local coinage.

2. Conversion of foreign coinage is at a flat 5% of value at the lowest. That is, state-controlled and honest money changers will provide the service at the 5%

cost. Thus, exchanging a 1,000 BUC value gold coin brings the individual doing so 950 BUCs in the local coinage.

3. Phoenecian bankers (not money changers), other major banking institutions, Gnomes, etc. will use the standard 5% exchange rate. The Phoenecian bankers, for example, handle much of such exchange because of their fixed rate and strict honesty in this regard. They thus handle a lot of monetary business (and are hated for it!).

4. Well-known, high-value coins will always be accepted by black marketeers and criminals. They will discount them at a minimum of 10%, thus making extra profit.

5. Many states accept foreign minting of one sort or another as if it were their own coinage. This might be due to public demand, alliance, lack of minting of certain metals, etc. Whenever this is the case, coinage of accepted sort need not be changed for local minting and will receive full value in use.

6. Ingots of coin metal are not acceptable for monetary transactions on a general basis unless such ingots are minted by the state government and marked thus. In effect, such ingots then are the same as coinage, viz. the Ch'in and Sung silver Tael. Exchange of metal ingots for coins is at a premium of 5% above money exchange. For instance, changing 1,000 BUCs value of silver ingots at a Phoenecian banking establishment will net the concerned individual 900 BUCs in local money.

7. Use of gems and like precious stuff as money is not acceptable in the majority of cases. Use is strictly a matter of barter/trade. Conversion of such stuffs to coinage is at a minimum discount of 25% of the value of the particular stuff. That is, a gem with a nominal value of 1,000 BUCs would perhaps bring 750 BUCs in coinage from a large, reputable jeweler, 500 BUCs from a money changer, and only 250 BUCs from a black marketeer. However, the individual shopping around to find a buyer of the right sort (collector or enthusiast for example) might get anywhere from 80% to 95% value.

Standard Coinage: The most frequent coinage listed is the *standard* used by a number of states, i.e., "Atlantian Standard," "Babylonian Standard," etc. In nearly every such case, the actual minting will be done by the state in question, bearing its own name, seal, and so on, but with the metal, content of metal, and name standard to the type. Very backward places will not have their own mint and will use the coin

Standard Coinage Types

Standard	Gold	Electrum	Silver	Copper	Bronze
Atlantian	Klal	Ship	Anchor	Starfish	Ontal
Babylonian	Shekel	Ziggrut	Talent	Stater	Daga
Ch'in	Lung	—	Tael	Fan	Cash
Francia	Crown	Lily	Livre	Ecu	Franc
Germanic	Krone	Eagle	Mark	Shilling	Thaler
Grecian	Alexander	Mina	Dolphin	Drachem	Drachma
Hind	Lakh	—	Chuckrum	Ruppee	Anna
Iberian	Dubloon	Escudo	Plata	Duro	Real
Italic	Medallion	Ducat	Argentus	Florin	Lira
Khazirian	Mejid	—	Atlik	Pul	Tengra
Lemurian	Aobi	—	Wobe	Oeke	Euha
Persian	Daric	Charos	Dinar	Kran	Aba
Skandian	Krona	—	Mark	Skilling	Dreyling
Slavonic	Imperial	—	Ruble	Platek	Kopek



Notes Concerning Unique Gems Of Ærth

All of the gem minerals and other substances such as amber, coral, and pearls known to Earth are likewise known and esteemed on Ærth. Diamonds, for example, are highly prized on Ærth, although they are by no means the most precious of gems. There are minerals not occurring on Earth which are more valuable than diamonds or the finest corundum emeralds, for example, and these should be noted by readers.

Two varieties of corundum crystals found on Ærth but not on Earth are the *hyacinth* and the *jacinth*. Hyacinth is a deep, pure, and sparkling purple-to lilac-hued gem which is valued at the same level as are diamonds. Jacinth, rarer still, is a transparent corundum mineral of fiery orange which is as dear as the finest corundum emerald, all else being equal, possibly because of its resemblance to *empyrium* (see below). Four sorts of gems are of composition entirely exotic to Earth, and these four, rarest of the rare, are the most highly valued gems of Ærth, the "*elemental jewels*" as they are called. There is, in fact, a fifth elemental mineral, crystals of which are beyond price, but it is not a gem but rather a magical thing, invisible to normal sight, an essence of pure Heka found in Hekalite mineral. The latter material is not considered here. Of the four *elemental jewels*, however, we can speak.

Asylphar: Asylphar (a-syl-PHAR) is derived from elemental air. Formed at the summits of the highest mountains of the northern and southern hemispheres, from the mixture of cold and air with the Aurora Borealis or Australis, crystals of asylphar hide in the snow and ice nearly unreachable and undetectable. The crystal is small and of clear, ice-blue color. When properly cut, asylphar comes alive after sunset and in low light conditions. At such time an asylphar gem will show vivid, scintillating plays of violet, blue, green, and even red as if the auroras of the skies were alive within the stone.

Empyrium: Empyrium (em-PY-ri-um) is the stone of elemental fire. It is sometimes called an *infernal*. The crystals are formed in abyssal volcanoes (cf. *mahydrol*), and a few gradually reach the upper portion of such volcanoes through continued laval outpouring of great strength and intensity. The gem is from scarlet to crimson in hue, transparent, and almost ruby-like, but with greater brilliancy. In low light conditions the center can be seen to display changes of color and a movement-like effect as if flames burned inside. The color changes run from clear, glowing amber to orange with seeming flashes of white-hot flame in the scarlet jewels, while in the crimson ones the play ranges from clear coral to a red-violet.

Mahydrol: Mahydrol (ma-HY-drol) is the name of jewels of elemental water. They are formed in the same environment as are empyreals, but as the latter emerge from the intermixture of the purest elemental of water with greatest elemental fire, the reverse is true with regard to

mahydrols. Water trapped by magmal fire is turned into mahydrol crystals, and in the process the fire petrifies, grows extremely heavy, and sinks. Thus, most of these gems are destroyed in the volcanic inferno, but a few fall to the ocean floor, encysted in their igneous shell of lead-heavy stone, sinking slowly into the ooze, typically to be lost forever. A mahydrol of proper cut shows an absolutely clear sea green as fine in color as the brightest tropical waters. In low light conditions a perfect center of incredibly clear blue will reveal itself, then shift to deep green, as if the viewer were seeing the ocean.

Terriond: Terriond (TER-ri-ond) are jewels of elemental ærth. They are created in the same regions as are asylphars, the highest peaks of the coldest mountains. The terriond crystals, however, form when the hardest rock is mixed with the air and cold of the summit, and then subjected to a lightning stroke and the play of auroras in combination. A terriond is cut and faceted as would be a diamond, and in daylight one is nearly indistinguishable from the latter stone, save that the terriond has more colorful scintillation than a diamond does in even the brightest of sunlight. The jewel undergoes a startling transformation at night, becoming translucent and taking on the appearance of a black star sapphire, yet with flashes of sparkle of diamond-like sort coming from the star whenever light strikes it.

General Comments: All elemental jewels have a hardness greater than diamond (hardness scale 10), so they are ranked as hardness 11. They are not only very hard but are nearly indestructible. There are means of shattering them, of course, but that is not often purposely done! Their hardness and near indestructibility are added reasons for their value, and mere chips left from gem cutting are of industrial value.

Each jewel has an opposing element, however, and the weakness is certain is elemental jewels of opposing nature are brought into contact. Asylphar and terriond are mutually destructive, as are empyrium and mahydrol (air and ærth, fire and water). Non-opposing elemental jewels can be mixed, but few indeed are the individuals with such wealth. The contact of opposing jewels consumes both in a burst of Preternatural Heka of such violence that anything and anyone within a one-inch radius per carat weight of the combined stones will be utterly annihilated.

The elemental jewels are so rare that only a few hundred of each sort of one-carat weight or above are known to exist. Of those hundreds, perhaps a few score are above 10 carats in weight. Only a dozen or so each exceed 40 carats weight. These true jewels are the well-guarded treasures of Ærth's most powerful people, of course. There is a constant search going on for these stones, but successes are rare.

See also Phæree Gems, on page 221.

of a neighboring state on the same standard.

See the Standard Coinage Types table for examples of coin names in various locales.

Regarding Important Persons

Many names are omitted from the listings in order to allow gamemasters free reign in personalizing their own campaign milieux.

Use whatever combination of historic and fanciful names, titles, offices, etc., as suits the situation.

In general, mages and other powerful Heka users of non-ecclesiastical sort will fall into either of two categories, noble or official. Some might be both, of course. There is no "Hekacracy" common on Ærth anymore than there is a "technocracy" common on Earth. A perusal of the Socio-Economic Classes of the game rules will guide the reader as to the station of mages and their ilk.



Regarding Alliances

In the gazetteer's listings, we have disclosed only national sorts of compacts. Thus, the members of the Cardinalian League, Hellenic League, Phoenecian Coalition, etc. are indicated. Sub-state alliances such as trading leagues (the Hansa and so on), cartels, and the like are strictly left to individual gamemasters as details unique to their campaigns.

The major groups are listed in the tables by alliance name, to-

gether with the member states belonging to the organization, but gamemasters are at liberty to determine for themselves how strong and effective any given alliance entity is. Keep in mind that Earth's historical Crusades were, in fact, alliances of Christian states. Some were fairly strong and reasonably effective for a time, but none ever acted with what could be termed expedition. Sub-state organizations of similar type were the various Crusading orders (Hospitallars, Templars, etc.).

MAJOR ALLIANCES

It must be pointed out that some alliances listed here are based on necessity and expedience, and possibly the peculiarities of the ruling individuals, more than on any particularly deep and abiding friendship or camaraderie between the states in question. In fact, there might be a mistrust or antipathy between general populations otherwise allied, even those with the same racial and pantheon service.

Berber Union

A loose compact which pledges non-aggression and trading, the Berber Union seems also concerned with theological questions. There is a schism possible, with Xalissa and Dakhlan in agreement with the Berber priesthood—Xalissa's own High Priest actually actively supporting the difference, for it is one developed from the Xalissan Temple. No great rift would be likely—at least one no greater than that of the Greco-Roman or Norse divisions.

Berberia
Marrakech
Mauretania
Senegal

Cardinalian League (Empire) States

Bohemia
Carinthia
Germania
Lombardy
Moravia
Ostria
Saxony
Teutonia
Thuringia

Five Crowns Compact

Albion
Caledonia
Cymru
Hibernia
Lyonnesse
Brettony*
Flanders*

*Trading compact only.

Galic Treaty

This treaty is a loose one and concerns borders, trade, and mutual defense against those outside the agreement.

Arles
Brettony
Burgundy
Flanders
Francia
Navarre
Neustria
Savoy

Hellenic (or Panhellenic) League States

A defensive and commercial league which is sometimes effective in its purpose of protection against outside aggressors, but it is factions at best. Achæa, Byzantium, and Trebizond are the three pivotal states, but most of the others would gladly move into such position given the opportunity. Envy and jealousy are rife in this group.

Achæa
Byzantium
Crete
Cyprus
Epirus
Galacia
Ionia
Lydia
Macedonia
Phrygia
Sinope
Thrace
Trebizond



MAJOR ALLIANCES (Cont.)

Iberian-Atlantlan Concord

This is an uneasy alliance at best, and it is bound to be short-lived.

Aragon
Atlantis
Castile
Cholcan
Granada
Leon
Mago*
Zuivan

*As subject of Castile.

Lantlan Compact

Another alliance of strange bedfellows sort, not likely to last for any considerable duration. Note that the Zuivanite position in both of these organizations makes both groups furious and uncertain, and the state in question mistrusted by all concerned.

Alzorax
Colzuivan
Dakhlan
Maghreb
Navarre
Portugal
Xalissa
Zuivan

Palu-Ea

The world brought to Babylonian Pantheology via the "Perfect Weapon" (*palu*). The reader will note that the whole of the Babylonian Pantheon states belong to this organization.

Axxum
Babylonia
Bactrokush
Kabul
Lybbos
Medis
Nejd
Ophir
Scythus
Shamash
Sheba
Turkistan
Yarbay
Zanzibar

Phoenecian Coalition States

Although this would seem a weak and ineffective coalition, the opposite is the case. Commercial and financial pressures can be brought to bear with some considerable effect, and the ships of the various fleets allied by the pact are of considerable power. However, unless it is a very dire threat, the Phoenecians are unlikely to act in accord for fear of losing trade or profit. In critical situations, though, it has proved to be relatively swift and united in action in the past.

Botris
Carthage
Hasur*
Kargebal
Sargona
Thapsis
Tripolis
Ziva

*A nominal participant due to discord with Carthage and others of the Phoenecian states. Hasur also woos the Panhellenes, and her major goal is to survive against Palu-Ea state aggression.

Note: Mago is kept from this organization because of her subordination to Castile. Otherwise, she would certainly be a member.

Western Sea Alliance States

Formed to counter the Hellenes and the Phoenecians, this alliance nonetheless enjoys little accord among its members, for the Italic and Romance states are more concerned with territorial acquisitions from one another than they are with outside matters. Arles, Numidia, and, to a lesser extent, Naples are the glue holding this group together. A war, however, especially one which brought profits, might serve as a strong cement for the duration of the hostilities.

Arles
Corsica
Genoa
Milan
Naples
Numidia
Rome
Sardinia
Savoy
Tuscany
Venice



Regarding Hostilities

The Hostilities heading for each of the gazetteer entries does not necessarily imply active warfare or even a state of declared hostilities, although it might. In general, Hostilities simply indicates the current relationship between the state in question and others. In fact, there might be deep, abiding enmities between states otherwise allied. Political, social, and military events alter hostilities as rapidly as they do alliances. Some hostilities are between ruling factions and not necessarily the mass of peoples concerned.

Regarding Warfare and Skirmishing

The major difference between these two headings is declaration and the fielding of large bodies of troops or numbers of warships. Thus, war is a declared condition, or evident from the invasion of large bodies of soldiery or arrival of numbers of ships which are attacking. Skirmishing is done by local military and garrison troops or tribes, etc.

Regarding Intrigues

All manner of great and petty intrigues are possible and probably exist in the government, palace, and so forth of each state listed. The details of most such matters are better left to the peculiarities of the campaign milieu, so we have given only broad outlines and outstanding examples.

Something further must be said regarding this, and that is that the nature of most of the intrigues given is of the highest sort, even if not seemingly so at first glance. Let us illustrate this by showing some ambitions, beginning with the least form of individual in the social structure and then working our way upwards.

Slaves dream of being something different. They might scheme to hold a higher position as a slave, to become free, or to lead a revolt of slaves against the masters. Obviously, the intrigue is the same—power and freedom—but the scope of the matter varies greatly in each case. The same is true, of course, regarding the intrigues of each successive socio-economic level, but let us follow the individual scheme in mid course through the levels to fruition.

Look, for a moment, at the Lines of Ambition chart. In such a chain the ambitious can never be satisfied, even when reaching the ultimate shown here—a Potency—for above that lies the route to Quasi-Deity, Demigod, etc. Who can say what goes beyond that....

Think of the lesser ambitions within the framework: the most important serf, the largest freeholder, the richest merchant, or whatever. Then consider the in-

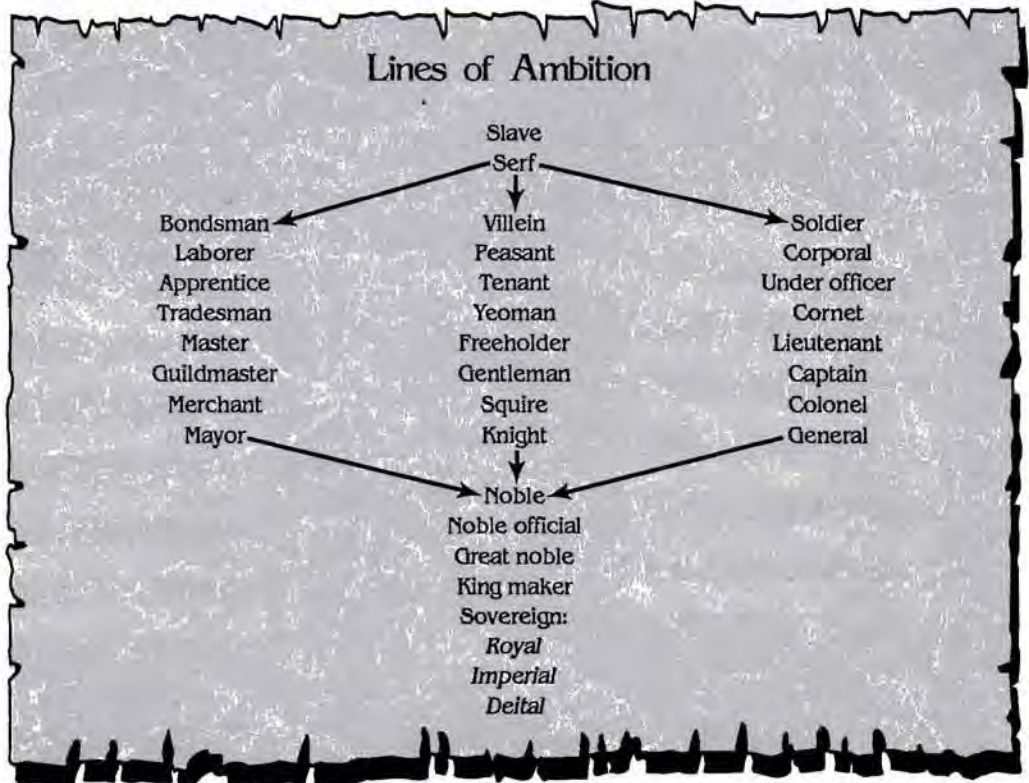
trigues of the individual desiring the utmost within a level: the most potent knight, the most powerful king, the widest empire. Intrigues come in varying intensities as well as degrees. Within those are all of the many lesser sorts which are common to humanity and applicable to tinker, bandit, courtesan, socman, banker, ship's captain, noblewoman, and so on. In short, there are myriad intrigues in each and every place. From desire for self-realization, to vaunting ambition—and all stops in between—Ærth is as riddled with the stuff of humanity as is Earth. Keep that in mind!

Regarding Magickal Devices

In the gazetteer listings, only names are given for such items, for the exact nature of each is as much a state secret as are statistics regarding missiles, aircraft, etc., on Earth. Some general information on magickal items is given in the **Mythus Magick** book, and gamemasters must each develop additional data as they see fit, recalling that such devices are very much a part of the might of each state.

Intercourse with Phæree

In general, there is a distinct prejudice against any relations between Phæree and the states of Ærth. This is undoubtedly based on previous bad experiences, a dislike of the exotic, fear, the whimsical nature of even the best of the inhabitants of the counter-world, and the power of their Heka. Thus, most commerce takes place through the stable and unthreatening Gnomes, the Subterranean Ærth traders, etc. Conversely, the regents and folk of Phæree have little interest in the affairs of Ærth, save to cause trouble, use people, or worse (with regard to the Goblindkind). Note that this is sufficiently unusual as to merit some comment when discussing Pohjola, in the listings.





Blood Relationships Among Ærth's Rulers

The dynasties, ruling houses, nobles, etc., of most of Ærth are interrelated to at least neighboring states, and some have consanguineal ties which extend over two or three continents. The Noble Blood Relationships listing reveals the most important of those ties. Note that in it, we show only those blood kinships which extend to the fourth cousins, third cousinship twice removed, or second cousinship thrice removed. Major states are given first, then others. You will note that a state might be listed more than once. This

does not mean that the relationship extends to other states not listed in that grouping.

Note that leading families (aristocrats, nobles, etc.) are considered rulers with respect to those political entities which are confederations, democracies, and republics.

Also note that due to space limitations, each state is not separately listed. By perusing the lists it is able to determine most, if not all, information pertaining to consanguineal relationships, regardless of this conservation measure forced on us.

NOBLE BLOOD RELATIONSHIPS

Major States

Achæa: Ægypt, Byzantium, Carthage, Crete, Cyprus, Epirus, Ionia, Lydia, Macedonia, Servia, Sinope, Thrace, Venice.

Ægypt: Achæa, Adal, Ætheope, Babylonia, Berberia, Byzantium, Darfur, Farz, Keshu, Meroe, Naples, Punt, Sindraj.

Albion: Brettony, Burgundy, Caledonia, Cymru, Danmark, Flanders, Neustria, Portugal, Saxony.

Aragon: Alzorax, Aries, Atlantis, Castile, Cholcan, Granada, Hispañola, Xalissa, Zuivan.

Babylonia: Ægypt, Armenia, Axxum, Bactrokush, Farz, Kabul, Medis, Ophir, Shamash, Turkistan.

Byzantium: Ægypt, Babylonia, Bulgaria, Ionia, Lybbos, Lydia, Treblzond, Venice.

Carthage: Achæa, Botris, Mago, Sargona, Ziva.

Castile: Alzorax, Aragon, Colzuvan Leon, Granada, Maderios, Mago, Portugal, Xalissa.

Ch'in: Khital, Manchuria, Mongolia, Nanchao, Nippon, Po-hai.

Danmark: Albion, Grossniffen, Niffen, Norge, Russ, Saxony, Sverige, Talmark, Teutonia.

Fraz: Ægypt, Babylonia, Delhi, Hind, Hyrkania, Khwarizm, Parthia, Punt, Samarkand, Scythus, Sindraj.

Francia: Burgundy, Corsica, Falcondonia, Lyonesse, Navarre, Neustria, Portugal, Rome, Savoy.

Germania: Bohemia, Burgundy, Helvetia, Lombardy, Ostria, Roumania, Savoy, Saxony, Teutonia, Thuringia.

Hasur: Cyprus, Kargebal, Kaziria, Shamash, Tripolis, Ziva.

Hind: Bengal, Ceylon, Farz, Kabul, Oudh, Punt, Sindraj.

Khaziria: Galacia, Hasur, Klev, Parthia, Slovja, Treblzond, Turkistan, Ukrimia.

Lyonesse: Brettony, Caledonia, Cymru, Francia, Hibernia, Saxony.

Magyaria: Carinthia, Moldavia, Ostria, Servia, Transylvania, Viachia.

Poland: Kiev, Littuania, Livestonia, Moldavia, Moravia, Russ, Teutonia.

Rome: Bohemia, Corsica, Francia, Genoa, Milano, Naples, Numidia, Sardinia, Tuscany, Venice.

Sindraj: Ægypt, Delhi, Farz, Hind, Kashmir, Punt.

Sung: Annam, Nanchao, Nippon, Panay Sulu, Tibet, Siam, Tongking.

Other States

Ahuke: Hiluo, Kulakia, Mu, Muavinapu, Tonuia, Wipoona.

Aries: Aragon, Corsica, Genoa, Savoy.

Armenia: Galacia, Hyrkania, Medis.

Assam: Bengal, Burma, Kutch, Nanchao.

Atlantis: Colzuvan, Portugal, Xalissa, Zuivan.

Bengal: Assam, Bihar, Burma, Hind, Kutch, Shirljavti.

Benin: Zulu.

Berberia: Dakhlan, Maghreb, Marakech, Mauretania.

Bohemia: Germania, Moravia, Ostria, Saxony, Teutonia, Thuringia.

Boridari: Lemi-Lemu, Mu, Vekanu.

Bulgaria: Byzantium, Dalmatia, Roumania, Servia, Viachia.

Burgundy: Albion, Francia, Germania, Savoy, Saxony.

Burma: Assam, Bengal, Nanchao, Shirljavti, Siam.

Carinthia: Dalmatia, Lombardy, Magyaria, Ostria, Savoy, Venice.

Corsica: Aries, Francia, Mago, Rome, Sardinia.

Delhi: Farz, Kashmir, Katehar, Sindraj, Sirmur.

Epirus: Achæa, Dalmatia, Naples.

Falcondonia: Francia, Hibernia, Grandmark.

Galacia: Armenia, Khaziria, Sinope, Slovja, Treblzond.

Genoa: Lombardy, Milano, Naples, Numidia, Tuscany.

Grandmark: Falcondonia, Jarlesheim, Wildedge.

Grossniffen: Jarlesheim, Niffen, Nova Scotia.

Hibernia: Caledonia, Cymru, Falcondonia, Lyonesse, Norge.

Heliotop: Hispañola, Maderios, Relanti.

Kalevala: Finmark, Livestonia, Russ, Sverige.

Kiev: Moldavia, Russ, Slovja, Ukrimia.

Khwarizm: Farz, Hyrkania, Khital, Mongolia, Samarkand, Turkistan.

Lemi-Lemu: Boridari, Mu, Vekanu.

Liang: Manchuria, Nippon, Po-hai.

Littuania: Livestonia, Moldavia, Moravia, Poland, Talmark.

Mongolia: Khital, Manchuria, Tartary, Turkistan.

Mu: Ahuke, Hiluo, Lemi-Lemu.

Muya: Tecla.

Nanchao: Assam, Burma, Ch'in, Sung, Tibet.

Oudh: Bihar, Hind, Kara, Katehar, Nepal, Tirhut.

Punt: Ægypt, Ætheope, Axxum, Farz, Hind.

Nepal: Bhutan, Kutch, Tibet, Tirhut.

Nippon: Liang, Po-hai, Sung.

Russ: Danmark, Kalevala, Kiev, Littuania, Poland, Sverige.

Savoy: Aries, Burgundy, Carinthia, Francia, Germania, Helvetia, Lombardy, Milano.

Saxony: Albion, Burgundy, Danmark, Flanders, Germania, Talmark, Teutonia, Thuringia.

Servia: Achæa, Bulgaria, Dalmatia, Magyaria, Roumania.

Siam: Assam, Burma, Camcham, Shirljavti.

Shamash: Babylonia, Hasur, Lybbos, Medis, Yarbay.

Shirljavti: Bengal, Burma, Panay Sulu.

Sverige: Danmark, Finmark, Gotland, Kalevala, Russ.

Tibet: Bhutan, Khital, Nanchao, Nepal, Sung.

Treblzond: Byzantium, Galacia, Khaziria, Macedonia, Phrygia, Sinope, Venice.

Venice: Achæa, Byzantium, Carinthia, Lombardy, Maghreb, Rome, Treblzond.

Xalissa: Atlantis, Dakhlan, Senegal, Zuivan.

Yarbay: Axxum, Bactrokush, Kabul, Khwarizm, Medis, Nedj, Ophir, Parthia, Scythus, Shamash, Sheba, Zanzibar.

Zimbabwe: Punt, Zulu.

Zulu: Benin, Zimbabwe.



Select Geographical Facts

The average temperature of Ærth is 3° Fahrenheit warmer than Earth.
The circumference of the planet Ærth is approximately 4% greater

than that of Earth, i.e., 25,000+ miles. (So much for the metric system!) The table of Geographical Areas lists area in square miles for the major geographical regions.

GEOGRAPHICAL AREAS

Continents

Geographical Feature	Area (square miles)
Æropa	3,750,000
Afrik	11,000,000
Amazonia	6,800,000
Azir	16,750,000
Magmur	3,500,000
Vargaard	8,500,000

Selected Islands

Geographical Feature	Area (square miles)
Lemuria	1,500,000
Atlantl	250,000
Grossniffen	125,000
Pohjola	96,000
Albion-Cymru-Caledonia	92,000
Honshu (Nippon)	90,000
Tripolis	85,000
Hy Braseal	50,000
Juanal	45,000
Lyonnesse	42,500
Niffen	40,000
Hibernia	36,000
Cebao Rey	35,000
Hokkaido (Nippon)	31,500
Ceylon	26,000
Kyushu (Nippon)	15,000
Formosa	14,500
Hainan	13,500
Sicily	10,000
Sardinia	9,500
Puerto Xebal	7,500
Shikoku (Nippon)	7,500
Cyprus	4,000
Corsica	3,500
Crete	3,250
Isle of Man	500

The Middle Seas

Geographical Feature	Area (square miles)
Mare Librum	1,150,000
Mare Phonecium	850,000
Mare Ostrum	550,000

Lakes (by Continent)

Geographical Feature	Area (square miles)
Afrik	
Osiris	30,000
Tanganyika	14,500
Nyasa	11,500
Isis	10,000
Chad	6,500
Azir	
Balkal	12,500
Balkhash	9,000
Issyk-kul	2,500
Bayrach Kol	1,000
Vargaard	
Chippewa*	34,500
Superior* (Winnebago)	33,000
Nipigon*	31,500
Glitchigumi*	24,000
Huron*	23,000
Erie*	10,000
Great Bear	9,000
Great Slave	8,000
Ontario*	7,500

*The "Seven Great Lakes" of Vargaard, the largest fresh water on Ærth.



The Pantheons of Ærth

The Pantheons of Ærth table, below, lists alphabetically the

world's major pantheons, and the various states that worship each of them.

PANTHEONS OF ÆRTH

Ægyptian Pantheon States

Adal	Keshu
Ægypt	Meroe
Ætheope	Phillistia
Darfur	Punt
Hy Braseal*	Relanti*

*States principally of Atlantian and Ægyptian racial extraction founded by scholarly individuals and oriented towards a high degree of Heka study and use by priests and mages alike. It is not then surprising that the Ægyptian Pantheon predominates.

Atlantian Pantheon States

Alzorax	Hispañola
Aragon	Leon
Atlantis	Maderios
Berberia	Maghreb
Castile	Marrakech
Choican	Mauretania
Colzuvan	Portugal
Dakhlan	Senegal
Granada	Xalissa
Heliotepe	Zulvan

Babylonian Pantheon States

Axxum	Ophir
Babylonia	Shamash
Bactrokush	Sheba
Kabul	Scythus
Lybbos	Turkistan
Medus	Yarbay
Nedj	Zanzibar

Chinsungese (Chinese) Pantheon States

There is considerable elasticity within this pantheon, for the deltal office is extant throughout the territories in question, but the holder of that position varies. There are two major portions of the pantheology, the Ch'in and the Tibetan. The latter are listed in italics.

Annam	Nanchao
Bhutan	Po-hai
Camcham	Siam
Ch'in	Sung
Khitai	Tibet
	Tongking

Greco-Roman Pantheon States

This pantheon is divided by national origination (deltal name) and resultant temple authority seat into Eastern (Grecian) and Western (Roman) "Professions" with slightly different doctrines.

Grecian Profession States (Athens)

Achæa	Lydia
Armenia	Macedonia
Crete	Phrygia
Cyprus	Sinope
Epirus	Thrace
Galacia	Treblzond

Roman Profession States (Rome)

Arles	Naples
Byzantium	Navarre
Corsica	Numidia
Dalmatia	Rome
Falcondonia	Roumania
Francia	Sardinia
Genoa	Savoy
Grandmark	Tuscany
Lombardy	Venice
Milano	

Hindic Pantheon States

Assam	Katehar
Bengal	Kutch
Bihar	Nepal
Burma	Oudh
Ceylon	Panay Sulu
Delhi	Shrijavti
Hind	Sindraj
Kara	Simur
Kashmir	Tirhut

Incan Pantheon States

This pantheon has spread to many of the surrounding, uncivilized tribes of Amazonia.

Inca (Incan Empire)

Kalevalan Pantheon States

Finmark	Livestonia
Kalevala	Pohjola
Lapland	



PANTHEONS (Cont.)

Keltic Pantheon States

Albion	Hibernia
Brettony	Lyonnesse
Caledonia	Nova Scotia
Cymru	Wildedge
Flanders	

Lemurian Pantheon States

Ahuke	Muavinapu
Boridari	Muya
Hiluo	Rowona
Kulakiu	Tonula
Lemi-Lemu	Vekanu
Mu	Wipoona

Manitou Pantheon States

This pantheon exists throughout the whole of Vargaard north of the Teclan Empire, but its form tends to vary and there are no formalized canons outside the named states. This is because of the primitive nature of its practitioners (medicine men) and uncivilized (tribal) organization of the peoples concerned.

Cherokia	Mandan
Iroukia	Suskehankia

Mongolian Pantheon States

Manchuria	Samarkand
Mongolia	Tartary

Nipponese Pantheon States

Besides those nations listed, the peoples inhabiting the islands to the north and south of Nippon, and coastal groups above Liang, also recognize this pantheon. It has many similarities to the Chinsungese.

Liang	Nippon
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Norse Pantheon States

There is a division in this pantheon similar to that of the Greco-Roman: the generally more northerly (Skandian) Norse Profession and the southern Teutonic (and Germanic) Profession.

Norse Profession States (Elsinor)

Danmark	Niffen
Gotland	Norge
Grossniffen	Russ
Jarlesheim	Svergie
Neustria	

Teutonic Pantheon States (Cologne)

Bohemia	Ostria
Burgundy	Saxony
Carinthia	Talmark
Germania	Teutonia
Helvetia	Thuringia

Persian Pantheon States

Farz	Khwarizm
Hyrkania	Magyaria
Khaziria	Parthia

Phonecian Pantheon States

It must be noted that due to the widespread trading activities of the Phonecians, this pantheon enjoys small enclaves in major cities through the Occident and in some places in the Orient. This gives the pantheon considerable recognition.

Botris	Sargona
Carthage	Thapsis
Hasur	Tripolis
Kargebal	Ziva
Mago	

Slavic Pantheon States

Bulgaria	Servia
Kiev	Slovvia
Littuania	Transylvania
Moldavia	Ukrimia
Moravia	Vlachia
Poland	

Teclan Pantheon States

This pantheon is being spread to the uncivilized tribes immediately north of the empire, so that it is now recognized into the hunting lands of the Apache peoples.

Teclan (Teclan Empire)

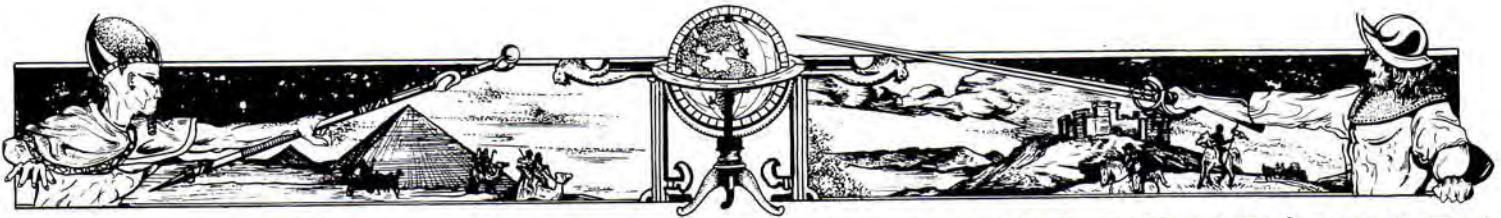
Vodoun Pantheon States

Similar to the spread of the Manitou Pantheon, the Vodoun is taking hold throughout southern Afrik. Many of the uncivilized and semi-civilized peoples of Black race now understand and follow this pantheon, although its profession is not great, due to the nature of its practitioners (witch doctors) and variation of deity names and recognized powers. Thus, we now have three pantheons in competition in the hinterland of the continent: Vodoun, Egyptian, and Babylonian.

Benin	Zimbabwe
Kongo	Zulu

Minor Pantheons

There are many pantheons of minor nature in uncivilized areas of the world. This includes islands and much of Magmur.



Aristocratic Titles

The Aristocratic Title Equivalencies lists show the closest Western *Æropan* equivalents for the many other regional titles used elsewhere on *Ærth*. We are equating such titles to the *Æropan* sort named because of the growing acceptance of such forms throughout the world (note that the Ch'in and Sung have adopted most of these titles, for example). Knowledge of the equivalency is of considerable importance due to persona socio-economic rank and the need to display proper etiquette by Heroic Personas in (roleplaying) the milieu.

Notes Regarding Titles: Emperor is a title which is usually considered to rank higher than that of "King," for the former is theoretically the suzerain of kings and princes. This is not always the case, and many kings share precedence with emperors. An example of this is Pharaoh, styling himself a "King" in Western terms, but ranking as an emperor. In fact, some emperors rank below kings or normal precedence because the empire they rule is obviously inferior to the kingdoms in question.

The question of the title of "Prince" is a tricky, often difficult one to manage. "Prince" can designate a sovereign ruler; a noble subject to a sovereign overlord but of great lands, wealth, and power; a member of royalty; a trusted advisor to a potentate; and so on. Regardless of the actual ranking, any individual with the title of prince is important. Exact precedence is indicated above, but even that might vary depending on the state in which one dwells or is in attendance at royal court. In some regions and/or states, dukes rank above princes. We follow the predominant ranking in the lists here—i.e., the current *Æropan* order. However, any sovereign ruler might be styled as "Prince" if not already a king or emperor. Thus, for example, you might have "Prince Mienherr Grand Duke of Thuringia," or "Prince Charmagne, Count of Toulouse," or "Prince Moot-nefrankh, Vizier of Lower *Ægypt*." Those princely titles which are inherited are usually precedent over those which are bestowed and held for the lifetime of the individual only, but this is not always so. We indicate this in the "Viceroy (& Prince)" category. (The gamemaster will determine all questions of this nature, but the information herein will prove helpful.)

Because viceroys are each at least semi-sovereign in their individual territories, and because each is the "right hand" of an obviously greater monarch, such a title is generally conceded to be slightly superior to that of "Sovereign Prince," even though a viceroyalty is not usually inheritable. In the case of the title passing by inheritance, there can be no question of precedence, save according to the relative power of the royal sovereign from whom viceroyalty is granted, as compared to that of the sovereign prince in question. Otherwise, such precedence is highly subjective and might be altered at whim, or reversed. With respect to "Prince," note that crown princes in their own country are at least *de facto* superior in precedence to just about anyone short of the monarchs they will succeed...unless there is a question of succession (or potential for this due to other claimants to the throne). Other "Royal Princes" will then come after, often with some other title to mark precedence. Non-sovereign principalities often are less powerful than duchies, and this is where the question of the precedence of prince as regards duke comes into play. Non-royal princes generally rank below dukes in most places. Governors styled as Prince may or may not rank above duke. A vizier of *Ægypt* probably does, but other viziers of counsellor-type will do so only in

ARISTOCRATIC TITLE EQUIVALENCIES

Note: Atlantian titles are shown in **bold face**, and Lemurian titles are in *italic type*.

<i>Emperor</i>	<i>King*</i>
<i>Caconeia</i>	Khan
Caesar	Khidiv
Czar	<i>Onias</i>
Kha-Khan	Pharaoh (Farroh)
Maharajah	Rajah
Padishah	Shah
Pharaoh (of <i>Ægypt</i>)	Sultan
Talrah	Tirih
Wang	

*Assumes Rex, Rey, Kiraly, Koral, Kral, etc.

<i>Viceroy (& Prince)</i>	<i>Sovereign Prince</i>
Nawob	Grand Duke
Nizam	Kavla
Satrap	
Vizier	

<i>Prince</i>	<i>Governor (& Prince)</i>
<i>Æthel</i>	Bashaw
Grandee	Bey
<i>Negidla</i>	<i>Managu</i>
Tarkhan	Orakhon
Xelbal	Pasha
	Shogun
	Vall

<i>Duke*</i>	<i>Marquis*</i>
Archduke	Derach
Paghu	Dey
Grossjari	Markgraf
Herzog	Margrave
Ilkhan	Markthegn
Vranx	

<i>Count*</i>	<i>Viscount</i>	<i>Baron*</i>	<i>Lord**</i>
Amir	Archbaron	Clomon	Ataman
Earl	Waldgraf	Daimyo	Boyar
Emir	<i>Khltoo</i>	Dont†	
Graf	Thegn	Laird	
Jarl	Malik		
<i>Nihuna</i>	Moghul		
Tralach	Sheikh††		
	Sieur†††		
	Zlari		

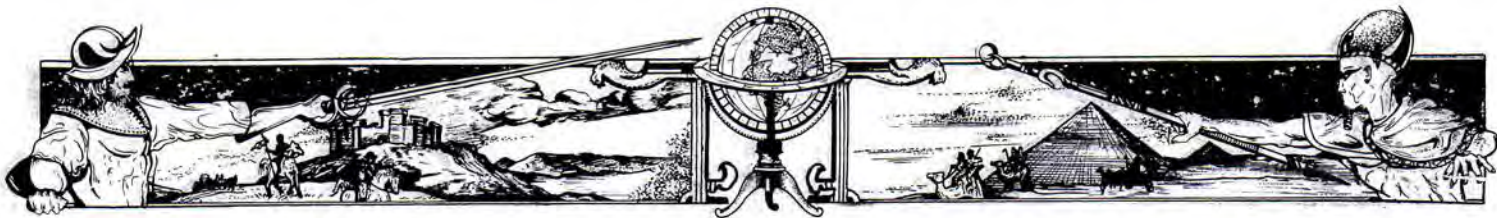
*See the notes in the text, regarding titles. In general any of these titles be held by a sovereign head of state, in which case actual title equivalence is at least one place higher than listed.

**A rank above the non-hereditary Baronet but less than the rank of Baron.

†Also Dom, Dominus (Lord).

††Includes the older, Phonedan Shake.

†††Also Señor, Signor as "Lord," not "Sir."



their own land and its subject regions. Elsewhere, despite the style of prince, such an individual will have precedence below that of duke.

From the rank of duke and below there is far less difficulty in ordering precedence. However, be aware that sovereign nobles of this rank or below might well take precedence one or more ranks above their stated title, depending on the extent of their lands, power, wealth, etc. Thus, the Grossjarl (Duke) of Jarlesheim (a relative backwater) ranks as a (very low order) sovereign prince. The Count of Toulouse, only nominally the leigeman of the King of Francia, has precedence as a (high order) sovereign prince. Noble titles held by non-royal enfeoffment, such as a count created by a duke, will typically be ranked in precedence one order lower outside their own state. However, great sovereigns of non-royal nature mitigate against this discrimination. An archduke will automatically take precedence over other sorts of non-sovereign dukes only in that person's own country. Otherwise this style is the equivalent of a duke. Of course, in the Cardinalian Empire the title is considered as ranking above any prince, so consider the whole of that territory as the country of the archduke in question. Finally, a sovereign noble styled "Lord" might be little more than just that in precedence (the Laird of Wlledge for instance) or else considerably above that station. Lords with other, royal office, will usually be ranked by that office when it is above that of lord—i.e., a Lord General is of baron ranking, while a Lord Admiral or Lord Marshal is at least equal to a count.

The nobility of a given section usually has titles which conform to a standard within that region. This often applies throughout all states within a pantheon, with some minor exceptions possible, and coverage beyond that belief sphere as well. The Titles by Primary Pantheon table gives some important examples.

Because this information is meant to both intelligence the reader as to the aristocracy of Ærth and to enrich the campaign milieu which the gamemaster will create based on his or her own knowledge of

Forms of Address

Aristocratic Title	Form of Address
Emperor	Imperial Majesty
King	Majesty
Sovereign Prince	Serene Highness
Prince (Royal)	Royal Highness
Prince	Highness
Duke	Grace
Marquis, Count, Viscount	Lord/Lordship (Lady/Baron, Lord Ladyship)
Baronet, Bannerette, Vavasor	Honorable Sir (Madam)
Knight	Sir (Dame)

Ærth, we offer a few additional details in the Forms of Address table, so that participants may properly roleplay. This information is useful when referring to or addressing royalty, nobility, or other members of the aristocratic class. Examples given are the minimal acceptable form for correct reference and address. Gamemasters should be at ease and liberally embellish with grandiose circumstance in a manner suiting their royal taste.

Other Forms Of Address: Non-aristocrats holding office are generally given the honorific of *Lord* or *Honorable* depending on the office. Thus, one might meet a "Lord Mayor" or an "Honorable Justice." Note that the honorific title is *always* followed by the name of the office held which grants the honorific.

The other two classes, freemen and peasants, are addressed as follows:

Freeman	Master (Mistress)
Peasant	By name and/or station*

*Bob, Lorrie, varlet, scullion, etc.

Terrain, Communications, and Encounters

The foregoing listing of states and capsule information regarding each omits some highly important data. Terrain is indicated on the maps in the back of this book, but roads and sea lanes are not indicated. There are extensive networks of roads in Æropa, northern Afrik and Ægypt, and Near Azir, with such arteries becoming less frequent in other places except the Hindic Peninsula and the Far East (Ch'in, Sung, etc.). Sea routes are very much the same as Earth's own, with ports directing concentration of traffic. Because there is considerable commerce by land and water, as well as movement of peoples for trade and like reasons,

Titles by Primary Pantheon

—Pantheon—

Title	Atlantian	Greco-Roman	Keltic	Skandian
Emperor	Talrah	Cæsar	Emperor	Tsar
King	Rirñl	King	King	King
Prince	Xelbal	Prince	Æthel	Prince
Duke	Vranx	Duke	Duke	Herzog/Grosjarl
Marquis	Derach	Marquis	Markthegm	Markgraf/Margrave
Count	Tralack	Count	Earl	Graf/Jarl
Viscount	(Trallto)	Viscount	Viscount	Waldgraf
Baron	Clomon	Baron	Thegn	Baron
Lord	Don	Dom	Laird	Lord
Baronet	—	Baronet	Lairdling	Baronet
Vavasor	—	Vavasor	—	Vavasor
Knight	Esgal	Knight/Chevalier	Knight	Reitter



the encounters tables on the next several pages are provided to indicate typical encounters during the course of travel.

Note that most of arterial travel encounters will be with humans. There is a slight possibility that some few members of any group will be of Phæree origin (elfin, trow, etc.), but that is quite unusual. In certain regions, however, Gnomish traders are active. Whether in merchant caravan or a smaller sort of trading group, in some areas as high a probability as 5% exists of encountering a group comprised of many or all such Færie race.

Land Encounters

Encounter Type	—Chance of Encounter (%)—	
	Civilized	Uncivilized
Agriculturists/Herders	15	20*
Ecclesiastics	2	1
Entertainers	1	0
Gypsies	3	4
Immigrants/Itinerants	1	1
Hunters	5	14*
Knights/Warrior Aristocrats	5	1
Mercenary Soldiers	3	2
Merchants†	10	8
Military Company	10	12*
Nobles	3	1
Nomads	0	18*
Pilgrims	12	3
Robbers/Bandits	10	6*
Traders, Peddlers & Tinkers†	10	7
Travellers (miscellaneous reasons)	5	1
Vagabonds/Outcasts/Diseased/Beggars	5	1

*In totally uncivilized, wilderness locales only these encounters will occur, each with an equal (20%) probability.

†Indicates a probability of non-human sort. See the text.

Land Encounters

In the Land Encounters table, just what comprises a particular class, and the numbers within a given group should be obvious. We offer the following guidelines for the gamemaster uncertain of this.

Agriculturists/Herders: Whether taking produce or animals to market or elsewhere or laboring in fields, these individuals are of peasant class and will be relatively few in number. If near the maximum in number it is possible that there will be one or more freeman class individuals there as well.

Number: 2-20 (or more on main roads to market community of large size).

Ecclesiastics: Active followers of a pantheology dedicated and working to further their purposes, this class includes monks and priests of all sorts either travelling, out proselytizing, begging, in ceremonial procession, etc.

Number: 1-10 (5-50 or more near seats of ecclesiastical activity when special times are being recognized).

Additional: Peasants, freemen, and/or aristocrats may be associ-

ated with festival processions. Other encounter sorts may also include such people, and in addition there might be armed soldiery present with the ecclesiastics.

Entertainers: This class is a large one in which minstrels, actors, mimes, clowns, acrobats and similar performers, bearwards (dancing animal) and the like fall under.

Number: 1D6, with 1-3 indicating 1-6 individuals, 4-5 indicating 1-3 wagons and 6-36 individuals, and 6 indicating double the latter number, but possible only in populous areas able to support circus-like activities of this nature.

Gypsies: These are wandering family/tribal groups, not necessarily of "Romany" or "Egyptian" (or even Aryan) sort) but typically so in and near Æropa. They offer entertainment, fortune telling, astrology readings, tinkering, barbering, handicrafts, goods (new, used, etc.), and possibly even services such as casual labor (watch out!). They travel horsed, with wagons, and some members afoot. There will be 1 adult male for every 4 in the group. Little need be said for the repute of such folk with regard to theft and deception.

Number: 4 plus 8 per wagon, 2-12 wagons (double if near an area where these people congregate periodically for some reason).

Immigrants/Itinerants: Possibly difficult to distinguish from Gypsy and Trader types, these are either small groups of people on the move to relocate in another area, or else nomadic or unemployed seeking work in more economically favorable area. They will be in family groups or else banded together by vocation—i.e., a group of miners seeking an active dig. Again, confusion between these and such groups as Robbers and Vagabonds can occur.

Number: Family groups as per Gypsies. Others 5-30.

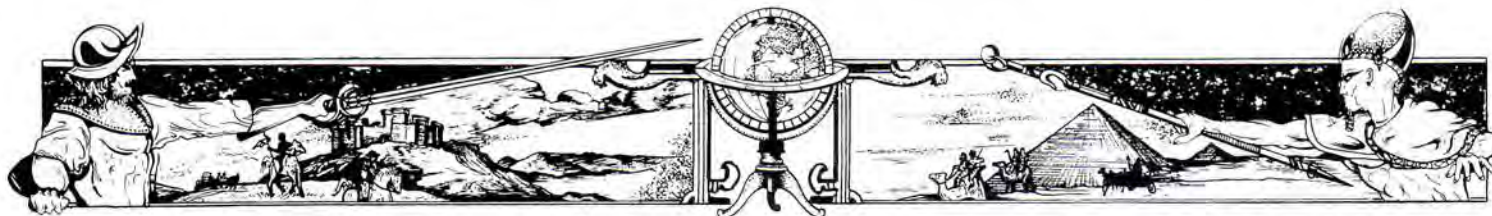
Hunters: This category is basically one of true hunters, trappers, and even freshwater fishers, with the first named being more likely in less populated regions, the latter two in more populated ones. They will not be aristocratic huntsmen. In wooded areas they will probably be afoot, mounted in plains areas, and more likely afoot than mounted otherwise. Some of these folk will be near-outlaws and suspicious at best otherwise.

Number: 1-10.

Knights/Warrior Aristocrats: Only a small number of the total will be actual aristocrats, the rest servants and retainers/trainees. In areas of relative peace, fewer of the retainers will be soldiers, and ladies/women might be with the group. (See Nobles below for other commentary.)

Number: 1-6 knights, 7-12 in troubled areas. For each knight in the group there will be 1-6 other members (esquire, arminger, scutifer, man-at-arms, archer/crossbowman, servant), 1-10 (pageboy, ladies, servants or warrior types) if very peaceful or very dangerous region.

Mercenary Soldiers: Either in mixed company and afoot, or mounted, or combination, these are simply paid fighters willing to serve anyone who hires them. Those so employed are less dangerous than those out of work (very dangerous indeed!). Determine the arms



and armor of the group according to the territory they are encountered in and the political events which brought them out.

Number: Have a base of 5-30 horsemen and 10-100 footmen. Remember, it is harder to support and hide/flee with a larger group, so retain realism. Where there was a large-scale war or one is about to begin or is in progress already, use "companies" of 30 cavalry and 100 infantry: Roll 1D6, and a 5-6 indicates mixed company (i.e., 130 horse and foot); then roll 1D6 for the number of companies in the band.

Merchants: This is a train or caravan sort of encounter which will include one or more of the following sorts of things: wagons, carts, pack beasts (mules, asses, camels, horses, elephants, etc.), and bearers. Goods will be limited as to type, but generally in quantity for sale at a destination city (port, depot, etc.), according to the origination of each merchant member of the group and the ultimate destination of the particular goods that person has in the train/caravan.

Gnomes: Depending on the area—locale, Gnome population, dangers, terrain, etc.—certain merchant caravan/trains will be comprised of all, many, or some Gnome merchants. In general, large groups will have some Gnomes, medium groups will have many, and small groups will be predominantly or completely of Gnomes. Gnomes typically utilize human assistants, guards, and laborers in base operations and movement of goods, when there is need due to human prejudice, difficulties of other sort, or dangerous conditions.

Locales: Gnomes are found on all continents save Amazonia and Magmur, and elsewhere save in very cold conditions and the islands of Lemuria, and those leading from that place to Magmur and the surrounding islands of the Titanic Ocean. They generally operate in cities, their own (isolated) communities, and near Portals where they can transship goods between Ærth and Phæree.

Probability: Average probability of encountering Gnome merchants is 5%, with a high of 25% in concentrated areas, and a low of 1% in regions where there are few Gnomish enclaves and no regular trade route.

Numbers: Caravan size for humans or Gnomes is the same—i.e., 3-12 (1D10+2) merchants—each merchant having the following group of associated individuals: 2-6 teamsters/drovers, 1-3 armed guards, and 1-3 servants of other sort. Allow 1 teamster per wagon/cart, 1 drover for every 6 beasts of burden (1/elephant, 1/12 slaves).

Goods: In human merchant groups, only very precious goods will be transported by inefficient means. Slaves are utilized only when they too are a salable commodity at the end of the trek. Typical goods might be: salt, pepper, spices, silk, tea, coffee, herbs, drugs and medicines, honey and wax, ivory, furs, gems, jewelry, precious metals, perfumes, cosmetics, unguents, incense, liquors, fine quality rugs and tapestries, lace, special quality weapons and armor, artworks, and items associated with Heka such as Materia and apparatus. When transport allows larger carriers, then goods can be of proportionately less value to weight and volume, especially where long distances are not concerned. In such cases, goods will include such things as: hides, lumber, bricks, fancy (dressing) stone (such as alabaster, marble, serpentine, etc.), porcelain and pottery, glass, costume jewelry, tallow, cloth, brasswork, metal goods such as pots and pans, arms and armor, woodwork and small furniture, rugs, and so forth.

Gnome Goods: The goods of Gnome merchant caravan/trains will

generally be the same as any others, although there is a 25% chance that they will have Phæree goods instead of the stuffs of Ærth. Certain foodstuffs, liquors, spidersilks, gem minerals, etc., fetch high prices in sophisticated metropolitan districts.

Military Company: Treat as Knights with Mercenaries, as Knights only, or as Mercenaries only, according to the area. In general keep size small unless a troubled area or the area is large and/or populous.

The leaders of the group will be aristocrats, typically, with freeman class under officers and peasantry otherwise, albeit this does not necessarily negate the fighting quality of the soldiers. The company will be patrolling/scouting, seeking foes/banditry, moving to another assignment/post, etc.

Number: Determine the number yourself by using the following: average group around 50-100. Greater numbers in dangerous or warring areas, or else reinforced by Heka-able individual(s) or both. Low-end number is 10-30. High-end number is 200-2,000 (above that it is an army!).

Nobles: Treat this as an encounter with Knights, but include 1-6 nobles. Each noble will have 4 guards and 4 servants. It is usual for a group to include a priest of some sort (a high one if the nobles are great) and some other Heka-employing retainers (again, if the nobles are great ones, then possibly a mage or other powerful practitioner of aristocratic class). In peaceful areas, add 1 noblewoman per noble, each noblewoman having 2 serving maids and 2 other servants. Nobles will be horsed, in coaches or litters, and there will be a train for their possessions of some 6 servants per noble. Most aristocrats of this sort at best don't care about "lessers" and may actively dislike and attempt to slay any who dare to disturb their progress.

Nomads: All encounters will be with a mixed group of men, women, and children. With the group will be their goods, transport, and livestock. In most cases warriors will be mounted while others ride/walk. Barbaric peoples often don't regard others as people, so taking goods (or lives) is not criminal. Some peoples of this sort simply enjoy stealing from and/or robbing strangers.

Number: Small group 14-50 (4D10+10). Average group 55-100 (5D10+50). Large band 150-600 (5D10+100). There will be 1 warrior for every 4 persons in the group. Average and larger bands will have at least one Heka-able individual (medicine man, shaman, etc.).

Pilgrims: Pilgrim bands are folk of devoted sort or those seeking to gain favor (or remove disfavor) by journeying to some special place. This could be a city, town, village, temple, shrine, oracle location, natural place of reverence (river, pool, garden, grove, mountain, valley, etc.) as is common and accepted in that area. (Don't overlook the fact that on Ærth such pilgrimages are truly efficacious in most cases!) Larger groups will have ecclesiastics, guides, guards, etc. In most cases, the pilgrims will look shabby and be afoot, but there can be aristocrats in a group, and these people will certainly be protected and served.

Number: 10-100+ (If more than 60 in a group, add such special figures as suitable for locale and pilgrimage likely, but nothing above about 30 or so additional figures as a rule.)

Robbers/Bandits: These are fairly common in all places not heavily populated and/or patrolled. In populated areas, however, robbers might be the men of the local aristocrat out doing their money-raising work as commanded by their master. In the latter case,



treat them as Knights and/or Mercenaries. Otherwise, bandits will be typical of the folk of the area, afoot or mounted, with arms appropriate to the region, and either locals or roving accordingly.

Number: Small band 4-12 (4D3). Average group 5-30. Large band 25-70 (5D10+10).

Traders, Peddlers, & Tinkers: Whether a group of traders or a peddler and tinker assemblage, or a mixture, such individuals will be very much the same as Gypsies. The principal difference will be that they have no women or children with them most of the time, although there are cases where they will be present or along incidentally in order to have more safety of travel by accompanying the group. Traders are those carrying an assortment of goods for sale and barter, often picking up different things as they move about in rural areas where money is scarce. Peddlers are much the same, but they seek less barter and more payment in money. Tinkers trade or barter goods and services, carrying along useful things and also mending broken pots and pans, sharpening knives, and so on. In most cases, there will be only a few in any group, but you may substitute Gypsy numbers.

Gnome Traders: See Merchants above for general commentary. Gnome traders are 10% likely in areas where there is regular trading and no high risk. They have approximately 10% Phæree trade goods and the remainder in normal (Ærth) goods. Small traders are seeking to gather sufficient stuffs to make a large transshipment to their home world and grow rich thus, thereby moving up in status from trader to merchant.

Number: 1-3 wagons with 1-3 men per wagon. A Mountebank sort of persona is likely to be with any given group of this sort.

Vagabonds, Outcasts, Diseased, & Beggars: Vagabonds are any sort of folk, but male dominated, tramping about with no particular aim. They will attach themselves to other sorts of groups if allowed to and the if mood strikes them—notably Entertainers, Gypsies, Immigrants/Itinerants, Pilgrims, and Robbers/Bandits. Depending on the economy of the area, its enforcement of laws, and the likelihood of survival as a wanderer, vagabond numbers will vary greatly.

Outcasts are basically persons forced into vagabondage due to being ostracized, thrown off the land, etc. They might be of unacceptable race, pantheology, caste, etc. There might be women and children with bands of outcasts. If there is a legal sanction making them outcasts, any associating with or aiding them might be in jeopardy themselves.

Diseased are groups of those with some particular affliction such as leprosy, forced to dwell outside normal communities, and probably on their way to some special place where Heka-active curing can or might relieve them of the affliction(s) they suffer.

Finally, Beggars are a self-evident group. Any of the other types in this category might beg alms and food, but beggars are either professional or else so badly off physically and/or mentally as to be unable to do anything else. The professional beggars will seek to steal all they can, even resorting to strong-arm robbery if the opportunity permits.

Number: 1-3, 7-12, or 14-24.

Marine Encounters

Oared vessels will be found in seas (Middle Seas and other calm waters) and lakes where they can be operated efficiently and/or are employed as war craft. In general, though, sailing vessels are more efficient in that they

carry larger burthen and require far fewer crews. However, because of wind dependency, they are vulnerable to oared pirate vessels, the latter needing no great amount of cargo space and desiring large numbers of crew for boarding actions. If in doubt about whether a vessel is oared (plus small sails, of course) or sailed, use your own judgment. Skands utilize the longship (in advanced designs) extensively.

All marine fauna encountered will be unusual in some respect. That is, they will be large or giant in size, have higher intelligence than is normal, and so forth.

Encounter Rule Of Thumb: There is a 1 in 10 chance for an encounter each day when sailing in open waters, and 1 in 10 of those encounters will be with some form of marine fauna. In busy, coastal waters there will be a 1 in 10 encounter chance three times daily, but only 1 in 20 will be with marine fauna.

MARINE ENCOUNTERS

Marine Vessels

Vessel Encountered	Probability (%)
Fishing/whaling ship	20
Merchant ship, large	10
Merchant ship, medium	15
Merchant ship, small	10
Packet vessel	5
Pirate vessel, medium or large	5
Pirate vessel, small	10
Pirate vessels, small in squadron*	5
Warship	15
Warships, squadron to fleet**	5

*Only in seas where there are nearby pirate bases such as islands or a major port harboring such vessels; otherwise treat as single, small pirate vessel or as merchant ship.

**Only in area at war, in pirate-infested waters, or near home port of a large, maritime power. In other cases treat as a merchant.

Marine Fauna

Fauna Encountered:	Probability (%)
Barracudas or other fish	15
Dolphins/porpoises	10
Eel(s)	5
Octopus(es)	5
Orca(s)	5
Ray(s)	5
Sea monsters*	5
Sea snake(s)	5
Shark(s)	20
Squid(s)	5
Turtle(s)	5
Whale(s)	15

*A creature or creatures coming through a Gate or Door from the counter-world (Phæree) to ravage Ærth's waters. Consult the section regarding Phæree marine fauna or determine encounter as you wish by creating a sea monster which is suitable.



Ærth's Common Seagoing Vessels

The following list of seagoing vessels in common use on Ærth will help to lend flavor and veracity to play.

Baghia: Two-masted, lateen-rigged ship of smallish size typical of Shamish-Yarban pirates and raiders.

Brigantine: Two-masted, moderately sized ship used for cargo or fighting purposes.

Calque: Fast-sailing, schooner-like, lano-hulled vessel of the Middle Seas with a crew of 50 when used as a raider/fighting ship.

Caravel: Lateen-rigged, smallish, light vessel for sea (as opposed to ocean) and island work.

Carrak: Large, three-masted (5, 8, or 10 mainsails and topsails, plus spritsails—mizzen lateen rigged) development of the cog (q.v.) of 800 to 1,200 tons burthen and as many as 200 to 300 crew, used for cargo or as a fighting ship.

Cog: Typical one- or two-masted cargo vessel, 300 to 450+ tons burden, used principally for hauling freight and passengers; slow but reliable. Merchant crew of about 30, with some bowmen/marines possible.

Dhow: Long-bowed, typically single-masted, lateen-rigged all-purpose vessel of Near Azir.

Dragonship: Enlarged, two-masted longship (q.v.) whose higher freeboard and easier sailing makes it better for ocean voyages. Typically used by Skands for raiding and special purposes, as well as warfare.

Flute: A smallish, round-bottomed sailing vessel usually of about 150 to 250 tons burthen, typically two masted, needing only a small crew, and used for fast transport of cargo.

Fragata: Smallish, two-masted galley with square foretop sails used in the western Middle Seas.

Galliot: Small, single-masted, fast galley with 20 oars set 10 per side. Used in the Middle Seas.

Galleon: Large, three-masted ship with strong stern and forecastles used for war and sometimes for commerce principally in ocean sailing.

Galley: The standard oared ship of the Middle Seas, based on Genoese and Venetian designs. Fast, but without much cargo space and quite unseaworthy in open waters.

Great Galley (Galleasse): Æropan galley of very large size, 150 to 250 tons burthen, and 200 to 300 crew, used only for warfare or moving very valuable cargo. Not an open-water vessel. Typical great galley is built on a 6:1 length: beam ratio, length 150', has three lateen-rigged masts, 9' draft, and 200+ tons burthen. Roughly 180 oarsmen, 25-40 bowmen/marines, artilleryists, petty officers, midshipmen, and officers (total 250-300+).

Junk: Two- or three-masted, bluff-prowed, high sterned ship of the Far East used for commerce and war alike.

Longship: Single-masted, oared, all-purpose vessel used in Skandia and surrounding lands for light commerce, transportation, and raiding. Although not designed for ocean work, it is usable for this sort of sailing by skilled captain and crew.

Prahu: Two-masted hybrid (junk-based) used in south Azirian seas and island work. Fast, maneuverable, and often carrying pirates or raiders. Steered by large, side-rigged steering oars at overhanging stern.

Salc: Small, schooner-like, two-masted, lug-sailed vessel for Middle Seas work.

Sambuk: Two-masted, lateen-rigged, moderate-sized ship of the Azirian sort used for non-ocean work (seas and coasting).

Xebec: Very fast, three-masted, schooner-like vessel of the Near East used for sea raiding and piracy.

Weird Encounters

These are encounters in strange places, desolate ruins, city slum areas, and anywhere else the gamemaster deems they might occur. The Weird Encounter table shows typical monstrous things which are encountered in such situations. It is provided as a guideline, for most such encounters should be tailored to suit the particular situation.

Normal encounters are included, both with harmless humans and with those of violent intent. However, no night-prowling animals or standard kind are shown. Dog packs, human-eating felines, and the like are for special insertion.

Weird Encounters

Type Of Encounter	Probability (%)
Humans, benign	15
Humans, footpads, muggers, etc.	30
Subterraneans*	12
Daimotherions	1
Dopplegangers	1
Færie-folk**	6
Ghasts	1
Ghosts	1
Ghouls	1
Goblin-folk**	6
Gruess	1
Haunts	1
Hobgoblin-folk	7
Liches	1
Other plane/sphere inhabitant†	3
Mummies	1
Phantoms	1
Shades	1
Shadows	1
Skeletons	1
Spectres	1
Therianthropes	1
Theriamorphs	1
Vampires††	1
Walkers	1
Wights	1
Wraiths	1
Zombies†††	1

*Dwellers in the underground mazes venturing forth at night for many different reasons. See Subterranean Ærth (page 44) hereafter for details of the various sorts of life forms which might be encountered.

**See Phæree, the Counter-Ærth (page 185) for the various different life forms inhabiting Phæree which might be encountered on Ærth.

†Any of other forms of spirits, Elementals, Demons, Devils, etc. found on other planes and spheres of the multiverse which might be logically encountered on Ærth due to Gates or Doors, summoning, conjuring, casting/magick, etc.

††Including azemans, vetalas, and other forms of vampires common to the various lands of Ærth.

†††Including the semi-corporeal duppy feared for its nauseating breath and sickening touch, and the taxim, the reeking super-zombie of Æropan and Azirian sort.



Large/Dangerous Fauna of Ærth

Another type of encounter that might well befall Heroic Personas is the encounter with large and/or dangerous fauna, whether by accident or by HP design. The Large/Dangerous Fauna tables on pages 40 and 41 list such creatures by their native land mass.

"Prehistoric" Fauna: On the first of those tables, there are a number of creatures listed with a double asterisk. These are creatures similar to ancient, extinct species of Earth. These living examples of Ærth are only marginally different from Earth forms. Many others of this ilk are found inside Ærth. (See Interior Ærth, page 58.) Further details of the listings with double asterisks are given below.

Amazonian Devil: The evolved prohylacynia. A predator similar to a very large wolverine.

Camelopard: The evolved cacrauchenia. An herbivore of camel-like body form with a long, elephant-like proboscis.

Chisel-Toothed Lion: The thylacoleo. A marsupial predator of lion-like size, appearance, and disposition.

Dagger-Toothed Tiger: The evolved macharodl. A jaguar-sized, long-toothed cat of ferocious disposition, similar to a sabre-toothed tiger (smilodon).

Dullhead: A form of neohelos. A buffalo-sized herbivore with a head similar in shape to the kangaroo.

Hairy Hippoceros: The evolved toxodon. A rhino-sized, vaguely hippo-like herbivore frequenting water.

Hippophant: The evolved pyrotherium. A short-legged, tapir-like herbivore of elephantine size and semi-aquatic feeding habit.

Long-Tailed Bear: The borhyaena. A marsupial predator (omnivore) of bear-like appearance, as large as a large brown bear, and of aggressive disposition.

Megalanla: A huge, monitor-lizard like reptile of 20'-25' length, and of aggressive and carnivorous disposition.

Oxchuck: The evolved diprotodon. An ox-sized herbivore resembling a capybara.

Pandacoon: The champalmalanium. A bear-sized raccoonoid omnivore which appears to be a giant panda crossed with a raccoon.

Pandapir: The adapted homalodotherium. A bicolored herbivore looking something like a mixture of llama, panda, and tapir. It is as large as a draft horse and quite fleet.

Peccaricom: The evolved trigon. An herbivorous creature the size of a large peccary with a single, forward-pointing horn above its eyes.

Pike-Toothed Tiger: The adapted thylacotherium. A marsupial cat of lion-like size and disposition, with canine teeth larger than those of the smilodon.

Sloth, Giant: The mylodon. A larger-than-brown-bear-sized herbivore with sickle-like claws a foot long.

Striped Wolf: The evolved thylacinius. A carnivorous marsupial wolfoid as large as a Great Dane dog and which hunts in packs.

Tapirephant: The evolved astrapptherium. A weird looking herbivore of near elephant size with a tapir-like body and a short, elephantine proboscis.

Toradillo: The glyptodon. An herbivore which somewhat resembles an armadillo, but with a heavier carapace and a club-ended tail. A typical specimen of a toradillo is 4' to 5' high and 12' to tail tip.

Polar Fauna: Those creatures listed with an asterisk on the Polar Fauna table are described below. Note that many of these creatures are marsupial animals adapted to the polar climate after millennia of time. Note that Ærth's southern polar region is not as extreme in its cold as Earth's Antarctica, possibly due to the lack of an underlying continental land-

mass, and to the polar opening into Interior Ærth.

Arctic Walrus: The evolved aivucus. A walrus-like creature.

Bear, Long-Tailed Polar: Adapted borhyaena of polar-bear size.

Ice Horse: The paleoparadoxius evolved into neoparadoxius. This quadrupedal animal is a strong swimmer and feeds underwater on aquatic vegetation.

Shaggy Wolf: Antarctic version of the thylacinius. A shaggy-coated striped wolf.

Southern Sea Lion: The evolved enaliarctos. A seal-shaped creature with sea lion habits (carnivore).

Note: Various small, poisonous creatures have already been drawn to the attention of the gamemaster. Remember that mildly poisonous or non-poisonous sorts are dangerous in numbers. The bee, hornet, wasp, fire ant, Amazonian army ant, Afrikkan army ant, and the huge Magmurian "Ant Tree" ant are cases in point. Readers unfamiliar with the latter may envision a growth which appears very similar to a giant baobab tree, but it is a tree which is symbiotically linked with a red and black species of ant which has workers of some inch and a half in length, soldiers of two-inch length. Tens of thousands of these monstrous insects inhabit a full-grown ant tree, and they hunt in its vicinity, as well as defend their home from all threats.

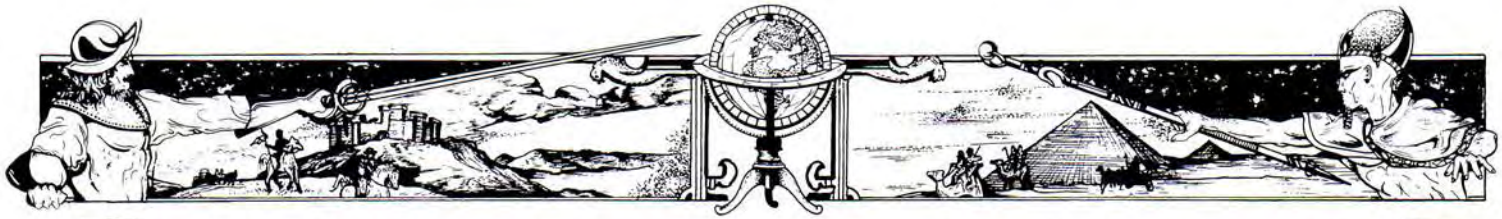
Heka Power and Portals

Heka-Active Areas: There is a definite relationship between where Portals (major links communicating with another plane or sphere) occur and the power and use of Heka in the region. In order to demonstrate this relationship we will show the most potent states or groups of states with respect to dweomercraft and priestcraft. Rankings from first through twentieth will suffice to prove the relationship and fix two-thirds of the known Portals. First the Heka use/power ranking must be set forth, as given in the Magickal Ranking table.

Magickal Ranking

State/ State Group	Dweomercraft Rank	Priestcraft Rank	Overall Rank
Ægypt	1	1	1
Tibet, et al. *	3	2	2
Kalevala	2	4	3
Brettony/Ys	4	5	4
Ch'in-Sung	6	3	5
Avillonia	5	7	6
Lemuria	8	6	7
Babylonia	7	8	8
Hind-Sindraj	10	9	9
Viachia-Moldavia	9	11	10
Shamash-Yarbay	11	10	11
Punt	12	13	12
Pohjola-Lapland	14	12	13
Muya	15	14	14
Arles	13	16	15
Atlantl	17	15	16
Francia	18	16	17
Khaziria	16	18	18
Teutonia-Germania	19	17	19
Tecla	20	20	20

*Includes the small states bordering Tibet to the south.



LARGE/DANGEROUS FAUNA OF ÆERTH

Major Continents

(by continent*) Fauna Type	Æropa	Afrik	Amazonia	Azir	Magmur	Vargaard
Antelopes (various)	x		x		x	
Amazonian devils**			x			
Apes (other sorts)		x	x	x		
Arapaima***					x	
Asses, wild	x	x		x		
Aurochs	x	x		x		
Baboons/drills	x	x		x		
Bears, black	x	x	x	x		x
Bears, brown	x			x		x
Bears, grizzly						x
Bison	x			x		x
Buffalo		x		x		
Camelephants**			x			
Camels		x		x		
Caribou/reindeer	x			x		x
Cheetahs		x		x		
Chisel-toothed lions**						x
Chisel-toothed panthers					x	
Condors†			x			x
Cougars			x			x
Crocodilians††	x	x	x	x	x	x
Dagger-toothed tigers**			x			x
Deer	x		x	x		x
Dullheads**					x	
Eagles	x	x	x	x		x
Elephants‡		x		x	x	x
Eels, electric					x	
Fish, dangerous (misc.)				x		x
Flightless birds, large‡‡			x	x	x	x
Gazelles				x		x
Giraffes					x	
Goats, wild	x	x	x	x		x
Gorillas					x	
Onus (wildebeests)			x			
Hairy Hipponeros**				x		
Herd animals (other)	x	x	x	x	x	x
Hippophants**					x	
Hippopotami				x		x
Horses, wild	x	x	x^	x		x^
Hyenas				x		x
Jaguars			x			x
Kangaroos						x
Leopards			x	x		x
Lions			x	x		x
Llamas						x
Lizards, monitor						x
Long-tailed bears**				x		
Lynx, Giant	x			x		x
Megalanias**						x
Moose						x
Musk Oxen				x		x



<i>Fauna Type</i>	<i>Æropa</i>	<i>Afrik</i>	<i>Amazonia</i>	<i>Azir</i>	<i>Magmur</i>	<i>Vargaard</i>
Oxchucks**					X	
Pandacoons**		X			X	
Pandapirs**						X
Pandas**				X		
Panthers	X	X	X	X		X
Peccaricorns**					X	
Pike-toothed tigers**						X
Raptors (eagles, hawks, etc.)	X	X	X	X	X	X
Rhinoceri	X		X	X		
Salamanders, giant†††			X	X	X	X
Sloths, giant**						X
Small poisonous creatures§	X	X	X	X	X	X
Snakes, constrictor††††				X	X	X
Snakes, venomous	X	X	X	X	X	X
Stags	X			X		
Striped wolves**					X	
Swine, boars	X	X		X		
Swine, Forest Giant			X			
Swine, peccaries			X			X
Swine, warthogs		X				
Tapirephants**					X	
Tapirs			X	X		
Tigers				X		
Toradillos**					X	
Turtles, snapping†						X
Wild dogs		X		X		X
Wolves	X	X	X	X		X
Wolverines (gluttons)	X			X		X
Yaks						X
Zebras/Quagga				X		X

*With respect to the fauna of Lemuria, use the column for Amazonia, but adjust for smaller habitat.

**See list of explanations in the main text.

***Giant specimens are 20'+ long, weigh 500+ lbs., and have small but savage teeth set in a huge mouth.

†Giant species of double and triple normal size.

††Includes alligators, caymans, gavails, etc.—most of which are larger than Earth normal.

†††Including the Hellbender and similar species of twice the size known on Earth. The giant salamanders have done well on Ærth.

††††Anacondas are recorded at over 60' length, pythons over 50', and boas in excess of 40' are known.

‡Loxodontia atlantica, a Dwarf species, is found on Atlantl. The ox-sized Elephas plantifrons is found in the jungles of northern Magmur. Small numbers of Mammuthus primagenius (woolly mammoth) is found in northern areas of Vargaard.

‡‡Generally such species as cassawaries, moas, ostriches, rheas, and the like, but on Magmur there are both elephant birds and carnivorous axe beaks. (See Interior Ærth, page 58.)

‡Horses brought by explorers/colonists which escaped to form wild herds.

§Various kinds of things including arachnids, insects, amphibians, reptiles, fish, etc.

Polar Regions

North Polar Region

Bears, polar

Caribou/reindeer

Musk oxen

Sea Lions

Seals

Walruses

Wolves, arctic

South Polar Region

Antarctic walruses*

Bears, long-tailed polar*

Ice horses*

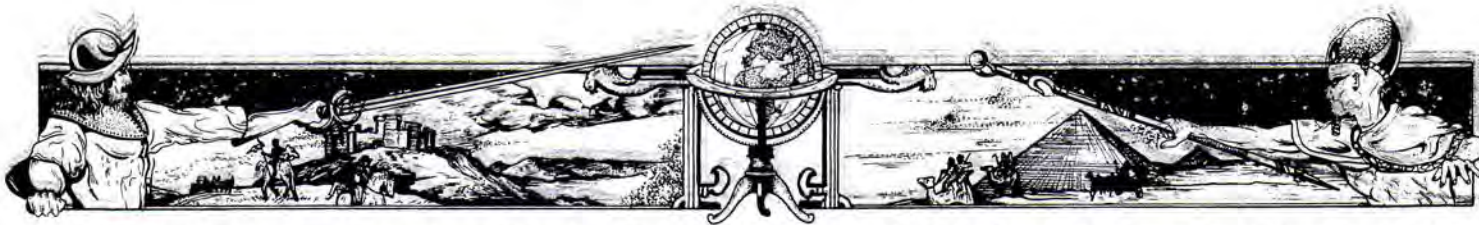
Penguins, giant

Seals

Shaggy wolves*

Southern sea lions*

*Descriptions of these creatures are given in the text.



Gate and Door Occurrence: The Portal Distribution table lists the known Portals by regional incidence. Note the correlation between the frequency of these linkways and the Heka activity as indicated by the ratings shown on the Magickal Ranking table.

This should suffice to conclude the validity of the observation. There is also more frequent activation of Gates and a greater ease in opening and operating established Doors, or bringing a new one into existence in areas of high Heka activity. To quote an axiom, "It is wet where it rains." That is, where Heka is used, it is easier to use Heka. While it cannot be denied that there are a few self-activating Gates and an unknown frequency of occurrence of short-term and long-term self-activating Doors in places where there is scant Heka activity, we must then examine the other side of the coin, as it were. What of activity on the other end of the passage? We know that certain doors linking Ærth to Phæree occur because of the Heka concentration on the Phæree side, and so it is logical to assume that the rule applies to other such locations where little Heka use here would otherwise make the Gate or Door an anomaly.

Portal Distribution

Region	Known Portals
Ægypt-Yarbay-Babylonia	10
Tibet-Hind-Sindraj	9
Gaul-Avillonia	6
Baltic-Pohjola-Lappland	4
Ch'in-Sung	4
Lemuria	3
Vlachia-Khaziria	3
Punt	1
Atlantl	1

Seats of Other Heka Power: The foregoing information regarding the employment of Heka in the practice of dweomercraft and priestcraft in relationship to the occurrence of inter-sphere/plane points of passage, principally Doors but also Gates, does not give the entire picture. While the coincidence of Heka use and existence and operational ease of Gates and Doors seems to prove the theory of correlation, some further consideration must be given in order to compare the coincidence in light of other forms of Heka use. Only full practice use involving Mages and Priests, and the Knowledge/Skill of *Spellsongs* to its extent of Heka activation, was heretofore considered. Other Heka-utilizing areas will now be treated, and the reader will see that there is a continuing relationship as well in this regard. The areas are divided into five generally related groupings. These categories are: Alchemy, Heka-Forging, & Metaphysics; Astrology, Divination & Fortune Telling; Herbalism & Mysticism; Apotropaism, Exorcism, Mediumship & Occultism; and Conjunction, Necromancy, Sorcery & Witchcraft.

On the Other Heka Power tables, the 15 most active states are shown in each of the five categories. Readers should note that while we use national boundaries, the actual use of the group of Heka-active areas is not necessarily so constrained. Borders do not, in fact, prevent spillover; and unranked states bordering ranked ones, or at

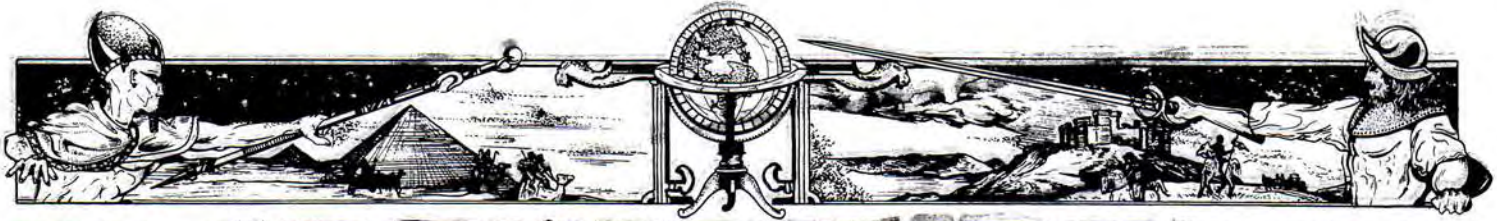
least bordering territories of such an unranked state, are probably nearly as steeped in such activities as is the ranked state. However, this is not always the case, for cultural differences or ethical disposition antagonistic to the activity or activities might prevail so as to preclude significant cross-border usage.

To undertake rankings of this sort is a risky business, for information is incomplete, sometimes inaccurate, and often purposely falsified. We have, however, utilized Full Practice to survey the Ærth and to scan Heka flow so as to determine with a high degree of certainty the status of these other categories of Heka employment. Despite our best efforts, the reader is cautioned that there is a margin of error, and actual ranking may vary by one or two places, upwards or downwards. Ranking includes incidence of individuals using one or more of the areas in a category, powers of the leading practitioners in each category, and propensity of a people (due to race, national leaning, pantheological teaching or leaning, etc.) to follow such activity or activities employing Heka power. Because conjuration is frequently associated with other Heka-active areas, it is most difficult to pin down, but we have grouped it in its category because of frequency of employment in conjunction with the other areas therein.

Lastly, readers will, after studying the rankings and comparing them to the Full Practice ones given earlier, be in a position to gain an overall view of national prowess in regards to Heka. That is, they will have the knowledge necessary to assess the Heka potential of a state and thus judge its force in regards to offensive and defensive employment of magick and associated practices, for not only the military and naval forces of a nation can be considered in ranking its power militarily. Offensive and defensive magicks, foreknowledge and scrying (observation), and general service and supply through Heka are as much a part of warfare as cavalry, infantry, ships, artillery, engineers, sappers and all the rest.

Magickal Devices as Power: There are all manner of Heka-imbued and channelling items, including various forms of Heka reservoirs, crafted on Ærth, its underground realms, or on the counter-world of Phæree. In addition, some of these devices are of exotic sort, coming from Preternatural or Supernatural spheres or planes. Minor ones such as charms, talismans, potions, and the like are quite common. Intermediate devices such as minor arms and armor, multipurpose amulets, powerful rings and wands, and the like are uncommon or scarce because of the time and cost needed to fashion them. Truly great items of magickal sort such as the mightiest of swords and weapons, near-impenetrable armor, samps, elixirs, and so forth are rare indeed. Subterranean Ærth (below) has a much higher proportion of such items than does the outer world. This is because of the difficult conditions there, the strange peoples inhabiting these regions, and the many Phæree natives who frequent or abide in the underground spaces.

There is no place within this work to detail information on magickal devices. The reader is referred to the **Mythus Magick** book proper for data on such items and their creation. However, a perusal of the gazetteer herein will reveal some of the great magickal devices possessed by states of Ærth and/or officials/ruling individuals within them. These items are listed immediately after the "Intrigues" section of each state.



OTHER HEKA POWERS

Alchemy, Heka-Forging, & Metaphysics

State	Rank
Francia	1
Teuto-German states	2
Atlantl	3
Shamash-Yarbay	4
Ægypt	5
Babylonia	6
Italic states	7
Savoy	8
Iberian states	9
Bohemia-Ostria	10
Grecian states	11
Avillonia	12
Phoenecian states	13
Skandia	14
Maghreb	15

Conjuration*, Necromancy, Sorcery & Witchcræft

State	Rank
Lemuria	1
Pohjola	2
Brettony/Ys	3
Transylvania-Vlachia	4
Khitai-Liang	5
Atlantl	6
Muya-Tecla	7
Russ	8
Vodoun states	9
Panay Sulu	10
Phoenecian states	11
Slavic states (other)	12
Mongolian states	13
Khwarizm	14
Avillonia	15

*Note that were Conjuration shown as a single, separate category, most of the small Hindic states would appear high on the ranking, and the Manitou states would have at least one or two places at the bottom.

Astrology, Divination, & Fortune Telling

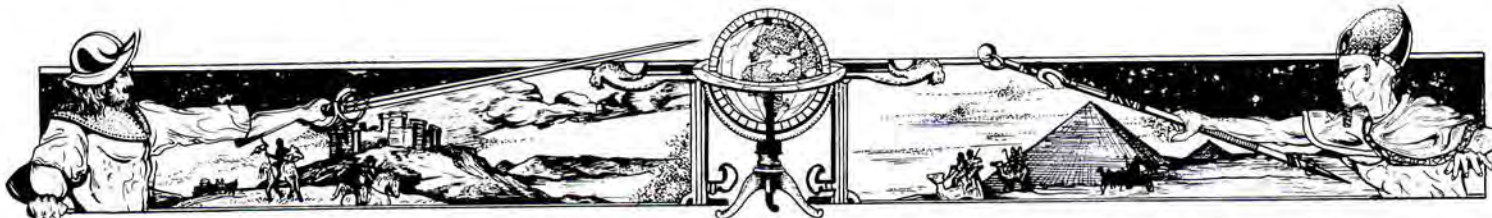
State	Rank
Farz	1
Ch'in	2
Babylonia	3
Hind-Sindraj	4
Atlantl	5
Phoenecian states	6
Achæa	7
Transylvania	8
Khaziria	9
Bulgaria-Roumania	10
Slavonic states (other)	11
Tecla	12
Ceylon	13
Burma-Siam	14
Shrijavti	15

Herbalism & Mysticism

State	Rank
Hy Braseal	1
Tibet	2
Sung-Nanchao	3
Ch'in-Liang-Po-hai	4
Hind-Sindraj	5
Annam-Camcham	6
Poland-Littuania	7
Ceylon	8
Benin	9
Tongking	10
Farz	11
Inca	12
Muya	13
Magyaria	14
Nippon	15

Apotropaism, Exorcism, Mediumship, & Occultism

State	Rank
Babylonia	1
Slovia-Moravia	2
Germania-Helvetia	3
Francia	4
Farz-Parthia	5
Magyaria	6
Corsica-Sardinia-Sicily	7
Ægypt-Ætheope	8
Vodoun states	9
Inca	10
Mongolian states	11
Achæa	12
Avillonia	13
Rome-Tuscany	14
Manitou states	15



SUBTERRANEAN ÆRTH

As we have mentioned before, much of the world of Ærth is honeycombed by a maze of natural and artificial caves, passages, tunnels, grottoes, chambers, corridors, caverns, and so forth. This labyrinth is Subterranean Ærth, and it is a strange, wondrous, rich, and populous place indeed. Some information regarding the place is provided here, and other products in the **Mythus** fantasy roleplaying game line will describe portions of it in great detail. Gamemasters may rely primarily upon the information provided, or they may simply use the general idea and create their own subterranean world to suit their own individual campaigns. Before deciding, however, please read on to discover more about Subterranean Ærth.

Unlike so many other settings proffered to roleplaying gamers, Subterranean Ærth is reasoned and has a plausible ecosystem. It is necessary to understand the ecology of the place before all else pertaining to it, for it is the basis upon which the whole structure has been built. First, the assumption of underground places such as caves and caverns is not only logical, but factual as far as our own Earth is concerned. Providing Ærth with a more extensive subterranean maze initially is only slightly more fantastic.

The complex of underground ways is then assumed to be home to, and expanded by, certain surface-exotic, sapient life forms natural to such an environment. These races will be treated a little later on. Right now, we will move to the general environment and its flora and fauna.

General Environment

The broad workings of Subterranean Ærth are these: The bases of the ecological system are indigenous life forms, food existing there and brought in via the medium of water (including drainage, seepage, watercourses moving underground, and even sewers from above), and other nourishment sent down or brought into the underground regions (such as garbage and refuse disposal on the one hand, and inhabitant foray and return on the other). Each category is quite simple and will be dealt with in as straightforward a manner as possible, so as to enable the reader to understand fully its substance and operation, individually and within the system whole. Operations and details of Ærth's enormous subterranean complex and its ecosystem are set forth in the next few paragraphs. First, though, an analogy might help to grasp the picture, for the concept of a large, varied, and viable, subterranean habitat is quite alien in reality.

A Helpful Analogy: Imagine, if you will, an isolated outcropping of bare rock. It is exposed to wind and rain, and eventually a seed is blown there and lodges in a minute fissure in the stone. Watered by rain, the plant grows. Nearby, weathering has created a small, concave place on a horizontal surface of the rock, and in it dust has accumulated. New seeds find that place and grow. Flying and possibly crawling insects discover the flora and begin to eat the seeds and leaves. To the plant life we thus add animals. Despite this predation, the few plants have survived and even managed to spread out a little. Then birds discover them. Some eat the insects, others the berries and seeds of the plants. The birds leave droppings, and more plants are able to grow. More nourishment is available from dead vegetable material, wind-blown dust collection, animal droppings, and so on. Meanwhile, more fissures are there for other plants to root in, so the once-solid rock is now perforated in many places. A pool of rainwater

collects in one such place. Now the isolated outcropping has become a miniature oasis of life, the habitat for several sorts of living things in addition to plants. Success breeds success, and the oasis will continue to grow and expand as long as climate, sunlight, water, and terrain are sufficient for such growth and expansion. The spread will be minimal or broad, depending on those conditions, but limited or not, it is a factual example. Now let's apply the same sort of process to Subterranean Ærth.

The Bases of Subterranean Life: Sunlight isn't available underground. How do we then establish an indigenous population, at least one which isn't reliant upon partial exposure to the outside where sunlight and things which utilize it for growth can be had? There are two key assumptions, one based on factual grounds, the other on the operation of magick and Heka. The real base is that of thermosynthesis. That is, the use of heat instead of sunlight in the process of nutrient creation. As thermosynthetic life forms have been discovered in the depths of Earth's oceans, it is not unreasonable to establish such life forms in the hot depths of Subterranean Ærth as well. The imaginative base is that of conversion of radiation from mineral source to nutrient on the same basis. Thus we have *ultravioletium*, an element of Ærth which gives off a strong ultraviolet emission, and upon which rays certain forms of plants can thrive. Large strata of this rock are frequently found in the underground mazes, and this enables certain flora to grow in the sunless world there. Thus, due to thermosynthesis and *ultralucidsynthesis*, vegetation can grow in the dark regions as long as there are gases and moisture there for the processes named.

We have already mentioned water in regard to the underground complex. There is drainage, seepage, and water flowage. In portions of the subterranean region, there is heavy water vapor in the air, due to evaporation and thermal activity deeper still. Some places receive rain-like precipitation from seepage and condensation, near-continually, frequently, or occasionally. Others have a flow of water from subterranean watercourses, and there are bodies ranging from small pools to great underground lakes, and even seas, too. Then there are simply humid areas whose moisture is airborne. There are also combinations of two or three of these conditions. So in some places, at least, there is sufficient moisture to provide for plant life.

Basic nutrients are easily accounted for. There is air and there is the rock surrounding the maze of underground ways. The latter contains all the minerals plants need to survive. To that base we add dead vegetable material as the flora dies. This also enables fungoid life forms to sustain themselves. We have, in fact, established a base for more than simple plant life. We have set up the bottom of a food chain for a whole ecosystem below ground.

Land and aquatic vegetation enables microscopic animal life, and as the plant life flourishes, so too do the number of animal forms which can sustain themselves upon it. This enables larger animals to exist by predation upon the herbivorous forms. Slugs, worms, insects, rodents, and upwards to larger forms—all are possible because of plants. Of course, large carnivores mean considerable plant growth, for they require a great number of large herbivores upon which to sustain themselves. Well, there can be subterranean forests and jungles, can't there? If such areas aren't extensive in Subterranean Ærth, neither are they minimal. There are also aquatic forests, and large predators there can succeed by predation on many small



life forms. Finally, omnivorous species are there, and they are highly successful, for they are able to utilize many sources of nourishment.

This is not to say that the underground is a riot of growth and animal life. It is more like a barren in which exist a number of oases. This is an apt analogy, for the presence of water is required for the subterranean flora to grow. Initially, there were only a sprinkling of these oases here and there throughout the underworld. These areas grew on their own to some extent, for as the plants grew and died, ate away rock, and provided humus and mulch, water could seep into broader areas and be retained there, thus enabling still more plant growth. Natural movement of plants and animals from oasis to oasis occurred. No longer was each place an isolated "island" in a desert of rock.

Outside Influences: There were also influences from "outside" this evolutionary process. Certain forms of non-human sapient life developed in the subterranean world. Some already affected the environment by creating more open places. Others eventually did so as they grew more intelligent. All likewise affected things through their predation, cultivation, and so forth. As water was and is a vital element for existence, these life forms developed means to bring it into more areas so as to provide for vegetable growth. This still continues, but it brings us to the subject of nutrients and food carried in by water.

Water seeping down from *Ærth's* outer (and inner) crust brings dissolved mineral nutrients, of course. Flowing water brings in living flora and fauna within itself. These augment the minerals dissolving in subterranean waters, and the life forms inhabiting those waters. To this we must then add the effect of life forms above, as they discover the existence of the subterranean world. Humans, of course, gather in ever larger communities as they progressively civilize. As they do so, there is a growing problem with waste. Upon finding the lower spaces, it is only natural for them to consider such places as ideal for the disposal of their sewage. Via natural and artificial sinkholes and drains, cities pipe waste water and sewage into the underground, and it disappears there forever. Such influx has a dramatic effect on the subterranean ecology, many changes occur, and by and large this benefits the whole system. New, if foul, oases are created. Much nutrient material is infused, and this then feeds a much-enlarged food chain base. But there is still more to come.

As time goes by, there are more and more civilized areas above, and communities learning from more ancient ones utilize underground sewage disposal to the benefit of all. There are also solid wastes to dispose of, too. Garbage and all manner of refuse must be gotten rid of. Growing towns and cities find natural openings, fissures and rifts, or dig their way down to access the subterranean maze beneath their world. They find that even a relatively small bore—a dry "well"—which enters a space below can accommodate an immeasurable amount of their refuse. Now they have bottomless garbage pits which enable them to dispose of trash, carrion, and all else. No water is needed to carry the garbage away, of course. That's because the inhabitants of the underworld bear it off as if it were gold. It is, in fact, precious to them.

The Role of Mobility: Let's again consider evolution in the sunless underground. The flora have been there the longest, and they have had a long and relatively unmolested period of time to develop, adapt, and evolve. Mobility would be advantageous to plants, and in

the conditions prevailing in Subterranean *Ærth*, there would be impetus towards flora mobility. Extensive root systems are unnecessary there. With conditions thus, certain plants evolve into mobile forms. They do well, being able to find water and nourishment by moving from place to place. They can also avoid predation, at least in part, thus, so these mobile plants tend to be better adapted to survive than many immobile ones. Over time these develop into herbivorous and carnivorous species, as well as retaining their original forms. While we cannot claim that there are herds of migrating plants followed by packs of predatory ones and scavenger flora, it is not misleading to say that there are mobile species of flora which seek other plants and animals too to prey upon. There are also intelligent ones.

Mobility requires at least rudimentary sensory organs to direct motion and travel. Mobile plants developed such organs, and rudimentary intelligence then followed. The evolution of sensory organs brought about more developed brains, for some such nerve center is needed to collect and process sensory input and react to the information gained. So Subterranean *Ærth* has not only the usual forms of flora, but also plants with brains, plants able to move around, react, even act. One or two forms are highly intelligent, if somewhat on the slow side. In actuality, speed of movement is important only if there are competitive forms of life whose speed makes them superior. In the overall analysis, mobile forms of vegetation evolved, and then when speed became a factor for survival, adaptation occurred, so that existing forms have sufficient movement speed to survive.

These mobile plants seek nutrients from many sources, and some forms will carry food to places where they can use it more fully or at leisure, just as do animals of carnivorous or omnivorous sort. Other life forms of the Subterranean *Ærth* complex do likewise, by and large. Some remain at the locale of the nutrient source: small ones, and those so large as to be able to do so without fear for safety. Vegetable and animal inhabitants of the underworld use the sewage flows and garbage dumps as feeding places. The supply keeps pace with the demand, naturally. In addition, not only the basic intelligent life forms utilize such places. Refuse is dear to the sapient species dwelling underground. These dumps are sources of supply for many sorts of things, from building materials to tools. Metal, wood, cloth, rope, bricks, and the like, have obvious uses. Even dust and dirt can be utilized though, for such is useful material for creation of beds for vegetation. More subterranean gardens and fields and oases are always under construction. There are, of course, no plastics on *Ærth*. Knowing that, can you think of a single item of refuse or waste generated by humanity, their livestock, or their industries that cannot be utilized by the ecology of the underground world as has been described? Not even ashes and cinders go to waste below, and Subterranean *Ærth* flourishes on the castoffs from above.

It is also noteworthy that those inhabitants of the underground complex dwelling near exits to the outer world typically venture above to feed and to bring back material from that place. Such activity also adds to the ecology of the place. Nighttime treks outside to hunt, feed, and return, the intelligent bringing back non-food materials as well as nourishment, occur all over the world. Bats, for instance, fly forth by the millions at dusk, then return at first light. They lard the subterranean complex with rich guano, their weak, and their dead.



They also serve as prey, of course. Insects feed on the guano, as do various forms of flora. So too other inhabitants of the sunless realm under Ærth. These species suit the ecology, occupy a special niche, and add a trickle of nutrients and resources to the subterranean world. Bit by bit, materials from the outer world make their way inwards from the entrance points, move downwards to the middle and deep regions. There are many forms of interaction between the outside and underground worlds. But the most active has yet to be discussed.

The Role of Sapience: There are many sapient life forms dwelling in Subterranean Ærth. There are humans, near-human troglodytes, animal-like species, and a few races whose origins can only be guessed at. All of these species have affected the ecology and do so more and more as time goes by. It is certain that when the first, savage humans and humanoids crept downwards into the dark labyrinth, they met the strange sapient life forms who were already civilized and had developed complex cultures there in the gloomy spaces of cave, cavern, and hewn chamber. It was such species who expanded the system of ways beneath Ærth, built cities below ground, made oases, and cultivated fields of vegetation there in the sunless realm. There is no record of what first occurred, but we know from evidence existing today that the process of development has been occurring for thousands of years. For the last two or three thousand years, humanity has been contributing to the process, but long before they were doing so there were sapient folk already at work. Endless hewing, building, water channelling, and oasis creation took place. Then came the

troglodytes; and probably concurrently, various inhabitants of the world of Phæree (Færie, Hobgoblin, and Goblin races) must have begun entering Subterranean Ærth through Gates and Portals. Trade routes between the regions of the underground complex were established, commerce with lands above developed, and interaction back and forth from Ærth and Phæree existed, when humanity's earliest civilizations were in flower (Ægypt, Babylonia, Hind, Ch'in, etc.).

Since that time, the underground complex continues to be expanded and made more productive. The work is slow, and progress difficult, but it goes forward nonetheless. Today, the whole of Subterranean Ærth is inhabited to nearly the same extent that the outer world is. That is, there are barrens, wilderness areas, deserts, and the like; but there are also cities, lakes, villages, seas, roadways, and fields, too. In one area, there might be wild places where savage creatures and unworldly ogres and their ilk hold sway. In another, you will find a realm with communities, temples, gardens, and soldiers. Dwarven miners from Phæree work in the mid-region while yet deeper down, a strange race of unknown origin treats with the lord of a degenerate group of Homo sapiens dwellers in the sunless world, to arrange for shipments of slaves to labor for them and to serve as livestock for horrible feasting. Life forms which evolved in the underworld, those which came from above and adapted to its conditions, and off-Ærth creatures from Phæree now cooperate and compete in the labyrinths. It is no longer an isolated place, but one which has continual commerce with both the outside and elsewhere. Many active Heka-using races dwell in Subterranean Ærth.





Subterranean Divisions

There are three regions of the maze of ways and spaces below ground. The uppermost portion is called *Shallowshadow*, the mid-range mazes are known as *Midglooms* or simply *Midgloom*, and the lowest levels of Subterranean Ærth are named the *Deepdark*. In general, each region differs from the others, although portions of any given one might be similar to portions of the others. The *Shallowshadow* region is generally the coolest and has no large bodies of water, so to that extent it is dry. There are few areas where internal heat causes warm or hot places, and the *Shallowshadow* is thus a separate ecological region. It has a distinct population and fewer wilderness growth areas than the others. *Midglooms*, however, have many bodies of water and more warm places, and the region is quite diverse in both wild and civilized life forms. Lastly, the *Deepdark* too has considerable water, ranges from cool to hot in temperature, and is teeming with all manner of living things. At the lowest levels of the *Deepdark*, conditions become too hot for most forms of life to exist, and poison gases make it dangerous. After about the three-mile depth, Subterranean Ærth ends...perhaps.

Evolution Underground

As there are differences in ecologies of the regions, so too there are differences in the ways life forms have developed to survive. This applies especially to sensory means. In general, one or more of the following means of sensory information input have been utilized:

Visual perception in spectrums from infrared to ultraviolet and even into the ranges showing electromagnetic waves.

Olfactory/taste perception which is so acute as to note differences in substance composition—animal, vegetable, mineral, living, dead, etc.

Sound and electronic wave sending and receiving audially, as well as acute auditory perception of sound waves.

Touch sensing and skin sensitivity so that vibrations and disturbances in air or water alert the recipient to movement. Even so-called sixth sense perceptions have been developed, which include detection of life form radiation, intuitive knowledge, Heka energy presence and flow, and so on.

Evolution and adaptation have brought about many developments and changes in methods used by subterranean life forms for survival. Intelligence has already been noted. Other methods include defenses such as speed, camouflage, armor, noxious odor/taste, spines, and poison. These are fairly standard techniques, of course. Flora methods for extracting nutrients from minerals include drilling, crushing, abrasion, acid, and heat; and these too serve as defensive modes. Flora and fauna alike have developed an array of offensive tools, some of which are similar to the defenses stated above, and others of which differ radically. To meet the wide array of defenses, predatory life forms have developed an even broader spectrum of attack weapons to overcome defenses.

An example of a simple sort is that of movement speed. One thinks of cold-blooded animals as moving sluggishly in cool temperatures. Thus the approximately 50° F temperature prevailing

throughout much of the underground region might be considered as forcing reptiles and other ectotherms to slow action. Not so. It is an unreasonable conclusion, of course; all one needs do is consider marine life. Fish and other cold-blooded aquatic creatures have adapted to temperatures far lower than those in Subterranean Ærth and move with great rapidity and have fast reflexes. So too the cold-blooded inhabitants of the underground realms, and subterranean reptiles, amphibians, arachnids, and insects, *et al.* exhibit characteristics similar to ocean life with respect to movement ability. Thus, cold-bloodedness is not synonymous with sluggishness, even in the chill of a buried grotto.

To speed, we add claw, barb and thorn, fang, mandibles, poison, constriction, suffocation, and all manner of other offensive means for luring, capturing, overwhelming, ensnaring, rending, and killing prey; and the reader is provided with a mere glimpse of the variety of the arsenal of weapons subterranean predators employ to survive. Despite all of that, existence below ground is not a bare struggle to survive.

Intelligent Denizens

Returning to the sapient species in the subterranean world, the most recognizable are, naturally, those of human and human-like sort. There are also recognizable evolutions of terrestrial animals, migrant species from Phæree, and a few types that might be assumed to have developed from reptilian and marine species. Then there are those which are most alien—cephalopodlike, crustacean, vegetable, and even mineral sapient life forms. A listing of the various races dwelling in the underground world is given hereafter, but even that enumeration must be considered as only partially complete. There are odd corners and strange byways in Subterranean Ærth which no explorer has ventured into and returned to tell the tale.

Many of the species of intelligent life who dwell below live as might any similar sorts dwelling above. That is, they organize communities, create shelters, grow and raise food, and labor to produce goods. There is commerce with the world above and with Phæree, and trade is brisk. Minerals, ores, and gems are exchanged for other things. Rare metals such as adamantite, Hekalite, molybdenum, titanium, and tungsten, and precious ores such as oricalcum, gold, and silver are carted forth. Precious stones, building and dressing stone, coal, bitumen, and petroleum too are commodities of Subterranean Ærth. Finally, there are a variety of other items—acids, essences, furs, handicrafts, hides, ivory and similar stuffs, medicines, poisons, and art and artifacts—which are desired on Ærth or Phæree. Even such common stuff as salt comes largely from the underground. Down into the underground go all manner of things in exchange for the goods produced below ground. The dark regions have an unquenchable appetite for the foodstuffs and drink from above, so fruit, grain, nuts, eggs, poultry, and meat are sent into the gloom. With those go ale, beer, mead, spirits, and wine. So too cloth, fur, leather, hides, clothing, wood, tools, thread, needles, pottery, weapons, armor, and just about anything produced by the nations of the outer world. Then there are slaves. Sadly, unscrupulous humans commit their fellows to toil and certain death in Subterranean Ærth, sent as slaves into the sunless mazes, where all too often they are



simply livestock to be slaughtered and eaten by the vile denizens of the place. Yet the nations above yearn for the exotic goods from below, for the riches of the underworld, and those who trade in this commerce grow exceedingly wealthy in the exchange.

Phæree Natives: Some explanation of the Phæree life forms dwelling in Subterranean Ærth is needed for the reader to fully understand the place. It is not possible to give an exact reasoning for the presence of Færies, Hobgoblins, and Goblins in the underground world. Nobody can predict the actions of such folk, let alone explain them. Still, it seems logical to assume they came because they could, and, finding desirable things there, and folk who would engage in commerce with them, stayed and exploited the situation. There are certainly communities of all three sorts of Phæree folk who have established themselves in Subterranean Ærth, finding the place a suitable habitat and beneficial in regards to trade. It is possible that the use of magick by subterranean races enabled the establishment of Gates and the opening and closing of Doors long, long ago. Active Heka flow promotes this, and we know that today there are permanent Gates in the underworld, and that fluctuating Doors are not at all uncommon there. In fact, it is well known that it is easier to open either Gate or Door in Subterranean Ærth regions than it is above (or in Inner Ærth), so it is almost natural that the world of Phæree should find a lodgement below Ærth in the sunless mazes there. Thus, some Phæree goods come to Ærth's upper regions from there, just as some of Ærth's stuffs reach Phæree via the subterranean way. It is also necessary to point out that while a few humans are kidnapped and taken to their world by other means, most of humanity brought to Phæree travel first through Subterranean Ærth.

As stated, the exotic folk entered the underground regions through Gates and Doors. There can be no doubt that these ways operate now, serving as entrances and exits for commerce between spheres and planes. The diverse enclaves of folk from Phæree are not isolated in the subterranean realms they have established for themselves there. There is a constant coming and going as well as exchange of goods taking place, and the Gates and Doors are the means which are used. Fortunately, the incursion of off-world, other-world species into Subterranean Ærth is not really extensive nor strong. In part, this is due to the Heka costs involved, but certainly the resistance of native and Ærth-invading species to encroachment by those from Phæree has had its effect, too.

Contact with Inner Ærth: This brings us to yet another fascinating aspect of the underground maze. Knowledgeable readers are now aware that Subterranean Ærth exists as a labyrinth of interconnected spaces of only relatively shallow sort beneath the outer crust of the planet. Below a few miles depth lies the sub-crustal area of heat and molten mineral material inimical to all mundane life. Of course, that layer, hundreds of miles in extent as it is, then cools again as the crust of Inner Ærth is approached, until near the interior surface one again finds several miles of cold "subterranean" rock before coming into the hollow, central sphere. The molten area sandwiched between the thin crustal surfaces would seem to preclude any means of passage between the outer and inner sides of the planet, save through the polar openings at the north and south poles of Ærth. There is reason to question the seeming impossibility of passages existing elsewhere—i.e., through Subterranean Ærth. Evidence indicates that

there is, in fact, traffic to the interior world from the subterranean one. Perhaps there do exist routes which pierce cool places and wend their way to the central world. Thousands of miles long as they would have to be, this is not unthinkable in terms of distance, for exterior trade routes over land and water are longer still.

Dinosaur hides and teeth, ivory from beasts long extinct on the outer crust, and even living creatures not seen above for 10,000 years have reached the outside world via Subterranean Ærth. Speculation that some form of Gate or Door was used to accomplish this is fatuous, for it is well established that Gates cannot exist in the interior world, and the unreliability of Heka makes Door operation unreliable, if not absolutely lethal (see Inner Ærth, on page 58). In addition, there are those knowledgeable individuals involved in the trade who insist that the items in question came via a trans-shell passage leading from Subterranean to Interior Ærth. Because there are no polar opening trading posts which accommodate subterraneans, and, in fact, no access to the underground is known to exist within several hundred miles of the polar openings, it must be assumed that some means of entrance to the interior does exist in the depths of Subterranean Ærth.

It is possible that there are anomalies in the magma layer which permit passage, particularly if Heka forces are involved. The trickle of items unique to the interior world seem to support this conclusion. Absolute proof is not available, but through research and exploration, an answer will undoubtedly be found in time. The nations of the exterior world are most interested in this prospect, naturally, for they would profit greatly from what they could bring forth thus via Subterranean Ærth.

Overview of an Oasis

Before moving on to lists and details of the sapient races, flora, and fauna inhabiting the underworld, let us once again consider the ecological workings of a typical oasis area. Atypical areas such as a bat cavern, or lair (with outer egress) of predatory life forms, are sufficiently self-explanatory and do not require further mention.

An oasis area is aptly named, for it must have water. Water can be in any form (mist, seepage, watercourse, pool, geyser, drippage, etc.), but it must be present in regular quantity. The area must also have a heat or radiant energy source (ultravioletium). There are quasi-oases, places where water, nutrients, and phosphorescent radiation allow some form of limited plant and fungi growth, but these are of inconsequential concern. True oases have water, energy source, and flora and fauna in abundance. Some are natural, some artificial. Oases of either sort can be cultivated or wild, as sapient races develop or abandon them. Once established, growth and outside influences sustain them.

Aquatic life is not well known, so no extensive discussion can be set forth here. There are sapient life forms of aquatic sort, and there are certainly many forms of aquatic flora and fauna. There must be underwater communities, gardens, fields, forests, even jungles. In any event, little more can be said in this regard.

With respect to the non-aquatic growth areas—the oases—their base of flora and small animal life feeds and supports ever-larger plant and animal predators. Various forms of small invertebrates and vertebrates inhabit the oasis, feeding there and feeding larger



life forms. The larger flora in particular tend to erode the rock of their growth area as they develop over generations. Into depressions caused thus flows water, and the moisture provided enables still more extensive growth areas. Microorganisms begin the process, then larger, multi-celled life forms move in, followed by still more complex, bigger species. Soon the area is a riot of life from the lowest forms to mobile plants and animals.

Cultivated oases are only slightly different from this model. Troglydte cultivators, for example, find a locale where there are both sufficient water and radiation (from ultravioletium ore strata) and proceed to prepare it for conversion to an oasis. This is accomplished by first making sure that moisture will reach the bedding areas for plants which are contemplated in the scheme. Then the areas for growth are readied by laying down such soil and humus as are necessary, and various types of plants are brought into the area and set down. Some of them might be the sort which require no soil bed, others (and these are usually the more productive sorts, useful to others) require the special treatment noted. Whatever fertilization is needed is taken care of periodically, and other animal and plant life can then be added, much as terrestrial agriculturalists might first plant fields, then bring in goats, sheep, cattle, and dogs. Around the oasis will develop smaller garden areas, and all support the community of sapient creatures caring for the place. Harvesting takes place periodically; grazing and browsing might be ongoing. Hunting for small game, and as protection to the flora and fauna of the oasis, will also occur as often as desirable and necessary. With a constant food supply thus assured, the population of the community established is free to do more than simply live a hand-to-mouth existence.

Fungi oases are known, and there are reports of aquatic culturing of plant and animal life, too. Perhaps the mineral-based sapient life form (described below) also creates its own special form of oasis, but that is speculative. What is certain, however, is that with the oases system, utilization of material from outside, and commerce, Subterranean Ærth has a vital and relatively stable ecosystem. When changes occur, the inhabitants—mineral, vegetable, and animal—seem to be able to adapt and adjust quickly and without undue difficulty. This is perhaps due to their nature, perhaps because of magickal factors, or due to some combination of the two in conjunction. At present, stimulation of growth areas continues through the input of refuse from the outer world and the purposeful efforts of the sapient subterranean inhabitants. Over the centuries since this began, the underground region has grown progressively more populous and diverse. With so much active commerce and the presence of offworld species from Phæree, Subterranean Ærth promises to remain a distinct and vital part of the milieu.

Sapient Subterranean Races

The gamemaster will probably wish to include some or all of the following sapient life forms as indigenous or invader species in the underground labyrinths which prevail beneath the surfaces of Ærth (interior as well as exterior). Data given will be common (human) name, probable origination species, adjustment to persona statistics for the life form (including Attractiveness modifier or base Attractiveness number in brackets (N) if human reaction is racially standard), and some comment regarding the Heka use capacity, of

individuals, or of the social unit common to the race in question. Thereafter will come information on the sensory abilities of the species (by a letter code explained in the Sensory Abilities table), average height and weight, dietary habit of the life form, and relative disposition (benign, neutral, malign) with respect to humans. Finally we give a brief informational passage regarding the sapient life form, to further quantify and describe its numbers.

Note that where TRAIT or CATEGORY modifiers are listed, they apply to each ATTRIBUTE under that TRAIT or CATEGORY (i.e., "PN: -2" means -2 to PNCap, PNPow and PNSpd). Finally, note that GMs should feel free to augment each sapient race selection as they see fit. In like vein, they should be at ease in altering any statistics or other features of the races given below, in order to suit the particular nature of their individual campaign milieu.

Albies (Homo Sapiens): Call themselves "Subterraneans." PN: +2. Attractiveness: -1. Heka use: Normal. Sensory: FH, HH, SU, TH, XA. Height: 5.5', Weight: 150 lbs. Omnivores. Any disposition, but neutral is predominant.

These are the humans who gradually moved from the outer (or inner) surface to the subterranean world for a variety of reasons. Organized into small groups, they conduct much of the trading between the "outside" and the "Dark World." The Albies will deal with anyone if the price is right. They travel in well-armed groups with Heka users, so as to enable them to conduct business safely with almost any of the other races of Subterranean Ærth. Albies are found most commonly in the Shallowshadow region, but they also have communities in the Midgloom and even a bridgehead oasis or two in the Deepdark.

Cave Apes (Anthropoid): Call themselves "Vantilargs." M: -2, P: +2, S: -3. Attractiveness: -3. Heka use: Minor only. Sensory: FM, HH, SI-U, TH, XX. Height: 4.5', Weight: 200 lbs. Omnivores (vegetable diet preferred generally, but some tribes are man-eating). Neutral-malign (because one never knows about temper, and due to the occurrence of carnivorous groups).

These simian bipeds evidently moved deeper and deeper into the underground maze to escape predation and competition from developing genus hominid. In the subterranean environment they managed to develop and become viable, so that now the Cave Apes are an active factor there. They have large communities and might be likened to humans of ancient, semi-barbaric sort.

Centaurants [or Snappies] (Formicidian): Not translatable term for the non-vocalized identifier used by this race when referring to itself. M: -4 (not applicable as group/colony entity), PM: +6, PN: +2, S: -2 (not applicable as group/colony entity). Attractiveness: (4). Heka use: Limited to colony as an entity, and then minimal. Sensory: FH, HX, SN-U, TD, XX. Height: 3', Weight: 100 lbs. Omnivores (but occasional colonies of herbivores or carnivores here and there). Neutral (benign or malign in certain colonies).

Moving hexapedally when travelling for long distances or rapidly. Centaurants generally are quadrupedal centauroids and use their foremost pair of limbs as arms. They have done, and continue to do, extensive tunneling work. Their passages are hewn to a near uniform 10-foot width and 12-foot height. This enables two files of traffic in one direction, and opposite-direction flow overhead (hexapedally). Nests are built in "carvern"/cavern-like areas. "Farming" is usual and



SENSORY ABILITIES

Feeling (F)

Code	Sense	Description
FE	Electromagnetic	Detect changes or presence of fields within from 20' to 120'.
PH	Heightened	Much more sensitive than human norm.
FN	Normal	At level typical of average to keen human norm.
FP	Pressure	Changes in air or water pressure notable from movement, obstruction of currents, etc.
FV	Vibrations	A keener sort of pressure sensitivity which detects vibrations in air or water mediums, or through such things as wood, metal, or stone.
FX	Excluded	Little or no sense of feeling in human terms.

Hearing (H)

Code	Sense	Description
HH	Heightened	Hearing above human norm and comparable to keen-eared animals.
HN	Normal	At level typical of average to keen human norm.
HS	Sonar	Bat-like ability to hear (and send) high-frequency sound waves.
HU	Ultrasonic	Ability to hear ultra-high frequency sound waves and minute noises.
HX	Excluded	Little or no sense of hearing in human terms.

Sight/Visual (S)

Code	Sense	Description
SE	Electromagnetic	Ability to see electromagnetic fields at from 40' to 240' range.
SI	Infrared	Seeing thermal radiation at 20' to 240' range.
SN	Normal	At level typical of average to keen human norm.
SR	Radar	Ability to see, send, and receive ultra-high frequency radiation.
SU	Ultraviolet	The ability to see ultraviolet radiation as if using sense in daylight-like conditions, with 120' to 720' range in poor light conditions.
SX	Excluded	Little or no visual capacity in terms of human norm.

Taste and Smell (T)

(Typically In Combination)

Code	Sense	Description
TD	Discreet	Ability to distinguish such things as animal, vegetable, mineral, living, dead, etc; and thus discern as much as might any visual sense.
TH	Heightened	Above above human norm but not to discrete level.
TN	Normal	At level typical of average to keen human norm.
TO	Olfactory	Smell functional but taste sense virtually inoperative.
TT	Taste	Sense of taste operates but olfactory input limited.
TX	Excluded	Little or no senses in terms of human norm.

Extrasensory (X)

(Sixth Sense Ability)

Code	Sense	Description
XA	Aural	Sensing of auras generated by life forms: ranges from state of health, to Heka capacity, to emotions etc. (See Aura Sight Cantrip, page 210-211 of the <i>Mythus Magick</i> book.)
XD	Danger	Ability to sense nearby danger, typically from thoughts/intentions of hostile life forms, but can also include threat from magical, natural, or mechanical sources.
XH	Heka	Capacity to sense existence, flow, and use of Heka in an individual or area within 20' to 120' range, almost as if visually observed.
XI	Intuitive	Sensing what is about to occur, something to be done or avoided, or perhaps both abilities.
XX	Excluded	No Sixth Senses present.

extensive. Centaurants are participants in the subterranean trade. Most colonies of Centaurants are in the upper (Shallowshadow) region, and only about 20% of them will be found in the Midglooms of central Subterranean Ærth.

Devilmen (Chiropterian): Call themselves the "Chittersquee." MR: -2, MM: +1, PM: -3, PN: +3, SP: +1. Attractiveness: {3}. Hekause: Normal. Sensory: FV, HS, SI-N, TH, XX. Height: 3.5', Weight: 50 lbs. Omnivores. Malign (due to propensity towards vampirism and human-flesh eating).

These bipedal batoids have long arms and rudimentary wing membranes still attached to them, so that they are capable of very limited flight, and less-restricted gliding flight. Manipulative hands allow human-standard operations. Devilmen are communal and highly excitable. Their dark skin and fur, coupled with their gross, bat-like visages, make them visually repugnant to typical humans. These creatures actively seek goods from "outside": slaves (for labor and as food), alcohol, and essences and perfumes being most in demand. Originally the Devilmen inhabited the upper region of Subterranean Ærth, but as the human-humanoid races grew stronger and more numerous, they forced the Devilmen deeper. Now these sapient will typically foray from their Deepdark strongholds into the Midgloom region to attack their foes, but are seldom encountered in the Shallowshadow. They have made a foul alliance with the Yilissith (see Wiggleheads, below) to attempt a resurgence.



Fisheyes (or Scalies or Feeler-Faces) (Piscian): Refer to their race as "Goolgoopu." M: -1, P: +1, S: -1. Attractiveness: {0}. Heka use: Individually very limited, but greater capacity in group casting. Sensory: FE-P, HX, SN, TH-O (TT-X), XI (immediate actions in life-threatening situations). Height: 4.5' males and 6' females, Weight: 125 lbs. males and 250 lbs. females. Carnivores-herbivores (generally aquatic flesh and some limited amount of aquatic vegetable matter). Neutral.

The race of so-called Fisheyes has short limbs and moves bipedally on land. Their extremities are webbed, and in water they swim with hands, feet, and finned tail. They return to water to breed, and spawn in water, but otherwise spend most of their time in air. Fisheyes farm crustaceans and culture (fresh water) pearls which they trade for goods from "outside." From the appearance of these creatures it is probable that they evolved from some ancestral form of catfish, for all have a broad, feeler-fringed mouth. Furthermore, the mucous secretion from these feeler-like appendages is quite toxic, as is similar to catfish feelers. Fisheyes inhabit the lowest portions of the Shallowshadow region and some areas of the Midgloom. They are not numerous in either place.

Hissards (Lacertilian): Call themselves "Theesiss'honz." MR: -2, PN: +1, SM: -2, SP: -1. Attractiveness: {0}. Heka use: Limited. Sensory: FN, HH, SN-U, TH, XX. Height: 5', Weight: 175 lbs. Carnivores. Malign.

Although they prefer dry conditions, these bipedal, scaled, flat-tailed creatures can abide damp and are very able and rapid swimmers. Hissards dwell together in small bands and gather periodically in clan-like enclaves. They have a distinct fondness for warm-blooded flesh, and they relish human meat. Hissards are found in the Shallowshadow, Midgloom in some numbers, and down in the Deepdark as well. Because they would as soon dine on Devilmen as Albies, for instance, they seem to have few friends amongst the other sapient species dwelling in Subterranean Ærth.

Lobbers (or Lobstermen) (Crustaceanoid): Call themselves "click-click" Klqk. M: -1, P: +1, S: -2. Attractiveness: {-1}. Heka use: Minor only. Sensory: FX, HN, SN-U, TD, XD. Height: 7', Weight: 250-300 lbs. Omnivores. Neutral.

Lobbers are semi-aquatic, but can and do spend some time outside the water for various reasons. For locomotion on land, they stand upright on six of their eight pairs of legs. Front legs and the long but largish clawed legs are used as arms for manipulation, carrying, etc. Lobbers would be far friendlier towards humans, but past experiences have made them wary and hostile, for humans have a distinct propensity to attack and kill Lobbers for eating! These creatures have been wiped out from the Shallowshadow region, but they have large, well-defended communities in the Midgloom and upper portions of the Deepdark.

Micamen (Crystalline Mineralian): No vocalization. M: +2, PM: +6, PN: -4, S: +2. Attractiveness: {6}. Heka use: Mental forms to some extent, plus possible unknown forms. Sensory: FV, HX, SX, TX, XA-H. Height: 2.5' to 8.5', Weight: 500 lbs to 5,000 lbs. Mineralivore. Neutral.

A typical specimen of a Micaman looks rather as if it were a cone-shaped rock with crystals growing from its top. Locomotion seems to be some form of minute levitation, followed by a slow gliding

movement with a rate of about one-half mile per hour. These sapiens evidentially have spent extensive energy in smoothing the sides and floors of the underground passageways in order to enable their travel thus, for in rough and irregular areas they can move at a slower rate only. Micamen are disinterested in most other forms of life, but they will allow clearance of their wastes by any other species. Typical discard products of Micamen contain minerals, mineral ores, and metals desired by humans. Rarely seen in the upper regions of Subterranean Ærth, Micamen seem to dwell mostly in the far reaches of the Deepdark. This fact is quite unpalatable to human-humanoid traders seeking to acquire castoff wealth furnished by these strange, mineral beings.

Moldies (Vegetabloid): Speak of themselves as the "Whoon." M: -2, PM: +4, PN: -2, S: +1. Attractiveness: -5. Heka use: Limited normal sort. Sensory: FX, HN, SE-I-U, TX, XI (regarding area of habitation). Height: 6', Weight: 300 lbs. Thermosynthetic Scavenger (dead vegetable and animal matter). Neutral.

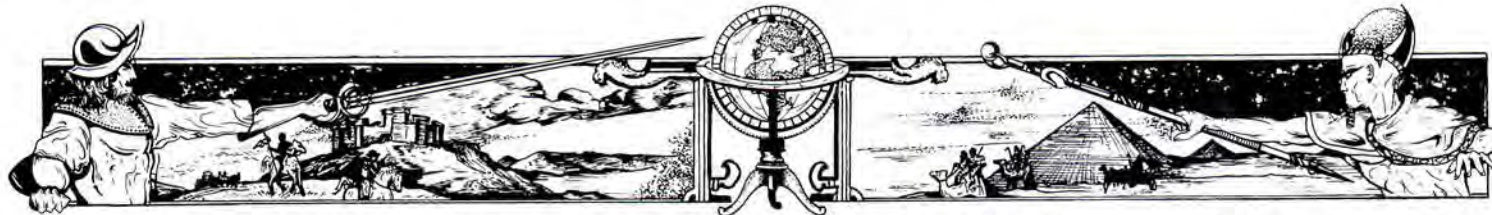
Moldies are quadrupedal but vaguely humanoid in appearance. Their thermosynthetic cells resemble fuzzy mold, and thus the term "Moldies," for they are covered in such growth. (There is a species of this life form adapted to Ultra-violet light synthesis, and when they are receiving high emissions of such radiation, they phosphoresce a pallid gray-green. These specimens are called "Moldy Ghosts.") Most Moldies creatures live near sources of warm, moist heat. Some also cultivate gardens and compost for food source to supplement their nourishment. Moldies are equally at home in any of Subterranean Ærth's three regions, but they are most frequently encountered in the mid portions—i.e., lower Shallowshadow, Midgloom, and upper Deepdark.

Ratties (Rodentids): Call themselves "Chucksquee." M: +2, PM: -1, PN: +2, S: -2. Attractiveness: -4. Heka use: Normal. Sensory: FH, HH, SI-N-U, TH, XD. Height: 5', Weight: 100 lbs. Omnivore-carnivore (and scavenger). Malign (enjoy devouring humans).

Rodentia and humanity seem to have been at war always, and the Ratties of Subterranean Ærth are no different in that regard—from their own perspective and from that of humans, too. These bipedal creatures have a culture similar to humanity's own in the underground, and they compete in all regards with humans in particular. When it comes to trading, the Ratties use renegade humans to front for them when relations with other humans are required. The Ratties manage to have some enclaves everywhere, from Shallowshadow to the depths of Deepdark.

Slugbellies (or Devoles) (Homo Sapiens): Refer to themselves as "Noblest." M: +1, PM: -2, PN: +1, SM: -1, SP: +3. Attractiveness: -3. Heka use: Normal. Sensory: FN, HN-U, SN-R, TN, SA. Height: 4', Weight: 150 lbs. Omnivore-carnivore. Malign (few neutral).

Slugbellies are humans who reentered caves and began dwelling in the subterranean realms only a few centuries ago. They quickly adapted, and now they are amongst the most successful inhabitants of the place. Most do not like any other form of humans, even those who also dwell below ground, save as slaves and worse. There is considerable interaction between these people and the Ratties, and most intermediaries for the latter are mercenary Slugbellies. They are found in all three regions of Subterranean Ærth, but their strongholds are said to be in the lower Midgloom and below in the Deepdark.



because others from above (Albies and Trog in combination) have had some considerable success warring upon the Slugbellies of late.

Stoaties (and Ferretfolk) (Mustelinian): Call themselves "Yeor Rurr" ("Yeor Thurr"). MM: -1, PM: +1, PN: +3, SM: -3, SP: -1. Attractiveness: -4 (-2). Heka use: Minimal (Limited). Sensory: FH, HU, SU, TH, XX. Height: 5' (6'), Weight: 125 lbs (175 lbs). Carnivores. Malign (neutral).

Although from a common ancestral stock, certain divergence is evident amongst the Stoaties, and the friendlier sort are called Ferretfolk. Both are bipedal and have distinctly weasel-like appearances, but Ferretfolk tend to appear "cute" in the way a friendly, tame ferret does, while the more common Stoaties are feral and aggressive towards humans. In fact, they are very fond of dining on humans raw or cooked, after drinking their blood. The Ferretfolk are not so given to manslaughter. Stoaties inhabit all three regions of the underground labyrinth, warring continually with the human-humanoid populations and Ratties indiscriminately. The Ferretfolk usually dwell in the Shallowshadow, although some few groups are known to inhabit the Midgloom.

Stoolies (or Shroommen) (Vegetabloid Fungoid): Call themselves the "Hoo-voo-shush." M: -3, PM: -2, PN: -3, S: +4. Attractiveness: {4}. Heka use: Limited, except with regard to herbalism and certain spiritual forms of non-priestcraft nature. Sensory: FE-P-V, HH, SX, TO-D (TT-X), XD. Height: 5'-10', Weight: 100-600 lbs. Phagocytics. Benign.

There can be no doubt that Stoolies look like slender, broad-capped toadstools with a spray of short tentacles radiating from the base of their stem. These appendages are both their means of locomotion and the means for their feeding on composted vegetable and mineral nutrients. Stoolies are found only in cool, damp regions of Subterranean Ærth, but these are plentiful, so it is common to encounter a community of small to moderate size. This sapient life form seems to be fascinated with humans—interested in everything about them—and because they are themselves fatally toxic to humans if ingested, humans seem prone to be kindly disposed to these Miconidian folk. Originally an upper species, the Shroomies have spread downwards in the underworld as more and more oases have been established there, thus providing them with means of sustenance. It seems that they tend to prefer the depths but remain in the Shallowshadow and Midgloom regions because of their fascination with humanity.

Trogs (Homo Neanderthaloids): Happily accept the human name for them as their own. MR: -3, MM: +1, PM: +2, PN: +1, SM: -3, SP: +2. Attractiveness: -3. Heka use: Limited. Sensory: FN, HH, SN-U, TH, XD. Height: 4.5', Weight: 150 lbs. Omnivores. Neutral.

It is probable that, due to survival needs, ancient Neanderthaloids retreated further into the caves which are the exits from the subterranean complex. Adapting gradually, they established themselves tenuously in a handful of oasis areas, but as the oases developed, the Trogs began to flourish in the Shallowshadow. They are now numerous there and in the middle region (Midgloom). They are quite similar to humans of subterranean sort, more like Albies than Slugbellies. They tend to be on good terms with the former and very much opposed to the latter, for the Devoles frequently raid Trogs for slaves and loot. Trog villages are most frequently found in the

Shallowshadow portion of Subterranean Ærth. There are some in the Midgloom, but it is doubtful that any dwell below that region.

Wiggleheads (Cephalopodoid): Refer to themselves as "Yilyissith." MR: +5, MM: +2, PM: -3, PN: -1, SM: +2, SP: -1. Attractiveness: {-3}. Heka use: Normal. Sensory: FE-P, HX, SN-U, TN, XH. Height: 6', Weight: 175 lbs. Carnivore. Malign.

The bipedal race of Wiggleheads seems to have developed from Cephalopods aeons ago. They walk on two tentacle-like limbs, use a shorter pair with branched ends for manipulation, and have a cluster of smaller ones still sprouting from the front of their head. These appendages surround the large, beaked and toothed mouth. The race is highly intelligent, organized, and advanced in some aspects as compared to the highest of exterior civilizations. Fortunately, the Wiggleheads are relatively few in number and inhabit the lowest regions of the underworld, the Deepdark. They hate humans (and most other forms of life as well), considering them as fit only for work and to be eaten.

Near-Sapient Subterranean Races

Before dealing with the sub-sapient life forms found underground, it is worthwhile to include a pair of near-sapient creatures, one a canine species, the other avian. They are presented in reverse order, though, because of their common names.

Hooties (Avian): No racial name known. M: approx. 30-40, PM: approx. 18-24, PN: Standard, S: Unknown. Attractiveness: {9}. Heka use: No known potential. Sensory: FN, HN-U, SE-I-N-U, TN, XI(?). Height: 2.5', Weight: 25 lbs. Carnivores. Benign (actually friendly towards humans-humanoids).

Burrowing owls who became adapted to permanent subterranean existence were evidentially the origination of the Hooties species. Lack of any manipulative limbs seems to have arrested evolution, but these creatures have a rudimentary language and can speak and understand a limited number of human words (300- to 500-word vocabulary). Hooties can run quite swiftly on the ground, climb, or fly in light conditions which allow them sufficient sight to do so. Because these creatures hunt pests and are prone towards friendliness, many subterranean humans and humanoid communities have established cooperative associations with Hooties, the latter keeping down pest species and serving as sentinels, the former providing shelter and food to the Hooties as needed.

Pixie Dogs (Canine): No known species name used by these creatures. M: approx. 42-54, PM: 18-24, PN: +3, S: Unknown (but SM low and SP uncertain). Attractiveness: {12}. Sensory: FH, HH-U, SI-N-U, TH, XX. Height: 2.5' or 1.5', Weight: 100 lbs. or 50 lbs. Carnivore. Neutral.

Pixie Dogs are probably an evolution of the fox, and there are two varieties of these animals. The larger is less intelligent and has less dexterity in its forepaws, while the smaller sort have dexterity greater than that of a raccoon (and thus tend to be more intelligent). It is not unusual to find domesticated (cooperative) Pixie Dogs in subterranean communities of human-humanoid species. These animals have a language of sorts, and they seem to be able to communicate telepathically as well. Domesticated specimens can manage some human speech and will send mental images to their human associates.



Other Subterranean Flora & Fauna

Allmouth: A large, slow, predatory species of plant which resembles a stone-gray bear trap surrounded by concealing growth. It typically lurks in ambush, thus awaiting unwary prey.

Armadillug: A species of insect about the size of a large armadillo and as heavily carapaced. They are herbivores widely distributed throughout the underworld.

Archerbush: A variety of plant which has FV capacity and launches 6" long, hard, very sharp thorns towards anything so sensed within a 10' radius.

Arrowsnake: Small, highly poisonous reptiles which hunt by lying coiled in wait and then spring out, literally flying through up to 20' of air to strike their prey.

Awfulgutbag: What this thing evolved from is impossible to determine. A specimen of this animal form of life resembles an obscene mixture of slug, starfish, and octopus, with some insect parts mixed in for good measure. In form it resembles a flattened hemisphere with a ring of starfish-like legs and tentacles. Insect-like claws and pincers tip some of the latter, while main tentacles have barbs and suckers. Size ranges from about 2' to 10' diameter, with short legs doubling body diameter, and tentacles being as long as the entire body-leg diameter—i.e., 4' to 20' tentacle length. Awfulgutbags are typically found in refuse areas where they subsist on all manner of waste.

Barber: A species of heavily barbed bush with sensory capacity allowing it to detect the slightest touch. It then flails with supple branches to attack whatever is passing, and feed upon whatever remains thereafter.

Badgerdevil: Semi-intelligent badgeroid animals of carnivorous sort which hunt in small packs and will seemingly never give up pursuit of prey until they succeed or the prey is slain.

Bide Forever: A species of plants producing narcotic emissions which cause unconsciousness in any creatures breathing the gas. The effect is potent within about a 10' radius, and these life forms then move to the comatose victim to assimilate it.

Blackledge: A variety of shelf fungi which grows to great size and is nearly indistinguishable from subterranean rock formations. If heat or vibration alerts it to the presence of life below its roost, its outer cup edge relaxes and spills a large quantity of viscous, adhesive liquid down upon victims. It then sends down tentacle-like rhizomes to inject the trapped prey with digestive acids and consume the nutrients.

Blindworm: A sort of glowworm-like insect with a light-producing chemical in its tail. When prey is detected, it emits blinding flashes in all spectrums, then slowly crawls to attack with large, piercing mandibles.

Boreworm: These thick animals actually subsist on solid rock. Inhabiting the lowest depths of the underworld, boreworms slowly grind their way through the layers of rock, feeding by preference on certain types of igneous stone. They are thought to spawn in the hot layers bordering the magma, then move outwards to feed and grow, then return again. A typical boreworm is from 36' to 60' in length and 9' to 15' diameter.

Burnstem: A species of plant which has a system of stem-like roots radiating out from its base. If contacted, these roots cause severe damage to substances harmed by heat, as their temperature is in the 1,000° F range.

Burrbear: Large, ursine omnivores whose fur has developed into spine-like protection similar to that of hedgehogs. They are found only in the Shallowshadow region.

Burrowburr: A species of plants producing burrs which will dig their way into plant or animal flesh when attached. They root, emit acids, and proceed to grow, and a slow, painful death overcomes the host in a 5- to 10-day period.

Caveasp: Smallish, very poisonous adders common to all regions of Subterranean Ærth.

Cavecroc: Subterranean crocodilians with long legs and only partially aquatic in nature. They are carnivorous and very fast, with older specimens exceeding 25' in length.

Chainworm: Silvery-scaled caterpillars as large as boas. These creatures work in cooperation, spinning a web of near-metal-strength strands to seal off an area where they then feed on whatever plant and animal life is therein trapped. From 50 to 100 chainworms will operate together, closing an area in minutes, and such groups might work to seal both ends of an area, as these creatures seem to have a sort of community intelligence and limited telepathic communication ability. They have strong mandibles and poisonous stings with which to overcome prey.

Chokejet: A form of normal-looking fungus which spurts a deadly stream of spores. Ripe plants are from 2.5' to 5' in height with bulbous caps containing sensory cells which enable them to detect the presence of nearby life forms. This seems to be through FE/SE capacity. An orifice in the cap is opened in the direction of the nearby life form, and a jet of spores is blown forth. They enter the body of the unwilling host, feed on it, and as they multiply, cause a slow, painful death in from 1 to 6 days.

Corpseberry: A species of plants producing fruit which contains a poison similar to cyanide. Some varieties of this plant have sufficient mobility to virtually fling their berries at passing life forms, for the decomposing remains of victims slain by them feed these plants.

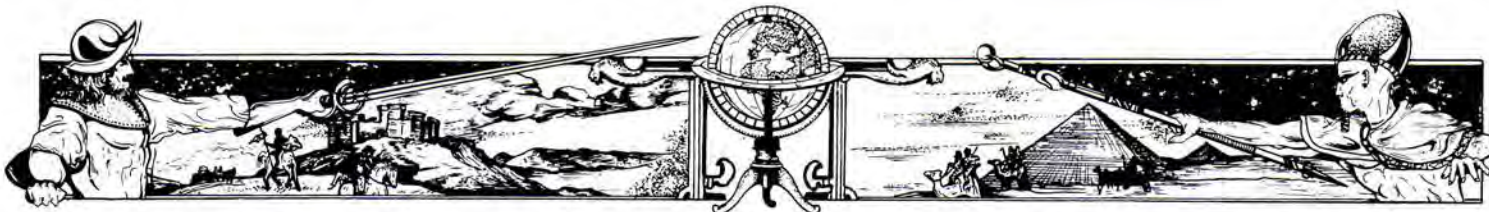
Coshtree: A low, tree-like plant species with cosh-like growths at the ends of its branches. These plants have sufficient sensory ability as to note the proximity of other moving life forms. Their branches then flail to disable or kill them. Anything falling near them is sensed, and mobile roots entwine and ingest such matter.

Cutleaf: Low growing plants with hard, very sharp grass-like leaves. These leaves are sufficient to cause bleeding or sap loss in flesh or vegetable substance pressing down upon them, and the plants then use such fluids for nourishment.

Dangler: These are large, nearly invisible spiders with a highly toxic poison. Dangers hang down from above, or drop to such position in order to attack prey. Creatures with infrared visual capacity will be likely to detect them, but otherwise dangers' near-transparency makes them almost impossible to notice before they attack.

Deathblob: Large to giant-sized amoeboid omnivores found near pools or large bodies of water. They range from transparent to opaque, and the latter are of nearly any hue. Some secrete paralytic substances, but most simply rely upon their strong, digestive acids for overcoming prey. One variety is known to use its mutable form to mimic other things, thus deceiving prey into approaching and contacting it.

Deathfisher: Huge, batoid carnivores that lock themselves on



the roof of underground space areas and then "fish" for passing prey with leathery, sticky tongues. Saliva secreted is of narcotic sort, so contacted life forms become lethargic and easily overcome. Small prey is then drawn up into the mouth, but for larger victims the deathfishers must descend to devour them.

Drekker: These are a form of scavenger beetle. They are of big size for their sort, even in the subterranean milieu, with adults being about 6' to 8' long. Although they typically feed on dung, offal, and carrion, drekkers will attack live prey if given the opportunity. They are found mainly in areas where refuse from above is dumped underground.

Dropsnake: As the name implies, these are large snakes which lurk overhead and drop upon prey. They stay on ceilings through use of suction cups on their backs, similar to those of remoras. One variety utilizes poison; a second, larger type relies upon constriction alone.

Echoer: A species of carnivorous plants which mimic sound waves in the ranges of human-audible to sub- and ultra-sonic, so as to lure prey to them. They are colony growths, and are usually found with harpoonhedge or slapstick shrubs (qq.v.).

Flashby: Long-legged, exceptionally speedy canid carnivores hunting in packs. They rely on speed and slashing attacks to overcome prey.

Floater: A species of fungus similar to the puffball mushroom, these plants grow to a diameter of from 2' to 4.5'. At maturity, the interior dissolves, and in the process, hydrogen gas fills the void. The plant then floats upward and is moved around by air currents for several days. Fully ripe, the plant bursts from internal pressure, and spores are sent in all directions. The immediate spore cloud can be dangerous to the respiratory system of any life form exposed to it.

Fountain Fungus: A form of large fungoid growth which is carnivorous and uses a gush of acid to kill and liquefy prey. These creatures are mobile but slow and can sustain themselves on vegetable matter if necessary.

Gibbat: Monstrous batoids with both long, razor-sharp claws and teeth to attack and kill prey. These predatory carnivores emit a welter of confusing sounds when attacking, and the noise so generated resembles gibbering and shouting to human ears.

Glowgrave: A species of plants using phosphorescence to lure animal or vegetable prey nearby. They then attack with grasping roots and venomous rootlets.

Gritleaf: There are many varieties of plants of this sort which utilize highly abrasive portions to wear away and digest rock. The dangerous form, however, is a large, giant-leaved specimen which attacks other plants and animal life with its rough, leathery leaf-fronds, whipping and flailing to draw nutrients or inflict death.

Harpoonhedge: A form of thick, tallish plant life which has highly flexible and strong vines amidst its growth. These vines are from 20' to 30' long and have iron-hard, barbed tips at their ends. Through its senses of feeling, the harpoonhedge is able to detect moving life forms within 40' or so, and it then tracks such prey and shoots its harpoon-like vines to secure and drag back victims for dissolution and digestion. (Note: This plant is grown and so pruned as to provide a highly effective defense by some subterranean sapient races.)

Harvestman: A species of mobile plant, not swift, but large and strong. The plants have low-growing, movable branches with scythe-like edges. Any victims of their scythe attacks are then gathered up by prehensile roots and fed into a truck orifice for digestion.

Heathedge: A form of large plant which develops high internal heat in its roots to aid in its ingestion of minerals. If the upper portions are broken, the heathedge plants squirt forth a sticky, extremely hot sap which inflicts severe damage to the molesting life form. (Again, similar to harpoonhedge, this species of plant is utilized for protection by intelligent life forms.)

Impaler: Another of the mobile species of plant life found underground. Impalers are bipedal, hu-





man-shaped, and have long, spike-like thorns covering them. They attack prey by moving and grasping/pressing. Impaled victims are then digested by a sap secretion, and the nutrients absorbed by rootlets or base roots.

Kicket: These large insects are undoubtedly related to normal crickets, but they have grown to a length of 3' to 8' and developed very hard shells and stronger hind legs. They feed on plants, and the kicket hind legs are used to break, knock down, or disable large or heavily defended plant life forms.

Lionlizard: A variety of very large, subterranean monitor lizard, these creatures have enlarged heads and teeth and razor-like foreclaws. These reptiles hunt in small groups, or alone, and are quite effective predators.

Moving Mound: Plants which resemble a heap of wet seaweed and slime, found near water. They are mobile and utilize a pair of thick, trunk-like limbs to move about, and attack vegetable or animal prey through grasping and suffocation (body slime clogging respiratory orifices) as well as piercing damage inflicted by sharp-tipped root-like branch endings on their upper portions. Each moving mound has two or four pairs of such arm-like branches, and these are used to seize and attack.

Nailgrass: This form of plant is only a few inches high and grows in beds just as does normal grass. The leaves are iron-hard and needle sharp at the ends, so that any life form not protected by armor in the contact region will be punctured and shed sap or blood from the wounds so inflicted, thus nourishing the nailgrass.

Offalgut: Until the first awfulgutbag (see above) was discovered, those dwelling above Subterranean Ærth thought that offalguts were the most disgusting life form there. They resemble an amoeba attempting to look like a short, fat worm with stick legs and hooked mandibles fringed by a mass of writhing tentacles. These things seem to be able to eat anything alive or dead. Their tentacles have a paralyzing poison, and their mandibles deliver deadly wounds. Offalguts too seem to be an evolutionary product to the waste dumps of Subterranean Ærth. They inhabit these areas, competing with the other vile flora and fauna common to such places, with a high degree of success.

Ohoh: Water-loving plants which are mobile and come onto land to feed on dead plant or animal material. They have keen senses, and if disturbed emit a sound like "Oh! Oh!" as they flee back towards safety in water.

Quickslime: A form of slime which is carnivorous and utilizes a highly alkaline secretion to destroy and ingest its food. Quickslime is slow-moving but can creep from place to place. It is typically found in pools on the floor or places where it can pour out or down to cover victims.

Rat: Common terrestrial rats of all sorts have migrated into the underground. They range in size from normal to several types which are as large as small dogs. Rats are commonly encountered in areas where refuse from above is dumped down into the subterranean spaces.

Ratoid: There are two varieties of this rodent. The more common is a beaver-sized scavenger-predator which is very much like a giant rat. The other variety is as large as a pig and highly predatory. Both forms of this animal hunt in packs.

Rock Scorpion: These are large, stone-colored subterranean

scorpions. They grow to over a foot in length and are very venomous.

Scavenger Worm: These are evidentially true worms who have developed massive shearing and grinding teeth for feeding on all manner of waste products, including wood, bone, etc. They inhabit areas where there are large quantities of refuse. A typical specimen ranges from 10' length and 2' diameter all the way up to 80' length and 16' diameter.

Shockshrub: A species of plant which generates a charge of high-voltage electricity. The charge is released whenever contact is made with a specimen. The shock from small specimens (1' high) is sufficient to stun a person; large ones are capable of killing a dozen people.

Shrewwolf: These are subterranean shrews grown to the size of coyotes. They have adapted to hunting in family packs, and are ferocious carnivorous predators.

Silent Whistler: A variety of plant which emits ultrasonic sound when approached within a range of about 30'. This drives off many forms of predators. These plants frequently grow in conjunction with whistler plants (q.v.).

Slapstick: A very dangerous form of plant with low-growing, dangerously spiked branches and thick, succulent foliage (often with fruit) above. Any creature near the stalk of a slapstick will be attacked as these plants release their lower limbs. These projections spring up and in to pierce and trap the victim for digestion.

Slime Creeper: A form of predatory plant life which is mobile. The species imitates normal plants and then strikes at prey as it comes within range (approximately 6' radius). Microscopic filaments of the slime penetrate the victim's body, begin digesting it, and grow with such rapidity that they literally change the subject to slime creeper in seconds—a few minutes in the case of resistant or large victims.

Slimeworm: Giant worms with a poisonous, acidic secretion. They will attack and entwine, thus causing victims damage or death. Omnivorous, these creatures are either semi-aquatic or aquatic and are seldom encountered far from water.

Slugbug: Monstrous, herbivorous insects which resemble slugs bloated to the size of bears. Their legs are vestigial, and only the foremost set, pincer-equipped, is used for feeding. Movement is by a creeping flow resembling that of an actual slug, although no slime trail is laid down.

Smotherslug: Smotherslugs are gigantic slugs which feed omnivorously. Active prey is overcome by these creatures through a rising up and falling down attack. Any victim trapped under the slug is suffocated by the slime and weight of the thing.

Snakevine: A mobile form of plant which attacks by constriction as does a python. These plants are as large as the largest constricting snakes, and their hard, fibrous trunks are very difficult to remove once entwined and constricting.

Snapper: A form of vegetable predator which has developed jaw-like growths at the ends of main roots in one species, at vine-like branch ends in a second form. When prey contacts the fronds hiding the jaw-like portions, the plant responds by snapping them shut, thus either severing nutrient material or holding the whole life form fast. In the latter case, other portions of a specimen will be slowly moved so as to be able to also snap upon the victim.

Spitslug: Another species of giant slug which utilizes its digestive acids as a weapon of predation. A typical specimen of spitslug can



release a stream of juice from its stomach which will reach 30' to 45', depending on the size of the individual. Prey killed thus is then bitten into digestible pieces and swallowed.

Starseed: This tree-like plant species is dangerous when it has seeds ripening, for it is sensitive to movement within a range of about 30' from its trunk. It will blast a dozen or two sharp-edged seed cases at anything moving in that 30' radius. The missile-like seeds often inflict sufficient injury to kill, and they then grow in the rotting remains of the victim.

Steelback: A species of huge centipede which grows up to at least 6' long. They are extremely poisonous and actively hunt all regions of Subterranean Ærth. They are called steelbacks because of their metallic color and exceptionally tough exoskeleton.

Stickycloak: A form of omnivorous plant which uses its blanket-sized leaves to attack and smother prey. The leathery leaves have a resinous exudation which both holds fast and dissolves the victim for digestion.

Stinkplant: A variety of plant which has a foul odor. When contacted, a specimen will exude even more of the sap with the repellant odor. When in seed, these plants will cause their limbs to move so as to toss their seed pods short distances away. The pods are full of the stench-emitting stuff, and burst upon falling, spreading a stink in a 5' radius. Natives call them "stink-throwers" at such time in the growth cycle.

Stonespear: Whether these predatory creatures are snails with tentacles or some strange form of cephalopod is not certain. They resemble long, thin cones (as do trilobites), and they attach themselves to the ceilings of underground spaces. When they sense prey passing beneath, they loose their sucker-grip and drop. Their weight is great, so the pointed end of their shell impales their victims. Lodged thus, the stonespears then send forth mouthed tentacles to bite the prey to pieces and swallow it.

Stranglevine: A rooting, tree-live vine which utilizes mobile vine branches to attack anything contacted—whether the vine contacts it or vice versa. The tough, elastic creepers then wrap tightly around the prey and crush it. Dead material is then dragged to the main stem for digestion.

Sweetend: Sweetend is a form of plant life which exhales a very alluring scent from flower-like growth. It also emits a potent narcotic which poisons any creature close and breathing the stuff. Shallow roots then move upwards, cut the victim to shreds, and drag the morsels down to fertilize the soil and feed themselves on.

Toppler: This heavy, woody plant has only thick, short roots which serve as both its means of slow locomotion and braces to hold itself upright at a slight angle. Then, when prey passes within range, the plant topples over as would a deadfall, crushing the victim and pinning it beneath the toppler's weight. Openings then appear in the trunk for digestive sap to seep forth and break the material down into digestible form, then hollow tubules suck the resulting ooze. The specimen then grows a branch which gradually rights it. The main trunk then separates itself, and the branch becomes a new, young toppler, which must move away from the parent within a few hours or else be cannibalized.

Trapbeetle: These are barrel-like insects which grow to 4' to 6' length and have huge heads with double mandibles set at right angles to each other. They work their way down so as to be in a position as

near to perpendicular as possible, and, hidden thus, open their jaws and wait for unwary prey to blunder into this mandibular deathtrap.

Unlife: Unlife is a species of mold which seems not to be alive as we think of the term. In any event, if unlife contacts any form of living flora or fauna, it withers and kills it, growing to an obscene mass of worm-like stuff even as the host shrivels and turns into powder. This process takes only a few minutes. The mass of unlife "wormlets" then breaks apart, and each little segment wiggles off to lie dormant somewhere for an indeterminate period of time.

Vampbug: These are tick-like bugs, ranging in size from only a few inches to over a foot long. They are vampiric and subsist on plant juices and animal blood. They have an anesthetic in their saliva which makes the puncture wound of their proboscis almost painless. An average vampbug will take a pint of blood before being satiated, so a few can prove fatal to their victim.

Wally: Wallies are hard-skinned, camouflaged herbivores with slab-like bodies and short legs hidden by drooping folds of leathery hide. It is almost impossible to detect them, as they press themselves against the sides of underground walls (thus their name). These ox-sized creatures will defend themselves with sickle-clawed forelimbs and by devastating butts from their rock-hard, knobbed heads, if threatened or attacked.

Warthill: These monstrous toads are called warthills because of their exceptionally warty skin and great size. They have small, backward-pointing teeth, and some varieties are poisonous. They feed on steelbacks, all manner of scorpions, spiders, and insects, and just about any other form of live prey they encounter and can eat. Although dangerous in the extreme, these giant batrachians are seldom molested by sapient races of Subterranean Ærth, because of the number of other deadly life forms they prey upon.

Webber: Certain large, semi-intelligent arachnids evolved in the underworld utilize their web-making ability to literally net or lasso prey. The smaller, noosing webbers, are up 12' long and shoot out their sticky strands to lasso prey at ranges as great as 60'. The larger, heavier netting webbers use their huge spinnerettes to send a mesh of webs of as much as 30' diameter out and/or down to trap victims as far distant as 30' (vertical distance not a factor). Reports of netting webbers as large as 24' have been made, but typical specimens range from 16' to 20' long.

Welcome Lamp: There are several forms of phosphorescent plants called welcome lamps. All are cultivated by the various subterranean races able to see light in human-normal visible spectrum, in order to add these plants' light to their dwelling and working areas. In some places, welcome lamps are grown along frequently travelled passages. The most common varieties of these plants are of ultralucidisynthetic plant, fungoid types, and lichen.

Whipslime: This deadly predator species has both senses and mobility. If movement within 10' or thereabouts is detected by a whipslime growth, it lashes out from one to six tentacle-like strands of itself. The slime strands are acidic and poisonous; they break off upon contact, adhere to the victim, and enter the body through the openings caused by their acid. Even if the initial wounding and poison fails to kill a victim, the slime's growth and production of digestive enzymes (acidic and poisonous) will kill an afflicted life form in five to 60 minutes time.



Whistler: Similar to silent whistlers (q.v.), this large, branching plant species has developed sensory organs. If there is movement within from 30' to 60' of whistlers, they usually emit a loud, whistling noise in the human-norm range. This sound tends to drive off many sorts of predators, as the noise is painful to their hearing organs. Although they have no intelligence, it has been noted that whistlers will not react to movement of a sort familiar to them and which has proven, over a long period of time, to be non-harmful to them. Thus, certain subterranean sapient races cultivate them, and silent whistlers, too, as a defense and warning system for cultivated areas and domiciles alike.

Wolfspider: The subterranean species of common wolfspider has grown to gigantic size and terrible poison virulency in the sunless realms. The smallest variety is as large as a big dog; there is a middling-sized variety the size of a tiger; and the great wolfspider attains a size slightly larger than a brown bear. All forms are deadly hunters, lurking on floors, walls, and ceilings, awaiting unsuspecting prey. They hunt primarily by sight (SE-N-U) and touch (FV).

Aquatic Subterranean Flora & Fauna

Because of the difficulty of sustaining plant growth in subterranean waters, there are fewer aquatic life forms than one might expect. Because there are many bodies of water not exposed to either heat for thermosynthesis or ultravioletium for ultralucidi-synthesis, much of the water of Subterranean Ærth is relatively devoid of life. However, in those places where a food chain is established, the following species will occur:

Cavecroc: See above for details.

Clamp: There are a number of freshwater mollusks inhabiting the bodies of water of Subterranean Ærth. Two varieties grow to giant size and are dangerous. The more common form is the clamp, a huge clam reaching up to 4' to 5' length, and which will close fast on anything that disturbs or is detected by it. The other is even larger and has a serrated shell edge; for this reason it is called the shark clamp. The sharp-edged shell tends to sever whatever it closes upon.

Crawbad: A form of giant crayfish reaching a length of 15' to 20'. While they can subsist on vegetable matter, these huge crustaceans prefer carrion or live animal prey and so are highly dangerous to anyone entering water where they lurk. On the other hand, crawbads are considered delicious by many other life forms, so they are as often hunted as they are the hunters.

Cuttlefiend: This form of cuttlefish grows to monstrous size and has semi-intelligent behavior. It lurks near places where other creatures enter the water or stop to drink, and attacks with its tentacles. Fortunately, cuttlefiends inhabit only large, warmer bodies of subterranean water, so they are infrequently encountered.

Drownweed: Drownweed is a species of carnivorous plant with mobile, constricting fronds of great strength and elasticity. When contacted, these fronds grasp and constrict around prey, dragging it down to the base portion of the plant, where mouth-like openings with saw-like edges cut it into pieces and consume it. The drownweed grows from small size of about 2' to 4' all the way to giant specimens with fronds of 30' length. Because it typically seeks surface prey, the plant is known as drownweed, for the fronds drag victims below, and drowning occurs before actual devouring in most cases.

Fish: Besides the dangerous sorts listed separately within this section, there are more than a dozen species of unremarkable fishes inhabiting subterranean waters, many growing to great size.

Garpike: These are giant fish which resemble a cross between an alligator gar and a pike. They are active predators and normally attain a length of from 5' to 8'. However, a trophy specimen recently brought up from the underground waters was a record 21' length!

Hagnymph: These aquatic nightmares might be a larval form of one of the giant subterranean insects, but there is no sure evidence as yet. They are hideously ugly, with heads that vaguely resemble hags of Phæree origination, but with great pincers, of course. Their bodies are shelled, and propelled by paddle-like hind legs, while the other two pairs of legs are pincer-clawed for catching and holding prey. These monsters are about 10' long and exceptionally dangerous.

Hydraworm: This form of aquatic predator might be both animal and vegetable. They root to the bottom of a body of water and grow thus, but they also feed on all manner of other living things they catch with their branched upper portion. The head of these things has from 11 to 20 separate stalks, each being a snake-like growth with sensory organs and mouth, and ranging from 6' to 12' length (depending on the size of the main body). The hydra-stalks search for passing prey and seize it in their mouths. The victims are bitten and possibly paralyzed by the stalk mouths, then pulled down to where the main trunk can engulf and swallow them. Typical specimens of hydraworms are about 12' tall and 4' in diameter.

Killercat: Killercats are a giant form of catfish with large teeth in addition to their poisonous feelers. They both scavenge and hunt, and while they usually feed on the bottom, killercats will occasionally rise to attack prey moving above.

Muckdevil: A form of flatworm of huge size and predatory nature inhabiting muddy bottoms of subterranean bodies of water. Concealed in the ooze of the depths, muckdevils strike outwards or upwards at any unwary passerby, using their large mandibles to seize and devour the luckless prey thus captured. They range in size from 20' to 30' length and can actually take prey as large as half their own length.

Octoplant: This form of plant life seems to have evolved to mimic the marine octopus. It looks very much like a large octopus, uses its tentacles to seize prey, and moves as does that creature. Octoplants lurk near the shore of subterranean bodies of water and seize whatever prey they can, whether in the water or at its verge. They grow to a body size of about 12' long and 6' diameter, with tentacles numbering six to 10, and with tentacle length of 25' to 30'. Octoplants even have a heavily beaked feeding orifice which is similar to the octopus' mouth.

Rock Gator: These are crocodilians of short-tailed but wide-bodied sort. Typical size is about 12' long and 4' body width, the tail being only about 4' of the total length. These animals have a hide which closely resembles the rock of subterranean waters, so they are not easily detected as they lurk near shore awaiting prey.

Spined Salamander: These are from 7' to 10' long bottom dwellers in underground rivers. Not only are their backs covered with short, poisonous spines, but their skin exudes a deadly poison, too. Spined salamanders typically kill their prey as much by touch as through their huge, bone-ridged jaws.



INTERIOR ÆRTH

The shell of Ærth is some 1,000 miles thick. There are openings at the north and south poles which admit entrance into and exit from the interior world. The northern opening is some 1,100 miles in diameter, while the southern one is slightly smaller...about 1,000.

The geography of the Interior Sphere is very close to the reverse of the outer one. That is, where there is land above there is water inside, and where there are oceans, seas, and great lakes outside, there are lands and islands inside. Thus, although there is less interior surface area (approximately 85% of the area above), the reversal of land and water means that actual habitable space for non-aquatic life forms is vastly greater than on the outside. While 30% of the total area of the Exterior of Ærth is land, the other 70% is water. Conversely, on the inside there is 32% water and 68% land. Thus, while on the outside there is 60 million square miles of land and 140 million square miles of water, Interior Ærth has 55 million square miles of oceans, seas, lakes, etc., and lands of 115 million square miles in extent—virtually twice the space above!

Admittedly, there are more mountains and arid regions inside, but the fact remains that there is more habitable land and more varied life forms inside the globe than are found on the outer surface. The entrances to the Interior Ærth have curved edges, the gravitational center of the planet being vested in the magma layer of the shell some 500 miles below either of the outer (Exterior or Interior) surfaces, so that if one travels through one of the openings, the transition is hardly noticeable, save for compass anomalies. In the height of summer at north or south it is possible to sail much of the way from outside to inside, but otherwise the journey must be by sled and/or afoot, or else via Heka-utilizing means or flying beast of burden—if one is fortunate enough to have acquired some Færie steed such as a pegasus. Once inside, one will immediately find cloudy skies, the area where cold, polar air meets the warmer air of Interior Ærth. After some hundreds of miles additional penetration, however, the scene changes.

The Interior Climate

The very center of the Ærth is occupied by an orb of pure Hekalite in combustion (fission-fusion). It is a sphere some 400 miles in diameter, burning with a glow which is as gold-white as the sun appears on the finest summer day. Because it hangs approximately 2,800 miles above the inside surface of the hollow inside of our planet, there is never any night in Interior Ærth. There are dim areas at the poles, and many clouds move around the inner world, but otherwise it is an eternal noonday there. The heat from the inner orb causes much evaporation and precipitation. Some areas will be enveloped in thick fog for periods of a day to a week, and during this time, condensation (dew) and mist occurs. Rain showers are also common as vapor-filled clouds form and release moisture. The blazing sphere of Hekalite emits all manner of beneficial radiation, but as far as is known, seems not to give off destructive rays, so that life span is increased as compared to like specimens of Exterior and Interior habitat. Survival of many life forms now extinct on the outer surface is probably attributable to the differences in solar and hekaronal (Interior sun) radiation.

Ice near the poles is in flux, for clouds allow its accumulation, but

frequent breaks in the cover of vapor allow the inner sun to thaw the frozen water. Many rivers have their sources in the polar opening regions, the waters flowing south or north to the great Interior Ærth seas and oceans. Temperatures moderate rather rapidly towards the equatorial region as one moves inward from the polar openings, but cold from outside causes seasonal changes in the bands nearest to these gaps in Ærth's shell. From arctic conditions within a few hundred miles of the rim of an opening, further progress inwards brings one to a brief sub-arctic circle which is larger in winter than in summer. Temperature variation continues to a lesser extent into a cold-temperate band farther inwards from the polar openings. Thereafter come temperate, sub-tropical, and tropical climate regions, the latter at the middle ring of the Interior, the equivalent of the Exterior's equatorial zone. The central portion of this region has a steady temperature of around 90° F, the sub-tropical mean being 80°, warm temperate 70°, and cold temperate 50°. At the cold temperate band, seasonal fluctuation occurs. Weather also causes some variations in the temperature, cloud cover reducing heat, and winds being a factor as well.

Interior Life Forms

As we have mentioned previously, there are what effectively amount to three different "bands" of life forms inhabiting Interior Ærth. Before examining specifics regarding these bands and their denizens, it is useful to get an overview of their extent and general conditions. This will be done from the "ends" to the middle. That is, we will work from the polar openings to the interior equatorial band.

Nearest to the north and south polar openings are slightly differing regions where mammalian forms of life predominate, and the flora is similar to that of Earth's Cenozoic Era. Polar conditions persist for some 500 miles inside. Next, the sub-arctic and cold temperate region continues for approximately 750 miles. Then temperate to warm-temperate conditions stretch for another 1,500 miles where the boundary between the outer and middle bands occurs. Next come the two intermediate bands of Interior Ærth, separating those nearest the polar openings from the girdling equatorial band. Each of these is about 1,000 miles wide and sub-tropical in climate. Large portions of the land in these band portions is rocky, mountainous, and/or arid. Fauna in this band is of reptilian sort, including the aspid evolutionary forms as well as cynodontid developments. Flora is of mixed type, including very ancient cycloids and varieties similar to semi-tropical vegetation found outside.

Finally, sandwiched between the intervening middle band strata is the innermost, equatorial band, which is positioned the same as Ærth's exterior equator, relatively speaking. The whole of that area is of semi-tropical to tropical climate, varying from plateau grasslands and lower veldts and jungles to swampy morasses. Fauna and flora within this band is of Mesozoic Era sort. The average width of the equatorial band is 3,500 miles, and it is approximately 22,000 miles in circumference.

The Outer Band: Mammalian fauna of the two separate strata which comprise the band are divided between the northern and southern populations. Each population is relatively unique as a glance at the Outer Band Life Forms list on page 59 will reveal. You will also note that common names for these animals are shown with academic names following in parentheses where applicable. Al-

OUTER BAND LIFE FORMS

Land Fauna

Northern Hemisphere Band Region:

Aurochs (bos primigenius)
 Bears, Cave (ursus spelæus)
 Bears, "Dog" (trogsus)
 Bears, Polar
 Bears, "Tiger" (amphicyon)
 Caribou/reindeer
 Crocodillans
 Cutlass-toothed Lions (homotherium)
 Dagger-toothed Tigris (machalrodi)
 Dirk-toothed Cougars (megantherion)
 Demonbears (pantodont)
 Demon Lions (andrewsarchus)
 Devil Wolves (canic dirus)
 Elephants:
 Down-tuskers (deinothere)
 Emperors (m. Imperator)
 Four-tuskers (gamphotheriiforms)
 Hairy Mammoths (m. americanus)
 Hook-tuskers (stegodon ganesa)
 Mammoths (m. trogontheri)
 Pike-tuskers (anancus arvernensis)
 Pygmyphants (e. falconeri)
 Shovel-tuskers (ganesa ambelodon et al.)
 Woolly Mammoths (m. primigenius)

Four-horned Moose (sivatherium)

Giant Beavers (castorides)

Giant Bison (bos latifrons)

Giant Boars (dinohyus—hipps-sized!)

Giant Camels (titanotylopus)

Giant Elk (megaloceros)

Giant Hyenas (pachycrocuta)

Giant Pigs (entelodon)

Giraffamels (alticamelus)

Glutton Devils (mesonyx)

Great-horned Stags (eucladoceros)

Houndbears (hemicyon)

King Hippos (h. gorgops)

King Pythons (circa 90' to 100')

King Warthogs (metridochærus)

Lions, Cave (panthera spelæa)

Musk Oxen

Pandapirs (homalodontherium)

Quadralopes (protoceraftidia)

Sabre-toothed Tigers (smilidon)

Sea Lions

Seals

Streaked Giraffes (giraffokeryx)

Tiger Dogs (hyaenandon)

Walruses

Weaselbears (harpagolestes)

Weasel Lions (patriofells)

Wolves

Y-horned Rhinos (titanotheres brontops)

Southern Hemisphere Band Region:

Amazonian Devils (prothylacynium)

Anacondas (circa 11' to 120')

Antarctic Walruses (aivucus)

Ape Bears (chelicotherium)

Axe Beaked Ostriches (diatrymas, also phorusrhacus)

Bear, Long-tailed (Polar) (borhæyna)

Boas, Giant (circa 70' to 80')

Camelephants (macrauchenium)

Chisel-toothed Lions (thylacoleo)

Crocodillans

Dullheads (neohelos)

Four-horned Rhinos (carsinootherium)

Elephant Birds (æpyornithiformes)

Elephants:

 Big-tuskers (e. antiquus)

 Horned-mouth (cuvieronius)

Giant Four-horned Rhinos (arsinootherium)

Giant Kangaroos (procoptodon)

Hairy Hipponeroses (toxodon)

Hippophants (pyrotherium)

Ice Horses (neoparadoxia (paleoparadoxia))

King Condors (teratornis)

Megasloths (megatherium)

Moas (dinornis)

Oxchucks (diprion)

Pandacoons (champalmalanla)

Peccarcoms (trigon)

Pike-toothed Lions (thylacotherium)

Rhinoceri:

 Hippocorns (teleoceros)

 Masteralls (indricotherium)

 Rhinocorns (elasmotherium)

 Trunked Rhinos (cadurcondonoid)

 Woolly Rhinos (coelodon)

Rhinorats (telicomys)

Seals

Six-horned Rhinos (uintatherium)

Sloths, Giant (mylodon)

Southern Seals (enaliarctos)

Striped (Shaggy) Wolves (thylacinia)

Tapirphants (astrapotherium)

Tapirats (protohydrochoerus)

Titanalo (pelorovis)

Toradillo (glyptodon)

Water Horses (Neoparadoxia (paleoparadoxia) desmostylus)

Marine Fauna

Cold Waters:

Eel Whales (basilosaurus)

Fish, various large forms

Fish, Armored (various large forms)

Legged Whales (pakicetus)

Sharks

Sharks, Giant

Temperate Waters:

Fish

Fish, Armored

Serpent Whales (mosasauids)

Sharks

Sharks, Giant

Sword-mouthed Fish (ichthyosaurs)

True Sea Serpents (mosasauids)



though habitat and distribution is not given, it is fairly obvious, so this should pose no problem to the astute reader. The tens of thousands of years elapsed since the initial appearance of the mammalian life forms has allowed ample time for evolution, adaptation, and development, just as the space available for habitat has encouraged the survival and spread of populations. (Gamemasters take note. This means you can create varieties or add evolutionary changes rather freely!)

The Intermediate Or Middle Band: The relatively narrow strata which together compose the intermediate band—that separating the outer from the innermost, equatorial band—are of semi-tropical climate and contain much rocky, mountainous, and arid areas within them. Although divided from each other by the central band, the life forms which inhabit these two separate areas seem to be quite similar, although we must use conjecture more often than not, due to the lack of real data available regarding these remote places. (This is a handy device for isolating the archosaurian dinosaurs from the mammals, for terrain and ferocious theraspsids and cynodonts developed into monstrous size, but very much loving desert warmth,

serves us perfectly.) Lepidosaurs (lizards and snakes) exist throughout the two strata, becoming very common near the area of the equatorial band. The same is true for crocodillians, the only archosaurs competing in this band, and a great bolstering force in the “front lines” between therapsidia/cynodontia and dinosauria.

Through long, long evolutionary processes, the inhabitants of the intermediate band have not only developed an ecological balance among themselves, but have developed species apt at preying on the dinosaurs in the hotter band and the mammalian life forms in the cooler ones. Obviously, the strata of the band fringes both populations, so such predation is natural.

In the Intermediate Band Life Forms listing, we give (as usual) common names first followed by academic ones in parentheses. Brief information on size and feeding habit (carnivore, herbivore, omnivore, ovivore) is also given. Note that only the major species are listed. There are many lesser ones, as well as all manner of small species are totally ignored.

Before turning to that list, however, readers will find the following general details to be of interest, regarding a few specific types of creatures:

INTERMEDIATE BAND LIFE FORMS

Land Fauna

Barbface (lizard): 30' long carnivore. Spike-headed, heavily toothed with massive scales.

Burrowing Toad (lizard): 3' long ovipore/omnivore. Toad-bodied, cunning egg-stealer utilizing burrowing in its hunting.

Colositor (lizard): 25' long carnivore. A gigantic variety of the monitor lizard, using hiding and rushing in pack hunting technique.

Crocodragon (crocodillian): 40' + long carnivore. Swift-running, short-tailed, with particularly savage dentition.

Death Archer (snake): 25' long carnivore. Heavy-bodied, highly venomous, and able to spit at 25' + range.

Finback Dragon (reptile): 50' long carnivore. A sail-backed, barrel-bodied killer with huge head and enormous jaws.

Gila Monstrous (reptile): 8' long carnivore. Huge Gila monster which has developed pack hunting technique.

Gorgonophant (therapsid): 10' high herbivore. Elephantine multi-tusked, multi-horned quadruped.

Gray Streaker (therapsid): 5' high herbivore. Boar-like and very fleet with big tusks used in defense.

Green Racer (reptile): 6' high ovivore. Bipedal and quick as well as fast-running, with prehensile foreclaws, and apt to attack small prey if hungry.

Horned Hunter (therapsid): 10' high carnivore/scavenger. Unusual in ferocity and having four offensive/defensive horns on its head.

Horntooth (therapsid): 15' high omnivore. Related to the horned hunter, but differentiated by size, massive head, and tusks instead of head horns.

Juggernaut (cynodont): 12' high herbivore. Huge-bodied and very very heavy, armored, herding.

King Croc (crocodillian): 50' long carnivore. Semi-aquatic/aquatic, thickly armored mugger.

Leech Lizard (snake): 10' long carnivore. Small-legged, tropical anesthetic-salivaed, vampiric feeder by preference.

Legged Snake (cynodont): 40' long carnivore. Heavily fanged and strong of jaw, with a 6' long head.

Lope-Hound (cynodont): 6' high carnivore-scavenger. Looks like a nightmare hyena, and hunts in packs.

Mauler (therapsid): 9' high omnivore. Long forelegs especially heavily clawed.

Nightrunner (cynodont): 8' high herbivore. Horn-mouthed, herding, and camouflaged so as to be nearly invisible in the night-like gloom of the forests it inhabits.

Serpentsnake (snake): 100' or longer, using both mild poison and constriction to kill prey. This monster can swallow a whole buffalo without difficulty. Although its venom is mild, the quantity is so great as to make its bite truly deadly for nearly any creature.

Shark Snake (snake): 45' long carnivore. Particularly vicious, huge-headed, shearing-toothed and aggressive.

Spiked Croc (crocodillian): 30' long carnivore. Armored, spiked, swamp-dwelling predator.

Swarm Snake (snake): 15' long carnivore. Fast, poisonous and with cutting teeth too, pack hunting.

Thug (lizard): 60' long carnivore. Lurking predator with chameleon-like color change ability, and massive teeth.

Tree-topper (lizard): 15' long herbivore. Arboreal, herding, fast climber with dangerous claws.

Tuskfang (therapsid): 12' high carnivore. Huge-toothed, bipedal lurking predator.

Walking Hedgerow (therapsid): 17' high herbivore. Huge, boar-like tusks and bristling spines make this herding animal safe from most attackers.

Yowler (cynodont): 8' tall herbivore. Parrot-beaked, yet fanged too, herding, and with a distinct cry.

Marine Fauna (Tropical Waters)

Fish	Serpent Fish (plesiosaur)
Armored Fish	Serpent Turtles (nothosaur)
Giant Turtles (archelon and placodont)	Sharks
Pike Squid (trilobitoid)	Sharks, Giant
Sea Dragons (kronosaur)	Whale Crocks (metriorhynchus)
Sea Muggers (rhamphosuchos)	



Crocodylians: The crocodylians have changed but little from those surviving on Exterior Ærth, although there are truly giant species here. Two main forms of crocodylians exist. One is a long-jawed giant which is mainly a terrestrial predator. The other is a semi-aquatic monster quite similar in all other respects to the first. These gigantic forms, along with all of the other sorts (alligators, caymans, crocodiles, gavails, etc.) inhabit the waters and wetlands of the band.

Lepidosaur: Lepidosauria have evolved along two lines. The principal one is gigantism, and some monstrous lizards and snakes prey upon smaller creatures in and around their habitat. The other line of development is the use of poison, and certain forms of lizards found here have exceptionally toxic venom. Of course there are many other kinds of lepidosaurs, but we are considering only the dangerous principal predators. For instance, there are large, herbivorous lizards, oviparous lizards and snakes, scavenger lizards, etc.

Therapsids and Cynodonts: Therapsids and cynodonts are warm-blooded near-reptiles which have evolved along unusual lines and have developed strange and terrifying forms. Some have thick bristles, others spines, and all have huge canine-like teeth. They are marked by long forelegs and shorter hind ones, and even those with fully erect gait and bipedal have this form. The latter use their long forelimbs for seizing and holding prey.

The Inner, Equatorial Band: The broad band of archosaurian dominance is bounded by seas, oceans, mountains, and desert regions, so that its form is distinct by more than being geographically the equatorial belt. It is also laterally divided into three different regions by the oceans and seas of Interior Ærth. Because of the relative isolation of each region, the flora and fauna dominant in each is quite distinct and different.

Referring to the map of Interior Ærth in the back of the book, you will note that each region is clear and marked by a geologic time reference which is indicative of life there. The mid-Lantlan landmass has flora and dinosaurian species typical of the mid-Jurassic to early Cretaceous Periods (of Earth). To the east, in the Hindic landmass, we find flora and dinosaurian species typical of the mid-Triassic to early Jurassic. Lastly, farther east where the Titanic landmass stretches for thousands of miles, the flora and archosaurian life forms resemble mid- to late Cretaceous ones.

From that information, it is clear that we can make assumptions about the regions. Triassic-like conditions are drier and harsher than those of the Jurassic, the latter being typified by its wet, lush warmth. Plains prevail in Cretaceous-like conditions, with rainfall intermediate between Jurassic and Triassic. Because of the isolation of the equatorial region, very little information is available about the forms of life there.

No detailed information regarding the many species and varieties of dinosaurs is given herein. Instead, typical examples of main forms are shown for each region. Just as certainly, it would be improper to give the different dinosaurs common names. That is up to the Heroic Personas in the campaign—when they explore, encounter, and return to spread the word about the monsters of the interior. Because the bibliography at the end of the *Mythus Magick* book is so extensive, gamemasters are directed to the following works for details of the life forms in question:

Dinosaurs, an A-Z Guide. Benton, Michael (1988)

Big Book of Dinosaurs, The. (1989)

Illustrated Dinosaur Encyclopedia, The. (1988)





New Dinosaurs, The. Dixon, Dugal (1988)
Dinosaur Dictionary, The. Glut, Donald F. (1972)
Illustrated Encyclopedia of Dinosaurs, The. Norman, Dr. David (1985)
Predatory Dinosaurs of the World. Paul, Gregory S. (1988)
Dinosaurs of North America (1981)
Illustrated Dinosaur Dictionary, The. Sattler, Helen Roney (1983)
Encyclopedia of Pre-Historic Life, The. Steel & Harvey (Ed.) (1979)

With these, or similar resource works, you will be able to populate your milieu with as many different kinds of dinosaurs as you think proper. Where we have created life forms ourselves, so to speak, more data is given. Take special note of the Dugal Dixon work, *The*

New Dinosaurs. The various "evolved" saurians therein might be perfect to fill in places in between the regions, and to have crept in elsewhere perhaps....

This is not meant to inhibit play, but rather to enable creative work on the part of the gamemaster. Marine life forms, as you have already seen, are not detailed. Some are well-known, and the others are suited to the same creative process as the dinosaurs given below.

Sapient Races of Interior Ærth

There are four known sapient races native to Interior Ærth. Three of them are human/humanoid; the fourth is a race of bipedal dinosaurs of smallish (4' to 5' tall) size, just reaching sapient status. Two races are found in the northern outer band and one inhabits the southern outer band. The dinosaurid sapient race is in the equatorial band, naturally.

DINOSAURS OF THE EQUATORIAL BAND

"Triassic" Region

Dilophosaurus: Principal carnivore. 20' long biped.
 Coelophysis: Typical small carnivore. 10' long biped.
 Barapasaurus: Principal sauropod herbivore. 35' long.
 Platysaurus: Typical herbivore. 25' long.
 Scelidosaurus: Armored quadrupedal herbivore. 12' long.

"Jurassic" Region

Allosaurus: Principal large carnivore, 35' long.
 Megalosaurus: Large carnivore. 30' long.
 Ceratosaurus: Large carnivore. 25' long.
 Deinonychus: Fast, huge-clawed carnivore. 12' long.
 Baryonyx: Riverine quadrupedal carnivore (fish et al.). 20' long.
 Brachisaurus: Huge sauropod herbivore. 75' long.
 Camarasaurus: Intermediate sauropod herbivore. 60' long.
 Diplodocus: Thin but long sauropod herbivore. 90' long.
 Camptosaurus: Iguanadonid bipedal herding herbivore. 20' long.
 Kentosaurus: Spiked, stegosaurid herbivore. 20' long.
 Tuojiangosaurus: Intermediate stegosaurid herbivore. 25' long.
 Stegosaurus: Plate-spined, quadrupedal herbivore with tail spikes. 25'+ long.
 Hylaeosaurus: Early nodosaurid herbivore, armored and spiked. 15' long.

"Cretaceous" Region

Tyrannosaurus: Largest carnivorous dinosaur. 40'+ long.
 Spinosaurus: Principal carnivore. 40' long.
 Albertosaurus (Gorgosaurus): Tyrannosaurid carnivore. 30' long.
 Dromaeosaurus: Fast, small, large-clawed carnivore. 10' long.
 Velociraptor: Speedy bipedal oviraptor (egg stealer). 6' long.
 Ornithomimus: Bipedal omnivore-ovipore. 12' long.
 Alamosaurus: Sauropod herbivore. 60' long.
 Saltasaurus: Armored sauropod herbivore. 40' long.
 Nemegtosaurus: Diplocid sauropod herbivore. 60' long.
 Iguanadon: Bipedal herding herbivore. 35' long.
 Ouranosaurus: Bipedal Iguanadonid with finned back. 30' long.
 Dravidosaurus: Stegosaurid herbivore. 15' long.
 Anatosaurus: Duck-billed bipedal herding herbivore. 40' long.
 Parasaurolophus: Crested, duck-billed herbivore. 30' long.
 Panoplosaurus: Spiked nodosaurid herbivore. 20' long.
 Ankylosaurus: Armored, club-tailed herbivore. 35' long.
 Silvisaurus: Armored, spike-tailed ankylosaurid. 15' long.
 Psittacosaurus: Small, bipedal, parrot-beaked herbivore. 6' long.
 Triceratops: Huge, quadrupedal, head-shielded, three-horned herding herbivore. 35' long.
 Styracosaurus: Frill-shielded ceratopsid herding herbivore. 20' long.
 Torosaurus: Long-shielded ceratopsid herbivore. 25' long.
 Chamosaurus: Long-shielded ceratopsid herbivore 15' long.
 Pachycephalosaurus: Bone-knob-headed bipedal herbivore. 25' long.
 Stegoceras: Small, bone-headed bipedal herbivore. 6' long.

Notes:

The "Triassic" conditions are the least favorable, so there are fewer species of archosaurs, and populations will be less dense. In the region of "Jurassic" conditions, approximately three times as many species of dinosaurs exist, and population will be at least twice as dense. The largest of the three regions, the "Cretaceous" one, has more species than the other two combined, but population density will be about the same as that of the "Jurassic" conditions region.

Marine life forms will be the same as for the Intermediate Band.

Crocodylians will be found in the equatorial region. They range from normal size to gigantic—i.e., 6' to 50'+ long.

Pterosaurs, unhindered by barriers which confront their land-bound kin, range the whole band. They vary in size from large ones with a 6' wing spread to giants with 30' or greater span.



Humans, "Cro-Magnon": A Cro-Magnon-like race. Tall, fleet, strong. Adjust all ATTRIBUTE scores as follows: M +0, PM +2, PN +3, SM -1, SP +0. Distribution towards southern areas of Northern Band. Several isolated groups. The Cro-Magnon-like race has clan-tribe organization and advanced cultural development.

Humans, "Neanderthal": A Neanderthaloid race. Large, and brutal in appearance. Adjust ATTRIBUTE scores as follows: M -2, PM +4, PN +1, SM -3, SP -1. More northerly of Northern Band, and in many competing groups. The Neanderthal-like race has family-band social organization and some advanced culture.

Humanoid, Pithicanthropoid: Very strong, very ugly and with bad temper. Brachiating easily. Resemble orangutan-human cross. Adjust ATTRIBUTE scores as follows: M -3, PM +5, PN +2, SM -4, SP -2. Southern Band, forest-dwelling. These ape-like humanoids are of family-band organization and rudimentary culture.

Theriodid: Scaled but tailless, fast and quick. Vicious in nature. Humanoid facial features with large but reptilian eyes, round nostrils, slightly protruding jaws with many teeth. Adjust ATTRIBUTES as follows: MR -3, MM +1, PM +2, PN +4, S -4. Inhabit rocky areas where large dinosaurs can't go. Pack-hunting. Like the Pithicanthropoids, the Theriodid race is of family-band organization and rudimentary culture. We contemplate the dinosaurian people as rather nasty sorts, but individual gamemasters may alter that to suit their campaign.

Interior Life Forms Viability on Exterior Ærth

As a general rule, there is no reason that any given life form would not survive elsewhere, provided that the conditions were not adverse. Obviously an aquatic specimen needs water of the right salinity and temperature, and any life form needs the proper temperature, diet, etc. However, the damaging rays of the sun will at least shorten the life expectancy of Interior Ærth life forms, and some

might live only a matter of days, weeks, or months (at the option of the GM). For instance, the sapient life forms might be subjected to a shortened life span, while the archosaurs and other such creatures might live only a month or two when bombarded by solar radiation. Marine forms could thus live longer, shielded as they would be by water, but the tyrannosaurus rex brought above to terrorize the land, wouldn't be long-lived on the outside.

Other sapient species placed into the Interior Ærth environment will have gradually lengthening life spans, so that eventually decades will replace years in reckoning. When they are brought above, the reverse process will occur. A 600- to 700-year span will be shortened by a factor of 10 years per one year while outside, but return to the beneficial environment will then allow longer life again, minus the years lost (i.e., one outside for two years loses 20 years of Interior life). Outer Ærth life forms dwelling in the inside will find their life extended by only a 5 to 1 ratio, but....

Sapient Race Cultural Status

Cultural/Technological Device	Development—		
	Advanced	Intermediate	Rudimentary
Animal domestication	X		
Basket	X		
Brush shelter		X	
Canoe		X	
Clothing			X
Clothing fit and sewn	X		
Fire			X
Food preservation	X		
Food storage		X	
Gourd vessel		X	
Hand Weapons:			X
Axe (stone)		X	
Club			X
Dagger/knife	X		
Mace (stone-headed club)	X		
Stick (blunt/sharpened)			X
Spear (stone tipped)	X		
Missile Weapons:			X
Axe		X	
Arrow/bow	X		
Bolos		X	
Boomerang	X		
Club			X
Dart/blowpipe	X		
Javelin		X	
Javelin, thonged/atlatl	X		
Spear		X	
Stone or rock			X
Stone/sling	X		
Pottery		X	
Raft		X	
Shell Container			X
Shield		X	
Skin Sack			X
Tent or lodge	X		
Trap or snare	X		

ÆRTH GAZETTEER

The following material details the various nations of Ærth's outer surface. The entries are arranged alphabetically by state.

Achæa (Hellas)

Government: Democratic Confederation
Pantheon: Greco-Roman (G)
Ruler: Prince Damion Omandes
Capital: Athens
Population: 125,000
Other Cities (and population):
Corinth: 75,000
Sparta: 50,000
Coinage: G: Achæan drachma (500 BUCs); E: mina; S: dolphos; C: drachem; B: drachma; N: obol; I: lentos
Important Persons: Governors of Corinth and Sparta, priests, officials, etc.
Alliances: Hellenic League.
Hostilities: Possible with Trebizond over Ukrimian trade.
Open Warfare/Skirmishing: Sea skirmishing with Italics.
Intrigues: Plot to have state join in a Macedonian-Epirian war against Dalmatia.
Magickal Devices: The unquestioned prizes of Achæa are the *Sistrum of Olympus* and *Trident of Three Trirons*. Few other major items and those are mostly defensive. Moderate numbers of intermediate and minor sorts of devices are also held.
Thumbnail Sketches: The territory of Achæa extends over some 35,000 square miles. It includes hundreds of islands, plains, and the famous Pindus Mountains and Mount Olympus on the Macedonian border. Almost a third of the land is wild and forested. Forests are managed closely, for the demand for ship timbers is great. Oak and firs are the major woods produced. In forest and scrub are found such game as the Æropan lion, bear, wolf, stag, deer, boar, etc.

Little need be said regarding the contributions to art, architecture, drama, literature, philosophy, mathematics, and democracy made by the Hellenes of old. The Parthenon of Athens, and the many other temples of Achæa, are attractions which never cease to amaze the visitors to this land. From the enchanting isles which fringe the state, to its rugged mountain heartland, the natural beauties of this land are seldom rivaled anywhere. Athens, of course, is the seat of the Grecian Synod of the Greco-Roman Pantheon, so many pilgrims travel to that city annually. The city is also a great learning center.

The people of Achæa are primarily Greek. There are fewer than 5 percent of other nationalities in the state. (A few expatriate folk of Phæree origin are said to dwell in the remote hill and mountain regions.) The majority of the people are agriculturists, although there are numbers of fishermen and craftsmen too. Most of the folk are free, and all save the poorest peasant class seem to have a family donkey to ride. Slavery is allowed, but it is neither common nor favored, and only about 2 percent of the population is bound thus. The true middle class is small. The Achæan aristocracy is rich and powerful, but while its members hold most offices, they are not oppressive or tyrannical. The country is occasionally troubled by mountain bandits, and num-

bers of pirates also operate from its waters.

There is no large, permanent military establishment, save for that of the marine forces which are part of the Achæan Fleet—actually Fleets, as Athens, Corinth, and Sparta each have their own independent squadrons. In time of need, the confederate city-states field large bodies of levied men led by knights and nobles.

Wheat, maize, barley, oats, and rice are grown and give good yields. Beans, peas, lentils, beets, and many sorts of other vegetable crops are also raised. Currants and olives are extensively cultivated. Cotton, tobacco, and carobs are cash crops. Vines are common. There is also much fruit, including oranges, lemons, citrons, pomegranates, figs, peaches, apricots, and almonds, plus mulberries for silk, is cultured.

Sheep, goats, and cattle are the main livestock, and there are fair horse herds maintained in the state. Swine, mules, and asses, plus poultry, are also raised. Oxen are the major draft animals, followed by mules and horses.

Fishing is of great importance. Timber operations are also important to the state.

Mining is very productive in Achæa. Gold, silver, copper, chrome, lead, iron, coal, manganese, salt, emery, sulphur, and zinc are the principal minerals brought forth. Quarries produce cement, excellent marble of various colors, porphyry, and hard building stone.

Wine, wheat, olives, olive oil, citrus fruits, currants, raisins, figs, fish, oysters (the Grecians were the first to actually cultivate such shellfish!), and medicinal herbs are the chief products of export.

Adal

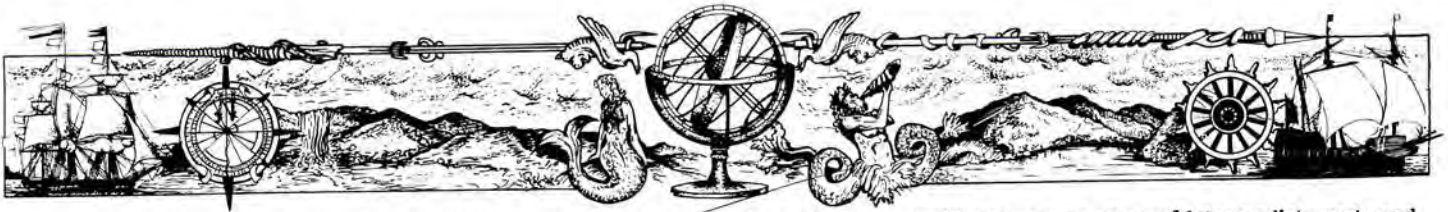
Government: Kingdom
Pantheon: Ægyptian
Ruler: Zambessa
Capital: Zelia
Population: 25,000
Other Cities (and population):
Jibuti: 10,000 (port)
Coinage: S: lion; B: dinar; I: eye
Important Persons: Various chieftains.
Alliances: Ætheope, Punt.
Hostilities: Axxum.
Open Warfare/Skirmishing: Raiding back and forth on Axxum border.
Intrigues: Unknown

Magickal Devices: Probably no major items, and only a few of intermediate sort. Minor items are not common.

Thumbnail Sketches: Little is known about the folk of this land, although there are basically those of Afar (Ætheopean) and Somali tribes in Adal, the former sort predominating. From this country come myrrh, gums, resins, coffee, salt, woven cloth of considerable beauty, and ostrich plumes.

Ægypt

Government: Kingdom (Imperial)
Pantheon: Ægyptian
Ruler: Tuthmosis IX, Pharaoh
Location: Afrik
Language: Ægyptian
Population: 20,000,000 +



Capital: Thebes

Population: 500,000

Other Cities (and population):

Elephantine (Upper Capital): 150,000

Memphis (Lower Capital): 2,000,000

Napata (Nubian Oversight Capital): 75,000

Rosetta: 150,000

Tanis: 100,000

Flag/Emblem:

Flag: Golden winged solar disc on blue field.

Nubian Oversight: White horned lunar disc on black field.

Emblems:

Ægypt: Ankh

Lower Ægypt: Uræus

Middle Ægypt: Scorpion

Upper Ægypt: Vulture

Coinage: P: ankhen; G: aten, drachma (500 BUCs); E: neb; S: crescent; C: tek; B: dinar; BR: abt.

Important Persons: Prince Khepraphis of Nubia (The Nubian Oversight), Viziers of the "Three Kingdoms" (Lower, Middle, and Upper Ægypt), Archpriest, the Marshal of Ægypt, bureau ministers (particularly agriculture, commerce, waterways, internal affairs, foreign affairs, commerce & trade), Governor of the Tanis Sepat (in Grecian *nome*), princes, other *nome* governors, Governor General of Phillistia (q.v.), other nobles, Chiefs of Pharaoh (tribal leaders).

Alliances: Ætheope, Hasur (trade), Hellenic League (trade), Keshu, Venice (trade).

Hostilities: Lybbos, Shamash-Yarbay, Meroe.

Open Warfare/Skirmishing: Border incidents on all sides. Nomadic raiding on western desert areas proving costly.

Intrigues: Numerous in palace, amongst nobles and governors, but the nature of each is uncertain.

Magickal Devices: Large numbers of offensive and defensive de-

vices of very powerful sort, many more of intermediate sort, and lesser ones are widely held by military, ecclesiastical, and governmental agencies as well as private individuals. Ægypt has retained her sovereignty and leading position because of her Heka power and magickal devices. The efficacy of the four pyramids as Heka collectors is unquestionable. Known objects of superlative sort are: *Nine Neteru Axes*, *Ur-Hakau of Imhotep*, *Aten Ankh*, *Mace of Narmer*, *Grimoire of Pharaoh Nectanebus*, *Golden Crook and Ebon Flail* and the *Sphinx Legions Talisman*.

Thumbnail Sketches: The four great pyramids and twin sphinxes of Ægypt are certainly one of the Twelve Wonders of Ærth. Luxor is the seat of the Ægyptian Pantheon, and the mighty temples and extensive tombs in and around the Luxor-Karnak area are also of great interest. Because desert surrounds the land east and west, the greatest part of inhabited Ægypt can be seen by travelling along the Nylle River. From the the delta region upstream, to the great metropolis of Memphis, capital of Lower Ægypt, past the many cataracts of the river to distant Napata, the traveller will be amazed to see how great and diverse is the nation. From the civilized and intensely cultivated Nylle Delta area, to the wilds of the Nubian Oversight, it is a realm of many contrasts and wonders, while to either hand stretch the sands and rocky uplands of the deserts which bestride the fertile strip of the river valley.

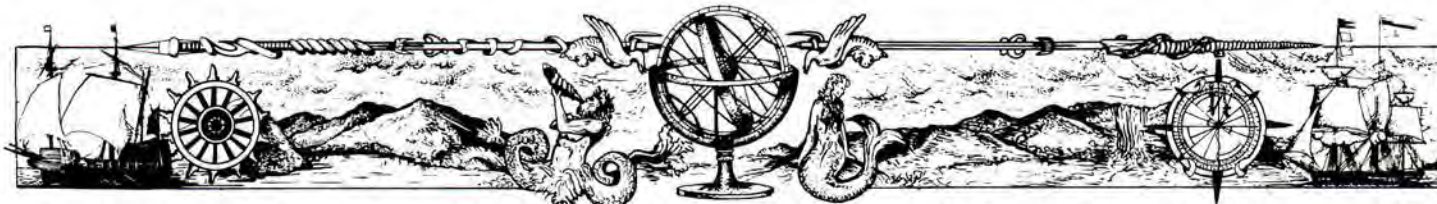
The annual flooding (the Inundation), along with irrigation and the use of petty magicks to maintain marginally cultivatable land areas, helps to assure the continued prosperity of the nation.

The flora of Ægypt varies widely from desert plants to aquatic

plants and jungle growth. The thorn, palm, reeds, and lotus typify the former two. In the jungles, however, all manner of great hardwoods and other vegetation are found. Castor trees and the *bah* grow in the wild and are also cultivated for their oil. The wild fauna are listed at the end of this exposition.

Some 65 percent of the population is of pure Red race, and an-





other 10 percent is mostly so. There are about 15 percent Nubians and others predominantly of the Black race, most of whom are found in the southern (upper) portions of the state. The remaining 10 percent of the population is mostly of White racial origination—Grecian, Phillistine, and Sherdan—with less than 2 percent of the balance (10 percent) of Brown or Yellow stock. In addition to the Ægyptian language, Grecian and Phoenecian are commonly spoken in the northern portion of the empire, Nubian in the southern. Pantheons of non-Ægyptian sort have little interest in the land. Two percent of the population adhere to the Greco-Roman (G), and all others comprise less than 1 percent of the population. Slavery is accepted in Ægypt, and approximately 5 percent of the total population are of this class, most being either convicted criminals or foreigners bought as slaves. There are fewer serfs and more villeins in Ægypt than in most lands, however, and the freeman class is numerous, for the chief industry of the country is agriculture, and there is a substantial bureaucracy established to administer government and law too. There are also large numbers of priests and friar-soldiers bolstering the military, the knightly class not being strong in the realm, and many bandits and brigand nomads plaguing the frontiers.

Ægypt maintains a sizable standing army to guard its borders with Yarbay-Shamash (see Phillistia), Lybbos, and—to a lesser extent—the states elsewhere. Her navy is also fairly strong, with squadrons in the Mare Librum and Mare Rubine. The ancient Nubian establishment of the “Nine Tribes,” the *Teptiu*, is a still-renowned force of bowmen employing long (medium) bows. They supply nine independent battalions of archers to the military establishment of the kingdom.

The schools and universities of the land are of great repute. Although many deal with religious subjects almost exclusively, there are a considerable number which offer courses in all manner of subjects, ranging from architecture, through dweomercraft and writing, to zoology. The temple schools and universities, independent educational facilities, and Ægypt’s five colleges of dweomercraft attract thousands of scholars, many of whom are from as far away as Western Æropa and Azir.

The folk are notable for their love of good food and drink, and even the lowest class eats relatively well on a diet of figs, dates, bread, vegetables, occasional fish or meat, and beer. Goose, duck, ox, and wild game are the favorites of higher classes, who also enjoy the many fruits of the land as well as its wines when they are at table. Many herbs and spices are imported for those able to pay for such luxury items.

The popular games of backgammon and senat are played by all classes, some forms of chess by the middle and upper classes. Lately, the intelligentsia of Ægypt have been fascinated with a strange game form evidentially drawn from Phillistia, which employs figurines similar to *ushabtu* in recreating battles on land and sea. Although this writer has not actually seen such games in play, one is immediately reminded of chess. Of course, both greyhound and horse racing are standard sports pastimes in this land.

Cotton, sugar, rice, wheat, barley, millet, flax, maize, dates, vegetables, and fruits are the chief agricultural produce of the land. The horses of Ægypt are world famous, providing garrons, genets, and coursers for many lands. Quaggas and zebromegas (the zebra-like animal introduced in ancient times by the Atlantlans) are still employed as steeds in some regions of the land. Sheep, goats, cattle (oxen and buffalo), asses, camels, mules, and all manner of poultry

are kept by the peoples. There is also considerable fishing, mostly in the Nylle, but also of saltwater sort.

Mines produce emerald (beryllium), peridot, turquoise, amethyst, chalcedony, garnet, sunstones (syenites) of the finest golden-red hue, lapis lazuli, marble, and other building stones (alabaster, diorite-gneiss, granite, limestone, marble, porphyry, sandstone), plus salt and various metals (adamantine, Hekalite, copper, gold, electrum, and silver principally). Salt is mined and also collected from the sea.

Export materials include cotton and linen cloth, grain, other foodstuffs, dyes (bastard, henna, indigo, maddar, saffron, woad), myrrh, sugar, hemp, tobacco, rare woods, ivory, pearls, coral, and unguents.

Ætheope

Government: Kingdom

Pantheon: Ægyptian

Ruler: Ras Matthothsi, Farroh

Capital: Addis Ababa

Population: 30,000

Other Cities (and population):

Gondar: 45,000

Tiggre: 25,000

Coinage: G: ras (100 BUCs); S: lion; B: dinar; BR: abt; I: gonda

Important Persons: Various royal family members, nobles, chieftains.

Alliances: Adal, Ægypt.

Hostilities: Axxum

Open Warfare/Skirmishing: Northern borders skirmishing with (what seem to be) nomad raiders. No actions against Axxum at present.

Intrigues: Babylonian Pantheon faction at court secretly plotting to convert kingdom to Palu-Ea.

Magickal Devices: Ætheope is now reported as having the *Twelve Maned Lions Girdle*. One or two other major items are possible, plus some fair quantity of intermediate devices mainly from Ægyptian ties. Lesser types are still fairly rare.

Thumbnail Sketches: Ætheope is a land of both deserts and jungles, lowland and high plateau, with occasional ranges of mountains too. The climate is as varied as the landscape, and the soil is very fertile. The headwaters of the mighty Nylle River arise in part in this country, and there are many other rivers too.

The people of this land are mostly of the Black race, although there is some admixture of the Red and Yellow (Yarban) from previous centuries. The folk are both hard working and fierce in warfare. There is little slavery or villeinage, most of the population being free agriculturalists of rather primitive sort. The aristocracy is small but powerful. Virtually no bandits *per se* exist, but in their dealings with strangers, some of the tribes practice what amounts to the same thing.

There are large numbers of wild animals in this land, including elephants, rhinos, hippos, crocodiles, lions, leopards, hyenas, wolves, wild dogs, boars, giraffes, antelope, apes, etc. Domestic livestock include sheep, cattle (mostly zebu-type), goats, horses, mules, swine, and asses. Crops are many and varied, the major ones being cereals, coffee, cotton, and vegetables and fruits.

Platinum, gold, copper, silver, iron, coal, rock salt, and potash are the chief output of the mines of Ætheope. Together with coffee, pepper, gum, ivory, hides, and herbs, these are the principal exports of the country.

Location: Afrik

Language: Ægyptian

Population: 3,500,000

Flag/Emblem:

Flag: Lion regardant wearing gold feather crown on red field.



Ahuke

Government: Oniate (Kingdom)

Pantheon: Lemurian

Ruler: Arenfi Leide

Capital: Abayaeo

Population: 200,000

Other Cities (and population):

Nempa-Manu: 130,000

Umtai: 175,000

Vamena: 260,000

Coinage: Lemurian Standard.

Important Persons: Unknown.

Alliances: Muavinapu (Prince of Yohi); Wipoona.

Hostilities: Rowona, Mu.

Open Warfare/Skirmishing: Against Wipoonan forces in disputed territory in the northeast of Ahuke.

Intrigues: Arrangement of marriage of only child (daughter) of Prince of Yohi to Kavia of Wipoona to unite the two states as an Oniate under Ahukian protection. Bribery of Roahu chiefs to attack Rowona.

Magickal Devices: Ahuke is said to possess the great artifact known as the *Shell of the Deep*, but its other magickal devices are unknown.

Thumbnail Sketches: Ahuke is about the size of Francia, and its well-watered southern plains rise gradually to the mountainous borders of its upper region where it meets the states of Wipoona, Rowona, and Mu. The northern mountain valleys with their numerous waterfalls are said to be amongst the most beautiful sights in nature.

Slavery is common in the country, and there is also a large population of serfs. Only a small middle class exists, and there is a large, warrior aristocracy. Many of the highland tribes of Northern Ahuke are regarded as outlaws and rebels because of their independent and rapacious behavior.

Little is known about the produce of this land or its economy, although tales regarding its riches and wealth abound. Flora is generally unknown, but such Western plants as maize, potatoes, and tomatoes are assumed to also be native to the Lemurian island. Similarly, fauna can but be speculated, for reports of the animal life there are quite unbelievable for the most part. Recent reports claim that the upper territory in dispute between Ahuke and Rowona contains considerable deposits of oricalcum, but this is not verified.

Albion (Brython)

Government: Kingdom

Pantheon: Keltic

Ruler: Richard IV

Capital: London

Population: 750,000

Other Cities (and population):

Birmingham: 30,000

Bristol: 25,000

Cambridge: 15,000

Leeds: 25,000

Liverpool: 75,000

Manchester: 35,000

Oxford: 20,000

Location: Lemuria

Language: Lemurian

Population: 8,000,000

Flag/Emblem:

Flag: Golden pike-toothed lion rampant, regardant on a purple field.

Coinage: G: noble; S: crown; C: quid; B: common; PW: shilling; T: pence. (Also any coinage of Five Crowns minting.)

Important Persons: Prince of Cornwall, dukes of Buckingham, Clarence, Gloucester, York, Archdruid of Albion, Earl Marshal, priests, officials, etc.

Alliances: Five Crowns.

Hostilities: Danmark, Francia.

Open Warfare/Skirmishing: None.

Intrigues: Uncertain, but likely.

Magickal Devices: The sword, *Excaliber*, the lance *Rhongomyant*, the *Book of Shadows*, and *The Pavilion of Portals* are amongst the greatest of the devices held by the throne of Albion. Considerable quantities of intermediate and minor sorts of magickal devices are also possessed.

Thumbnail Sketches: The great monument and astrological/astro-nomical observatory at Stonehenge on Salisbury Plain in Albion is one of Ærth's Twelve Wonders. London is one of the leading cities of Æropa, of course, and the universities of Cambridge and Oxford are second to none anywhere. The great coastal and border castles of Albion are remarkable. The seat of the Albish Keltic Pantheon is at Canterbury where the Archdruid sits, and there are numerous and notable temples there. The great universities at Cambridge and Oxford are world renowned. Little need be said about the cosmopolitan city of London, although a word of caution pertaining to its Thieves Quarter and "Limehouse"—its foreign, warehouse, and trade district—is always in order. The theatrical dramas staged in London's many playhouses are possibly the finest performed anywhere on Ærth. The country is one of some considerable natural beauty, especially the pastoral regions and woodlands, and the ancient forest of Sherwood contains some of the oldest and mightiest trees alive. Other places of note such as Bath and the Vale of Belvoir are not to be missed by the traveller.

The folk Albion are of (thoroughly) mixed race, being Keltic Bretons, with admixture of Germanic (Saxon and other sorts), Skandian, and Gallic (Francian) blood. Many of the common people speak Keltic as well as Brythokeltic. The upper tiers often use Latin, for there is interest in the Greco-Roman (R) Pantheon amongst the nobility. While slavery *per se* is frowned upon, the law requires bondage for criminal penalty, and it is also acceptable for repayment of private debt. The division of classes in this nation is about average, with a slight bulge in the freeman class. The Albish knights are justly famed, and the nobility have somewhat limited the power of the crown, just as the free folk have managed to wrest some of the aristocracy's power to themselves. Fair folk of near-human type are accepted in Albion, and even other sorts are not despised. There are some few bandits, highwaymen, wreckers, and pirates in Albion, but by and large the land is lawful and well ordered.

There is no standing army, although there are regular companies of royal guards and a small unit which employs Phæree griffons. We have already remarked above on the puissance of the knighthood of this nation. Its free cavalymen, bowmen, and infantry, including peasant levies, are redoubtable, and in time of need they provide a military force which need fear none other. The Albish navy today is possibly one of the strongest in Æropa.

Plays and music are popular entertainment forms in Albion. Of



sports, tennis and horse racing are quite in vogue, and the Caledonian game of golf is becoming a bit more popular of late. Cards are played, usually for stakes.

Agriculture, fishing, trade, mining, and industry too are pursued by the Albish. Cattle, sheep, horses, and swine are the principal livestock. Wheat, barley, oats, hay, rye, flax, and various vegetables (many kinds of which are brussel sprouts) comprise the major crops. Timber is carefully grown and harvested, including oak, pine, and yew wood for bows. Fishing provides a major source of foodstuffs and salable export goods too. Mines produce tin, iron, lead, coal, salt, chalk, copper, and adamantite (limited production) and various sorts of stone. Topaz, hematite, and jet are mined, but far and away the most valuable mineral of this sort coming from Albion are the rock crystals which have a strong inclusion of Hekalite within them (see also Caledonia). Linen and woolen cloth and goods, pottery, metals (tin and iron), manufactured goods (including arms and armor), coal, fish, and beer, ale, and malt beverages, together with horses and dairy products, comprise the major exports of Albion. As the nation produces only a minute trickle of gold and silver from small, very deep mines, the value of exports is most welcome.

Alzorax

Government: Vranxate (Duchy)

Pantheon: Atlantian

Location: Atlantian Isles

Language: Atlantian

Ruler: Duke Alfansan Regas

Capital: Del Gades

Population: 45,000

Other Cities (and population):

Maguel: 20,000

Zinal: 15,000

Coinage: Iberian Standard.

Important Persons: Donzals (Dons) of Maguel and Zinal, priests, officials, other nobles, etc.

Alliances: Lantlan Compact.

Hostilities: Unknown.

Open Warfare/Skirmishing: None at present.

Intrigues: Break with Navarre and become vassal of Portugal. Unite with Cholcan as kingdom. Join league of all Atlantian states to reform old empire.

Magickal Devices: The Duke is thought to possess the *Red Cloak of Fire*, but the arsenal of magickal devices of Alzorax is otherwise unremarkable, with only a modest number of minor things.

Thumbnail Sketches: The islands of this state are beautiful, semi-tropical ones, where the climate is favorable except during the stormy season, and food from the sea and the lush vegetation is easily obtained. Del Gades is a surprisingly cosmopolitan city, for such is unexpected in such an easy, near-paradisiacal setting.

As typical of Atlantian states, Alzorax is a place where slavery is more common than serfdom, although Iberian influence is gradually

changing this condition. The people are mostly of Atlantian stock, although a minority of some 25 percent Iberian and Iberian-Atlantian admixture now lives on the islands of the duchy. The small aristocratic class is haughty and very tyrannical. Pirates both operate from the Alzores and trouble the shipping of the duke. No standing army is maintained, and the fleet is small but supposedly of high caliber.





The reefs of this island state produce precious coral of all colors. Fruits, wine, and native handicrafts are exported.

Annam

Government: Kingdom
Pantheon: Chinsungese*
Ruler: Minh To
Capital: Hue

Population: 175,000

Other Cities (and population):

Thanh Hoa: 100,000

Coinage: Ch'in Standard.

Important Persons: Uncertain.

Alliances: Tongking.

Hostilities: Camcham, Nanchao, Siam.

Open Warfare/Skirmishing: Southern Camcham border.

Intrigues: Assassination of king to place regent favorable to Camcham on throne.

Magickal Devices: The *Mouse of Jade* and the *SNAKE Chair of Trang* constitute the major might of Annam in this regard. The country is known to possess but moderate quantities of intermediate items, but is said to have some number of minor devices.

Thumbnail Sketches: Annam is a warm, jungle-filled state with many plateaus, the coastal plain low and narrow, and the land generally rising towards the mountainous north.

The people of this nation are 85 percent of Annamese stock. About 10 percent are of Chinsungese, Cam, or Cham race; the remaining 5 percent are mountain savages. Most are free peasants who willingly accept the overlordship of the noble class and serve well as levies in the military. This arm is built around regular guards and mercenaries in small number.

Livestock is mostly confined to buffaloes (for cultivation), poultry, and swine. Fish provide a major part of the diet. The people grow rice, tea, tobacco, cotton, cinnamon, coffee, pepper, sugar cane, silk, and jute. Precious woods are also harvested. Large quantities of excellent zircon are found in Annam. Mines also produce coal, gold, silver, lead, and iron. Compared to other nations in the area, Annam is perhaps the poorest at this time.

*There is Tibetan influence in pantheon.

Aragon

Government: Kingdom
Pantheon: Atlantian
Ruler: Carlos V
Capital: Saragossa

Population: 35,000

Other Cities (and population):

Barcelona: 150,000

Valencia: 75,000

Coinage: Iberian Standard.

Important Persons: Prince Alehandro of Catalonia; Count Umberto of Barcelona; Gerardo (VI), Count of Rousillon, etc.

Alliances: Iberian-Atlantian Concord.

Hostilities: Navarre, Count of Toulouse.

Location: Azir

Language: Annamese

Population: 6,000,000

Flag/Emblem:

Flag: A field of nine golden and green bars.

Open Warfare/Skirmishing: None at present, but trouble brewing in Rousillon.

Intrigues: Alliance with Aries to promote war with Francia and expand into Toulouse. Marriage with House of Sardinia to acquire its throne.

Magickal Devices: Aragon is known to possess the sword *Tilgrendo*, the *Chalice of the Aether*, the *Medallion of Heroes*, and the *Turtle Automaton*, amongst many other things of less power.

Thumbnail Sketches: Barcelona is a very charming city, although it has its dangerous thieves' quarter. Valencia and the surrounding country is very lovely, and its orchards fill the air with sweet perfume when the citrus trees (mostly oranges) are in bloom. The whole of the land is not especially rich, but the climate is good.

The people of the nation are mostly of what is now defined as Iberian race—a mixture of an ancient indigenous race of Iberia with Kells, Atlantians, Italics, Phoenecians, Franks, Germanics, and Berbers. Slavery is permitted but rare. The classes are sharply divided, however—the middle one being smaller in percentage than is typical in Francia, for example, and the comparatively large population of aristocrats being aloof and demanding. There is some considerable outlawry in the kingdom, perhaps because of this. Phæree folk are reported in the highlands and mountains occasionally, and the Aragonese are not unfavorably disposed to such outsiders.

Noble contingents and knights make up the bulk of any military force fielded by Aragon. Noble warriors are horsed on excellent medium steeds (chargers), while the supporting cavalry relies upon the genet. These "gentours" are moderately armored, use crossbows and javelins, and are skirmishing rather than shock troops. A small squadron of regular sort is kept in the *Mare Librum*, the bulk of these ships being galleys—the sole place that one is sure to encounter slaves of this state.

Agriculture is commonly practiced in this land, crops being wheat, oats, barley, rye, rice (in the lowlands of Valencia) etc., and such things as oranges, olives, lemons, grapes, cereals, other fruits, and vegetables. Livestock includes the excellent horses of Aragon, sheep, goats, swine, asses, cattle, and mules. Some fair amount of fishing is done. Mines produce some silver, lead, copper, mercury, gold, salt, and buildingstone.

Aragon is active in sea trade and overland commerce too with Francia

Aries

Government: Kingdom
Pantheon: Greco-Roman (R)
Ruler: Humbert XI
Capital: Aries

Population: 30,000

Other Cities (and population):

Leon: 55,000

Marseilles: 85,000

Coinage: Francia Standard.

Important Persons: Various royal and noble figures.

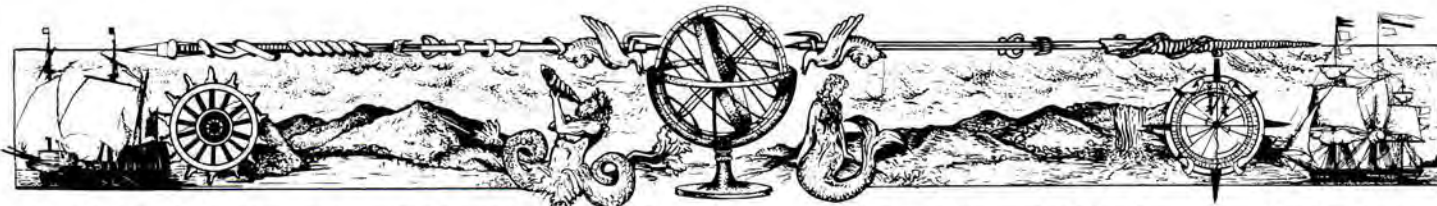
Alliances: Gallic Treaty, Western Sea Alliance, Lombard mutual defense. Corsica (long-term alliance).

Hostilities: Francia, Savoy.

Open Warfare/Skirmishing: Tension only on border with Savoy.

Intrigues: Alliance with Milan to attack Savoy.

Location: Aropa
Language: French dialect
Population: 2,500,000
Flag/Emblem:
Flag: Golden, two-headed eagle on a blue field, quartered with blue dolphin on a gold field.



Magickal Devices: Arles possesses the *Solar Kite* and the *Gallery of Prognostication*, plus numbers of intermediate and minor items.

Thumbnail Sketches: The kingdom is comprised of the lands of County Provence, Dauphiny of Vienne, Barony of Avignon, Orange, Barcelonete, and the Free City of Leon, in addition to the small royal holdings around the city of Arles and elsewhere in the state. The mountains are quite scenic, and the coast from Francia to the border with Savoy is most charming, that east of Toulon being amongst the finest anywhere.

The folk of this land are a mixture of Francian, Italic, and Burgundian. The social divisions of Arles are similar to those of Francia and Savoy (qq.v.). The knights of this nation are well regarded, and the infantry relies on crossbowmen and pole-armed units as its backbone. A small number of warships and galleys are maintained in the Mare Librum, with Marseilles as the main port for the Arlish galleys.

Arles vies with Francia for regard as the center of Ærth's finest cuisine. In this regard, the city of Leon must be placed at the top of the list for places to dine, and the traveller will have a difficult time, but an enjoyable one, determining which land offers finer fare.

Agriculture is the chief occupation of the people. Grapes and citrus fruit are the largest crops. Various grains, other fruit, vegetables, and hay are also grown. Livestock includes small numbers of cattle, sheep, goats, horses, and poultry. Minor amounts of coal, iron, and gold are produced. Wine and fruit are the chief exports of Arles. Precious coral is gathered off the coast, much being exported as well.

Armenia

Government: Kingdom
Pantheon: Greco-Roman (G)
Ruler: Jaran Abejian
Capital: Baku

Population: 105,000

Other Cities (and population):

Rashtian: 70,000

Yurivan: 35,000

Coinage: Babylonian Standard

Important Persons: Unknown.

Alliances: Trebizond.

Hostilities: Galacia, Medus, Scythus.

Open Warfare/Skirmishing: War with Medo-Scythian invaders.

Intrigues: Small element attempting "fifth column" betrayal to Palu-Ea.

Magickal Devices: The *Sundering Axe*, the *Great Carpet of the Jann*, and the *Argent Cloud Lamp* are amongst the greatest prizes of the kingdom. Some small numbers of lesser magickal devices are also possessed, although this is not a particularly potent nation in this regard.

Thumbnail Sketches: The land is beautiful and productive, ranging from very mountainous to fertile valleys and coastal plain regions. Over half is wild and forested country in which large and small game alike is thickly spread. The settled portions are dotted with small villages, orchards, and gardens, fields and meadows, most of notable scenic loveliness.

Armenians are of a race akin to the Lydians and Phrygians, but while the latter intermixed with Grecians to form the modern type, the Armenians intermixed with invading Assyrians, Medes, Persians, and Scythians. The people are quite closed and do not welcome strangers. Their character is hard working and clever, but quarrelsome and

Location: Azir (Near)
Language: Armenian
Population: 2,750,000
Flag/Emblem:

Flag: A silver shield with a silver sun above on a red field.

mean as well. Slavery is permitted, but the number of such a class is minimal. The lowest tiers of the society are villeins; there is a smallish middle class of merchants and land owners; and the aristocratic class is very wealthy. Banditry is known, but the continual fighting with neighboring states prevents any great unrest.

Grains, fruits, vegetables, and livestock are the mainstay of the land, and camels and some few fine horses are raised in Armenia. Some small amount of fishing is conducted by this state's inhabitants. While agriculture supports the country, the land is also much given to commerce, trade, and industry. Armenian merchants seek to rival the Phoenecians wherever possible, and many of this race will be found in distant lands from Ch'in to Western Æropa. Mines produce coal, lead, copper, manganese, mercury, sulphur, and very fine variegated marble. Petroleum is common and used for fuel and lighting purposes.

Assam

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Paradah Barman

Capital: Imphal

Population: 140,000

Other Cities (and population):

Chittagong: 85,000

Shillong: 50,000

Coinage: Hindic Standard.

Important Persons: Prince of Brahmaputra, various noble officials, chiefs of semi-civilized tribes subject to rajate.

Alliances: Bhutan, Nanchao.

Hostilities: Bengal, Burma.

Open Warfare/Skirmishing: Punitive force from Bengal in Assam after raids south into Bengal caused considerable trouble there. Burmese thought to be arming force to take northern territory.

Intrigues: Between priests of Krishna and Shiva over high priesthood of the kingdom. Others unknown.

Magickal Devices: Assam holds the *Six Demonhide Armor Cuirasses*, and the *Master Ankus*, along with a few intermediate and some greater number of minor items.

Thumbnail Sketches: Plains, valleys, hills, and mountains comprise the topographical mixture of Assam. It is well watered and lush, with many thick forests and jungles in which game from wild elephants to the small sorts roams freely. Rhinos, wild buffaloes (gaur), tigers, leopards, bears, deer, pigs, goats, etc., are the larger sort of species found. There are likewise crocodiles, pythons, boas, cobras, and deadly kraits too.

The inhabitants of Assam are of mixed sort, of various tribes of Chinsungese origin; Burmese, Himalayan, and Hindic. The intermixed product is the Assamese people, but there are many distinct hill tribes still in the hinterlands of the state.

The people are lighter than either the Bengali or Burman, a bit taller, and generally stockier, the men being somewhat plain but the women quite good looking. The society is one of free (peasant) farmers/warriors with a small aristocratic overclass. Perhaps 10 percent of its people adhere to the Chinsungese Pantheon, and another 5 percent are of "animistic" religion.



Tea is one of the finest products of Assam. Rice is the staple grain. Some small amount of potatoes and other vegetables supplement it. Jute and cotton are cultivated, as is the rubber tree. Ruby, sapphire, chrysoberyl, and spinel are found in modest quantities in this nation. Coal and petroleum ponds are common. Some gold is panned from streams, and a small amount is mined. Ivory, tea, gems, furs and skins, and timber are the chief exports of the land.

Atlantis

Government: Tirnily (Kingdom)

Pantheon: Atlantian

Ruler: Josacal II

Capital: Atlantis

Population: 400,000

Other Cities (and population):

Kra-Mocha: 20,000

Nantlan: 45,000

Olovina: 140,000

Quetzla: 50,000

Coinage: Atlantian Standard.

Important Persons: Itirñil (Crown Prince) Rinaldo, Vranx of Ghedantl, priests, officials, various other nobles.

Alliances: Iberian-Atlantian Concord.

Hostilities: None at present.

Open Warfare/Skirmishing: None.

Intrigues: Claimant supposed to be of House of Eavanor hiding somewhere in southern mountains of the kingdom has a small faction at court.

Magickal Devices: The arsenal of the royal sovereign contains the *Great Crown of Brokseigan*, the *Kraken Portal Ring*, the *Pandemonic Machine*, and *Jakulgz's Nighted Seahorse*, along with various and sundry less important magickal devices.

Thumbnail Sketches: If all the island of Atlantl is a mixture of gardens, fair fields, and idyllic woodlands in which rest the oldest of cities and quaintest of hamlets, then the Kingdom of Atlantis is the very heart of such beauty. Its cities are ancient, yet clean, bright, and busy; with hundreds of architecturally perfect palaces, temples, museums, government buildings, baths, arenas, villas, and plazas. Its towns and villages are old and picturesque, some virtually unchanged for a thousand or more years. Good roads wind through countryside divided into fields of tall grain, pastures with fat kine, the herds of *xaquagl** belonging to noblemen, ponds filled with waterfowl, and orchards and gardens full of fruit and flowers. The mountains are breathtaking, tree-clad slopes with hardwoods and conifers as old as the land itself, the streams pure and cold, game abounding, and the weather generally fine save in the worst winter months, when some cloud and damp chills the landscape and wind-driven rains make the vegetation even more verdant and lush. Carnivores such as the maneless lion, leopard, and panther are still found in Atlantis' mountains and forests. So too such game animals as bears, wolves, deer, aurochs, antelope, pygmy elephants, and some few buffalo are found. Large numbers of smaller animals abound as well, including many whose fur is valuable.

The Lake of Artax is some 100' long and 75' wide at its broadest portion, and its waters cover almost 900 square miles in the central

border between what is now the separate territories of the kings of Atlantl and Colzuvan. The great capital of Atlantis is built on the southwestern shore of Artax Lake. The city was originally set on an island about 100 yards off shore, but over the centuries it has grown to encompass a large portion of the shore as well, so that now a bridge and two broad causeways connect isle and mainland to form Atlantis City. The sight of the white and colored sails of pleasure yachts and fishing craft sailing on the bright waters of the lake seen from the Three Turrets of Alcazar is one of great beauty.

Although the Iberians were the masters of the kingdom for some time, the folk of Atlantis are almost totally of the pure Red race, far more so than the Ægyptians, for example, who have to some extent intermixed with White, Yellow and Black peoples. This is not to say that these folk necessarily disdain other races (which they generally do), but that the Iberians are too few in number to have had any impact save upon the aristocracy of the Atlantics, and many of this class now prides themselves in tracing their blood relationship to one or another of the Iberian royal houses—themselves, of course, all interrelated. Despite the fall and sundering of the empire, slavery is still favored in Atlantis, the slave and serf tiers of the peasant class being the most numerous. Slaves are mostly of Æropan or Afrikkan origin, and only about 20 percent of the total population of bound people is of Red race. Freemen are less numerous than before, but the aristocracy has grown, and its demands are growing ever more burdensome.

Atlantis maintains a large navy and a moderately large standing military force for employment at sea and on land. Many of these sailors, marines, and soldiers are hired from Iberia, Berber states, Avillonla, and even distant Skandia.

Agriculture is very productive in Atlantis, despite enslaved workers. Crops of grain, maize, vegetables, and fruit provide for all the people and leave excess for export. Livestock includes cattle, horses of all sorts, sheep, swine, goats, and many sorts of poultry. Fishing is also practiced and develops large catches for market and export. Atlantis is the world's major supplier of oricalcum, for its northern mines in Ghedantl are particularly rich. Mines also produce copper, gold, platinum, iron, and small quantities of exceptionally large and fine diamonds.

*Readers unfamiliar with Atlantl are reminded that the *xaquagl* is a large, horse-like beast which is native to the island and has long been used for riding and war. The Afrikkan quagga is a relative of this striped quadruped, as is the zebra. Export of these animals is strictly forbidden, and to date only the Iberians have acquired herds. *Xaquagl* stallions are said to be superior to most warhorses.

Axxum

Government: Kingdom

Pantheon: Babylonian

Ruler: Yashat Mazdawi

Capital: Axxum

Population: 50,000

Other Cities (and population):

Adulis: 15,000

Ausha (Aysaita): 10,000

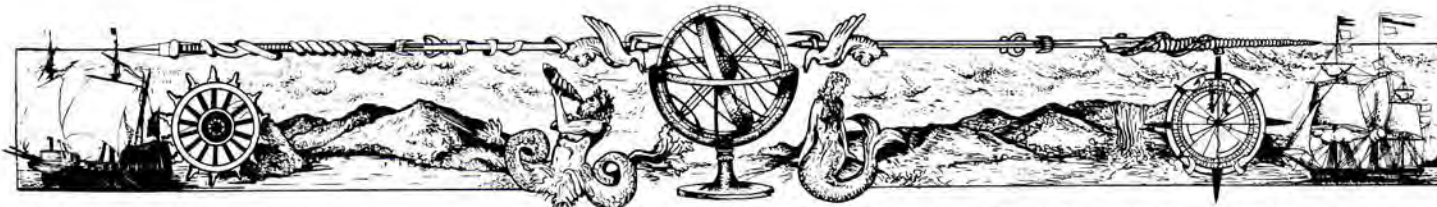
Location: Afrik

Language: Sumerian

Population: 500,000

Flag/Emblem:

Flag: Black crescent on yellow field.



Coinage: Babylonian Standard.

Important Persons: Unknown.

Alliances: Palu-Ea.

Hostilities: Adal, Ægypt, Ætheope.

Open Warfare/Skirmishing: Raiding Adal and counter raids.

Intrigues: No certain information available.

Magickal Devices: The dreaded *Azure Globes of Agony* are held by Axxum. Some small number of other lesser items are certainly possessed in the state arsenal, although the state is not noted for Heka.

Thumbnail Sketches: This is a primitive, generally harsh and arid nation which at one time was claimed by Ætheope. Its people are of the Black race, being of tribal sort: The very savage and fierce Dahlakil—who refer to themselves as the Afar—in two great divisions comprising 20+ percent of the population; and their counterpart the Esu, continually at enmity and warring with the Dahlakil, their number being around 75,000. Such folk as these still dwell in skin tents as they roam the land with their herds. The Awash River drops from the plateau into a volcanic region, flowing through the lava desert, its waters there making an oasis-like area where wildlife, crocodiles, and catfish abound, then gradually evaporating into salt marsh some 50 miles from the Mare Rubine.

Slavery is accepted, but there are few slaves, and most people are free tribesmen/warriors fiercely devoted to the Babylonian Pantheon and constantly warring with those of the Ægyptian faith in the surrounding states. Some numbers of Yarbans and outcast Shanish and Babylonians have settled amidst the natives in the few cities. Warriors of this people carry spears, light fighting staves and long knives with blades up to 16" length. Highlanders employ short (self) bows for hunting and warfare.

Agriculture is limited to the western verge where the Abyssinian Plateau drops to the coastal plain, and most of the people of Axxum raise livestock (cattle, camels, sheep, asses, and goats), hunt, and fish. Coral reefs off the coast are a source of a moderate quantity of precious coral which is typically traded for other goods not produced in Axxum. Small amounts of salt, iron, and silver are mined. Trade includes these items, coffee, hides, and native handicraft products.

Babylonia

Government: Sultanate (Kingdom)

Pantheon: Babylonian

Ruler: Sultan Tamadad XVI

Capital: Babylon

Population: 2,000,000

Other Cities (and population):

Baghdad: 135,000

Basra: 80,000

Isfan: 35,000

Shiraz: 60,000

Coinage: Babylonian Standard.

Important Persons: High Priest of Palu-Ea, Grand Vizier, various nobles, officials, emirs, etc.

Alliances: Palu-Ea.

Hostilities: Farz, Hasur.

Open Warfare/Skirmishing: War looming with Farz. Skirmishing with Bactrokushite tribes who harass and raid Babylonian marches.

Location: Azir

Language: Sumerian

Population: 15,000,000

Flag/Emblem:

Flag: Six gold crescents in pyramid on red field.

Intrigues: The court is filled with machinations and rife with personal intrigues, but the exact nature of any plot is unknown at this time.

Magickal Devices: Undoubtedly the Babylonians possess some of the most potent items of this sort in their imperial arsenal. Major magickal devices include the *Flaming Ox Chariot*, the *Permutable Zodiac*, the *Skybow Defiant*, the *Six Eldritch Tablets*, and the *Golden Steps of Roigamush*.

Thumbnail Sketches: The great city of Babylon, seat of the Sumerian Pantheon, is famed for its Hanging Gardens and its ziggurat temples. The teeming metropolis is also infamous for its slums and thieves' quarter. The land is large, and in the north and east, Babylonia has many wild places in which all sorts of game abounds. In truth, it is a land of many—often sharp—contrasts, with forest jungles and deserts, colleges, and nomadic encampments amongst its aspects. Once a center of arts and learning, the empire has marched into a dark period, led by fanatical proponents of a narrow dogma. Babylonians remain basically as they were thousands of years ago and typify the Western branch of the Yellow race, having only slight admixture of blood from White, Brown, or Red races from nearby.

As is common in Oriental lands, slavery is rife, and the cities and noble estates are filled with such folk. Elsewhere, though, the people are generally free, peasant or tribesmen, but the former are peaceful and the latter fierce, so a sharp division exists. This keeps the agricultural mass in check and obedient to the aristocratic class out of fear rather than deep-seated loyalty. In turn, the warlike populace is conscripted or hired to perform military service, thus making a separate class which tyrannizes the common folk and at the same time keeps the nomads and bandits in check. Atop all sit the nobles, officials, and clerics, with private and personal forces, plus the imperial companies, to rule the ordinary soldiery.

Babylonia is famed for its fruits (peaches, dates, figs, melons, etc.), and they, along with all manner of grains and vegetables, are grown and sold for low cost in the state. Cotton, tobacco, hemp and poppies are cultivated. Livestock includes the Bactro-Dromedary camel (a cross between the two species of camel which is able to carry loads of 600-700 pounds), camels, horses, mules, asses, cattle, sheep, and goats. Fisheries are abundant along the coast, and fleets gather large catches in the gulf. Silk is cultivated and spun in the country, and that industry, along with the making of rugs and carpets, is among the larger enterprises of Babylonia.

Mines produce nickle, lead, copper, iron, zinc, manganese, and a small amount of silver. Some naphtha is also produced. Pearls are gathered off the coast of Babylonia, and many find their way to export market.

Bactrokush

Government: Sultanate

Pantheon: Babylonian

Ruler: Bedimuz

Capital: Herat

Population: 70,000

Other Cities (and population):

Balkh: 30,000 (Old Capital)

Location: Azir

Language: Sumerian

Population: 8,000,000

Flag/Emblem:

Flag: Black rukh displayed with gold crescent in each talon, vertically parted field of blue & green.

Coinage: Babylonian Standard.

Important Persons: Khans, priests, officials, chief men, etc.



Alliances: Palu-Ea.

Hostilities: Kabul, Khwarizm, Samarkand.

Open Warfare/Skirmishing: Major force readying for war against Khwarizm.

Intrigues: Unknown.

Magickal Devices: It is thought that Sultan Bedimuz now holds the *Triple Ring of Yurgi* and the *Coffer of Need*, along with the considerable number of minor objects and weapons used by the state to further its ends.

Thumbnail Sketches: Once a part of the Babylonian Empire, Bactrokush became independent several centuries ago during the period of time when assassination and palace coup placed a new sultan on the Seven-Tiered Throne nearly annually. It is a country of plateaus and mountains, rugged wastes and verdant fields, steppe and forest, with boundaries which stretch from Babylonia in the west for nearly 1,000 miles, to the gates of Tashkent and the bleak Pamirs in Tartary to the northeast.

Only about 20 percent of the Bactrokushite population is settled. Its people are mostly a mixture of horse nomads and mountain tribesmen, held together by the force of their faith and their sultan—plus a common desire to remain free from “outside” rule. The typical Bactrokushite is a tough and able warrior, owning little, but always

eager to change that condition through warfare and spoils. Nationalities include Turkomen, Afganis, Turanians, Kirghiz, Naimans, and White Huns.

Only a small amount of agriculture is pursued in this state. Most of the peoples are herdsman and hunters. Camels, and to a lesser extent oxen, are employed for transport, and the horse is the main riding animal. Cattle, sheep, goats, and horses form the herds kept.

Some moderate quantity of turquoise comes from Bactrokush.

Bengal

Government: Maharajate (Empire)

Pantheon: Hindic

Ruler: Parahadi II

Capital: Calcutta

Population: 900,000

Other Cities (and population):

Dacca: 200,000

Location: Azir (Hindic Section)

Language: Hindic dialect

Population: 10,000,000

Flag/Emblem:

Flag: Golden rhino charging and spouting flames from ears and mouth, on a green field.

Coinage: Hindic Standard.

Important Persons: Rajah of Chota Nagpur, Prince of Orissa.

Alliances: Burma.

Hostilities: Assam, Bihar, Hind, Kutch.

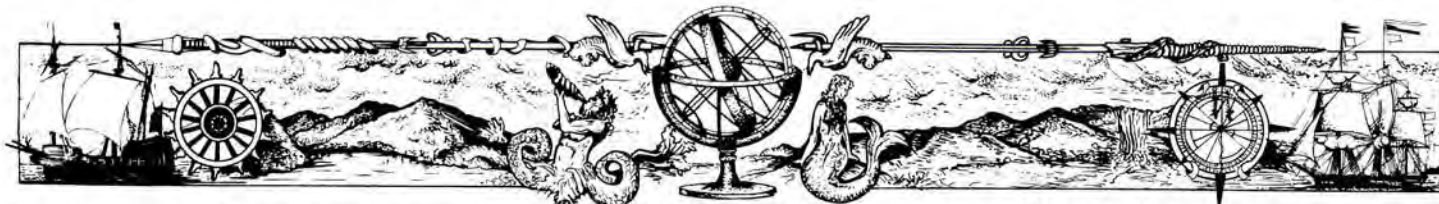
Open Warfare/Skirmishing: Sea skirmishing with Burmese pirates. Punitive expedition into Assam as retaliation for raiding. Major campaign in south versus Hind.

Intrigues: Assassination of Rajah of Bihar and establishing Bengali regency for young rani.

Magickal Devices: Bengal is known to have the *Dark Sky Rod*, the *Flying Ship*, and the *Showering Spear*, plus some unknown quantity of other items and weapons.

Thumbnail Sketches: Bengal is a land of considerable extent, with cool temperatures and great natural beauty in the north, where the state laps up into the foothills of the Himalayas,





plains, rain-drenched and suffocatingly hot, in the great Ganges delta area. In between are rich fields and forests, crisscrossed by rivers, streams, and lakes too.

A vast majority of the populace is of the lower class, peasants tilling the soil. They are not actually bound to the soil, but typically they have no desire (or opportunity) to do other than they do. Minor officials and the regular military form an upper tier of the peasant class. The intermediate tiers are of mixed sort, with land owners, officials, and military officers predominating. The uppermost strata are the privileged castes and nobles. A regular military of about 18,000 men guards the royal palace and border areas, and this force is supplemented by noble contingents and levies when necessary. A small fleet of warships is also maintained for use against pirates and in time of war.

The land is given over to rice paddies, fields of wheat and other grains, tea, jute, cotton, poppies, etc. Forests produce timber, bamboo, quinine, betelnut, medicines, spices, and drugs. Turmeric, ginger, pepper, and other spices are grown too. Only small numbers of livestock are kept—buffaloes for plowing, cattle for milk—because the typical Bengali, as most others of the Hindic faith, is at worst a semi-vegetarian, and never under any circumstances eats beef (cattle being sacred animals).

Mining of coal is beginning in Bengal, but at this time there is little market for the product, as transportation to lands where it is needed for fuel is too costly. Thus, most coal produced is used in industry in the state or in neighboring ones such as Bihar (q.v.).

Benin

Government: Kingdom (semi-tribal)

Pantheon: Vodoun

Ruler: Oyomani

Capital: Benin

Population: 35,000

Other Cities (and population):

Ife: 20,000

Oya: 10,000

Coinage: None.

Important Persons: Juju Sorcerer, tribal chiefs.

Alliances: Unknown.

Hostilities: Unknown.

Open Warfare/Skirmishing: Continual skirmishing to expand kingdom.

Intrigues: Unknown.

Magickal Devices: The king is said to possess a fetish of meteoric origination which has powers comparable to the greater objects of Heka wielded by civilized nations.

Thumbnail Sketches: This jungle kingdom in the heart of unexplored Afrik is virtually unknown to outsiders. It is mentioned now and again, and in the past it seems to have wielded some considerable power, checking the growth of Darfur, and influencing the course of history thus, but no solid details are available. However, various expeditions from other nations are thought to be forming or to have already embarked upon exploratory/contact missions.

*Includes elements of many other languages including the Ewe and is now widely spoken in an area surrounding the kingdom proper.

Location: Afrik

Language: Beniyorub*

Population: 750,000 +/-

Flag/Emblem:

Emblem: Of Ivory bearing the juju face.

Berberia

Government: Kingdom

Pantheon: Atlantian

Ruler: Kabiha Tamen

Capital: Berga

Population: 25,000

Other Cities (and population):

Djanet: 35,000

Timinoun: 15,000

Coinage: G: ankhen; S: tower; C: stastar; B: dirham.

Important Persons: Confederation leaders, tribal leaders, village leaders (*Amins*), nobles, priests, etc.

Alliances: Berber Union.

Hostilities: None.

Open Warfare/Skirmishing: With desert tribes continually.

Intrigues: Unknown.

Magickal Devices: The *Lamps of Shadow*, the *Chain of Mulhey*, and the *Scorpion Crossbow* are known to be in the possession of Berberia. Of moderate power items is *Cayd's Mountain Hawk*. Various arms and armor devices comprise the least of the state's magickal devices. **Thumbnail Sketches:** In spite of the history of foreign conquest—Atlantian, Egyptian, Phoenecian, Greek, Roman, and Iberian—the Berber physical type, temperament, and nationality have persisted since the dawn of their race. The invasions and occupation of their lands have naturally resulted in a degree of foreign blood in their states and tribes, but even this might turn to their benefit. The two Red races are proven in ability, and the other invaders (save the Phoenecians) are of White stock, just as the original tribes of Berbers were. In Berberia, the national flame burns strongest.

The free folk are organized by village (the *Jemaa*); groups of villages form a tribe (*Arsh*); and those in turn unite into confederations (*Thakebilts*). The *marabouts* (a caste of "wisemen/women" exempt from military service and most taxation), nobles (who are of certain great family houses (*dar*), and confederation leaders, approve royal succession. (This process comes possibly from the Tuarags, savage desert nomads of the Berber race who are ruled by a monarch.) The Berbers are great sportsmen, hunters, and warriors, and the women hardly less so than the men. Typical arms are the longsword, dagger, lance, spear, and light crossbow.

Cities are rare in this country because the people are not inclined to dwell in anything other than their small village. Berber villages are invariably built on hillsides, sometimes climbing to the crest. Houses are set wall-to-wall, one above the other, with one or two stories, and many have basement portions. Typically these houses are built of native stone, roughly cemented, and plastered inside. Animals are stabled to the left of the entry, living quarters are to the right. The upper floor has a large deck.

The people are agricultural pastoralists, and raise some grain (barley and wheat predominantly) and many vegetables (cucumbers, onions, melons, etc.), and cultivate groves of olives, fruit and nut trees, etc. Vitaculture is known, and the Berberians also make a fair fig wine. Most villages have large apiaries, the honey generated for their personal use, the wax for commercial sale. They pride themselves on their horses, and keep camels, asses, and some mules, in addition to herds and flocks (cattle, sheep, and goats). Mining and



working of iron, tin, copper, lead, and silver is pursued. Trade in arms (mostly crossbows and bolts), woven cloth, leather, pottery, oil, brasswork, jewelry (silverwork), woodwork, wax and soap brings in some revenue.

Their fellows of Berber race, the nomadic Tuaregs, are generally hostile to Berberian government and aims. The numbers of these nomads are unknown, so they are not included in the population of the state.

Bhutan

Government: Rajate (kingdom)

Pantheon: Chinsungese*

Ruler: Chukta Wangsingh

Capital: Thimphu

Population: 20,000

Other Cities (and population):

Gangtok: 15,000

Coinage: None (employ Tibetan).

Important Persons: *Dharm Raja*, Governor of the East, Governor of the West, Prince of Sikkim, priests, nobles, military officers, etc.

Alliances: Tibet

Hostilities: Assam, Bhutan, Nepal.

Open Warfare/Skirmishing: Continual on southern border with local Bhutani lords.

Intrigues: Agents of Nepal and disloyal officials alienating the Prince of Sikkim from Bhutan and subverting him to Nepalese.

Magickal Devices: The king is said to possess the redoubtable *White Leopard Armor* and the dreaded *Bell of Blood Demon-Fiends*. It is supposed that there are some number of lesser objects maintained in the arsenal too, of course.

Thumbnail Sketches: Bhutan is a very mountainous country with marked contrasts in climate due to changing elevation. Lower valleys are populated, slopes terraced, and connected by narrow, winding roadways. Many other parts of the realm are quite wild and inaccessible, and, in fact, communication between the eastern and western portions of the state would be nearly impossible at times save through means of Heka. Game of many sorts roams the land, and the forests are still primæval in isolated highlands. During the rainy season, great storms of wind, thunder and terrific strokes of lightning are wont to roar through this land's seemingly safe valleys.

The Bhutal are thought to have been a proto-Hindic people taken by Tibetan raiders and subjugated as a part of their ancient empire. Today they consist of three separate and distinct types, the Bhutal proper, the Chingmis of the eastern portion of the state, and the recently affiliated Sikkimese. Slavery is practiced, but there is only a small number of such a class in the population. Most of the folk are free peasants, with a largish middle class of officials and land owners, topped by the noble-ecclesiastical aristocracy. The people are more Mongolian than Hindic in appearance, sturdy, nice looking, and not unfriendly. However, the society is definitely one in which the stronger are expected to take from the weaker, literally—taxes, bribes, graft, and plundering, often by raiding and banditry, being common and accepted. While the official faith is that of the Chinsungese Pantheon (due to the state of affairs in Tibet), the common people still follow their demon-propitiating (Mongolian Pantheon-like) ways. It is

worthwhile to note that the national sport of Bhutan is archery, and although the usual bow is a moderately sized self-one, some individuals and groups use longer and better (composite) bows.

The houses of the Bhutal look remarkably similar to the Helvetian chalets, being made of well-joined wood, double storied, balconied on two sides, and with a pitched roof. It is remarkable that these dwellings are built without any metal, the doors hinged with ingenious hinges of wood. However, the people seem to lack the knowledge of how to construct chimneys, so there is a definite problem when fire is necessary to warm the dwelling.

The *Deb Raja* is the temporal head, once elected but now hereditary, and the *Dharm Raja* is the chief priest of the nation—still elected by ecclesiastical council. Together with the governors and the Sikkimese prince, the spiritual leader of the land forms a sort of check on the absolutism of the king, the *Deb Raja*. Some 7,000 or more royal and noble troops are maintained in border castles and fortresses maintained at strategic points in the country.

The typical peasant raises crops and animals. In the lower portions of the kingdom this means such things as wheat, rice, mangoes, plantains, oranges, etc. Buffaloes and some cattle and pigs are also kept. Higher up, on carefully irrigated terraces, the crops are barley, buckwheat, millet, mustard, chillies, turnips, potatoes, etc. Sheep and goats, plus the customary swine herds, and small horses (ponies) for draft work and riding are found in such places. The favored diet is pork and turnips with rice or barley meal and brick tea. There is a fermented beverage called *chong* enjoyed by the Bhutals, as well as a strong, somewhat yeasty-flavored barley beer.

The thick forests of the Duar (in the southern border area) supply timber, cinnamon, and some medicines and drugs. Cloth, leather, paper, and wooden bowls are made by native handicraft. Fair steel swords, iron weapon heads, and some pots and pans of copper are made from iron and copper mined in the state. All of these products are exported, mostly to Tibet. Small amounts of gold are mined or panned from waterways, but such metal is retained within the kingdom.

Bihar

Government: Rajate

Pantheon: Hindic

Ruler: Udmar Singh

Capital: Bihar

Population: 70,000

Other Cities (and population):

Chatra: 40,000

Patna: 95,000

Ranchi: 50,000

Coinage: Hindic Standard.

Important Persons: Prince of Bhagalpur, various others.

Alliances: Bengal, Kara, Kutch.

Hostilities: Oudh, Tirhut.

Open Warfare/Skirmishing: Garrisons occupying a small portion of Tirhut's western frontier. Oudh reportedly sending troops to oust them.

Intrigues: Alliance with Kara to counter Oudh. Others probable.

Magickal Devices: The *Wheel of Rama*, the *Eight-Petal Lotus*, and

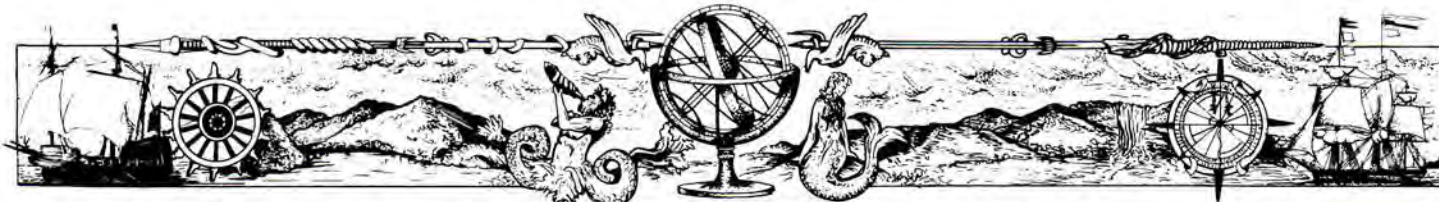
Location: Azir

Language: Hindic dialect

Population: 5,000,000

Flag/Emblem:

Flag: Black water buffalo head with red-tipped horns on golden field.



the *Unavoidable Flail of Saisunaga* list the magical objects maintained in Bihar. There is also reputedly a large stock of minor weapons and armor for use by the chosen of rajah.

Thumbnail Sketches:

Bihar is a land of plains and rolling hills and valleys with many rivers passing through it, including the great Ganges itself. It is slightly

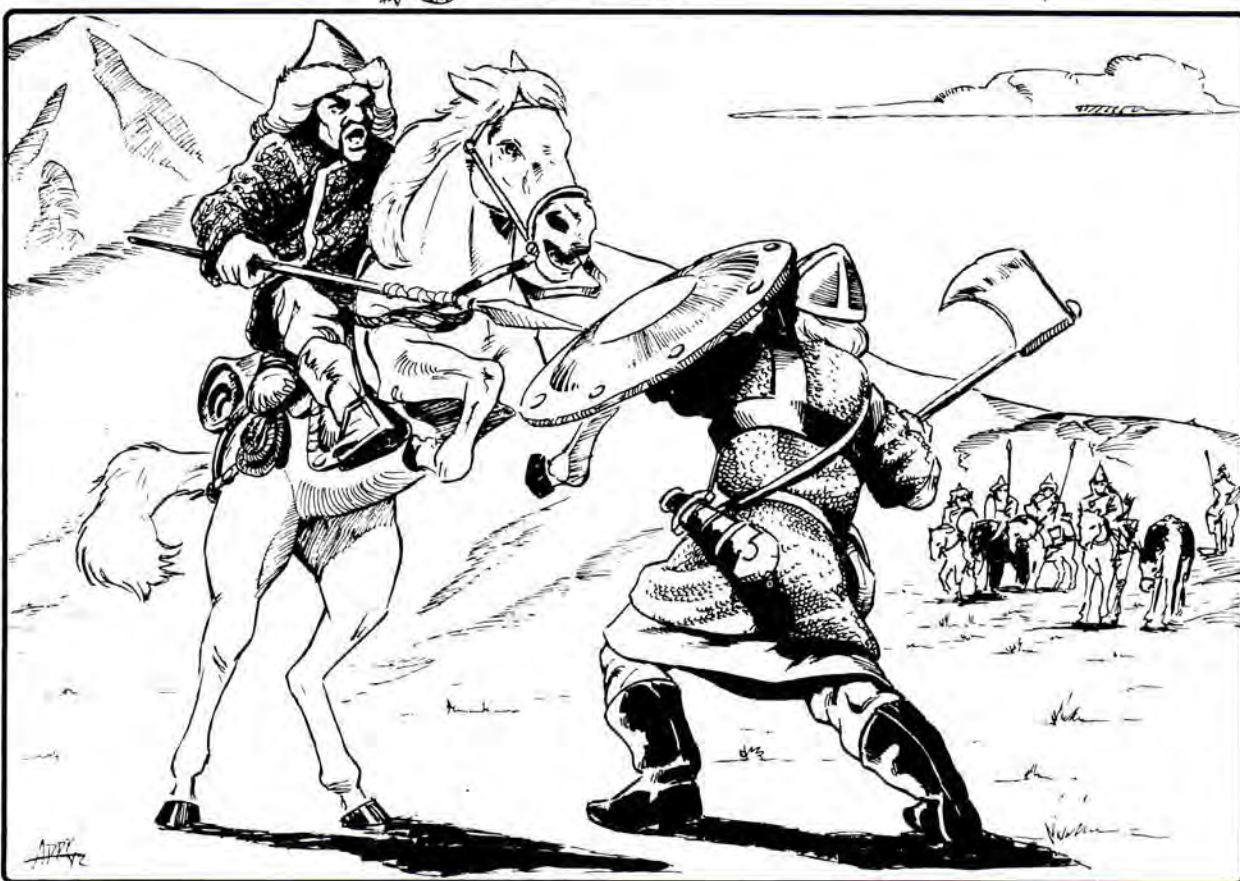
larger than the Hibernian Isle, and only a small portion (10 percent or so) of the land is wild and uncultivated. It is very hot and humid in the summer, but from late autumn to early spring the climate is cool and not unpleasant.

The people are of a stock resembling the Hind and are distinct from the darker, somewhat shorter Bengalis who are their neighbors. Slavery is allowed but its practice is very limited. The mass of the people are peasant farmers, tilling crops of rice, poppies, cereals, cotton, jute, indigo, and miscellaneous other foodstuffs for personal consumption, with buffalo or oxen. Mostly small livestock and poultry are kept, because the dietary habits of the people are semi-vegetarian in nature. A modest middle class exists, and above them is the typical Hindic aristocracy. The state is defended by a standing army of about 12,000 soldiers, mostly cavalry and bow-armed troops.

Mines produce small amounts of lead, copper, silver, and coal, all of which are employed by local industry.

Industry in Bihar includes the making of weapons and armor, hardware, brass objects, jewelry, silk and muslin cloth, blankets, and paper.

See Bengal, above, for a comparison, as the two states are quite similar.



Bohemia

Government: Kingdom
Pantheon: Norse (T)

Location: Aropea
Language: Boideutsch

Ruler: Ottokar VII

Capital: Prague

Population: 115,000

Other Cities (and population):

Brno: 25,000

Ceske Budejovice: 15,000

Ostrava: 20,000

Pilsen: 35,000

Coinage: Cardinalian League.

Important Persons: Various nobles, officials, and ecclesiastics.

Alliances: Cardinalian League.

Hostilities: Magyaria.

Open Warfare/Skirmishing: None at present.

Intrigues: Gaining of Ostrian and Carinthian support for King Ottokar as emperor when the aged Emperor Heinrich of Thuringia abdicates or dies. Slavonic Pantheon supporters in court, but have as little hope as the "Old Kells." Others probable but unknown.

Magickal Devices: Bohemia has several redoubtable items, including the *Hedge of Ranseurs*, the *Tree of Precious Fruit*, and the *Blocks of Tao*. It is thought that there are some fair number of lesser items as well.

Thumbnail Sketches: The Kingdom of Bohemia is bounded on three sides by (relatively low) ranges of mountains, while its border with Moravia is the hilly plateau sometimes called the Bohemian-Moravian Hills. The land is, then, something of a natural fortress. The interior of the state is itself a plateau, hilled and even mountained in places, with

Population: 1,500,000

Flag/Emblem:

Flag: Golden griffin and star on a purple field.



typical temperate weather seasonally, and plenty of rainfall. The Elba River has its headwaters in the country, and the Moldau is the chief artery of commerce. While a bit over 40 percent of the country is under cultivation, and nearly 15 percent more is given over to pastureland, meadows, and gardens, nearly 35 percent of Bohemia remains an undisturbed forest and wilderness filled with all manner of game. The mountains and natural places make the place a storybook land, with castles and hamlets of picturesque sort adding to the effect.

Bohemians are a mixture of peoples. Originally settled by Kells, the country was in ancient times invaded by Slavic peoples, and the two intermingled to form the Czech race. Somewhat later, Germanic folk invaded, and eventually they too were mostly absorbed, so that now a distinct people, the Bohemians, has evolved. This causes some difficulties for them, however, as they are neither Slavic nor Teutonic, yet between the two, and have no common cause with the Magyars either. Perhaps 15 percent of the population is still basically of Slavic sort, 10 percent Germanic, and the remainder of the Bohemian race.

The peasant class is somewhat smaller in Bohemia, there being more freeman sort, many with land or skilled at some trade. The aristocracy is also somewhat larger in its lower tier, and well regarded by the lower classes, for its members are neither overbearing nor oppressive. There is certainly more mobility in Bohemian society than in most Æropan nations, and all classes seem to be prone to making life as enjoyable as possible.

Oats, rye, barley, wheat, and hops are typical crops. Large fields of beets, potatoes, and other vegetables are also raised. Orchards of fruit trees, mostly plums, pears, and cherries, dot the landscape. Apiaries are everywhere, the bees pollinating the blossoms, and the resulting honey and wax most welcomed by the folk. The Bohemians are not given to maintaining large livestock, so there are not many cattle or horses in the country, nor are sheep or goats common. Large flocks of geese are, however, and smaller numbers of other sort of fowl are kept. Unusual too is the people's habit of maintaining ponds in which fish are raised, but this matches well with the Bohemians' love of geese.

The natural resources of Bohemia are plentiful. There is coal, iron, silver, lead, tin, antimony, copper, porcelain earth, graphite, sulphur, alum, nickle, arsenic, and asphalt. Building stone is plentiful and quarried in several places. Precious and common opal and garnet are mined in some modest quantity in Bohemia.

Industry in the state produces good armor and weapons, excellent "crystal" glass, fine porcelain, textiles and lace, renowned beer, paper, timber, leather and leather goods, and superior brass products, including musical instruments.

Boridari

Government: Negidiate (Principality)

Pantheon: Lemurian

Ruler: Ilua Toso

Capital: Kepi-aya

Population: 65,000

Other Cities (and population):

Torisari: 20,000

Coinage: Lemurian Standard.

Location: Lemuria

Language: Lemurian-dekasta

Population: 500,000

Flag/Emblem:

Flag: Spiral seashell of white on indigo field.

Important Persons: Unknown.

Alliances: Vekanu.

Hostilities: Lemi-Lemu.

Open Warfare/Skirmishing: Fear of impending invasion by Lemi-Lemu is keeping Boridari tense, but war still undeclared.

Intrigues: Marriage to a royal princess of Mu to make attack by Lemi-Lemu an offense to the Mu Empire.

Magickal Devices: Unknown.

Thumbnail Sketches: This is a small, mountain state of great beauty. Little is known about it, save that its populace dwells mostly on the narrow costal plane of the east and the valley of the River Pukapoi. The land is thought to be particularly rich in gem minerals and precious ores.

Botris

Government: City-State (Principality)

Pantheon: Phoenecian

Ruler: Prince Larsir Tigel

Capital: Botris

Population: 195,000

Other Cities (and population):

Quarpal: 15,000

Sherfis: 10,000

Location: Afrik

Language: Phoenecian

Population: 450,000

Flag/Emblem:

Flag: A field of blue above and red (lower third) with three white pillars on the blue.

Coinage: Phoenecian Standard.

Important Persons: Shakehs, chief merchants, priests.

Alliances: Phoenecian Coalition.

Hostilities: Western Sea Alliance.

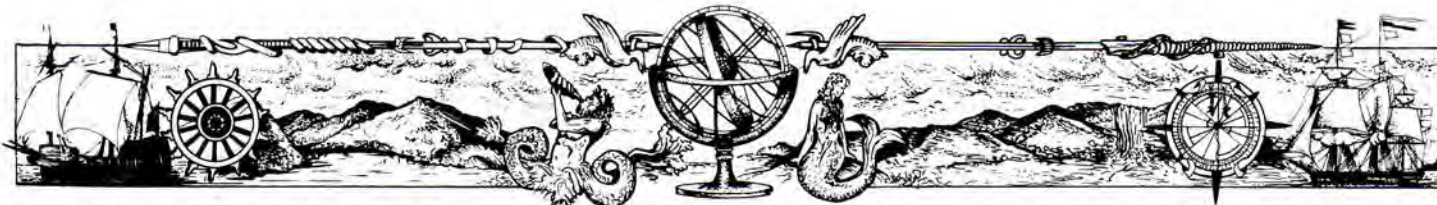
Open Warfare/Skirmishing: Sea skirmishing with rival traders.

Intrigues: Unknown

Magickal Devices: In the possession of this land are the *Book of Nine Workings*, the *Octops Sigil Stick*, and the *Bull of Ochbah*, along with certain arms, armors, and other items of lesser repute.

Thumbnail Sketches: The southern shore of the Mare Phoenecium has a narrow strip of fertile land which runs from Cyrene in Lybbos to Berberia. Along this coast are situated five of the major Phoenecian city-states, including Botris. (See also Kargebal, Sargona, Thapsis, and Ziva.) The pleasant coastal area is filled with palms, fields of crops, and scattered villages. The metropolis of Botris is situated about midway along the strip which it rules, with the towns of Quarpal and Sherfis to the left and right, each about two days journey distant. Some 10 to 20 leagues inland, however, the land becomes less hospitable, and in about an equal distance the conditions are arid, the soil barren, and the great Saharan desert stretches away to the horizon. Thus, Botris is a mere strip of land between two seas, the one of water, the other of sand and rock. The "island" of its good land is productive and beautiful, though, with the hot summer temperatures moderated by sea breezes. Botris is situated near the central shore of the Mare Phoenecium, with Ziva to its east and Kargebal (the most centrally located city-state) to its west. Behind, in the mountains, are Berber tribes, while in the desert of the south roam tribes of Bedouins of Yarbani descent, the *Tibesti* being the largest and most powerful of the lot.

While Phoenecians make up the majority of the population, there are minorities of Berbers, Lybbosians, Yarbans, Grecians, Blacks (from the interior), and miscellaneous Æropan who in total comprise



about 30 percent of the population. Slavery is common and practiced, with 10 percent or so of the people falling into this class. Although the free class is somewhat larger than might be expected, its economic condition is generally such that its numbers can be considered little more than peasants. A large fleet is maintained, with a considerable number of warships (sailed and galleys) and marine troops. A standing military force of about 4,000 holds the capital, two towns, and fortresses. Aristocratic contingents and levies effectively triple this force in time of need.

The city of Botris is a very attractive sight from the sea. It is built on a smallish spit of land thrust out into the bay, the promontory ridge at its center being crowned by the central fortress, and the white and tan buildings of the city proper rising in tiers of horseshoe-shape to meet it. The tall and very thick walls of Botris' seaward approaches are also fortified by towers and outworks, so as to give the place the air of a huge citadel. The "Three Infernal Sinks" of the city are already sufficiently notorious to need description herein.

Much of the food needed by the capital is grown in the outlying regions and transported by camel or ass, or in boats and ships, to Botris. Agriculture produces malze (displacing the other grains more and more as years go by), barley, wheat, oats, and grass hay. Dates, figs, olives, oranges, and lemons are common. Henna and saffron are grown. Many sorts of vegetables are also found. Herds of sheep, goats, cattle, horses, and camels are raised, and poultry is also important. Considerable fishing activity harvests tunny, anchovies, etc., along with sponges.

Mines produce some copper, lead, zinc, iron, and coal. Quarries furnish some fair marbles and soft building stones. Local industry produces wool yarn, carpets, leather goods, and some metalwork and jewelry. Caravan trade from the interior brings slaves, ivory, skins, hides, and some gems and gold dust. As a trading community, Botris has no difficulty moving all this produce to other places, and bringing back the basics for its masses and luxuries for its rulers.

Brettony

Government: Principality

Pantheon: Keltic

Ruler: Alain III, Æthel

Capital: Rennes

Population: 30,000

Other Cities (and population):

Brest: 40,000

Nantes: 55,000

Ys:* 75,000

Coinage: Same as Lyonesse.

Important Persons: The Archdruid of Brettony, the Four Thegns, Lord of Ys, lords mayors of Brest and Nantes, nobles, and priests.

Alliances: Five Crowns (trade), Gallic Treaty.

Hostilities: Neustria.

Open Warfare/Skirmishing: None at this time.

Intrigues: Francia faction at court seeking closer ties by marriage, seeking allegiance of Brettony to Paris. Keltic faction countering with strong pressure to become a "sixth crown." Plot by Ys to usurp the throne.

Location: Æropa (Gaul)

Language: Brythokeltic

Population: 1,000,000

Flag/Emblem:

Flag: A black antelope (goat) salient on a golden field.

Magickal Devices: The sword *Imprimus*, the *Net of Storms*, and the *Stones of Antipathy* are amongst the arsenal of Prince Alain in his Rennes citadel. Other magickal devices of personal sort, his and of noble holding, are of minor nature only.

Thumbnail Sketches: The peninsula which comprises the majority of this state is some 175 miles long, stretching into the Lantlan towards Lyonesse, while the thin thump of the Ys Peninsula juts off in the direction of Albion. In the southern portion of Brettony lies a small portion of mainland territory, and the overall area of land belonging to its prince is 20,000 plus square miles in extent. The whole, though, of the land is basically isolated from Francia and Neustria by terrain and forest, so that communications are in the most part by sea. The coastline of the place is rugged, broken, and wild, so that only Nantes (in the south), Brest, and Ys offer safe harbor for ships. Only the last named place is of remarkable sort, the architecture of Ys being odd and ancient, and of a form neither typical of the Keltic or Francian. The Temple of Neptune in Brest, however, is large and quite a worthwhile view.

The overall climate of Brettony is a bit milder than that of Albion, more resembling that of Lyonesse, but with average rainfall similar to that in the latter kingdom and Hibernia. Much of the peninsular land is wilderness, for the two central plateaus of the main peninsula are mostly *landes*, wet moors and associated scrub forests. Thus, much of the population is found along the coasts and in the southern and eastern regions of Brettony. The interior has some habitation, but woodlands and the wetlands prevail. In these natural places are found such game as bear, boar, deer, wolves, lynx, and so forth.

The lowest class of Brettony is the serf, and these are few in number, comparatively speaking. Villeins and peasants are numerous, but many of the common folk have small (approx. 20 acres) land holdings of their own, or are free fishermen or laborers. Such folk are noted for their colorful dress, and bright reds, violets, and strong blues are usual for men and women alike. The middle class is not numerous, for this is not a particularly rich land. An average sort of nobility supported by the knightly tier is at the top of the socioeconomic pyramid. These aristocrats are neither more nor less tyrannical than usual for Kells. A small standing force of soldiery of no more than a few hundred or so suffices to maintain safety in the country, and only two warships are maintained by the Crown.

Some number of sheep, swine, cattle, and goats are raised by the folk of this land, and poultry is commonly kept. Horses are used, but none of particular worth come from Brettony. Agricultural industry produces rye, buckwheat and some small amount of maize, along with hemp, forage crops, and vegetables such as artichokes and cabbage. Orchards are extensive and produce mainly apples and pears. Fishing is heavy and provides much of the food of the Bretons. Mines produce minimal quantities of tin, iron, and copper. Trade consists principally of woolens, cider, butter, cheese, fish, rope, and timber. It is mostly between Brettony and the Five Crowns states of Lyonesse, Hibernia, Albion, and Cymru, with a lesser commerce between Neustria and Francia.

*The city of Ys is a free, semi-independent entity within Brettony. (See Ys below.)



Bulgaria

Government: Kingdom

Pantheon: Slavonic

Ruler: Czar Simeon Trosa

Capital: Sofia

Population: 50,000

Other Cities (and population):

Burgas: 15,000

Constanta: 20,000

Pleven: 15,000

Plovdiv: 20,000

Stara Zagora: 15,000

Varna: 10,000

Coinage: Grecian Standard.

Important Persons: Prince of East Rumelia, nobles, priests, officials, etc.

Alliances: Byzantium, Vlachia.

Hostilities: Servia.

Open Warfare/Skirmishing: None at present, although border with Servia is a likely place in future.

Intrigues: Plot to form joint Bulgar-Byzantine Empire to control entrance to Mare Ostrum. Faction to unite with Slovia neighbors (Vlachia and Servia) in a Cardinalian-like state with an elected emperor. Internal intrigues rife.

Magickal Devices: The Bulgars have long held the *Avarian Hawk* and the *Lance and Bow of Skildo*. It is rumored that they have now acquired the *Folio of the Eldest*, supposedly through Byzantine agents. Otherwise, there are few magical objects in the kingdom.

Thumbnail Sketches: Bulgaria is a land which lies south of the mighty Danube River, that watercourse forming its northern boundary. East is the long Mare Ostrum, west, the Servian state, and below that, the Rhodope Mountains. The southern portion of Bulgaria straddles the Balkan Mountains and touches Thrace. As is typical of the Balkans, the mountain peaks tend to be rounded and gentle, the sure sign that they are old. The country is some 37,000 square miles in extent, and about half of that is wild and forested. In southwestern Bulgaria, Mount Musillá rises to nearly 10,000 feet, making it the second highest peak in the peninsula, after Olympus. Just west of that mountain is the range of the Riliska Planina which surrounds the picturesque valley in which stands the celebrated Monastery of Rila. Sofia is a relatively interesting city, but little else can be pointed out as of particular interest, save that some of the mountain valleys with their rushing waters are of some wild scenic beauty. Winters are short but rather severe north of the Balkans, and even the moderating influence of the Mare Ostrum's waters doesn't assist much in the coldest times—in Eastern Rumelia the climate is far more like that of southern Aropa, of course. Summers tend to be very hot, save where height or the sea breeze moderates this.

In the unpopulated places, there is game such as bears, deer, wolves, lynxes, boars, and all manner of smaller animals too. Not all such places are reserved to the aristocracy's use.

There are few peasants *per se*, for the average Bulgarian is free and owns some small parcel of land (15-20 acres or so). These folk farm or serve as handcrafters or laborers. The middle class is comprised of tradesmen, larger landlords, craftsmen, officials, merchants, etc.

Location: Aropa

Language: Bulgarian

Population: 2,500,000

Flag/Emblem:

Flag: Centaur with golden crown and bent bow, armed with a red lightningbolt, on a green field.

The gentry is small but well established; the aristocratic class is small but powerful. A standing force of guards is kept to hold royal fortresses and border castles, but reliance of Bulgaria is on noble contingents and the sturdy free levies. The cavalry is no longer important in the land, however, its people having become relatively sedentary. Infantry armed with crossbows, axes, and various polearms make up the major portion of a levied force.

Internal prices are of interest, for a good draft buffalo sells for around 3,500 BUCs, a draft ox or riding horse for 3,000, a solid breeding bull for 2,500, a cow for 1,000, a sheep for 175, and a goat for 125 BUCs.

Agricultural pursuits bring crops of wheat, oats, rye, maize, barley, millet, and rice. Roses in vast quantities are raised for making attar which sells for around 2,500 BUCs per pound. Beets, grapes (wine), cotton, tobacco, and mulberry (for silk) complete the survey. Livestock is of atypical sort: oxen and buffalo for draft work, cattle, sheep, goats, camels, and small but good riding horses (unfit for combat, however). Large numbers of turkeys, geese, and other poultry are also raised.

Mines and quarries produce coal, silver, gold, graphite, pyrites, chrome, manganese, malachite, and azurite.

Exports are of textiles, hides and leather, grain, lumber, and some small amounts of minerals, plus the rose crop attar yield.

Burgundy

Government: Kingdom

Pantheon: Norse (T)

Ruler: Robert VIII

Capital: Toul

Population: 40,000

Other Cities (and population):

Besançon: 25,000

Luxembourg: 35,000

Mainz: 30,000

Metz: 25,000

Nancy: 20,000

Coinage: Francia Standard.

Important Persons: Herzog of Saar, dukes of Luxembourg, Mossel, Saone, etc., other nobles, lords mayor ("Other Cities," above, and Trier Saarbrücken Strassburg, Vesoul, Epinal, Mulhausen, and Colmar) officials, priests, etc.

Alliances: Gallic Treaty, Saxony.

Hostilities: Helvetia, Flanders and Francia, despite treaty.

Open Warfare/Skirmishing: None at present.

Intrigues: Counterfeiting of coinage to force change to Germanic Standard...part of a plot to get Burgundy to join as a member of Cardinalian League and seek Robert's election as emperor. Secret support of Helvetians against Savoy over Geneva area. Mulhouse again seeking to join Helvetians.

Magickal Devices: The sword *Rottentkopf*, the *Sign of the Paladins*, the *Libram Arcane*, and the *Starry Glass* are the principal objects of power held by Burgundy. There are other lesser items, many of which are in the hands of the nobility.

Thumbnail Sketches: Burgundy is not to be confused with the *Burgundie* district of Francia (q.v.) so famous for its fine wine. (The

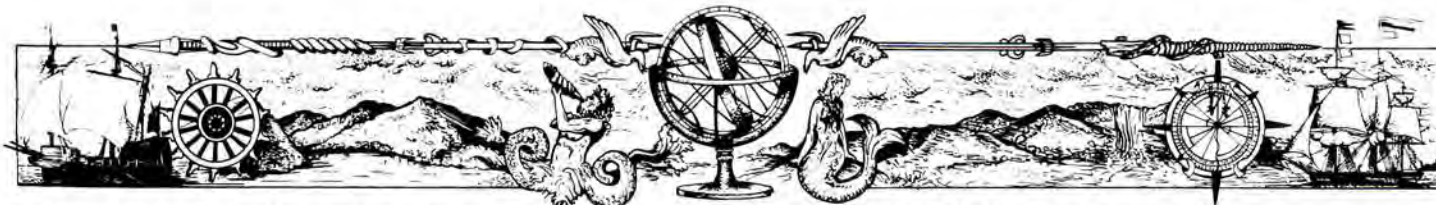
Location: Aropa

Language: Francodeutsch

Population: 2,500,000

Flag/Emblem:

Flag: A blue eagle displayed on a golden field.



wines of the Kingdom of Burgundy are discussed below.) This land is almost 300 miles long north (from the Saxony-Flanders border to the south, where it meets Savoy and Helvetia) and about 100 miles wide on the average; and its estimated area is 22,500 square miles. Burgundy rests between the Teutonic lands (the Rhine River being its eastern boundary) and the Gallic. It was originally a province of Gaul, in fact, and then a part of the Frankish Empire. It is thus quite a mixture of the two cultures and peoples. Burgundy is a place of low mountains (Juras and Vosges), great hills, many rivers, and broad valleys with many towns and villages. Much of the plateau, hill, and valley land is fertile. About 35 percent of the land is wild—25 percent forest, 10 percent scrub and barren—the rest given over to cultivation and pasture. There is considerable game in the land, but most is reserved for the aristocracy. The place is quite lovely, especially along the Mossel and Rhine rivers. It is filled with small castles, quaint villages, and herds of fine cattle grazing its hillsides.

Slavery is not permitted in Burgundy, but persons may be bound for crime or debt. The serf population is low, but there are many villeins. However, the free landowner/cooperative farmer constitutes a higher proportion of the population than in either the Teutonic nations to the east or Francia to the west. A solid middle class exists, mostly of landowners and city-dwellers, and the knights and nobles of the land are numerous and justly lauded for their prowess at arms, if not for their egalitarian views. A small standing force of knights, personal guards and castle garrisons is maintained by the Crown. In time of war, noble contingents, city levies, and freeman and peasant companies fill the army's ranks.

Agricultural pursuits include the raising of wheat, oats, barley, rye, maize, hops, flax, tobacco, oil seeds, hemp, sugar beets, and fruit. Orchards provide a variety of fruit, but viticulture is paramount in this regard. The pale Mossel and Jura wines are justly famous for their quality. Livestock is mainly of dairy cattle, sheep, goats, and some swine and poultry. Good horses are raised. Forests of oak, beech, fir, and other trees produce some timber.

Mines are common in Burgundy, and they yield silver, copper, lead, coal, iron, zinc, manganese, gypsum and building stone. Rock crystal bearing traces of Hekalite and garnet are the only gem materials found in this state.

Industries are many in Burgundy, and exports of this state include livestock, grain, cheese, butter, leather and hides, iron, steel, arms and armor, glass, and textiles.

Burma

Government: Maharajate

Pantheon: Hindic

Ruler: Pabaw Alaghu

Capital: Rangoon

Population: 260,000

Other Cities (and population):

Karbe: 40,000

Mandalay: 55,000

Moulmein: 45,000

Coinage: G: catty; S: bat; C: selung; B: tical.

Important Persons: Various princes, officials, priests, and chiefs.

Alliances: Bengal.

Hostilities: Assam, Nanchao, Shrijavti, Siam.

Location: Azir

Language: Burmese

Population: 7,000,000

Flag/Emblem:

Flag: Winged white tiger on red field.

Open Warfare/Skirmishing: War currently being fought with Nanchao, but it is a minor affair in the northern jungles. Siam threatening an invasion might end the Burmese expedition soon.

Intrigues: Unknown.

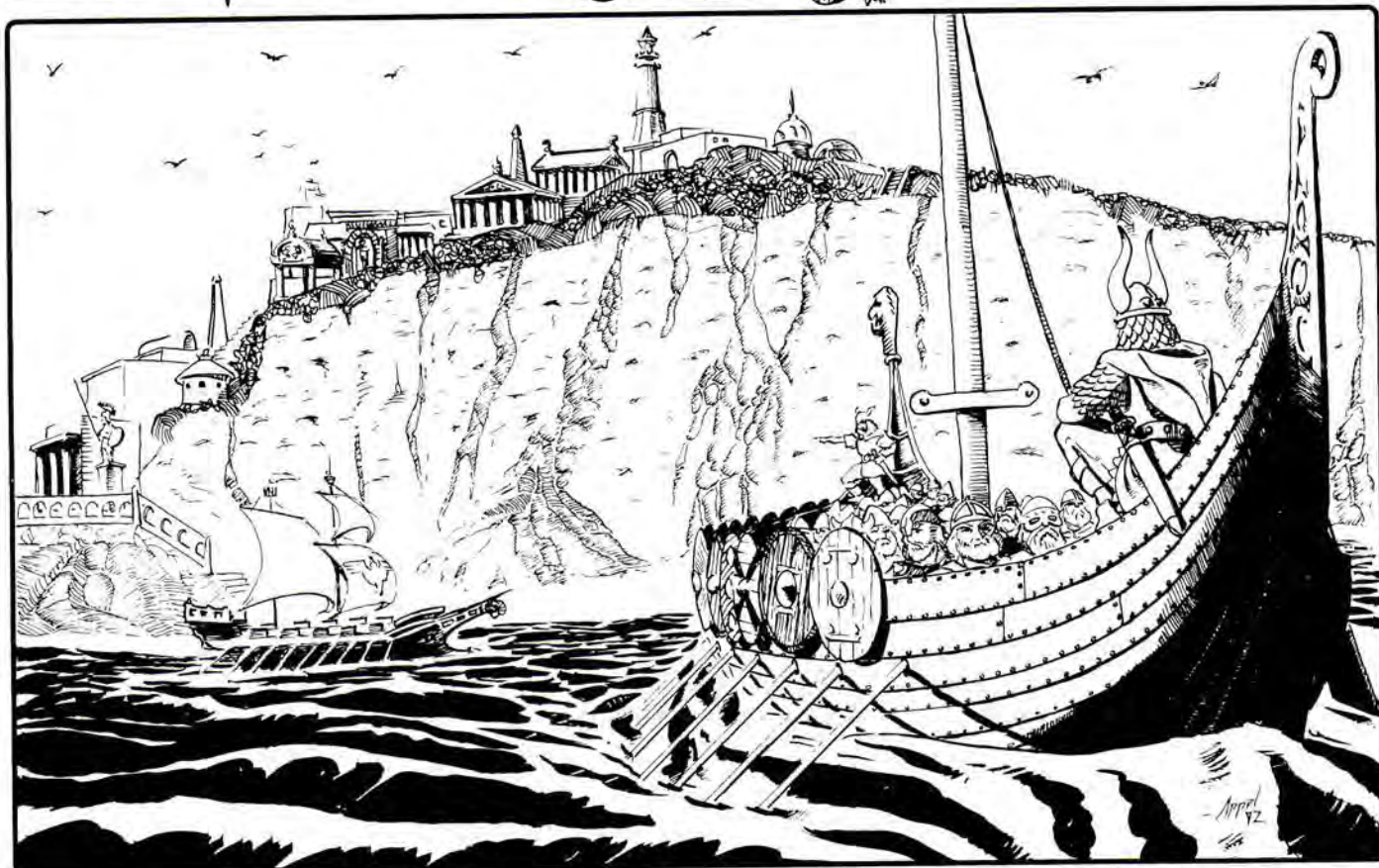
Magickal Devices: The Burmese are said to possess the famed *Astral Garden*, the *Pagoda Crown*, the *Fish of Chambatti*, and the *Spinning Chopper*. Other sorts of magickal devices of lesser quality are certainly held in the state.

Thumbnail Sketches: Burma is encircled on three sides by old mountains: the Arakan Yomas on the west and north, leading from the Kuman Hills into the Chin and Naga Hills, then curling to meet the eastern Kochin, Shan, and Karen Hills, which stretch all the way down to the narrow Malay Peninsula. Many are steep, and most are thickly clad in vegetation, so as to make the country a place very difficult to enter save through certain open routes and by sea. More than 30 percent of the country is forest and jungle, and all manner of large game (elephants, rhinoceri, buffaloes, tigers, panthers, leopards, sun bears, etc.) are found there. In many places there are hot mineral springs and mud volcanoes. There are also many natural caves, and those near Moulmein—the second port of Burma—have been turned into elaborate temples with thousands of images carved into their miles of passages and halls. The great artery of the nation is the Irrawaddi-Chindwin watercourse—the former navigable in flood for 900 miles, the Chindwin open to shipping some 300 miles upstream. The Salween River has a great volume, but its steep gorge (in places hundreds or even thousands of feet deep) makes it basically useless, save to local boat commerce and traffic in portions of its middle course.

It is probable that the original inhabitants of the land were a Brown race similar to the Vedyans of the Hindic Subcontinent. These were conquered in ancient times by invaders of the White race, just as occurred to the west; then Yellow peoples (Chinsungese and Tibetan types) came in and were in turn intermixed so as to create a distinct national type, the Burmese. Such people make up about 75 percent of the population, about 20 percent are Yellow race tribes in the jungle highlands, and 5 percent are of Bengali and Hindic sort. Overall, the folk of this land are most fierce in warfare, friendly, open and merry when at peace. The Burmese are given to colorful finery and fun, and they welcome visitors most cordially.

The caste system prevails in this country, so there is no nobility, but rather strata of progressively more privileged. From the uppermost comes the ruling class and the *Raj*, the king. The poorer folk have a diet of rice, fish, vegetables, sesame oil, and whatever vegetables and meat they can grow or take, while the more affluent have a correspondingly greater variety, but no class is deprived in terms of nutrition, for the land is very productive. Two-thirds of the population are engaged in agricultural pursuits.

Crops include rice, wheat, maize, sugar cane, millet, cotton, tobacco, barley, hemp, jute, chillies, onions, turmeric, oil seeds, tea, spices, indigo and other dye plants, orchard fruits, and miscellaneous garden truck. As noted, fish are a large portion of the standard diet, with quantities provided by freshwater catches and from the sea too. Livestock is confined mostly to buffalo, cattle, swine (which are eaten in quantity), and poultry (ditto). Timber, especially teak and ironwood, is plentiful. Native handiwork includes dye making and dyeing, weaving, wood carving, and silverwork.



Gold and silver are moderately plentiful in this state. So too are tin, coal, salt, iron, lead, and naphtha (petroleum). The rubies of Burma are possibly the finest known to Ærth. However, the land produces such a list of gemstones as to be quite unrivaled save perhaps by Ceylon. Burma boasts of the following stones in addition to its ruby production: Sapphire, chrysoberyl, tourmaline, aquamarine, beryl, spinel, jade (jadite), peridot, amber, topaz, zircon, moonstone, garnet, and all manner of superior quartz crystal gems of rainbow spectrum. Some fine pearls are taken off the coast, and large amounts of mother-of-pearl are gathered.

The country exports quantities of gemstones, mother-of-pearl, gold and silver jewelry, timber, rice, and handicrafts.

Byzantium

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Queen Diana Niander

Capital: Byzantium

Population: 1,250,000

Other Cities (and population):

Alexandria Troas: 30,000

Cyzicus: 10,000

Ephesos: 20,000

Nicodamæ: 20,000

Pergamum: 15,000

Coinage: Grecian Standard.

Location: Azir

Language: Greek

Population: 3,500,000

Flag/Emblem:

Flag: Gold star surmounting
a laurel wreath on a blue field.

Important Persons: Royal family, officials, nobles, priests, etc.

Alliances: Hellenic League, Bulgaria, Ukrimia.

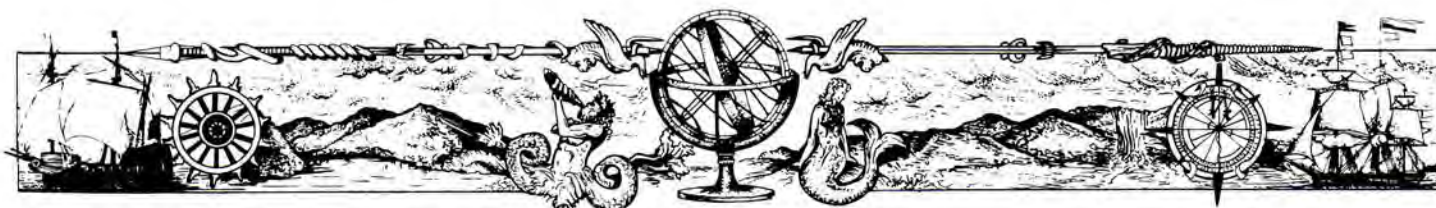
Hostilities: Phrygia.

Open Warfare/Skirmishing: None at present.

Intrigues: Plot to gain Phrygian overlordship through placement of a royal cousin on throne, who in return will acknowledge sovereignty of Byzantium and make Diana empress. Similar plans with respect to many other neighbors. (Bulgars are dupes in this regard!) Many others of hardly less import, plus palace intrigues rampant.

Magickal Devices: The Byzantines have a large quantity of objects of power including the *Book of Dooms*, the *Legion of Shadowphracti*, the *Cholchian Venomdarts*, the *Porphyry Tableau*, the *Bond of Certainty*, and the *Purple Sky Staff*.

Thumbnail Sketches: The once great empire of Byzantium has now only some 45,000 square miles of northwestern Anatolia under its sway, but it is still a powerful force in world affairs nonetheless. From very ancient times, the position of the city of Byzantium gave it a distinct advantage, and from that base grew a state of strength and, at times, imperial might. Situated on the ridge and hills at the northwestern terminus of Anatolia, the gateway between the Eastern and Western Middle Seas, this little jutting portion of Azir Minor is perfectly suited as the site of such a city. The northern shore is that of the Bosphorus leading to the Mare Ostrum, a deep and tideless place where ships of heavy burthen carrying grain from the Mare Librum and Ostrum can put into the quays, and where fish teem in the surrounding waters. The



western shore of Byzantium is the beginning of the Sea of Marmara, which in turn leads to the Ægean, and the Mare Librum, so all intersea trade passes this one spot. Fortunate too is its positioning, for the great migrations of horsed barbarians thrusting westwards into the region could possibly take the little fortress town of Pera on the Æropan side of the Bosphorus, but the haven of Byzantium is virtually impregnable. Its position on the Anatolian Peninsula makes it difficult to reach for land invaders coming along the south of the long stretch of the Mare Ostrum, with many natural obstacles between such advance and the city.

The mighty, triple-walled city of Byzantium sits along and atop a low ridge and the seven hills of the Golden Horn. The last and greatest of its four walls for landward defense is a series of fortifications spanning over five and a half miles and pierced by 15 great gates. This is the "triple wall." It consists of a broad and deep moat before a many-bastioned curtain of 25' height, then at 20 yards distance a towered wall 40' high, and lastly backed at 25 yards distance by the grand wall of 100' height, with massive, D-shaped towers every 100 yards along its length. From that wall to the western tip of the city is six miles, so the whole area of Byzantium is almost 18 square miles. The major thoroughfare runs atop the ridge, piercing the three inner walls to reach the western end of the metropolis.

Space does not permit much detailing of the great city. One must visit it, see the throngs of different people therein, and hear its polyglot speech, to get any sense of the place. Byzantium has a palace complex nearly as superb as that of Atlantis, and its acropolis is magnificent. So too are its scores of temples and monuments, its baths, the hippodrome, its triumphal arches and monuments, its flora and statues. Even the great covered cisterns and sewers are remarkable, as is the diversion of the river (Lychus) which flows into the city and once emptied into the sea, but now ends in the aqueducts and pipes serving water to the citizens. Two bridges cross to Æropa (Pera).

After the great metropolis, it is difficult to see the remainder of the kingdom in a proper frame of mind, yet the Temple of Diana at Ephisos is one of the Twelve Wonders of Ærth! The countryside to the south and east is quite attractive too, with low mountains and hills, fertile plains and valleys, and woodlands and villages to greet the eye most pleasantly.

Only about 25 percent of the land is wild and uncultivated, around half of that total being in natural forest. There is plentiful game there, of course, including the maneless (aslan) lion.

Agricultural produce includes some of the finest tobacco in all Ærth, wheat, barley, oats, cotton, opium, grapes, figs, olives, other fruit (apples, cherries, plums, etc.), roses, and timber. Fisheries are important, bringing in tunny, sardines, anchovies, etc. Mines yield some iron and silver, and quantities of salt.

Industries produce excellent arms and armor, leather products, textiles, carpets, hardware, etc. Exports include such products as well as attar of rose, salt, gum, timber, hides, mohair, and silk.

Caledonia

Government: Kingdom

Pantheon: Keltic

Ruler: Malcome IX

Location: Æropa (Avillonia)

Language: Keltic

Population: 1,750,000

Capital: Edinburgh

Population: 35,000

Other Cities (and population):

Aberdeen: 15,000

Dundee: 20,000

Glasgow: 70,000

Paisley: 15,000

Coinage: G: thistlecrown; S: noble; C: common; B: shilling.

Important Persons: The Archdruid of Caledonia, various earls, thegns, officials, nobles, priests, etc.

Alliances: Five Crowns.

Hostilities: Norge.

Open Warfare/Skirmishing: Expedition readying to go to northern islands disputed with Norge (Orkneys).

Intrigues: Unknown.

Magickal Devices: The sword, *Caliburnus*, *Keoghtom's Board & Pieces*, the *Rod of the Lochs*, and the *Steel Thistle* are known to be in possession of the Crown. Various other lesser objects of power are held, many by aristocratic families.

Thumbnail Sketches: Caledonia lies in the northern part of the Great (or Albish) Isle of Avillonia. The land is divided into three types: the Highlands (of the northwest and southeast which are cut so by the Great Glen More), the central plane called the Lowlands, and the southern (border) uplands. The Highlands are old mountains and long ridges which are divided by narrow valleys (glens) or parallel and transverse sort of broader valleys (straths) which usually include a large watercourse. The Lowlands have a generally flatish prospect compared to the remainder of the country. The uplands are rolling table land, with many gradual hills which are nearly plateaus.

The whole country has numerous lakes (lochs), many of which are connected underground to the sea and are thus saltwater. Moderate woodlands and much wildland contain considerable game, such as deer, bear, wolves, wild pigs, and fur species such as the otter, beaver, and ermine, as well as various other animals of small sort. Streams teem with game fish, notably salmon.

Caledonia presents a rugged and wild beauty which the traveller is fascinated to behold. The old and stout castles of the country are also picturesque. The growing popularity of the game known as golf necessitates our mentioning that it was devised by the Caledonians centuries ago, and there are many excellent courses for the game to be found in the country.

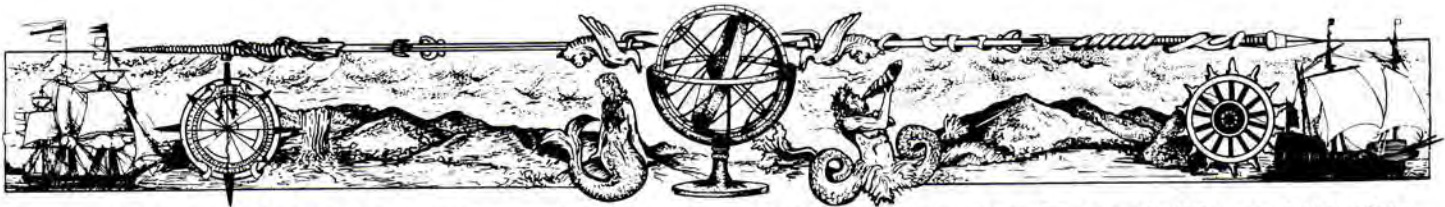
Most of the people of this land are free members of the numerous clans. Despite this, the peasant class is of nearly normal size because the country is not rich, and it is difficult to prosper. Thus the middle class is mostly found in the cities and towns, pursuing crafts or mercantilism. The aristocracy is typical and powerful, owning great tracts of land. The nobles are about the only cavalry in the state, the remainder of the folk fighting afoot with ash spears, round shield and sword, and great sword, and some few armed variously with such weapons as the battle axe, lochaber axe, crossbow, and medium (self) bow.

In the north, the folk mainly raise oats and rye and fodder crops for sheep. Some few swine, ponies, and poultry are also kept. The Lowlands and the south are far more agricultural, and there wheat, barley, beans, peas, potatoes, and all manner of fodders are grown.

Flag/Emblem:

Flag: Red lion rampant on a golden field tressured and counter tressured fleury.

Emblem: Oak tree.



Flax and jute are raised for cloth and cordage production. Livestock includes cattle, sheep, swine, poultry, and very excellent horses, some bred to be great destriers. Some orchards produce fruit, and gardens likewise produce vegetables for personal consumption. Fishing is pursued along the coastal regions, and this is fairly productive.

The whiskey distilled in the highlands of this kingdom is highly prized in most civilized states worldwide.

Mines and quarries yield iron, coal, fire clay, aluminum, lead, paving stone, granite, limestone, and sandstone. Small amounts of copper, silver, and gold are still extracted from old workings, but this output is of no significance. Topaz and common opal are produced from Caledonian mines, along with quartz *calmgorms*, to bring in some small revenue.

Caledonian industries are mainly connected with their agricultural or mining operations. In addition, of course, whiskey distillation and export, ship building, book making, and textiles (woolens and linens) form the bulk of income-generating commerce.

Camcham

Government: Empire

Pantheon: Chinsungese

Ruler: Zung Dao

Capital: Angkor Wat

Population: 120,000

Other Cities (and population):

Saigon: 60,000

Vlaza: 45,000

Coinage: Ch'in Standard.

Important Persons: Empress Kim, various princes and nobles, generals, priests, officials, etc.

Alliances: Shrijavti.

Hostilities: Annam, Siam.

Open Warfare/Skirmishing: Minor warfare with Annam now being fought (generally on Siamese territory).

Intrigues: Assassination of current ruler of Annam and placement of a pro-Camcham prince on the throne to expand empire northwards. Numerous other intrigues and plots within capitol and palace.

Magickal Devices: The emperor of Camcham commands the employment of the *Megaloratus Discus*, the *Many Force Sphere*, the *Masks of Little Dragons*, and the *Two-Tongue Spear*. Other objects in the land are unknown.

Thumbnail Sketches: The city of Angkor Wat, with its palaces and massive temples, is a near wonder. The place is very ancient, once having been deserted and a near ruin but then repopulated, rebuilt, and revitalized. Camcham is a land of thick jungles, low mountains, plateaus, and (in the southeast) flat plains filled with crisscrossing waterways. The Mekong is its main river. The lake called Tonlé-Sap is remarkable in that in wet season it is deep and extends for some 70 miles over a 15 mile wide bed, while in the dry times it dwindles to one-fifth that surface area and one-tenth or less its total volume.

About half of the country is wild, and in these jungles are elephants, rhinos, and all the other large, medium, and small animals typical of this part of Azir.

As occurred in Burma, the Brown indigenous race was first intermixed with a White invading wave, then a Yellow one, to form the

Location: Azir

Language: Camese

Population: 7,500,000

Flag/Emblem:

Flag: Dragon tiger in colors opposite field of purple and gold parted per pale.

typical Cam or Cham—some 80 percent of the population of the empire is of these two nationalities. The balance of the inhabitants of country are various tribes of Chinsungese sort, Annamese, or Malays (still very nearly of pure Brown race).

The majority of the folk are agriculturally engaged, growing rice, maize, tea, beans, sugar cane, tobacco, cotton, coffee, mulberry (for silk), pepper, and indigo. They similarly maintain livestock of swine, poultry, buffaloes, cattle, swine, and poultry.

The forests yield teakwood, runner, bamboo, gums, cardamom, rattan, spices, and medicines. A few mines produce iron, gold, and silver in moderate amounts. Camcham also produces some small quantity of both ruby and zircon.

Native industries and handicrafts include pottery, bricks, mats, fans, and cotton goods, which together with forest products and such things as ivory, gems, and skins constitute the major export of the country.

Carinthia

Government: Archduchy

Pantheon: Norse (T)

Ruler: Ernst III*

Capital: Graz

Population: 35,000

Other Cities (and population):

Agram: 10,000

Fiume: 10,000

Klagenfurt: 20,000

Laibach: 20,000

Pola: 15,000

Coinage: German Standard.

Important Persons: Dukes of Carniola and Styria, Count of Istria, Baron of Hohe Taueren, mayors, various minor nobles, priests, officials, etc.

Alliances: Ostria, Cardinalian League, Dalmatia.

Hostilities: Lombardy, Magyaria, Venice.

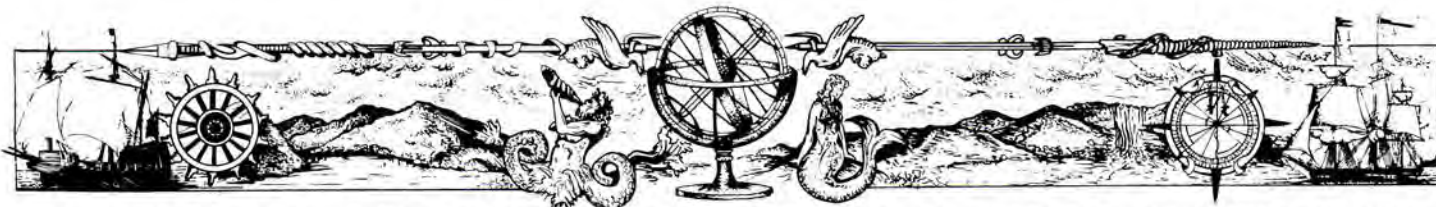
Open Warfare/Skirmishing: None at present.

Intrigues: Certain, but details not known at present.

Magickal Devices: The archduke has in his possession the sword *Umbramorto*, the *Empyrean Armor*, the *Marble Tokens of Hohensee* and the *Slovene Tablets*. The nobility of the land holds a number of moderately powered magickal devices as well.

Thumbnail Sketches: The country was created through force of arms a century or so in the not distant past, yet is it basically an Alpine state, for most of its territory is mountainous. Thus, Carinthia reaches from the Adriatic to the southern verge of Ostria astride the Julian and Carnic Alps, and save for some valley land and parts of Istria, it is a quite wild place which was originally the home of savage Keltic tribes. The great bergs, little lakes, mountain streams, and meadowlands are of most charming perspective, of course, and Carinthia has many famous mineral springs too, but it is undeniably off the beaten track.

Carinthia is about half forest, some small amount of that being scrub and barren rock. Almost one-third of the state is pasture and meadow for grazing, and about 15 percent is given over to crops, vineyards, orchards, and gardens. Considerable game roam freely in the wilds, of course.



The inhabitants are a mixture of Teutonic, Italic, and Slavic (Slovenes) who have intermingled considerably in the past century and a half. About half the population is of such mixture, 25 percent Germanic, 15 percent Slavic, 8 percent Italic, and 2 percent of other sort (Magyars, Dalmatians, Greeks, Phoenecians, etc.).

While the peasant class has some bondsmen and serfs, the majority are of the villeinage or small landholders of little means. There is a large middle stratum of free landowners of means, craftsmen, gentlemen, etc. The aristocracy of Carinthia is powerful, and its warriors quite redoubtable. Other than a personal guard and castle/fortress garrisons, no standing army is maintained.

Agricultural pursuit is most common. Crops of oats, rye, maize, flax, cherries, apples, vegetables and animal fodder are raised in the north; while vines, olives, figs, wheat, melons, etc., are grown in the south. Cattle, goats, sheep, poultry, and bees are raised, and good horseherds are kept in some places.

Considerable timber, mostly fir, is harvested. Mining is very productive and important and yields iron, coal, copper, zinc, mercury, lead, salt, graphite, gold, salt, potter's clay, marble, and building and mill stone.

Export goods include iron, steel, steel weapons and tools, linen, lace, and paper.

*Current favorite for election to Cardinalian emperor.

Carthage

Government: Kingdom

Pantheon: Phoenecian

Ruler: Sargihan II

Capital: Carthage

Population: 905,000

Other Cities (and population):

Hadrras: 20,000

Sfax: 30,000

Tunis: 15,000

Uthina: 45,000

Coinage: Phoenecian Standard

Important Persons: Heads of the "Nine Families," priests, merchants, officials, etc.

Alliances: Phoenecian Coalition

Hostilities: Tripolis, Lybbos, Hasur, Berberia, Numidia, Western Sea Alliance.

Open Warfare/Skirmishing: General raiding at sea. Some frontier brushes with Numidia recently.

Intrigues: Draw Mauretania into alliance to divide Numidia between it and Carthage. Marriage to ruling family of Tripolis so as to gain that throne, then work on separate city-states to build empire.

Magickal Devices: This powerful kingdom has a great arsenal of objects such as the *Basin of the Sea*, the *Dioramic Altar*, the *Seven Illusion Mirror*, the *Anotic Decompulser*, and the *Asp Javellins*, plus whatever else money can purchase, held by the plutocratic families which are the aristocracy of Carthage.

Thumbnail Sketches: Occupying some 35,000 or more square miles of territory at the end of the Mauretanian Peninsula, the Kingdom of Carthage is so placed as to benefit from climate, land, and sea.

Location: Afrik

Language: Phoenecian

Population: 3,500,000

Flag/Emblem:

Flag: Purple Afrikkan elephant on a golden field.

Although the kingdom is hot in summer and cold in winter, the moderating effects of the seas (Mare Phoenecium to the east and south, Mare Librum to the north) reduce the severity of these conditions so that the climate is generally favorable all year. Interior portions are somewhat barren and wild, but much of the land is very fertile and productive. The state's position in Afrik also gives it both a commanding and trading location par excellence. Once a plutocratic (aristocratic) republic built around a city-state, the nation was formed on monarchical lines after the Roman Wars, when the Atlantian Recession was apparent to its wily people.

In the unpopulated areas of the south and west there is much wild game, and the lion, leopard, and cheetah are commonly seen there.

The City of Carthage is, naturally, the most famous locale in the kingdom, a place both famous and infamous, conquered by many attackers and always re-conquered by the Phoenecians. Sited to the south of the mighty citadel of Castle Byrsa, surrounded by suburbs of both peasant villages and villas and estates of the rich, its high-walled, metropolitan heart covers about 12 square miles, from the Lake of Tunis to the south, to the aforementioned fortress of Byrsa, having absorbed the little port town of Cartegenna centuries ago. One is reminded of both Rome and Aziria when first seeing the city, for it is a mixture of East and West. The Seven Temples (Eshmun, Tanit, Moloch, Tammuz, Iolaus, Patechus, Melkarth) are claimed as a wonder by Carthaginians, but in truth they fall short of that status. The massive Edifice of Balcaranensis is a worthwhile sight, however. So are the baths built around hot springs, and the system of aqueducts. The slums of the city are quite ineffable. The tombs to the north are of interest.

The city proper is comprised of 75 percent Phoenecians, with the balance of all manner of peoples (Iberians, Grecians, Italics, Berbers, etc.), but in the countryside, including other cities and towns, only about half of the populace is Phoenecian. This is because of the native Berber population and the long-practiced hiring of mercenaries, with frequent settlement of them onto Carthage's territory.

Class is still determined almost exclusively by economic success, and while this makes the people of the nation most venal and mercenary, it also allows a considerable mobility for the clever (and unscrupulous). Slavery is very much a part of life in this land, and some 15 percent or more of the population is thus bound. Another 60 percent or so is of what amounts to villeinage status, being agricultural, mine, or other workers strictly fixed in their occupation but able to purchase free status. Freeman class population is only about 15 percent, and a heavy tier of aristocrats and nobles completes the picture of social structure. Pantheons also recognized in the kingdom include the Greco-Roman, Atlantian, and Babylonian. As expected, the separation between strata is sharp, the upper harsh and dominant over the lower. Some few of the freeman and aristocrat classes serve in the military, but most of the naval (warship) and military forces of the Carthaginian state come from mercenary employment.

Rich harvests of wheat, barley, oats, olives, dates, grapes, almonds, oranges, lemons, and cotton are reaped from the fertile soil. Herds of cattle, sheep, and horses graze in the good pastures. The seas yield great catches of fish (anchovies, sardines, tunny, etc.). Caravans from the south bring slaves, precious metal, gems, ivory, and animals to the city. Carthage also has rich mines of copper, lead,



zinc, coal, and marble. Some quantity of precious coral is exported from Carthage.

Trade is the life blood of this nation, of course, and her ships and galleys are seen all over the Middle Seas. The woven cloth of Carthage is of the finest quality, and the state's pottery, leatherwork, and jewelry vie with grain, olive oil, and other products for space aboard the vessels bound for all parts of Ærth.

Castile

Government: Kingdom

Pantheon: Atlantian

Ruler: Alphonso XVII

Capital: Corunna

Population: 40,000*

Other Cities (and population):

Burgos: 25,000

Madrid: 90,000

Murcia: 20,000

Seville: 65,000

Toledo: 20,000

Location: Æropa (Iberia)

Language: Iberian

Population: 3,000,000

Flag/Emblem:

Flag: Black tower on a golden field.

Coinage: Iberian Standard.

Important Persons: Prince of Nuevo Castile, grandees of Murcia, Jaen, Corunna, and Seville, various other nobles, priests, officials, etc.

Alliances: Iberian-Atlantian Concord.

Hostilities: Aragon, Granada, Leon, Corsica.

Open Warfare/Skirmishing: Actually none at this time.

Intrigues: Many, ranging from an Iberian imperial state, to the government of new settlements in Vargaard.

Magickal Devices: In addition to some fair number of moderate and minor items of power, Castile holds the *Celestial Apparatus* and the *Rainbow Baton*, and as these two objects are complimentary and function together, this makes their arsenal of particular effectiveness.

Thumbnail Sketches: Castile is the largest and richest of the Iberian states, and its vast central plateau and mountains and valleys are productive in all ways. About 30 percent of the land is cultivated in field and garden, 20 percent is orchards, 20 percent pasture, and 5 percent vineyards. Only a quarter is forested (slightly more than 15 percent) or barren (just under 10 percent). In struggles against various invaders, many castles were built, and thus the name, Castile, was applied to the land. These fortifications and the old and charming

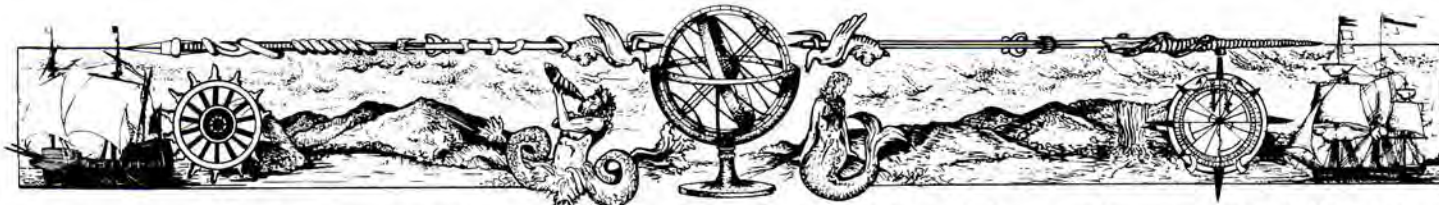
cities are great attractions for the traveller. The capital, Corunna, was originally an Atlantian trading settlement named Cordunal. Traces of ancient work, and the Atlantian architectural style, still remain. Madrid, largest of Iberian cities, is very lovely, and the plazas, temples, bull rings, and monuments are great attractions.

The folk of this nation are of Iberian stock. Likewise, their classes and military conform to those typical of the other large Iberian states, save that Castile maintains a fleet in the Mare Librum and an even greater one in the Lantlan Ocean. (See Aragon, above, for details of race, SEC, and military forces.)

Agricultural produce includes wheat, barley, oats, rice, maize, rye, buckwheat, millet, sugar beets, hemp, jute, cotton, tobacco, sugar cane, flax, indigo (and other dye plants), oil seeds, olives, oranges, lemons, almonds, peaches, apricots, figs, dates, pomegranates, bananas, and all manner of other fruits and vegetables (berries, beans, garbanzos, peas, lentils, onions, peppers, and so forth).

Sheep are the largest livestock





resource of this nation, but cattle, horses (including fine chargers), goats, asses, mules, swine, and all sorts of different kinds of poultry are also raised. Fisheries produce a considerable amount of food for the populace.

The mineral resources of the land are headed up by silver in great yield, then mercury, lead, copper, iron, antimony, manganese, salt, building stone, and gold (in very small quantity).

The steel produced in Toledo is of exceptional quality, and it is in demand throughout Aepora and Afrik for arms and armor, as are the blades and armors produced in Toledo and elsewhere in Castile as well. Wine is certainly one of the principal exports of Castile, followed by olive oil and livestock. Other industry produces leather and leatherwork, paper and books, pottery, soap, raisins, etc.

*Not to be confused with La Corunna in Corunna, in the extreme northwest of Leon.

Ceylon (Vedya)

Government: Maharajate (Empire) **Location:** Azir (Hindic Subcontinent)
Pantheon: Hindic **Language:** Hindic dialect
Ruler: Pandari Ladak **Population:** 12,000,000
Capital: Kandy **Flag/Emblem:**

Population: 110,000

Flag: Gold tiger regardant with

Other Cities (and population):

silver sword on green field.

Calicut: 95,000

Cochin: 110,000

Colombo: 45,000

Jaffna: 70,000

Mysore: 320,000

Pondicherry: 105,000

Coinage: Hindic Standard.

Important Persons: Various rajahs (Malabar, Mysore, Travancore), princes (Madura, Nandu, Tamil), priests, officials, etc.

Alliances: None.

Hostilities: Hind.

Open Warfare/Skirmishing: Skirmishing along northern border with Hind.

Intrigues: Numerous but of unknown detail.

Magickal Devices: An exact enumeration of the magickal devices which Ceylon owns is not possible, for the information is guarded closely, but it is known that the maharajah has in Kandy these things: the *Eight Arrow Bow*, the *Deathflower*, the *Pearl of Desire*, and the *Vedic Tablet*.

Thumbnail Sketches: Warfare between the island of Ceylon (inhabited by Sinhalese, a people of mixed White and Brown race) and southern Hind (where the folk are mainly of Tamil race (Brown stock with little admixture) has been going on since ancient times. Several centuries ago, the Tamils invaded and conquered Ceylon, and then over a few generations, the Sinhalese gradually regained control, so that now the state is ruled by them rather than the former masters. The empire covers over 60,000 square miles, the island of Ceylon making up about half that territory. On the mainland the country runs from the Western Ghats (mountains) eastwards across hills and plateau land to the low plains along the eastern coast, where the waves of the Hindic Ocean meet the shore. Ceylon, however, is more

of a series of circles, the low coastal areas gradually climbing to the mountainous heartland and plateau of the center of the island.

The mountainous western part of the mainland is wild, primal forest/jungle and contains many game animals, from big elephants and tigers down to small monkeys and birds. Eastwards, the hill country becomes more settled, and in its heart, Madura, there are hundreds of temples, most quite beautiful. The land rises in a few hills farther on, then levels and drops to the coastal plain called the Cormandel Coast. Game likewise exists in numbers on the island portion of the empire, albeit the elephants there are smaller, and no tigers exist, but the large leopards and savage bears make up for this.

The caste system is known but not much adhered to in this land. The lower class totals about 85 percent of the population and is made up of slaves and bound persons, free peasants, and laborers. There is a small middle class totaling about 10 percent of the population, consisting mainly of landowners, proprietors, and merchants. The highest group consists of the very wealthy and nobility. This group produces the guards and officers of the military and naval forces of Ceylon.

Agricultural pursuit occupies a majority of the people. Rice, millet, oil seeds, vegetables of all sorts, fruits, cashews, coconuts, coffee, tea, cotton, tobacco, cinnamon, cocoa, pepper, cardamom, quinine, rubber, and mulberry (for silk) constitute the principal crops and harvests. The small elephant of the island is used for much draft work, as are buffaloes and oxen (although these are smaller than normal beasts of this sort found northwards). Some few swine and poultry are raised. Fishing is actively pursued along the coasts, and it produces good catches and yields shellfish and some crustaceans as well.

Amongst the most precious products of this state are diamonds (in small quantity and quality in general), corundum gems (hyacinth, jacinth, ruby, and sapphire of many hues), and other gemstones, including chrysoberyl, tourmaline, aquamarine, beryl, spinel, topaz, pearl, zircon, amethyst, moonstone, garnet, and many sorts of quartzite gems. Other mining and quarrying operations produce gold, graphite, lignite coal, and iron.

Major exports are spices, medicines, cashew nuts, coconuts and associated products, gems, tea, rare woods (ebony, sandalwood, satinwood, calamander, and teak), ivory, cloth, silk, and hides.

Cherokia

Government: Kingdom (elected/tribal) **Location:** Vargaard
Pantheon: Manitou **Language:** Cherokee Irouk
Ruler: Chief Red Mountain **Population:** 35,000
Capital: Echota **Flag/Emblem:**

Population: 1,000

Flag: Black thunder bow and white lightning arrow.

Other Cities (and population):

None, but 60-80 villages.

Coinage: Wampum (5 BUCs/2" x 1" strip); also use coinage of any sort from colonial states of the East.

Important Persons: Various sub-chiefs, medicine men, etc.

Alliances: Iroukia

Hostilities: Suskehankia, Seminoles, Shawnee, many other tribes. Frequent forays into the lands claimed by Heliotepe and even those of Relantl.

Open Warfare/Skirmishing: Continual skirmishing, but no major war at present.



Intrigues: Talks with Creek Nation regarding alliance aimed at driving all invaders from their territory (and off the continent from Helioteop to the Xalgades Peninsula). Others probable but unknown.

Magickal Devices: There is no known great item of power possessed by this people, although some few of minor sort are thought to exist.

Thumbnail Sketches: Few details are known regarding this emerging state. Slavery is approved, but it is rare, with only captives having this status, and becoming free if made a member of the tribal group. The warriors of the Cherokia Nation should be rapidly learning about European fighting techniques, arms, and armor; but reports state they still employ many primitive arms, fight in generally disorganized groups, and wear little armor.

Ch'in

Government: Empire

Pantheon: Chinsungese

Ruler: Lung Ch'ang wang

Capital: Peking

Population: 1,000,000

Other Cities (and population):

Too numerous to mention here.

Coinage: Ch'in Standard.

Important Persons: Grand Duke Wu, other royalty, nobility, mandarins, officials, priests, and generals.

Alliances: Po-hai, Tibet.

Hostilities: Khitai, Mongolia, Nanchao, Nippon, Sung.

Open Warfare/Skirmishing: Full-scale warfare on Khitain border, skirmishing with Mongolians.

Intrigues: Rife...including factions wishing to unite with Po-hai and Sung via marriage or conquest, plus many others.

Magickal Devices: There are numbers of potent items held in Ch'in and elsewhere in the Far East. Known to be amongst the most powerful are the *Firestorm Flute*, the *Iron Wind Fan*, the *Five Direction Lotus*, the *Skywater Coach*, the *Precious Jade Wand*, and the *Thousand Li Eye*. Numerous lesser items of arms, armor, etc., are known to exist in the arsenal of the emperor and with various others of great status (or villainy).

Thumbnail Sketches: The nation is one of incredible size, stretching for almost a thousand miles from its western frontiers to the ocean shore of the Titanic. It covers over 600,000 square miles of territory, and ranges in prospect from mountains and wilds to plains and teeming cities. Its great rivers make it one of the best watered and productive countries of Ærth, and its scenic countryside and pagoda temples are alluring. The flora of Ch'in is basically similar to that of Æropa, and its fauna is like that of the West too, save for the tiger, yak, alligator, and giant salamander (the latter found in Nippon, Amazonia, and Vargaard). Much of the country is wild, and in such places there is abundant game and good timber. Many reports of Phæree creatures and races come from such places, but the amount of reliance which can be placed in such sightings and accounts is questionable.

There is no dispute regarding the Great Wall of Ch'in being one of the Twelve Wonders of Ærth. It stretches some 700 leagues along the northern border area of the empire, and its defenses are a marvel of modern construction and magick. The average height of the wall is 25', the same as its (splayed) base thickness, with a 12' wide parapet

of crenels and merlons. Every 200 yards there is a tower of 50' height and width. In the past centuries, castles at 100 li intervals (33 miles) have been built to strengthen the defensive quality of the Great Wall, for each such fortress is built and stocked so as to resist siege for several months of time. There are currently thought to be about 20 citadels of this nature.

Another near marvel is the Grand Canal, a mostly man-made waterway which runs for almost 1,000 miles from Ch'in into the Sung Empire.

The Chinese are basically a Yellow race with some admixture of White and possibly Red races (see Mongolia). The folk of the most northern and western provinces of the empire tend to be larger and more heavily built than those of the south and east. Dialect too changes from region to region, although the writing is the same regardless of this. Mandarin, however, is the official language, and all educated people and officials speak this dialect regardless of any others they may otherwise employ.

Nowhere else, save in the Sung Empire, has the family and its ancestral members been so central to life as in the Ch'in state. Some families have become virtual clans, in fact.

The social structure of modern Ch'in is quite complex. The empire is governed by a vast bureaucracy, with the emperor and his ministers, princes, major nobles, and the greatest of other officials at the top. Six classes of people are now recognized, and certain colors are reserved to each group exclusively. Slavery is of the bondage sort, and no slave trade is officially permitted. The lower class wears cotton, felt, etc. Silk is the cloth of the upper classes. Peasants are the largest portion (70 percent) of the population. The common laborers wear black, but agriculturalists are identified by indigo, and the common soldiery (a recent tier at the upper portion of the class) are allowed garments of brown. The middle class consists of traders who may wear blue, artisans are permitted gray, and the literary tier is distinguished by jade green. The uppermost strata are the great officials displaying red, the nobles (a tier added only some three centuries ago) who are able to wear orange, and the greatest aristocracy and royal family who are the only ones allowed yellow/gold. Great officials are drawn mainly from the literary class, although some come from the noble families.

Despite the military, noble forces, and lesser officials such as magistrates and police, there are many bandits in this land, robbers and criminals in its wilds and city ghettos.

Rice wine, wine, rice beer, and beer are drunk in moderation by the folk, but there is some use of other drugs amongst all classes.

Popular pastimes include the game of "go," Chinsungese chess, and to a lesser extent, various tile and card games. The folk of Ch'in are somewhat less prone to wagering than are those of the southern lands.

The achievements of this state (and of Sung as well) are quite remarkable. In addition to recognizing and codifying Heka energy (Che in their own tongue) in ancient times, and thus being in the forefront in the use of Castings, the Chinese have invented such mundane things as the astrolabe, clock, compass, paddle-wheel boat, paper, porcelain, printing, and printing ink. They have a mechanical drilling technique, which rivals Heka-powered operations, and in conjunction with this technique have developed bamboo



ropes and cables with a tensile strength as high as steel. From ancient times they have captured and employed methane gas for certain heating uses. It must also be mentioned that the cuisine of this land, and that of its rival to the south, of course, is of the highest order, and comparable only to that of Francia, the Italics, and possibly the Magyars.

Agricultural products include wheat, barley, millet, rice, maize, buckwheat, hemp, jute, beans, peas, cabbage and other vegetables in profusion, cotton, tea, vines, and all manner of fruit—berries, mulberry (for silk), pears, apples, plums, peaches, apricots, oranges, kumquats, tangerines, chestnuts and walnuts, etc. Poppies are raised in a few places. Livestock is not as plentiful but consists of yaks, horses, ponies, sheep, goats, some poultry and camels in the north and west; buffalo, cattle, horses, swine, and poultry elsewhere. Much fish is eaten, whether that of freshwater variety or taken from the sea.

Timber is harvested, including much used for pulping and its attendant paper making. Books are printed in considerable numbers in this nation.

Quantities of iron, copper, tin, and coal are mined. Lesser amounts of antimony, tungsten, lead, petroleum, silver, and gold are taken. Ch'in produces jade (jadite), agate, moss agate, and bloodstone gem minerals.

Silk and other textiles, artwork, paper, and handcrafted items are most commonly exported from Ch'in.

Cholcan

Government: Xebality (Principality)

Pantheon: Atlantian

Ruler: Sanchix Gardes

Capital: Vanclan

Population: 70,000

Other Cities (and population):

Antigal: 30,000

Jaquil: 25,000

Neuvad: 40,000

Sarmae: 20,000

Coinage: Atlantian Standard.

Location: Atlantl

Language: Lantlan

Population: 800,000

Flag/Emblem:

Flag: Green seawolf crowned silver on a gold field.

Important Persons: Nobles, priests, officials, etc.

Alliances: Iberian-Atlantian Concord.

Hostilities: Xalissa.

Open Warfare/Skirmishing: Border dispute with Xalissa causing some skirmishing in south, and trouble is escalating.

Intrigues: Unknown.

Magickal Devices: It is known that the Xebal has the *Robes of Night* and the *Avalanche Mace*, but additional magickal devices are uncertain, especially with regard to the possessions of the nobility of the land.

Thumbnail Sketches: Cholcan is comprised of the two provinces of Cholcan and Colucan, plus the three islands near its northwestern peninsula. The northern two thirds of the country is mostly plains and some small forests, while to the far east and south, the land is hilly, rugged, and quite wild still. For details of fauna see Atlantis, above.

Its cities are typical of the Atlantian provinces. Neuvad, the seat of Cholcan's government, has a particularly interesting "Old City" and a "new" market square of charming sort built some 1,000 years ago.

This state is very productive, its major wealth being in agriculture, livestock, and the fruits of its many fisheries. Fields of wheat, barley, and maize, garden truck, and berries are common. So too are cotton and tobacco. Orchards yield splendid warm climate and semi-tropical fruits, ranging from olives, peaches, oranges, and grapefruit to bananas, guavas, and mangoes. Livestock consists principally of cattle, horses, and sheep. Fishing produces all manner of crustaceans and mollusks, as well as fish from Atlantian's deeps.

Mining is not a major activity in this state. Copper, and iron are produced in moderate amounts for internal use. Some small quantities of oricalcum are found, and a bit is exported by Cholcan.

Colzuvan

Government: Tirily (Kingdom)

Pantheon: Atlantian

Ruler: Fredirego III

Location: Atlantl

Language: Lantlan

Population: 1,750,000



Capital: Tilcha

Population: 45,000

Other Cities (and population):

Bahestl: 20,000

Iborce: 60,000

Machal: 30,000

Zargassal: 25,000

Coinage: Atlantlan Standard.

Important Persons: Nobles, officials, priests, etc.

Alliances: Lantlan Compact.

Hostilities: Atlantis.

Open Warfare/Skirmishing: None at present.

Intrigues: Territorial ambitions are paramount in Colzuvan, and there are plans regarding an invasion of both Ghedantl and Zuivanl, the latter in conjunction with Xalissa's marching into Zuival proper to add that territory to its own holdings. A second scheme proposes an elected emperor of the island so as to absolutely assert total independence and regain major power status. There are all manner of other intrigues of lesser nature, of course.

Magickal Devices: The *Sceptre of Days* is the greatest magickal device in possession of the state. It also holds the sword *Imprimus*, and possibly the *Velax Infuser*. Nobles are known to possess a number of intermediate objects of power.

Thumbnail Sketches: The two provinces of this state cover some 375 miles north to south and have a total area of about 36,000 square miles. Only about 15 percent of the country is wild land, for Colzuvan is a very fertile land, and farms and orchards cover its rich plains.

Castile allowed its holdings, Atlantachol and Colzuvan, to unite as a single state under the banner of the later province, in answer to the recognition of the Kingdom of Altantis by Portugal. This has fired ambitions and rekindled, to some extent, the national spirit in the freeman and aristocrat classes of the state. However, the slaves are indifferent to such aims, and the others of the peasantry are hardly more interested.

Intense cultivation of all manner of cereal grains, including rice, vegetables, berries, vines, orchards, and flowers, occupies the majority of the population, and the state supplies foodstuffs to Atlantis and Iberian markets too. The great humped cattle of the Colzuvaniens are renowned, and their horses are much in demand for use in warfare.

A small quantity of oricalcum is garnered from the hills of Atlantachol's border with Ghedantl. Otherwise, there is only the salt operations near Machal to generate mineral wealth for this kingdom.

Corsica

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Paolo V

Capital: Bastia

Population: 25,000

Other Cities (and population):

Ajaceio: 20,000

Coinage: Italic Standard.

Flag/Emblem:

Flag: Purple squid on a white field sprinkled with red droplets.

Location: /Europa (Mare Librum Islands)

Language: Latin

Population: 750,000

Flag/Emblem:

Flag: Golden seahorse with spiked silver mail on a green field.

Important Persons: Priests, nobles, officials, family heads, etc.

Alliances: Western Sea Alliance, Arles.

Hostilities: Aragon, Francia.

Open Warfare/Skirmishing: Avoids war and skirmishing.

Intrigues: Union with Sardinia faction. Royal consideration of a marriage alliance with Arles forming a joint kingdom. Others of minor importance.

Magickal Devices: The little kingdom has quite potent items including the *Inexorable Hand*, the *Eye of Lostro*, and the *Sooty Cantos*. Minor items are possessed in numbers by the families of Corsica.

Thumbnail Sketches: Italic tribesmen were the original inhabitants of this island of some 3,500 square miles in extent. Atlantlan colonists held the land for sometime, were then displaced by Phoenecians, who were replaced by Greeks, and finally the returning Italics. Today Corsicans are distinguished by their ruddy or darker complexions and height, evidence of Red and Yellow racial intermixture. Corsica is a very beautiful island, with a mountain spine covered with thick forests, and a western shore indented with jagged bays and gulfs which provide excellent harbors. The land is well-watered by rain and rivers, and its wilds have stags, boars, wolves, and small game. Its waterways have many game fish.

Somehow a tradition of independence and freedom grew in this state, and today the peasant class is comprised of small land owners, fishermen, hunters, and petty tradesmen. Its middle class is of officials, large landlords, merchants, and craftsmen. The aristocracy is proud and wealthy though not overbearing, but it is factionalized into very hostile elements due to long-standing blood feuds.

Wheat, vegetables, vines, and olives are the chief crops of this nation. Numbers of fruit orchards exist, and chestnuts are harvested in quantity. Sheep, goats, and asses are the principal livestock, with some poultry also being raised. Fishing provides much of the food for the people, and some of the catch is exported.

The government allows a certain amount of timber (oak and pine primarily) to be harvested annually, with replanting of forests being required so as to renew this resource.

Modest amounts of copper, coal, and antimony are mined, and marble and building stone is quarried.

Crete

Government: Principality (Achæa)

Pantheon: Greco-Roman (G)

Ruler: George Alexandros IV

Capital: Cnossos

Population: 20,000

Other Cities (and population):

Canea: 15,000

Coinage: Phoenecian Standard.

Important Persons: nobles, officials, priests, etc.

Alliances: Hellenic League.

Hostilities: Cyprus.

Open Warfare/Skirmishing: None.

Intrigues: Unknown.

Magickal Devices: The dreaded *Knife of Nethersummoning* is in the

Location: /Europa (Mare Librum Islands)

Language: Greek

Population: 200,000

Flag/Emblem:

Flag: Golden fish with a black bull's head regardant on a blue field.



hands of Prince Alexandros, and the Cretens also have the *Minoan Doubleaxe* once again. Other things of less potency are in the possession of the state and various nobles and others of importance.

Thumbnail Sketches: Crete is just a little smaller than Corsica, having a territory of some 3,250 square miles. Its southern coast lacks good harbors and is high and bluff, but that of the north has many excellent ones. Much of the island is mountainous, and the slopes are tree-clad, tops snow-covered where they exceed 7,000 feet or so. The forests are thick, and oak, chestnut, and fine cypresses are the most valuable woods found therein. Recently, the government has taken steps to repopulate the wild lands, so now there are panthers, bears, wolves, boars, and deer in addition to the wild goats which have so long been a feature of Crete. Other sorts of small game is also present.

The people of Crete are of mixed sort, the original inhabitants being absorbed by Grecians, then intermixed with Egyptians and Phoenecians, Lybbosians and Shamish, before being brought into the Hellenic sphere once again. Although the vast majority of the people are of peasant class, they are relatively cosmopolitan in their

outlook. There is bondage but neither slavery nor serfdom on Crete. Both the middle and upper classes are small, and the state relies primarily on its free peasantry for defense. A small squadron of galleys is also maintained for this purpose.

Coastal lowlands produce crops of wheat and some maize as well. Some cotton and tobacco is now being raised. Vitaculture is active, and orchards of orange, lemon, quince, grapefruit, and citron stand beside those of olive, carob, almond, pear, apple, and mulberry (mostly for semiculture). Livestock consists of poultry, goats, sheep, and donkeys. Fishing is a major industry.

Minor deposits of lead, copper, iron, manganese, salt, zinc, coal, and sulphur are mined.

Creten pottery is exported to many places in the Mare Librum.

Cymru

Government: Kingdom

Pantheon: Keltic

Ruler: Owen XII

Location: Eropia (Avillonia)

Language: Keltic dialect

Population: 1,250,000





Capital: Caerdyv

Population: 60,000

Other Cities (and population):

Cardigan: 50,000

Chester: 30,000

Pembroke: 20,000

Coinage: G: crown; S: drake; C: common; B: spur

Important Persons: The Archdruid of Cymru, great nobles, high priests, lords mayor, etc.

Alliances: Five Crowns.

Hostilities: None at present.

Open Warfare/Skirmishing: None.

Intrigues: Unknown.

Magickal Devices: There are known to be several very powerful magickal devices held by the Cymro, and these include the *Lute of Tangled Ways*, the *Web of Time*, the *Achllech Ring*, the *Lost Verses of Tydell ap Pennys*, and the spear *Far Seeker*.

Thumbnail Sketches: Cymru is a beautiful land of mountains and hills, thick forests, and small rivers and lakes. Over half of the land is wild, covered with forest scrub of near-barrens. In this portion of Cymru there are elk, bear, deer, boar, wolves, and the occasional panther, plus abundant small game and game fish.

The nation is comprised of 15 administrative districts, most ruled by a noble, and some 75 percent of the population is of peasant class and engaged in agriculture, mining, fishing, or similar work. Few are not free. The freeman class (as the middle class) is small, for there is neither much of the merchant or gentry tier present in Cymru. Its aristocratic class is lacking in knights, but this is not much to the detriment of the land, for it has ample strength in contingents of both longbowmen and stout spearmen from the peasantry. King Owen is currently undertaking a plan to build the navy, for there is a great lack in this respect.

Agriculture produces good yields of oats, wheat, barley, turnips, potatoes, and vegetable crops, but little fruit is grown in Cymru. Very fine horses and ponies are raised and are much in demand beyond the kingdom's borders; so too the fine cattle and sheep of Cymru, and dairy and meat herds, as well as great flocks, are common. A few goats are also bred, but both swine and poultry are virtually neglected. Fishing is practiced, with catches of both sea and freshwater sort being good.

Timber is harvested regularly for all purposes, much going as export to Albion.

Coal, iron, copper, tin, lead, silver, and gold are produced by Cymru's mines. Quarries provide excellent slate and building stone.

Cyprus

Government: Kingdom

Pantheon: Greco-Roman (Q)

Ruler: Nikos

Capital: Nicosea (Idalium)

Population: 25,000

Other Cities (and population):

Citium: 15,000

Salimis: 30,000

Coinage: G: alexander; E: minas; S: dolphin; C: drachem; B: drachma; N: obol; I: lentos.

Flag/Emblem:

Flag: Red wyvern armed and crowned gold, and breathing orange flames, on a white field.

Emblem: Elm tree.

Important Persons: Duke of Cerynia (Andros Solis), lords mayor of Salamis Citium (latter is Phoenecian), Admiral Lord Phillipp Vindros, Crown Prince Nikos (heir apparent).

Alliances: Hellenic League member (nominally supportive). Aligned with the Phoenecian coalition against Italic states regarding free passage to Mare Ostrum/restriction of Greclan & Phoenecian trade in western Mare Librum (thus pressuring Grecia against the Phoenecian coalition).

Hostilities: War with the Italic states is threatened. Ongoing disputes with Crete.

Open Warfare/Skirmishing: Skirmishing/piracy at sea with Italic and Egyptian vessels targeted.

Intrigues: Crown secretly supports Byzantine move to assume primacy of Hellenic League which is currently Achæan-led. Openly encouraging the Shamish-Yarban states to join in attacking Egyptian (and Italic) shipping. Secretly offering safe harbor and free provisioning to Lybossian pirates. Duke Andros (Cerynia), cousin to the king, is plotting a coup to seize the crown for himself and is negotiating with both Athens and Venice regarding matters key to his plot.

Magickal Devices: Cyprus holds the *Spheres of Opposition* and the *Miasmal Reeds*, as well as numbers of other devices of moderate potency.

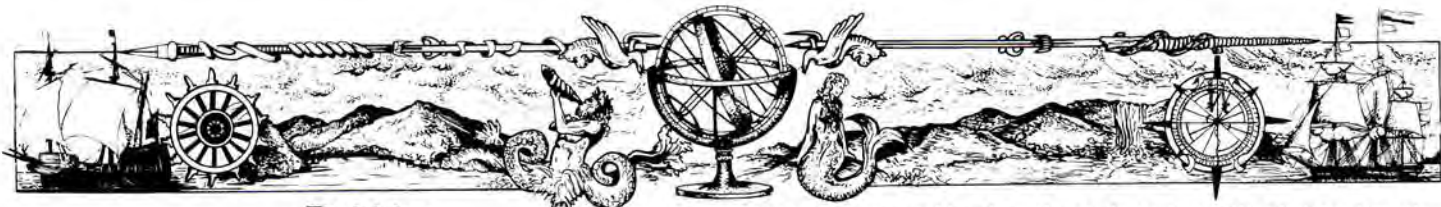
Thumbnail Sketches: Cyprus is of some 4,000 square miles in extent (slightly larger than Corsica) with two ranges of old mountains (northern and southern) running laterally across the land. Between them is a broad and quite fertile plain. The near-half of the island which is steeply hilled or mountainous is forested, as was once the intervening plain. Cedars, cypress, pine, and (introduced) eucalyptus are the major types of trees which are harvested. Currently only wild asses, sheep, and small game survive in most wilds, although the royal hunting preserves have deer, boar, wolves, and leopards. It is thought that there will be an effort of repopulate the wild animals if Crete succeeds in so doing.

The original people of Cyprus were probably of Lydian type. Greicians controlled the island in ancient times, then Sherdians, Phoenecian, Egyptians, Shamish, Lydians, etc. Today the folk of Cyprus, although again having a considerable influx of Greclan immigrants, are very like those of Crete, albeit showing slightly more Azirian racial influence. There is a distinct Azirian influence in the social order of the kingdom as well, for about 10 percent of the populace is enslaved. The remainder of the lower class are laborers and other free peasants, by and large. The middle class is a bit larger than typical, with many craftsmen, large landlords, merchants, and the like filling its ranks. The aristocracy is haughty, venal, and oppressive.

Crops of wheat and barley are grown in the plains, irrigated by newly completed systems, for the rainfall is not sufficient during many summers. There are extensive vineyards for wine grapes as well as those to be dried for raisins. Vegetable gardens are raised for internal consumption. Orchards of olive, mulberry (for silk), and some few fruit trees are seen. Some cotton and tobacco is cultivated. Livestock includes good horses, mules, asses, cattle, and sheep.

Fishing is of import only for internal consumption, save for sponges which are a principal export.

Cypriot mines still produce copper, silver, salt, emeralds, beryl, and rock crystal. Quarrying efforts yield superior quality marble, building stone, gypsum, and plaster.



Dakhlan

Government: Xebality (Sovereign Principality)

Pantheon: Atlantian

Ruler: Framhett Himaal

Capital: Nouakchott

Population: 20,000

Other Cities (and population):

Intol Palmas: 30,000

Timbuktu: 25,000

Coinage: Atlantian Standard.

Important Persons: Nobles, officials, priests, chiefs, etc.

Alliances: Lantlan Compact. Xalissa.

Hostilities: Senegal.

Open Warfare/Skirmishing: Skirmishing with nomadic raiders along eastern frontiers.

Intrigues: Plot to join Marrakech by disaffected northern chiefs. Faction to unite with Berberia gaining strength. Faction wishing to rejoin a renewed Atlantian Empire weakening. Others.

Magickal Devices: The principality possesses the *Lion of the Dester*, the *Viperstaff of Ngammi*, and the Atlantian blade called *Steelshearer*, plus some few moderate and minor items.

Thumbnail Sketches: The principality consists of two portions. The first is the Houlcan Islands group (approx. 5,000 square miles) and the territory immediately opposite it on the Afrikkan coast (approx. 150,000 square miles). The second is southward and more inland, a later series of "marches" of around 400,000 or more square added in the centuries just before the Fall. It spreads a little south of the Senegal River and then eastwards to the Niger River and along its northern bank as far as Timbuktu.

The Houlcan Islands are warm and tropical. About 75,000 folk of Atlantian stock, with a slight admixture of Berber, inhabit them. In jungles and highland forests there can be found wild dogs, swine, sheep, and goats, plus some amount of smaller game. The wild dogs are exceptionally large and powerful, likened by some to oversized mastiffs with the disposition and jaw musculature of a lion. Most of the flora of these islands is of tropical sort, but in the plateau of the central and largest island, the climate is mild enough to grow wheat and maize. The other crops are cotton, coffee, pineapples, bananas, sugar cane, guavas, oranges, dates, avocados, and vines. Many sorts of vegetables are also grown in gardens, including onions, carrots, tomatoes, and peppers. Poultry, swine, goats, and sheep are raised. There is fishing only for native consumption, as no great schools are found in the waters of Houlcan, although numbers of squid are taken. The major activity of the inhabitants revolves around the trading vessels which make port in the islands, whether bound westwards, eastwards, northwards, or southwards. In addition to provisions and handiwork, some few domesticated Houlcan hounds are exported to Atlantian and Iberian buyers.

The islands were colonized very early in the history of Atlantl, and Xalissans soon established a mainland settlement. There, primitive Berber inhabitants were first enslaved, then gradually freed so as to eventually form a single mixed population which is not more Berber than Atlantian, but nonetheless showing its heritage plainly. The area is comprised of a grassy, sandy coastal strip, some scrub or regular forest bordering that to a depth of some miles; then inland the terrain

becomes rocky and hard, as the vast reaches of the Sahara Desert take over to the east and south. Maneless golden lions (aslan), wolves, hyenas, gazelles, antelopes, ostriches, and wild asses are the major game animals found. Aside from coastal settlements and villages, there is little inland save for a few oases and the caravan route. Some small amount of cereals, fruit, and vegetables are grown, but the main source of livelihood is the herding of sheep, goats, camels, and some few horses. Also, much poultry is kept, and fishing supplies a fair amount of food for the 200,000 inhabitants of this region of Dakhlan Xebality.

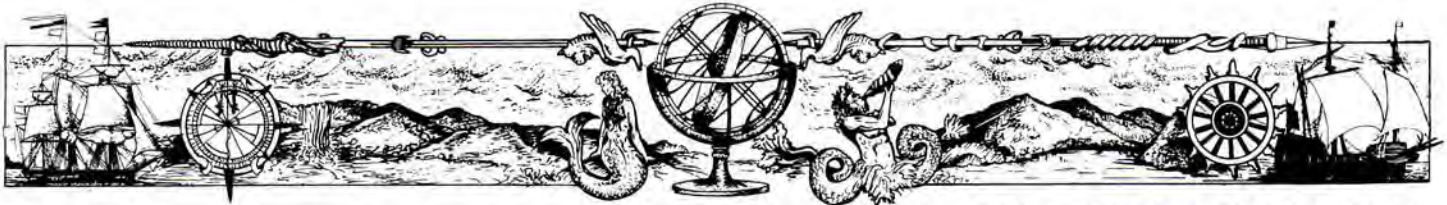
The third territorial portion of the principality consists of a horizontal strip of borderland only a hundred or so miles north to south, but stretching into the desert for the better part of a thousand miles, to the legendary caravan city of Timbuktu, which we will speak of a bit later. To assure this place, the Atlantians worked down the coast and then along the Niger River to where that fabled town stands.

Thus, the last portions of Dakhlan are a land where the desert is a verge to the north, and rivers and rain makes the land fertile. Thick forests of baobab, palm and other sorts of trees grow, giving way to scrub and thorn towards the more arid lands of the Sahara. In this region the Saharan fauna has added to it the maned lion, elephant, hippopotamus, crocodile, leopard, cheetah, ape, and giraffe, as well as all manner of smaller creatures. Berbers, Atlantian-Berbers, a mixed sort of people which is Black-Red-White in race, and some folk of pure Black race dwell here, so that in all the numbers living in these parts total about 500,000. So too dwell hostile Black natives (the Mandingo tribes) to the east and south and Berber nomads (Tuareg tribes) in the deserts to the north and east. These inhabitants are not included in the population figure given for Dakhlan.

In the fertile region millet, maize, rice, peanuts, cola nuts, rubber, cotton, indigo, and many sorts of fruits and vegetables are grown. Fishing is productive in both freshwater and the ocean. Gold, iron, copper, and mercury are mined. In addition to obvious exports are gum and ostrich feathers.

Timbuktu stands on a plateau slightly above the stream called the Dhaya Tuat, usually only a shallow watercourse coming from the desert. There are lagoons surrounding it too, as well as the canal leading to the Niger, dug after that river shifted course some three centuries ago. Thus, the brick-walled city is protected by moat-like areas. It is a trade center which has been in the rulership of all manner of invaders.

The city was built by Tuaregs in ancient times, and well prior to the Fall it became a trading point between Northern and Southern Afrik. The gold, ivory, wax, gems, etc., from south and southeast were traded for salt, cloth, and all manner of manufactured goods. The Atlantians and Dakhlanese captured the place in <190. The Egyptian College was then hardly more than a millennium old. Naturally, Atlantis had to set up its own palace and college, so the *Atlasippus* became active just prior to <138. When the Fall occurred, the Tuaregs regained their lost metropolis, but only for a time. Migrating Fulas from Kesho attacked the country and took Timbuktu in 88, but then lost it to the people of the desert once again c. 145. As the power of Darfur grew with the absorption of the majority of the Fula peoples, they again took the city (c. 270) as the western outpost of their empire. However, as they became involved with the Benini, their



power was drawn away, the Tuaregs retook the place once again and held it from 349 to 571. Since then, the xeality has maintained its government in Timbuktu without interruption, thanks mainly to a major improvement of defenses and a constant garrison.

Considerable Heka has been expended by many states bordering the Sahara to stop the desiccation and growing desertification, and that, along with prescribed replanting, has evidentially been successful, as the following notes will relate. This has kept Timbuktu thriving, and the trade which supports it active and profitable for all quarters served. Such relatively immediate neighbors as Benin and Darfur, as well as those north across the desert, from Marrakech to the Phoenecian city-states to Ægypt, plus lower Dakhlan itself and those natives of the western coast, and interior tribes deep in the forests of the continent gain benefit from the trade of Timbuktu.

The city is not particularly lovely nor even well laid out, but it is a bustling center of warehouses, factories, shops, and offices. Great outer stables and markets, interior squares and the Nine Streets district have a stream of common and exotic, cheap and costly goods passing through them each day. To the imports passing through, the native population adds pottery, fine leatherwork, embroidery, and garments and cloth woven in Timbuktu.

Dalmatia

Government: Archduchy (Sovereign)

Pantheon: Greco-Roman (R)

Ruler: Stephen VI

Capital: Sarajevo

Population: 30,000

Other Cities (and population):

Ragusa: 25,000

Splattum: 20,000

Zara: 20,000

Coinage: Italic Standard.

Important Persons: Dukes of Bosnia, Hercegovina, Montenegro, counts of Dinaria and Bribir, various officials, priests, etc.

Alliances: Carinthia, Epirus.

Hostilities: Magyaria, Servia, Venice.

Open Warfare/Skirmishing: None at present.

Intrigues: Faction desiring entrance as an elector of the Cardinalian League contending with that favoring closer ties to Hellenic League. Italic faction suffering as sea trade withers due to Venice, *et al.*

Magickal Devices: The Archduke is thought to possess the *Journal of Clandestine Occurrences* as well as having the *Fourfold Diadem* and the ancient *Stonestaff* in his arsenal. The nobles of this land have some items of moderate importance.

Thumbnail Sketches: The state covers some 25,000 square miles of territory which was at various times divided into petty kingdoms, but emerged under the leadership of the Dalmatians a century ago as a united land which elects one of its nobles as archduke through the decision of its principal lords (see above).

Dalmatia is a land of mountains, hills, and alluvial plains. Its Adriatic seacoast is rugged, with many beautiful bays and small islands; the vale of the Save River is a fertile lowland, and its hills and mountain valleys too are productive. Only about 50 percent of the country is inhabited and cultivated. The remainder is mostly forested

(old) mountains—the dark pines and shadows of Mount Lovchen in the south bestowing the name *Montenegro* (Black Mountain) upon the territory there. The wilds are inhabited by cave bears, bears, wolves, stags, deer, chamois, boars, and much smaller game too.

There are extensive caves along the limestone regions of the coast (County of Dinaria, and these are major entry points to the Subterranean Ærth areas underlying the region.

The folk are a mixture of the old Aryan race with inclusion of Italics, Grecians, Teutons, Slavs, and Magyars. A distinct type has arisen, blond in the north, dark in the south, but uniformly tall, lean, muscular, and of brave and noble disposition. All are free, albeit the peasant class is large, and the middle class is smallish. It should be noted that the lower class is indeed almost as prosperous as most freeman class folk elsewhere are, due to the richness of their nation. The warrior is much honored and so the knightly tier of the aristocracy is enlarged. However, the majority of these fighters are not especially good cavalrymen—as might be expected from the mountainous region which they inhabit. This has come about, no doubt, because of the continual need for defense of Dalmatia, or the wresting of their territory from foreign invaders.

Agricultural production is good, and the following major crops are raised: maize, rice, rye, barley, oats, millet, wheat, tobacco, sunflowers, sugar beets, vines, melons, and hemp. Orchards of olives, cherries, plums, pomegranates, figs, dates, oranges, lemons, and mulberries (for silk) are common. Livestock includes sheep, goats, asses, mules, cattle, swine, poultry, and horses. Beekeeping is generally practiced.

Fishing is quite productive, and so too sponge gathering. Hunting and trapping yields some small results, including valuable pelts. Timber is harvested in some quantity.

Mineral wealth is considerable in Dalmatia. There are small yields from gold and silver, larger from copper, cinnabar, lead, zinc, mercury, and chromium mines. Good production of iron, coal, salt, manganese, asphalt, bauxite, and naphtha operations continues. Quarries of marble and building stone have considerable output. Some amount of precious coral is taken from the sea.

Shipbuilding is a major activity of Dalmatia. The people also make good armor, leatherwork, and other metalwork, and weave good cloth.

Danmark

Government: Kingdom

Pantheon: Norse (S)

Ruler: Thorstein IX

Capital: Copenhagen

Population: 75,000

Other Cities (and population):

Arhus: 25,000

Helsingør: 15,000

Coinage: Skandian Standard.

Important Persons: Various jarls, officials, priests, etc.

Alliances: Talmark.

Hostilities: Norge, Saxony, Svergie.

Open Warfare/Skirmishing: None at present.

Intrigues: Exact details are not available, but there are many plots afoot in Danmark.

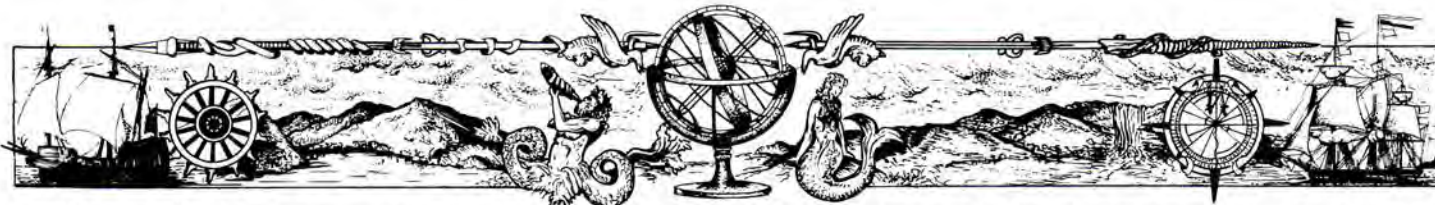
Location: Æropa

Language: Skandian

Population: 2,500,000

Flag/Emblem:

Flag: Red, drake-headed sea-serpent undulating on a white field.



Magickal Devices: It is known that the Danes have two very potent items amongst their collection of moderate ones. The two are the *Serpentship of Yig*, and the *Skullaxe*.

Thumbnail Sketches: From the mainland border with Saxony, to the isles of the north, Danmark tends to be a level, monotonous country. Numerous little lakes exist, however, and some are quite charming, especially those in woodland. Only about one quarter of the country's total area of 17,000 square miles or so is wooded, but in those forests are found bear, auroch, boar, wolf, and deer, as well as abundant small game. Trees include fir, oak, pine, beech, ash, and elm. Copenhagen is quite charming, and its architecture is distinct. For a small city, it is a remarkably cosmopolitan one. Helsingør is the seat of the Skandian Synod of the Norse Pantheon.

A thousand years ago these people provided a considerable portion of the Viking hosts who raided, pillaged, and conquered lands over a quarter of the globe. The Danes had settlements in Albion and Hibernia, for example, and were chief colonizers of Niffen. The Danes are between the Norse and Teutons in respect to race as well as geography. Most are free, and quite courageous in warfare. The small knightly class is justly cited as exceptional.

Agriculture is the mainstay of this nation. Oats, barley, rye, and wheat are grown. Some beets, potatoes, and other vegetables, along with hardy fruits, complete the picture. Livestock, principally cattle, but including also sheep, swine, and horses, is the major effort of the folk, however, and its products are much in demand in neighboring countries.

Fishing is also very important, and considerable catches are brought in.

Timber is not important to the economy of Danmark, and the country has virtually no mineral wealth save in porcelain clay, from which it produces both pottery and porcelains of very fine sort.

Darfur

Government: Kingdom

Pantheon: Egyptian

Ruler: Ankhesin Halal

Capital: Amon Pasher

Population: 35,000

Other Cities (and population):

Abecha: 10,000

Farah: 20,000

N'Djamena: 50,000

Coinage: Same as Egyptian.

Important Persons: Various nobles, priests, chiefs, officials, etc.

Alliances: None.

Hostilities: Lybbos, nomad raids by Afuli, Bedoui, and Tuaregs.

Open Warfare/Skirmishing: Skirmishing with Lybbossans. Uncontrolled tribal fighting and raiding generally.

Intrigues: Unknown.

Magickal Devices: The only known magickal device of potency in the possession of Darfur is the *Sigil of Amemt*.

Thumbnail Sketches: This is a large state, but one of uncertain boundaries, centered around Lake Chad and stretching outwards for several hundred miles. The Sahara is its northern border. It is a typical Afrikkan plains state, with the flora and fauna of north central sort.

The folk of Darfur were originally all of the Black race dwelling in the

Location: Afrik

Language: Egyptian dialect

Population: 3,500,000

Flag/Emblem:

Flag: Golden pyramid surmounted silver ankh on a red field.

highlands southwest of Egypt. Centuries ago, the migrating Red tribes called the Fula first attacked and then became a part of the kingdom, so that today the people are of mixed Black and Red race, with some small amount of White from the Berbers and Tuaregs who dwell to the north. A brief note regarding the Fula is in order. These were originally a primitive portion of the Red race inhabiting the whole of the long, grass and scrub southern verge of what is now the Sahara. As the desert grew worse, the many separate tribal groups congealed into a horde which eventually thrust eastwards into the Nylle region, but the Egyptians repulsed their attacks, even assisting the Meroens and Keshu at times. Taking numbers of such captives as they could, the Fulas then moved back westwards, penetrating into the jungles only a little at first, for they were basically nomadic herdsmen. After forays to the west, the Fulas eventually became natives of Darfur, as stated above.

Being a primitive society, the folk of Darfur are basically herdsmen who practice a little agriculture and add to their diet through hunting and fishing as well. Mineral wealth is completely unknown in this region. However, gold comes from this area, as prospectors and traders bring in both dust and nuggets.

Delhi

Government: Maharajate

Pantheon: Hindic

Ruler: Sivadji Guldur

Capital: Delhi

Population: 500,000

Other Cities (and population):

Agra: 75,000

Lahore: 500,000

Multan: 80,000

Peshwar: 60,000

Coinage: Hindic Standard.

Important Persons: Rajah of Lahore, Rajah of Punjab, Prince of Multan, priests, officials, other nobles, etc.

Alliances: Katehar, Kashmir, Sirmur.

Hostilities: Sindraj, Oudh, Kabul.

Open Warfare/Skirmishing: Skirmishing on frontiers with Kabul and Oudh. Minor war being fought with Sindraj.

Intrigues: Numerous but all uncertain as this time.

Magickal Devices: As typical of the larger Hindic states, Delhi possesses a number of puissant devices, such as one of the *Twin Rubies of Kali*, the *Shield of the Rishis*, and the *Unfailing Buffalo*.

Thumbnail Sketches: The state of Delhi is some 150,000 square miles in extent, running from the mountains in the north over hills to the "Five Rivers" area, the *Punjab*. It is well watered, rich, and beautiful in parts. The rivers running south are particularly useful and scenic too. The western regions and some portions of the north tend to be desolate and barren, but such areas are not extensive. In the state's upland forests and jungled lowland areas, game typical of Hindic lands abounds, and elephants and tigers, along with leopards and bears, head the list. The trees are mighty, and many are of great value.

The capital city of Delhi has been rebuilt over the centuries, but it



retains most of its noteworthy old portions. The old wall is about three miles in extent, and the new adds some four more to the circumference, with a total of 11 gates (Lahore Gate, Kashmir Gate, etc.). The two white marble palaces of the emperor, the larger being the "Public Hall of Audience" and smallest the "Private Hall of Audience" are the most notable features of the city. The Peacock Throne of gold and jewels (diamonds, emeralds, sapphires, rubies, pearls, etc.) stands in the public palace. Even if one is unable to see the larger palace's twin peacocks represented in ceramics and gems, the multitudinous inlays of lapis lazuli, serpentine, coral, and purple porphyry trimmed with silver are a sight to astonish the viewer. The smaller palace is even more decorated in respect to mosaics and inlays of stone, with gold in many places. The city of Multan is most known for its Broad Bazaar, a wide thoroughfare which stretches from one side of the city all the way to the other.

Two major invasions swept across the northern portion of the Hindic Subcontinent in the past. In ancient times a stream of migrating Aryan (White race) peoples pushed west to east and settled into what is now portions of Sindraj, Delhi, Kashmir, Sirmur, Katehar, Oudh, and Kara. Many managed to move into the central portion of the land and were absorbed into what is now the Hind Empire (q.v.). Some fewer reached farther east (Bihar Tirhut, Kutch). Later, masses of Babylonian-Yarban-Shamish invaders came as conquering armies, and for a century managed to impose themselves upon most of the northern portion of the subcontinent, exactly as did the tribal migration. However, the second wave was absorbed or expelled, the resurgence of the Persians and the establishment of a strong state (Farz) interposing itself between Babylonian lands and those of the Hindic Subcontinent aiding this process considerably. There is now only some minor evidence of the presence of the second wave of conquerors, and this is shown most strongly in the political divisions of the land. In Sindraj, Delhi, Oudh, Kara, and Bihar the influence of the Babylonians is apparent, while the states surrounding them to south and north (Hind, Bengal, Kutch, Tirhut, Katehar, Sirmur, and Kashmir) were less, or not at all, affected. Thus, despite pantheon, the tenor of Delhi, *et al.*, is of Babylonian sort. Its people are a mixture of Brown, White, and Western Yellow race, with the customs of the latter predominating.

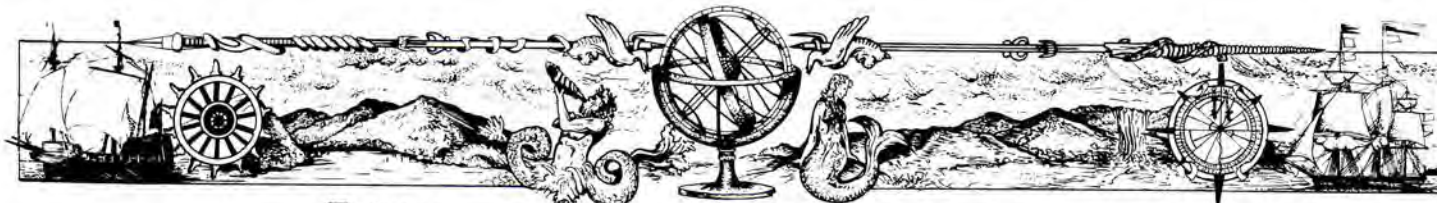
Slavery is a feature of the land, but only some 10 percent of the population fall into the class. The vast majority of the people are of peasant status, the lowest caste in other Hindic lands. Wealth is the main determiner of middle class rank, and the aristocracy is hereditary and feudalistic.

Agricultural produce from Delhi is abundant. Wheat, barley, millet, and rice are grown extensively. So too are sugar cane, cotton, and indigo. Minor crops of many sorts of vegetables and fruits provide food for the populace. Buffaloes are used for cultivation. Cattle, sheep, goats, and poultry are kept, while horses and camels are maintained in some numbers.

Mines produce moderate quantities of lead, salt, and coal, lesser amounts of iron and copper. A little gold is found, and some is panned from the highland streams.

Passing trade and the export of its produce, especially grain, and industry goods, makes this state a very wealthy one.





Epirus

Government: Kingdom
Pantheon: Greco-Roman (Q)
Ruler: Cassander VI
Capital: Kroel

Population: 15,000

Other Cities (and population):

Apollonia: 25,000

Argyvos: 20,000

Scutari: 10,000

Valona: 15,000

Coinage: Grecian Standard.

Important Persons: Crown Prince Phyrus IV, nobles, chiefs, headmen, priests, officials, etc.

Alliances: Hellenic League (tenuous at this time), Naples.

Hostilities: Servia.

Open Warfare/Skirmishing: None at present.

Intrigues: Unknown.

Magickal Devices: The Epiriot crown holds the *Roaring Voice Horn* and the *Inescapable Cage*, in addition to some minor magickal arms and armor.

Thumbnail Sketches: The kingdom is one of wild mountains, forests, lovely little lakes, and isolated villages. It has a good coastline, but the inaccessibility of many of its harbors denies the Epiriots much traffic in this regard. The thickly wooded wilds which comprise over half of the land's 12,000 or so square miles of territory have much game: bears, wolves, deer, boars, wild goats, and a few panthers too.

The folk of this nation are probably the only surviving ancient race of Aryans. Although they have been subject to, and to a small extent colonized by, Grecians, Italics, Teutons, and Slavs, their race is basically unchanged, save for the admixture of allied races of people, since the first rise of Sparta, Athens, and Macedonia. Holding to their mountain fastness, the Epiriots have ejected all invaders in relatively short order. The two basic types of peoples, the *Ghegs* of the north and the *Tosks* of the south, have been somewhat homogenized through the inclusion of Illyrian-Macedonian and Grecian admixtures, so that the Epiriot is a blend of those two with the ancient colonists from east and south. Some 100,000 archetypical *Ghegs* still dwell in tribal-clan grouping in the north, and a slightly larger number of *Tosks* are found in middle Epirus.

Although influenced to some extent by Grecian and Italic cultures, notably in language and religion, the temper and customs of the land remain essentially unique. One is reminded somewhat of Highland Caledonia, for the Epiriots are organized around clans, with chiefs, and are basically a lawless and unruly folk otherwise. Banditry and feuds persist, and this is much to the detriment of the kingdom. Three quarters or more of the population are free peasant class folk. There is hardly any gentry at all, for the middle class is of artisan, proprietor, and merchant sort. The upper class is small, and knights *per se* are almost unknown to it, at least in terms of Western *Aeropa*.

Agriculture in the few lowland strips and valleys produces fair yields of maize, wheat, and barley. Potatoes and beets as well as other vegetables are raised. Viticulture is practiced to some extent, and cash crops of cotton and tobacco are grown. Orchards of cherry,

Location: *Aeropa*
Language: Greek dialect
Population: 1,000,000
Flag/Emblem:

Flag: A red horsehead crowned gold on a white field.

olive, pear, and plum are scattered about. Walnuts and chestnuts are harvested. Most livestock is of sheep, goats, and swine. Some cattle, asses, mules, and horses are kept. Poultry is common. Fishing is a minor occupation, although it is part of the hunting-trapping-fishing (freshwater) lifestyle of the tribal hinterlands.

Mining is not unknown, and the Epiriots have iron, coal, silver, lead, antimony, pitch, naphtha, gold, chromium, and salt production of modest sort.

Falcondonia

Government: Duchy (Sovereign)

Pantheon: Greco-Roman (R)

Ruler: Lucious

Capital: Falcondon

Population: 30,000

Other Cities (and population):

None.

Coinage: G: crown; S: falcon; C: wheel; B: brand, acorn (one-half BUC).

Important Persons: Lord Mayor of Falcondon, barons, officials, priests, etc.

Alliances: None.

Hostilities: Grandmark.

Open Warfare/Skirmishing: Against native tribes and with Grandmark.

Intrigues: Only minor personal intrigues are thought to be brewing.

Magickal Devices: It is thought that Falcondonia has the *The Three Forbidden Scrolls of Grosapis*, but other magickal devices are of minor sort.

Thumbnail Sketches: Because of its remoteness, there is little information regarding this state. However, scholars from both Francia and Lyonesse are said to be compiling information which will eventually be published in some form for the interested reader.

Location: Vargaard

Language: Vardish

Population: 95,000

Flag/Emblem:

Flag: Silver falcon clutching a writhing black snake on a red field.

Farz

Government: Empire

Pantheon: Persian

Ruler: Padisha Xeryezid II

Capital: Persopolis

Population: 90,000

Other Cities (and population):

Buscheir: 20,000

Kerman: 40,000

Shiraz: 50,000

Zahedan: 25,000

Coinage: Persian Standard.

Important Persons: Shah of Baluchistan, Amir of Khorashan, Amir of Sistan, priests, officials, generals, etc.

Alliances: Khwarizm, Parthia.

Hostilities: Babylonia, Bactrokush, Kabul, possibly Sindraj.

Open Warfare/Skirmishing: On frontiers of Babylonia and Kabul. Full-scale expedition fighting in Bactrokush, aiming to join with column from Khwarizm

Intrigues: Secret pro-Palu-Ea faction seeking war with Sindraj to weaken the padishah and enable revolt in Farz. Many other plots and intrigues.

Location: Azir

Language: Farsi

Population: 5,000,000

Flag/Emblem:

Flag: Golden lion guardant bearing a bow in its forepaw, and crowned by the sun on a green field.



Magickal Devices: The crown possesses the *Fireseed Tree*, the *Infinite Arrowcase*, the *Disc of Mitra*, and the *Rendering of the Lut* (a tome of some considerable significance), plus various minor objects held in various hands.

Thumbnail Sketches: The exact extent of territory ruled from Persopolis is uncertain, but it is thought to cover some 300,000 square miles. Much of the land is mountainous, with many desert and semi-arid regions. In the higher elevations there is snow, and lowlands are often hot and sandy, but there are scrub areas and fertile districts too. In the wilds are found the lion, leopard, cheetah, wolf, wild camel, sheep, and goat, antelopes of several sorts, and many kinds of small game. Melting snows and occasional rains provide water for these creatures and for the population of humans dwelling in the country. Coastal regions are filled with palm groves, and lush valleys are garden spots. The Crown is seeking to use Heka and natural replanting to begin a recovery of the semi-arid districts, after learning of the successes obtained westwards in Afrik. However, pressure of the foes to the north and east prevent significant resources being expended in this effort.

The southern Persian pantheological seat is found in the city of Shiraz, and the visitor will remark on the number of large and attractive temples within the walls of the community, as well as the size of the university there. Some rivalry exists between the priesthood of Shiraz and that of Ray in Parthis, the northern theological seat of the Persian faith.

The race found in Farz is basically of Aryan stock, although over the centuries there has been some intermingling of Sindhl, Yarban, Tartar, and Mongol blood. However, when the area was retaken by the Aryans, the fierce Tahshirwani tribes and other nomad bands virtually swept the land clear of Babylonian, Yarban, Bactrian, and other settlers. A third of the population of the land is still of nomadic sort. These free tribes provide a large portion of the cavalry, both horsed and riding camels, for the military of Farz. Slavery is permitted but seldom seen save in the cities, where one will encounter some few, most of whom are criminals. There are also bound workers in such places. However, the majority of the peasants are free laborers or agriculturalists, if not nomads. The warriors of free sort are certainly considered as the middle rank of society, save for those of knightly sort coming from the upper class. The aristocratic class is small, highly privileged, but by no means tyrannical, relying, in fact, on the support of the freeman class for its position.

Good production of millet, wheat, barley, and some rice generally provides a slight excess for exportation. Cotton, tobacco, and poppies provide cash. Gardens produce various vegetables and fruits (melons, berries, etc.) for internal consumption. Other than dates, there is little orchard cultivation on a large scale, the garden tree orange, lemon, peach, etc., being most common. In valley regions horses, sheep, and poultry are kept. Elsewhere the camel (and some crossbreed "bactrodaries"), horse, and goat are predominant. On the long coastland much fishing furnishes food for the people there and barter material too.

The few mines in Farz produce fair amounts of salt, gypsum, and petroleum, small quantities of copper, nickle, iron, and gold. There is some considerable production of pearls along the coast.

Export items include the famous carpets and rugs of Farz, felt, livestock, and pearls. The blades of Shiraz and other Farzian weaponsmiths are world renowned.

Finmark

Government: Kingdom

Pantheon: Kalevalan

Ruler: Kulervo Hanno

Capital: Oulu

Population: 20,000

Other Cities (and population):

Kem: 10,000

Tornio: 15,000

Vaasa: 10,000

Coinage: Skandian Standard.

Important Persons: Nobles, officials, priests, etc.

Alliances: Svergie.

Hostilities: Kalevala, Russ.

Open Warfare/Skirmishing: None at present.

Intrigues: Circle of plotters desires reunion with Svergie so as to be able to wage war on eastern and southern states and build an empire again. Peace faction considers alliance with Kalevala essential.

Magickal Devices: The Finns have *Kulervo's Sleigh*, the *Book of Naming*, and various objects of moderate and minor power besides.

Thumbnail Sketches: Occupying some 120,000 square miles of cold northern territory, Finmark is a seldom-visited land which lies south of Lapland, north of Kalevala, west of Russ, and east of Svergie. The Gulf of Bothnia forms much of its western boundary, however, and the White Sea the bulk of its eastern verge. North there are some old mountains which end in the central area in hills, while to the south Finmark is level, forested in conifers and sub-arctic trees of other sort, and sprinkled with many lakes. Its fauna includes bears, wolves, great lynxes, deer, reindeer, and smaller animals and birds. In the White Sea area there are such marine mammals as whales, walruses, sea lions, and seals.

The Finns are of ancient Eastern origination, a people of mixed White (Mongol) and Yellow (both Eastern and Western) race, who over the centuries further intermixed with Skands to a small extent so as to produce a distinct national type (cf. Kalevala, hereafter). The scanty population is free, whether peasant or middle class, save for a few slaves, serfs, and bondsmen (mostly held by the nobility). In general the people hunt, fish, and/or farm. Timber cutting is also practiced by a fair number of the population in the southern districts. The aristocratic class is small, and it is distinguished from the other groups through power and wealth as much as heritage. Spell singers are strong in this class.

Small grain crops of rye, buckwheat, and barley are grown. Root vegetables such as turnips and potatoes are raised, and some other vegetables and berries are grown for native consumption. Cattle and reindeer are the chief livestock, the latter also serving as draught animals for the sleds, sledges, and sleighs of the Finns. Fishing, including the harvesting of seals, walruses, etc., is very important to this state.

There are some mining operations in Finmark. Gold is produced in fair quantity, and small amounts of iron, and copper are found.



Garnet and very small amounts of star sapphire are mined in this land; and occasional asylphars come from Finmark, but it is supposed they are not native gems, for there are no towering mountain peaks.

Trade of local type goes on with all neighbors, especially (despite state relations) Kalevala and Russ. There is also some amount of sea traffic between Svergie and Finmark. Timber and furs are the major export products of Finmark.

Flanders

Government: Principality (sovereign)

Pantheon: Keltic

Ruler: Robert VI

Capital: Ghent

Population: 40,000

Other Cities (and population):

Amsterdam: 95,000

Antwerp: 35,000

Bruges: 30,000

Brussels: 35,000

Liege: 35,000

Coinage: Francia Standard.

Important Persons: The Archdruid of Flanders, counts of Brabant, Hainault, Holland, and Zeeland, nobles, priests, officials, guild masters, mayors, etc.

Alliances: Five Crowns (trade), Gallic Treaty, Danmark (trade), Neustria, (trade).

Hostilities: Burgundy, Saxony.

Open Warfare/Skirmishing: None at present.

Intrigues: Prince Robert has no legal issue, and factions supporting six potential claimants are forming, viz. Arnulf's, Baldwin's, John's, Philip's, Thierry's, and William's. The Prince favors Arnulf, but he is disliked by the counts. Albion's support goes to John, Francia's to Philip. The merchants and guilds favor William. Numerous other intrigues.

Magickal Devices: There are quite a number of renowned magickal devices in the possession of the Crown, and the greatest are the *Flying Tower of*

Location: Aropa

Language: Brythokeltic

Population: 2,750,000

Flag/Emblem:

Flag: A quartered field of black and white, the black with a golden lion guardant, the white with an indigo one, both types double-tailed and armed red.

Ernest, the Dreamspider Loom, and the Lens of the Savants.

Thumbnail Sketches: The kingdom of Flanders covers some 27,000 square miles of territory along the coast of the North Sea between Saxony to the east and Francia to the west. Burgundy borders the south. Only about 20 percent of the country is in forest and wild land. Game found in the forests includes some few bears, stags, boars, deer, and wolves, plus various smaller sorts. The capital, Ghent, is a great center of learning and religion. The other cities are engaged in industry and trade, for the country is very active in mercantilism. Schools and libraries are a boast of this nation, and it is a just pride. Many areas of the north (Zeeland, Holland, etc.) are lower than sea level, the reclaimed lands there being protected by massive ærthworks and dykes, windmills pumping out seawater. Canals built in all regions, but particularly in the northern portion of Flanders, are used for drainage, and provide excellent arteries for commerce.

The original inhabitants of the region were Keltic-Gallic tribes, Italics in small numbers settled in the area when Rome was powerful, and then Teutons (Franks, Germans, etc.) took over. Eventually the Francians, Walloons, Flemish, and Dutch peoples amalgamated into the generally homogeneous population now occupying the state, although they are more Teutonic to the east, Francian to the west. The society is not as strongly feudalistic as found in its neighboring states, for there is much commercialism, trade, and industry in Flanders.





Slavery is not permitted, nor is bondage. There are certainly some few serfs, a small percentage of villeins, common laborers, and the like in the moderately sized peasant class. The freeman class is very large in Flanders, with all manner of tradesmen, small land owners, proprietors, artisans, and officials filling its ranks. The gentry tier is also large, but the number of those who rise to knighthood is not proportionate. The aristocratic class is of smallish size.

Agricultural produce of Flanders is great and diverse. Grain crops are mostly of oats, wheat, barley, rye, buckwheat, and hops for brewing the excellent beers and ales of this country. Truck gardens produce potatoes, beets, carrots, rutabagas, parsnips, cabbage, brussel sprouts, cauliflower, broccoli, spinach, asparagus, beans, peas, onions, cucumbers, etc. Orchards of apples, pears, cherries, plums, and even figs are seen. Vines are cultivated in the southern region. Much attention to flowers is given in the north, and these are famous over all *Æropa*. Other cash crops include flax, tobacco, and sugar beets. The horses of this state include some of the finest destriers and chargers of *Ærth*, as well as other sorts too. Some large numbers of excellent cattle, sheep, swine, goats, and poultry of all sorts are kept. Fishing is another activity which is pursued in Flanders, providing both food and export.

Mining of coal, iron, manganese, lead, and zinc provides some fair results. Petroleum is found in small quantity. Quarrying operations yield some marble, granite building stone, fine slate, and gravel and stone for dyke construction.

All manner of spinning, weaving, pottery making, book printing and binding, iron and steel work, etc., occupies this nation and provides for the active import and export businesses here. The cutting of gemstones has been brought to perfection in Brussels.

Francia

Government: Kingdom
Pantheon: Greco-Roman (R)
Ruler: François
Capital: Paris

Population: 500,000

Other Cities (and population):

Bordeaux: 80,000

Calais: 50,000

Narbonne: 35,000

Orleans: 30,000

Rouen: 25,000

Toulouse: 65,000

Coinage: Francia Standard.

Important Persons: Andre, Duke of Aquitania; Raymond (IV), Count of Toulouse; various other nobles, priests, officials, etc.

Alliances: Gallic Treaty, Genoa, Lyonesse.

Hostilities: Aragon, Arles, Burgundy, Neustria.

Open Warfare/Skirmishing: Minor skirmishing on Neustrian border as an annoyance while Brettony and Neustria fight. Small siege actions in the Rousillon.

Intrigues: Count of Toulouse is in high royal favor for his military actions against the Aragonese in the Rousillon area (so plots regarding him are bound to be rife). Manifold and obvious with regard to territorial ambitions. Also numerous with regard to political alliances,

Location: *Æropa* (Gaul)

Language: French

Population: 10,000,000

Flag/Emblem:

Flag: Golden lilies (fleur-de-lys) sprinkled on a blue field.

but these are less obvious. Many other plans, plots, and intrigues regarding territories, marriages, and lesser concerns.

Magickal Devices: This kingdom has a large number of intermediate power devices, but its outstanding possessions are the sword *Durindana*, the *Sun Crown*, *Marfroid's Ironbound Grimoire*, and the *Horn of Roland*. There are, of course, also numerous moderate and minor objects in the possession of the king and the nobles of the land.

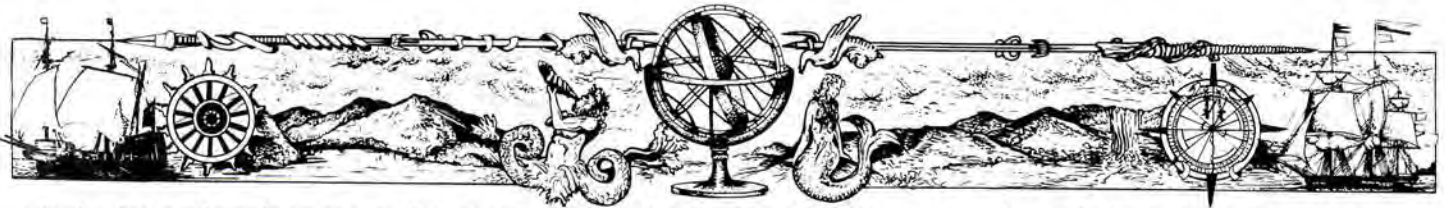
Thumbnail Sketches: Francia reaches from the Mare Librum's Gulf of Lyons to the Avillonian Channel in the north, covering some 150,000 or more square miles of land. The territory is comprised of some old mountains, hills, plateaus, and much plain and river valley land of excellent fertility. Almost 20 percent of the country is covered in forest—much of which is in royal and noble preserve, with another 10 percent in bush (scrub) or marsh. Most of the remainder is under cultivation or pasturage. There are still unmaned lions in the far south, and bears, wolves, stags, boars, deer, chamois, and all kinds of smaller game are found in the wild lands. The most notable geographical feature of Francia is its excellent water route system, with navigable rivers and canals running north-south and west. This virtual highway starts at the Mare Librum, employing the Rhone-Saône River system. In the central region of the country, traffic moves northwards along the Seine River, or westwards via the Garonne.

Paris is not the largest city in *Æropa*, but it is perhaps the brightest and most attractive. It is so well known a place as to not need comment, although we must remark on the great steel tower there built by Eiffel, which is considered the Twelfth Wonder of *Ærth*. Originally conceived to be 984 feet in height, it was redesigned so as to surpass the 1,000-foot mark and is certainly the tallest human-made structure, surpassing all monuments and cathedrals. Paris' university is one of the finest in the world, and its rival in Narbonne is scarcely inferior.

The Gallic tribes in this land were intermixed in ancient times with Keltic invaders, then Italic colonists, Teutonic invaders (Franks and others), then Skands. The invaders were absorbed to create a distinct nationality, and one must assume that the Gallic has somehow managed to predominate over the centuries. Francia is a strongly feudal state, with a typical social structure of peasant, freeman, and aristocratic classes. The chivalry of the nation is the epitome of the concept. When at war, the knights and nobles of Francia furnish the King's army with some of the finest heavy cavalry in the world, and only a few nations can be said to compare, person-for-person.

Sport in this land, besides hunting, jousting, etc., includes the Albish game of tennis, shuttlecock and battledore, polo, and horse racing. Plaques were invented in Francia, and cards too are played with enthusiasm, the folk loving to gamble, and the affluent classes being quite fond of wagering very high stakes at the casinos found in various places in Francia. Music and theatrical performances are much favored in Paris, that city also being the fashion center of Western *Æropa*.

There is a marvelous agricultural output from Francia. Grains such as wheat, oats, barley, rye, maize, rice, sugar beets, and buckwheat are grown. Cotton, flax, jute, hemp, tobacco, and oil-seed crops are cultivated. In the south (Languedoc) fruit and vegetable crops are of sub-tropical sort (bananas, oranges, citrons, lemons, pineapples, figs, etc.) to warm temperate sort (olives, peaches, apricots, al-



monds), but northwards grapes, apples, pears, cherries, plums, walnuts, chestnuts, etc., predominate. Truck gardens produce a great variety of excellent vegetables for city and town markets, with asparagus, artichokes, peas, carrots, lettuces, etc., of most exceptional quality raised. Small gardens of vegetables, berries, potatoes, and flowers are common and important to Francia. The truffles of Francia must not be forgotten, for they are a rare and costly delicacy indeed. Superior horses of most sorts are raised, as are cattle, sheep, swine, turkeys, chickens and other poultry, and waterfowl such as geese and ducks, along with asses and mules for draft purposes. Fishing is actively pursued, and catches are consumed internally and exported. Some game is added.

Timber is harvested in small quantities. Francia also has considerable mineral wealth, including coal, iron, zinc, manganese, copper, bauxite, antimony, nickel, asphalt, salt, and (minor) silver. Some small quantities of good quality amethyst, zircon, jasper, jet, and garnet come from Francia's mines. Precious coral is also found off the coast of the Biscay region. Quarries yield all sorts of marble, slate, building and paving stone, plus plaster, lime, and brick clay.

Industry has plentiful water power. The state produces the finest wines of Ærth, spirits, cloth and cloth goods of all sorts, including silk, leather and leather goods, bricks, pottery, glass, paper and books, iron, steel, arms, armor, sugar, oil, candles, soap, chemicals, and other agricultural and mine output for export.

Galacia

Government: Kingdom
Pantheon: Greco-Roman (G)
Ruler: David XI (Tharmos)
Capital: Tiflis

Population: 40,000

Other Cities (and population):

Batum: 20,000

Kars: 10,000

Sochi: 25,000

Coinage: Grecian Standard.

Important Persons: Nobles, priests, officials, chief men, etc.

Alliances: Hellenic League

Hostilities: Armenia, Trebizond.

Open Warfare/Skirmishing: Currently only on Trebizond border.

Intrigues: Secret communications with Medis suspected, but objective uncertain...

Magickal Devices: The *Bladed Hedge of Warding* is the only known item of major sort held in Galacia, but some fair numbers of moderately potent magickal devices, plus minor items, are known to be in the possession of the Crown or nobles.

Thumbnail Sketches: Galacia is a generally rugged and mountainous country with good soil, shelter from the north winds, and plentiful rainfall. About half of the country is covered with thick forests, and the wild lands teem with all manner of large game, from tigers, leopards and bears to small animals.

The folk of Galacia are of two sorts: Georgians and Circasians. They have interbred to some extent with Assyrians, Grecians, Lydians, and Phrygians, but have retained a separate character and identity. In any event, the two types mingle freely and get along well, perforce,

and are tending evermore to meld into a single, homogeneous race. If they were otherwise, the pressures of neighboring states—Medis in particular, but to only a slightly lesser extent Armenia—would quickly swamp the kingdom, and it would be devoured.

Compare Armenia for a full sense of this region of Ærth.

Tobacco is a major export of this land. Mines produce coal, lead, copper, sulphur, and very fine marble.

Genoa

Government: Republic
Pantheon: Greco-Roman (R)
Ruler: Doge Julio Bricelli
Capital: Genoa

Population: 85,000

Other Cities (and population):

Parma: 20,000

Pisa: 35,000

Coinage: Italic Standard

Important Persons: nobles, merchants, guild masters, priests, etc.

Alliances: Western Sea Alliance, Lombardy, Francia.

Hostilities: Achæa, Milano, Tuscany, Venice.

Open Warfare/Skirmishing: With Grecian and Phoenecian ships, and not, surprisingly, with Venetians. Pisans skirmishing with Tuscans and other minor fighting with Milanese.

Intrigues: Numerous but not certain, although desire to regain coastal lands lost to the Milanese evident, and thus a union with Tuscany is proposed.

Magickal Devices: The Republic has the *Disc of Delight*, the *Chart of Reckoning*, and a number of moderately potent devices in its arsenal.

Thumbnail Sketches: Although only about some 4,500 miles in extent, the Republic of Genoa is quite wealthy and powerful because of its trade and naval power. In the southern province the land is mostly settled and cultivated, but the Northern Apennines rising behind and curving through Genoa's territory are generally wild and forested, and have such game as bears, wolves, boars, deer, and chamois.

The capital, Genoa, is built on the shore of an excellent natural harbor, improved over the years by moles and quays to accommodate a large number of seagoing vessels. The wall of Genoa extends up the mountain slope to a height of nearly 15,000 feet. It is well built, with eight gates and outlying forts, so as to make Genoa both "The Superb" city and a very well-protected one. Inside, the architectural treasures range from Atlantean and Roman to those of the period around the Fall and immediately after.

The Leaning Tower at Pisa is one of the Twelve Wonders of Ærth. Many of the other places of the republic are also quite attractive and worthwhile for the visitor, especially if escaping a northern clime for one where winter is mild.

The people of the state are basically of Italic heritage. Atlantians, Phoenecians, and Teutonic invaders too have held the region for a time, but they have left behind only an architectural mark, so to speak.

Although not feudalistic *per se*, the culture contains villeins and others in a peasant class of average proportions. The middle class is largish, and the aristocratic class is composed of wealthy as well as noble families. Despite acquisitive neighbors, Genoa's populace is



most concerned with her rivals in sea trade—Venice, Carthage, and the other Phoenicians.

Crops and livestock are typical of southern and central Italy, for the climate along the shore of the Ligurian Sea is most temperate. Fishing is of some importance. Both copper and iron are mined in some quantity in this state.

Germania

Government: Kingdom

Pantheon: Norse (T)

Ruler: Ulrich III

Capital: Munich

Population: 130,000

Other Cities (and population):

Augsburg: 20,000

Frankfurt: 65,000

Nuremberg: 45,000

Stuttgart: 60,000

Coinage: German Standard.

Important Persons: Duke of Wurtemberg, Herzog Wurzburg, nobles, priests, officials, etc.

Alliances: Cardinalian League.

Hostilities: Burgundy, Helvetia, Thuringia.

Open Warfare/Skirmishing: Minor skirmishing on all fronts over petty territorial disputes.

Intrigues: Plan to unite crowns of Germania and Saxony. Various other plots and intrigues.

Magickal Devices: The *Green-Fire Diamond*, the *Brasses of Discord*, the *Leather Garb of Jocularly*, the *Instruments of Audial Submission*, the swords *Miming* and *Tyrfing*, and the *Drachenmeister Whip* are certainly the most potent magickal weapons in the state arsenal. Others of moderate potency are found in Munich and in the hands of various powerful persons in Germania.

Thumbnail Sketches: Covering more than 60,000 square miles of beautiful mountains, hills, valleys, and small plains, Germania is certainly the most scenic, diverse, and wealthy of the Teutonic kingdoms. Half of the land is forest and wilderness in which all manner of game roams, including bears, great lynxes, wolves, boars, stags, deer, and smaller creatures. About 30 percent of the land is in fields and 15 percent in pasturage for the dairy herds of fame and other livestock. The cities are prosperous trade centers with fine temples and good schools, and the towns and villages are clean and prosperous.

The people are of Teutonic race, being mostly the Alemannian sort—Bavarians, Swabians, Franconians, Langobards, and Walloons—and at border areas a few Saxons, Thuringians, and Burgundians. They are relatively homogeneous and internally harmonious. Most of the lower class is free, small land-owning peasants, or laborers and craftsmen. The middle class is largish, and the aristocracy is strong and very dominant.

Wheat, barley, rye, oats, millet, and maize are the principal grains, although some have to be imported. Potatoes are cultivated generally as a staple. Maddar, flax, tobacco, sugar beets, and hemp are cash crops. Gardens produce many sorts of vegetables, berries, and flowers. Orchards of apples, pears, plums, cherries, apricots, peaches,

Location: /Europa

Language: Deutsch

Population: 4,000,000

Flag/Emblem:

Flag: Red double-headed eagle, displayed and clutching two black lightning bolts, on a white field.

and figs are seen in Germania. The fine horses and cattle of the land are noteworthy. Other livestock includes sheep, goats, swine, and goats. Poultry is generally raised throughout the land.

Timber is harvested with careful conservation from the Crown, and both hardwoods and conifers are used for lumber and other products. Mines are most productive in this land, providing much of its wealth. Silver yields are high. Gold is found in small quantity. Lead, nickle, iron, antimony, copper, manganese, graphite, salt, and porcelain clay are also produced in good quantities. Quarries for alabaster, marble, gypsum, and building stone are common. Germania produces small amounts of the following gem minerals: amethyst, topaz, jasper, garnet, agate, and rock crystal.

Industries include steel, arms, armor, beer, porcelain, paper, and plate glass. The most renowned, however, is the manufacture of time-keeping devices called "Nuremberg Eggs." There are three secret factories where the arcane knowledge of their making is kept, as Heka-forgers and other skilled artisans work to create the wondrous time-keeping devices. These "Eggs" range from the size of a pullet's egg to as large as one laid by a goose. Their internal gearing enables moving hands to point to the day of the year, hour of the day, and minute of the hour, which numbers are displayed on a dial. To reveal the dial one needs but open the "Egg," whether at top, side, or bottom.

Gotland (Skand)

Government: Jarldom (Sovereign County)

Pantheon: Norse (S)

Ruler: Rogven "Ironeyes"

Capital: Paviken (Visby)

Population: 35,000

Other Cities (and population):

Börgholm: 15,000

Coinage: None.

Important Persons: Lords of Öland and Årne, priests, etc.

Alliances: Talmark, Saxony (trade).

Hostilities: Danmark. Svergle.

Open Warfare/Skirmishing: None at this time.

Intrigues: Fearful of absorption by the Sverglan Crown, Jarl Rogven seeks to marry his son, Gunnar, to the daughter of the Grand Duke of Talmark, thus joining the two as a single, sovereign state under Gunnar (which requires only the death of Prince Gustav, heir to Talmark!). Various other minor intrigues.

Magickal Devices: The only known object of great potency held by Gotland is the *Winged Helms of the Vanir*. Some additional minor items are certain.

Thumbnail Sketches: There are two other islands attached to Gotland—Öland and Karljör—giving the state a total land area of about 3,250 square miles. All three islands are of limestone, each being a low plateau about 100 feet above sea level. Gotland has a few inland hills on its 90-mile long, 35-mile (average) wide area, and some few small woodlands, as do the others; but in general, all three islands are quite plain and unremarkable in prospect. The walled city of Paviken is a major trading port of the Baltic and also noted for its 20 temples, Börgholm for its great castle.

The folk of this land are basically free peasant class agriculturists and middle class merchants. A large warrior/seaman aristocracy is

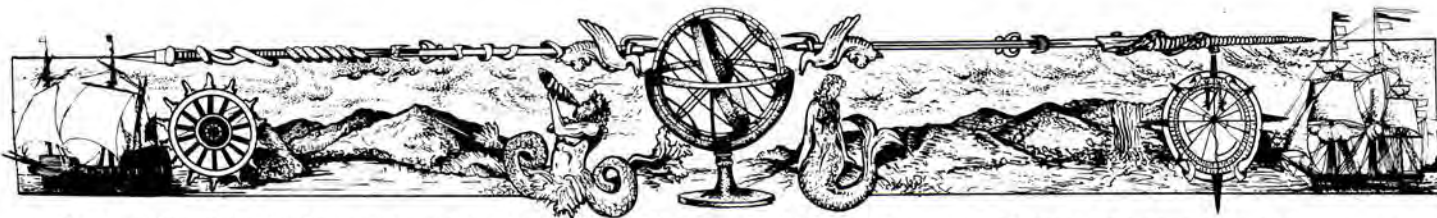
Location: /Europa (Baltic)

Language: Skandian

Population: 90,000

Flag/Emblem:

Flag: Three silver fish with red teeth and eyes on an indigo field.



maintained through profits from trade (and suspected piratical forays perhaps).

Farming of barley, rye, and oats, plus sugar beets and vegetables produces sufficient food for the village and country population. Livestock includes cattle, sheep, swine, and some few horses. Fishing is a major pursuit in Gotland.

Gotland produces a small amount of amber.

Granada

Government: Kingdom

Pantheon: Atlantian

Ruler: Diegal II

Capital: Granada

Population: 40,000

Other Cities (and population):

Almeria: 20,000

Gibraltar: 15,000

Malaga: 50,000

Coinage: Iberian Standard.

Important Persons: Dukes of Almeria and Malaga, other nobles, priests officials, etc.

Alliances: Iberian-Atlantian Concord, Maghreb.

Hostilities: Castile.

Open Warfare/Skirmishing: None at present.

Intrigues: Plot involving an Aragonese-Granadan attack to pinch off Jaen and Murcia, abetted by the nobles of those duchies. (Somewhat

Location: Aropa (Iberia)

Language: Iberian

Population: 650,000

Flag/Emblem:

Flag: Two guardant conjoined red leopards on a golden field.

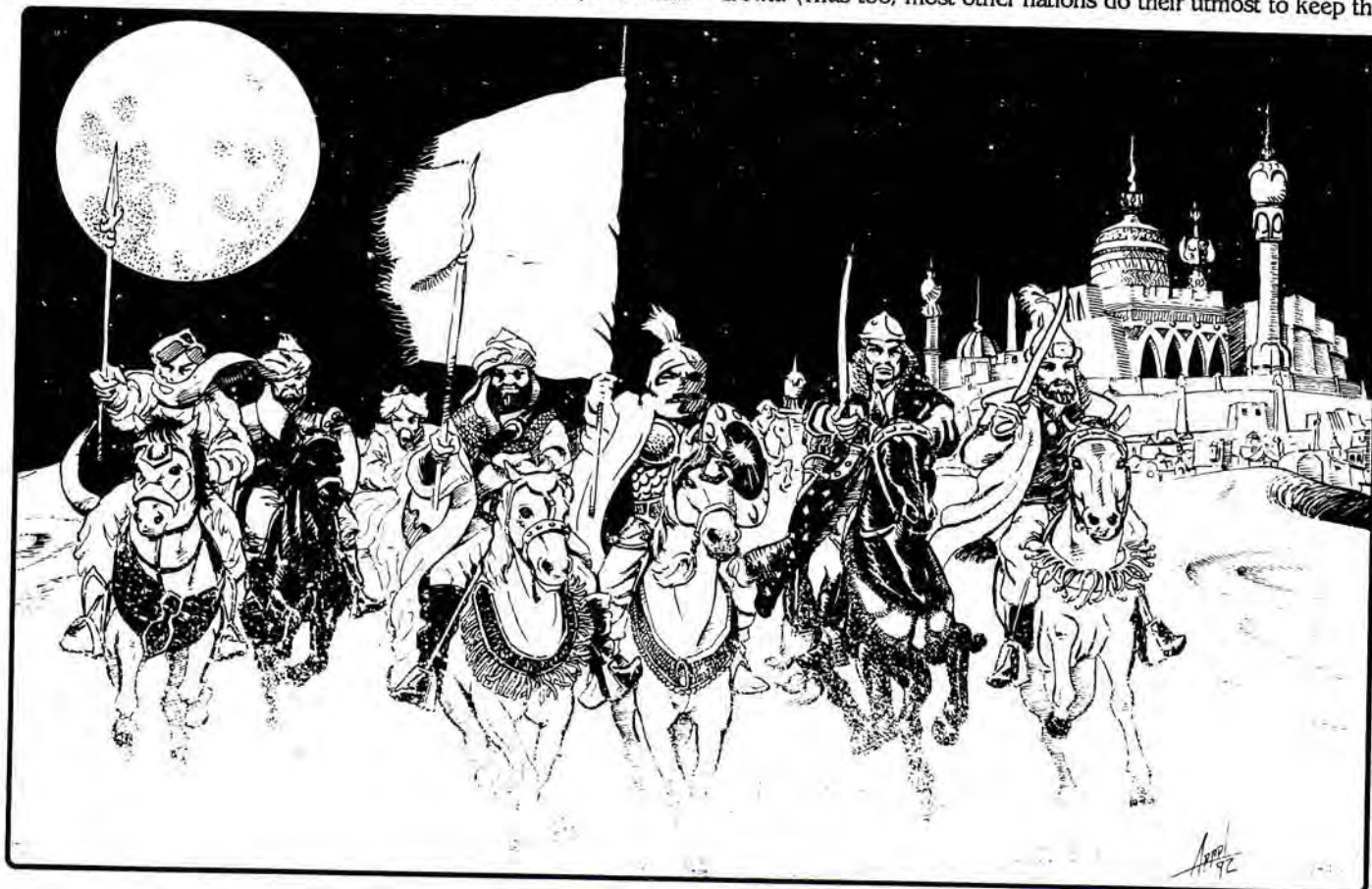
far-fetched.) Many others of more likely, dangerous, and smaller sort.

Magickal Devices: Granada holds several objects of considerable potency including the *Scythe of Decimation*, the *Armor of El Campeador*, the *Lion Signet*, the *Meteor Sling* and the *Tenth Formula of Algax*.

Thumbnail Sketches: This small but rich kingdom of Iberia is one of the most beautiful to be found in Aropa. Its lowlands and valleys are near tropical, its hills and mountains near alpine in climate, so both flora and fauna vary accordingly. About two-thirds of the land is under cultivation or used for agriculture, the remaining third of forest, scrub, and barrens which have abundant game. Unlike many other parts of the peninsula, Granada is well-watered by streams, rivers, and rainfall. Portions of it are certainly the most fertile to be found in Iberia.

The City of Granada is set upon a high slope (Sierra Nevada) overlooking the fertile lowlands. Its architecture is a mixture of Atlantian, Roman, Phoenician, and native Iberian styles, and many of the buildings are very ancient. The precincts of the city are very fertile and lovely to see, with many flower gardens and blossoming orchards.

The great fortress of Gibraltar is so situated that it commands the passage of shipping between the Mare Librum and the Lantian, should Granada care to exercise this advantage. However, because of the obvious repercussions and the city's relative weakness, only in times of crises is the place manned by Heka-able forces. However, the mere threat of such a possibility maintains Granada's sovereignty, for other states quickly support it if some belligerent threatens the Crown. (Thus too, most other nations do their utmost to keep the





Iberian states factionalized and separate!)

The folk of the land are of typical Iberian sort, as is the culture and society. (See Aragon, above, for these details.)

Wheat, barley, maize, sugar cane, flax, cotton, vines, olives, oranges, other citrus fruits, and all manner of fruits and vegetables of most sorts are grown. Livestock is mainly of cattle, horses, and poultry, with some swine, asses, mules, and goats kept. Fishing produces good catches.

Iron, zinc, lead, mercury, jasper, and alabaster are mined and quarried.

Grandmark

Government: Duchy
Pantheon: Greco-Roman (R)
Ruler: Markthegn
Capital: Tremayne
Population: 15,000
Other Cities (and population):
Lisolet: 10,000

Location: Vargaard
Language: Vardish
Population: 100,000
Flag/Emblem:
Flag: A pair of white wings joined volitant on a field five bars (pales) of green and purple.

Coinage: None.

Important Persons: Prince Tarrant (heir apparent), priests, etc.

Alliances: Jarlesheim.

Hostilities: Falcondonia, Wildedge.

Open Warfare/Skirmishing: Skirmishing by advance elements of a force aimed at retaking Wildedge.

Intrigues: Factions vying to have Skandian (T) or Keltic Pantheon replace currently acknowledged Greco-Roman (R) are war/peace factions. Various others.

Magickal Devices: Unknown.

Thumbnail Sketches: As with Falcondonia, the information regarding Grandmark is too sketchy and incomplete to hazard any attempt at repeating herein. However, as more intelligence is gathered it will be published for the enlightenment of interested parties.

Grossniffen

Government: Kingdom
Pantheon: Norse (S)
Ruler: Freydan II
Capital: Grunholm
Population: 30,000
Other Cities (and population):
Angmagsalik: 10,000

Location: Vargaard (Island)
Language: Skandian dialect
Population: 175,000
Flag/Emblem:
Flag: A white "Sig" in thunderbolt form on a purple field.

Coinage: None.

Important Persons: Various nobles, priests, etc.

Alliances: Nova Scotia.

Hostilities: Jarlesheim.

Open Warfare/Skirmishing: None at present.

Intrigues: Aiding Nova Scotia to war southward and take territory there, and in return gaining Nova Scotian territories for colonization.

Magickal Devices: Unknown.

Thumbnail Sketches: The island is mostly a cold and barren one, although its southern shores and verges are temperate enough for crops and cattle. Of the approximately 125,000 square miles of territory which comprise Grossniffen, over half is barren or tundra which is ice- and snow-covered much of the year. There the musk ox,

polar bear, reindeer, seal, and arctic wolf are found. Lower down in the alpine meadows, scrub, and forest which covers about 40 percent of the remaining land, cave bears, deer, etc., are found.

The folk are mostly Skands, with Norgans predominating, but there are now some few Caledonians and other Æropans to be found in the cities and on the land.

While some cereals (mostly barley, rye, and buckwheat) are grown, and many sorts of vegetables and berries are under cultivation, hunting and fishing is the main source of nutrition and livelihood for the common population. Some few cattle and swine are raised, but the largest herds are sheep. Minerals are yet to be sought for extensively in Grossniffen. Trade is also a source of revenue and employment for many, as the island is a stopping place on the northern route between Vargaard and Æropa.

Hasur

Government: Kingdom
Pantheon: Phoenecian
Ruler: Dalish Pelizar XIII
Capital: Palmyra/Antioch*
Population: 75,000/125,000*

Other Cities (and population):

Halab: 30,000
Hama: 10,000
Hatay: 45,000
Homs: 25,000
Issus: 20,000
Kills: 15,000
Laodicea: 80,000
Urfa: 20,000

Coinage: Phoenecian Standard.

Important Persons: Various royalty, nobility, priests, merchants, etc.

Alliances: Phoenecian Coalition, Cyprus, Genoa, Lydia, Venice.

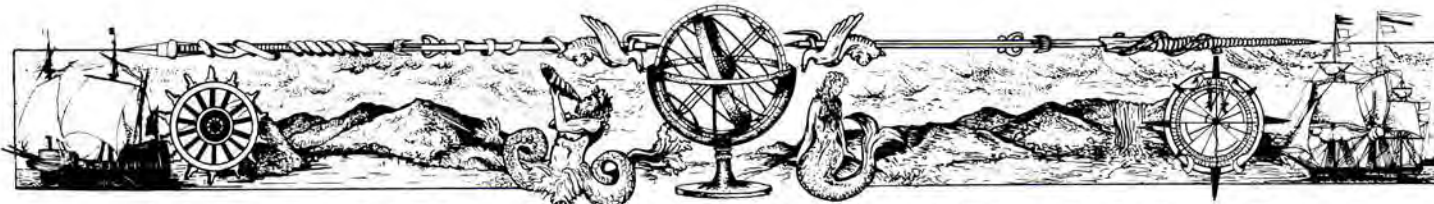
Hostilities: Carthage, Babylonia, Medis, Shamash.

Open Warfare/Skirmishing: Border warfare with Medis ongoing.

Intrigues: Many and varied but not certain.

Magickal Devices: It is known that Shamash possess the *Crook of Devastation*, the *Balance of Redress*, and the *Octagon Seal*, in addition to some unknown quantity of less powerful magickal devices.

Thumbnail Sketches: The territory of the king covers about 50,000 square miles of old mountains, hills, plateaus, and a semi-arid steppe and desert. A large portion of arid land of some 10,000 to 20,000 square miles extent in the southeast and south is disputed between Median-Babylonian-Shamish nomads and those of Hasur. The coastal region is the most populated, while much of the interior is wild. About 10 percent of the country is forested with cedar, cypress, and other hardwoods and conifers. Over half is scrub or barren. Various carnivores such as lions, leopards, bears, cheetahs, hyenas, and wolves inhabit the wilds, and there are boars, ibex, gazelles, asses, and chamois plus other small game also found in some quantity there. There are still crocodiles in the rivers of the wilder portions of the land. The scenery in the coastal mountain valleys is quite attractive, and the ancient walled cities of Hasur are filled with all manner of interesting antiquities, as well as more modern sights. The oasis of Palmyra, with its palaces, temples, monuments, gardens, etc., is a place of Oriental



opulence where the riches of the king are obviously displayed. Salt is found (brine) in quantities there, and it is a major caravan center, with routes from east and southeast meeting at the city. Its walls are exceptionally strong. The many tombs and monuments inside and surrounding Palmyra are also of especial interest. The archers of the city are justly famous for their bow work, plying the short, medium, and long composite weapon with considerable skill, and the king retains 200 horsed archers and 400 Palmyran footmen archers in his personal bodyguard.

Although most Phoenecians are highly civilized, educated, and business oriented, the eastern portion of Hasur contains village and semi-nomadic populations of those who are of the less-civilized and barbaric stamp. These rugged warrior folk are a match for any Shamish or Babylonian foe, and it more frequently occurs that the Hasurians raid them than that they are raided. In the cities there is slavery, and serfdom is seen along the coast. In the interior, though, all the folk are free peasant class agriculturalists, herders, etc. Wealth is a major determinant of status, so the middle class is large. The aristocracy produces few warriors, so mercenaries are commonly employed to protect cities, nobles, and wealthy merchants. In time of war, the villages and tribes furnish large contingents of infantry and cavalry.

Crops of barley, wheat, sesame, maize, and millet are grown, along with some rice, peas, beans, and lentils. Melons, cucumbers, and eggplant are raised. Gardens also produce cabbage, cauliflower, artichokes, lettuces, carrots, etc. Vineyards are common. Cash crops include excellent tobacco, and roses for attar. Many sorts of orchard trees are kept: olive, mulberry (silk), orange, lemon, citron, quince, date, fig, pomegranate, banana, almond, peach, nectarine, apricot, pear, and walnut. Livestock includes buffaloes, oxen, horses, mules, asses, sheep, goats, much poultry, and some small amount of camels, save in the desert regions of the south where there are many. Bees are kept in areas where there are orchards of flowering trees and berries. Fishing provides food for local consumption and sponges for export.

Mines and quarries are few, but some little gold, silver, and copper is found. There are larger yields of coal, iron, lime, limestone, building stone, and petroleum.

Chief exports are foodstuffs, cloth, rugs, weapons—especially bladed ones of very high quality, and armor. Despite hostilities, much trade passes through Hasurian hands from Babylonia, Yarbay, Shamash to the West, for most traders prefer the Phoenecians to the Egyptians, Grecians, Italics, and Atlantians.

*The royal palace is located in Palmyra, but the working, bureaucratic center is Antioch, and the king spends at least half a year there.

Heliotep

Government: Kingdom

Pantheon: Atlantian

Ruler: Queen Gailian

Capital: Amonegg

Population: 35,000

Other Cities (and population):

Delchon: 10,000

Fettra: 15,000

Coinage: Atlantian Standard.

Location: Vargaard

Language: Atlantian*

Population: 200,000

Flag/Emblem:

Flag: A golden roundel with a black octopus displayed on a black field.

Important Persons: Royalty, governors, nobility, priests, etc.

Alliances: Hispanola.

Hostilities: Relanti, various native tribes.

Open Warfare/Skirmishing: Frontier warfare with natives.

Intrigues: Prince General Pedrol plotting against throne. Various other intrigues of varying degrees of complexity and import.

Magickal Devices: Unknown.

Thumbnail Sketches: It is unfortunate that we have so little verified information regarding this country. As greater details are available we will pass them along to those who are concerned with the distant states of Vargaard.

It is reported that Heliotep has discovered small quantities of gold, silver, iron, ruby, sapphire, aquamarine, amethyst, coal, copper, and iron. It is thought that productivity of Heka-indexed sort will be sought, for currently little of this wealth is available, according to reports from merchants returning from the West.

*This is the official language of the court, but the majority of the people speak Vardish, and the use of the Lantian tongue is dying.

Helvetia

Government: Confederation

Pantheon: Norse (T)

Ruler: August of Bern

Capital: Bern

Population: 30,000

Other Cities (and population):

Basle: 20,000

Geneva: 15,000

Lucerne: 10,000

Zurich: 65,000

Coinage: Francia Standard.

Important Persons: Heads of cantons, officials, priests, nobles, military officers, etc.

Alliances: Lombardy, Milano.

Hostilities: Burgundy, Germania, Savoy.

Open Warfare/Skirmishing: Skirmishing with Burgundians and Savoyards in Geneva area. War with Germania possible if cantons so vote.

Intrigues: The numerous cantons of this state each have their own set of plots and plans, but exact details are not presently available regarding these workings.

Magickal Devices: The Helvetians have surprisingly potent items for so small and relatively unimportant a state. These devices include: the *Two Great Alpinhorns*, the *Black Lake Bear*, the *Banners of Triumph* (*Swiftness, Surprise, Unflinching Advance*), and the sword *Balmung*.

Thumbnail Sketches: The whole of Helvetia is mountainous, save for the relatively level portions to the west in the area of Bern. There are many little valleys and hillsides which provide for field and pasture, while the more wild areas are forested or rock barrens. Of its total territory of some 15,000 square miles, only about 20 percent is inhabited and cultivated, with perhaps 25 percent used for grazing. The remainder is forest (35 percent), scrub, lakes and streams, or glacier/barren, and these places are the habitat of game such as bears, wolves, wild sheep and goats, deer, and various kinds of small game.

The folk of Helvetia were initially probably wild Keltic tribes who



eventually became so intermixed with Gallic, Italic, and Teutonic elements as to form a distinct nationality. Then, over time, the influence of neighboring states affected the people so as to have segments of Germanic, Italic, and Gallic influence. Nonetheless, these differing groups banded together to form their own state, now comprised of 21 cantons, each being relatively independent. All the people are free, and the middle class is larger than normal, the aristocratic one smaller. Thus, the military force of Helvetia is in phalanxes of polearm-equipped infantry (pikes 70 percent, other polearms 30 percent) comprising 50 percent of the total, swordsmen another 20 percent, and crossbowmen 25 percent. Only a small portion—about 5 percent—of the typical army is horsed, although that is of mostly heavily armored sort. In general, each and every able bodied man between 18 and 50 years of age in Helvetia is ready for armed service in very short notice. Helvetian mercenaries are world famous, and there are communities of them outside their native land.

Agriculture, forest work, mining, and industry occupy the majority of the people of this state.

Cereal crops include oats, barley, maize, rye, buckwheat, and some wheat. Various vegetables, berries, and hardy fruits are grown for internal consumption. Vineyards are extensive, and they produce both raisins and fair quality wine. Livestock raising is widely practiced. Cattle are most numerous, being used for labor, meat, and (principally) for dairy production. Goats, sheep, swine, and poultry follow, in that order. Horses are common only in the western areas. There are some apiaries in fruit growing areas.

Gold, silver, and copper are found in small quantities. Mines produce good yields of coal, asphalt, iron, salt, and lead. Quarries are numerous and produce much granite, cement products, sandstone, and marble. Small quantities of gem-quality stones of the following sort come from Helvetia: ruby, sapphire, tourmaline, garnet.

Exports include arms, armor, time pieces, music boxes, lace, and cheese.

Hibernia

Government: Kingdom

Pantheon: Keltic

Ruler: Finn VII

Capital: Dublin

Population: 50,000

Other Cities (and population):

Belfast: 20,000

Cork: 45,000

Galway: 25,000

Limerick: 30,000

Shannon: 80,000

Wexford: 20,000

Coinage: G: harp; S: crown; C: fin; B: common.

Important Persons: Aethels of the four principalities, the Archdruid of Hibernia, Thegn Niall the Steward, nobles, priests, officials, etc.

Alliances: Five Crowns.

Hostilities: None at present.

Open Warfare/Skirmishing: Internal strife only.

Intrigues: Dispute between Munster and Connaught. Plot to enthrone new king. Plan to send colonists to settle in Nova Scotia (and

get rid of many trouble-makers thus).

Magickal Devices: The sword *Caladbolg*, the spear *Gas Bulg*, the *Spears and Shields of Conchobar*, the *Sword of Cuchulainn*, the *Shadowsteed*, the *Wheel of the Tautha Dé Danann*, and the *Bottomless Kettle of Courage* are the most puissant items in possession of the Hibernians. Large numbers of spears, swords, and shields of intermediate quality are held in the king's and nobles' arsenals.

Thumbnail Sketches: The island of Hibernia might be likened to a basin, for its coastline rises after a few miles of shore to a ring of old mountains (rounded, peaked, and even plateaued) which very nearly surrounds the whole isle. However, they by no means preclude access to the interior, for the river valleys and other passes allow easy access. The ovoid interior is a vast plain which tends from about 400-500 feet above sea level to a central portion of from 250-200 feet elevation, the boglands. Hibernia includes the main island and 14 small isles off the western coast and is over 36,000 square miles in extent. Forests (oak, elm, ash, etc.) cover 20 percent of the land; scrub, waste, lakes, rivers, and bog account for almost 30 percent of the surface. The remainder is in fields, meadows, and other productive use. Clear and black-hued rivers and lakes are a distinctive mark of Hibernia. Some believe that the peat bogs darken waters, others claim another cause. Canals for transport and drainage have made some of the bogland usable, and more is expected to be so dried through ditching and planting of vegetation such as willows.

There is considerable game found on the island. Bears, panthers, and wolves are its large predators. There are stags, boars, aurochs, deer, and various smaller animals and birds too.

Although Dublin (originally founded by Norse and Danish invaders) is the official capital of the kingdom because of its port's proximity to Albion, Cymru, and even Caledonia and Lyonesse, the true seat of most royal activity, and the place where the most time is spent, is Shannon. Built on the east shore of Lough (pronounced "loch") Ree, this is the westernmost portion of Meath and the only large community of the interior. It is a strongly fortified and well-planned metropolis which takes advantage of the new canals which have done so much to improve the land.

The original inhabitants of the land are thought to have been some primitive tribes allied to those of Gaul. Keltic immigration began in the ancient period, followed by various incursions of Picts (from Caledonia) and Brythokells. A bit later, colonies of Atlantians, Phoenecians and Grecian-type "Sea Peoples" settled into the island over several centuries of time. All were generally absorbed, the Keltic culture predominating. Just before the Fall, continual invasions and colonies of Skands plagued the island, but these too were eventually absorbed or expelled by the Hibernians. However, it has given them a distinctive appearance as opposed to the Cymruans and Lyonesse, for instance. For a time they were as rapacious and piratical as any of the Vikings who harried their coasts and ravaged the interior.

The social structure of the state is typical of a semi-feudal one. Although the peasant class is mostly free, it is of a size and economic condition like most in Western Arope. Most are farmers, fishers, or laborers. There are still some bandits and freebooters to be found in Hibernia. The middle and upper classes are likewise quite typical. The land is divided into four great principalities—Connaught, Leinster, Munster, and Ulster—these, in turn, having five thegnships (counties) included within them. The crown lands



are known as Meath, and also have five counties within their bounds.

Because of the steady rainfall, it is difficult to get grains to ripen even though the mean temperature of Hibernia is slightly above that of southern Albion. However, some oats, barley, wheat, rye, and maize is grown. Vegetable crops are very important, potatoes being primary, followed by turnips (and their kin), cabbage, beets, sugar beets, etc. Many other sorts are grown, of course, as are berries and fruit trees of typical sort (cherry, plum, pear, and so on). Cranberries are being raised in the boglands with some considerable success. Flax is the major cash crop. Hay is everywhere grown for livestock, and cattle is the principal animal kept, followed by sheep, poultry, swine, fowl, and horses. Fishing is a major activity for Hibernia. Some little timber is now being harvested as replanting and management of woodlands allows.

The mineral wealth of the state is quite high. Platinum and gold are only taken in small quantity, but silver is found in considerable amounts. A poor coal, peat, iron, bauxite, alum, lead, zinc, and clay (fire and brick) are mined. Quarries produce marble, slate, granite, and sandstone. Hibernia also produces fine rock crystal bearing Hekalite traces, topaz, and common opal.

Principal exports are livestock, cheese, beer, whiskey, and linen.

Hiluo

Government: Paghuate (Sovereign Duchy)

Pantheon: Lemurian

Ruler: Olmigu Paoa

Capital: Borebl

Population: 55,000

Other Cities (and population):

Ku-eala: 40,000

Okibio: 50,000

Coinage: Lemurian Standard.

Important Persons: Nobles, chiefs, priests, etc.

Alliances: Tonuia.

Hostilities: Muavinapu Princes.

Open Warfare/Skirmishing: Against western Roahu tribes and Luhiva Jungle natives. Minor warfare in south hills versus Muavinapus.

Intrigues: Unknown.

Magickal Devices: We have reports through Atlantian traders from Muya that the Phagu of Hiluo has an arcane object which enables his generals to command the savage beasts of the Luhiva Jungle.

Thumbnail Sketches: As with all the states of Lemuria, we know very little about Hiluo peoples, flora, fauna, commerce, etc. See Ahuke and the other Lemurian states listings for some general data.

Location: Lemuria

Language: Lemurian-aleffia

Population: 900,000

Flag/Emblem:

Flag: A hawk-headed and winged shark on a green field.

Nagpur: 130,000

Poona: 190,000

Coinage: Hindic Standard.

Important Persons: Rajahs of Bastar, Berar, Madras, and Mysore, the Nabob of Bagelkhand, various princes, priests, officials, etc.

Alliances: Bengal.

Hostilities: Ceylon, Oudh, Sindraj.

Open Warfare/Skirmishing: Skirmishing in Bombay and Pondicherry areas as Hind attempts to recover these large metropolitan districts.

Intrigues: Assimilation of Kara. Berar separatist faction pushing Rajah to join Sindraj and attack Hind. Many other plots and intrigues.

Magickal Devices: Hind holds the *Feather Mace*, the *Gold Swan Car*, the *Cords of Yama*, and the *Supernal Blades*. It also has numbers of minor objects.

Thumbnail Sketches: The empire is a large territory which covers all of the southern horn of the subcontinent above the tip held by Ceylon, and extends in a northeasterly line below Sindraj to border Oudh, Kara, and Bihar to the north and northeast, Bengal to the east. It thus has both Yarnan Sea and Hindic Ocean (west and east) coasts. Its total territory exceeds 500,000 square miles, thus being about the same size as Sung.

There are low mountains and large hills in the western, central, and northeastern portions of the country. Forests and jungles cover some third of the land, providing both excellent timber and a great variety of all manner of large and small game. In general, the land, cities, and sights of Hind are so well known as not to require detailing herein.

The folk are of predominantly Brown race with a strong strain of the ancient White race still evident, especially when compared to the more southerly peoples and Ceylonese. They have virtually no Western Yellow races (Babylonian, *et al.*) blood. The society operates strictly on the caste system, with three lower, two middle, and one upper class (see notes below). Many of the Hinds are vegetarians. Taxation is generally paid in produce of the land.

Millet of various sorts are the principal cereal crop of much of the land. Wheat and maize are second. Rice is third only, because of limitations of growing areas, and much of this grain is imported from Bengal. Cash crops include sugar cane, tobacco, poppies, cotton, hemp, jute, indigo, and oil seeds of various sort. All manner of vegetables are found in truck and personal gardens: peppers, eggplant, potatoes, yams, turnips, carrots, radishes, onions, leeks, shallots, garlic, cabbages, cauliflower, cucumbers, melons, and various forms of squash being most common. Spices are a very important item of consumption and of export, and these include cardamom, turmeric, red pepper, ginger, coriander, anise, cumin, and fenugreek. Fruit and like crops are mulberry (for silk), coconuts, bananas, dates and bastard dates, figs, pineapples, mangoes, pomegranates, guava, tamarind, pawpaws, oranges, limes, lemons, citron, kumquats, and grapefruits.

Cattle are used for draft purposes. Some small amounts of sheep, goats, and poultry are raised. Horses are bred in the north for sale, and are kept by the aristocracy for riding and employment in warfare. Elephants are used for draft work and likewise kept for warfare.

Mines of coal, iron, manganese, and copper are sufficient to fully supply the needs of the Hind. Gold is mined and panned so as to produce an exportable surplus to pay for grain and salt importation.

Hind

Government: Maharajate (Empire)

Pantheon: Hindic

Ruler: Panidarvi II

Capital: Hyderabad

Population: 250,000

Other Cities (and population):

Bangalore: 290,000

Cuttack: 40,000

Madras: 410,000

Location: Azir (Hindic Subcontinent)

Language: Hindic

Population: 20,000,000

Flag/Emblem:

Flag: Blue war elephant tusked red and bearing a mace in his trunk, on a golden field.



Riches are amassed, however, through gems. The gemstones found in Hind make a list which might be the enumeration of the treasure of an European monarch. The stones mined or coming from the country include diamond, ruby, sapphire (of all colors save the hyacinth and jacinth), emerald (beryllium), pearl, tourmaline, aquamarine, opal, chrysoprase, amethyst, carnelian, moonstone, garnet, and bloodstone. Sunstone (cyanite) of great luster and a good, coppery color are found in small quantities.

Note Regarding Hindic Castes: The following information applies to Hind and all Hindic states north of it.

The Aryan conquerors of these lands established five castes:

- (1) Brahmins: Scholars and ecclesiastics
- (2) Kshatriyas: Rulers and warriors
- (3) Vaisyas: Merchants and husbandmen
- (4) Sudras: Laborers, tradesmen, and mechanics
- (5) Pariahs: Lowest menials, untouchable by other castes.

Originally, only Aryans comprised the first three castes, the "twice-born," as opposed to the "once-born." This is no longer true.

Within the castes, there are hereditary septs delineating profession, vocation, and/or employment.

Caste is generally that of the male, thus inherited. However, children of a Pariah mother are always Pariah. Similarly, too great a difference in caste between parents strains the status of their children, moving it down (in most cases) one step (i.e., the child of a Brahman father and Kshatriya mother would be a Brahman; but if the mother were Vaisya, the child would drop one step from Brahman to Kshatriya).

Hispañola

Government: Viceroyalty (Leon)

Pantheon: Atlantian

Ruler: Don Miguelan Zados

Capital: Juanæ*

Population: 35,000

Other Cities (and population):

Cibola Rey:* 25,000

Puertol Xebalo:* 30,000

Coinage: None.

Important Persons: Dons of isles, Grand Admiral, Captain General, priests, officials, etc.

Alliances: Maderios, Relantl.

Hostilities: Muya, Tecla.

Open Warfare/Skirmishing: At sea and on lower islands where both Muyan and Teclan posts are being set up.

Intrigues: Rumors of independence conflict with reports of aid being sought from Leon to counter strong invasions of islands to the south. Atlantians intriguing to bring more of their countrymen to the islands and re-establish their supremacy. Possible expeditions to Amazonia and Vargaard to set up trading posts and/or colonies. Reports of mercenary Dakhians being imported to attack nearby Muyan coastal cities.

Magickal Devices: No major devices thought to be held, but Viceroy is said to be offering great riches to anyone bringing potent items to his domain...

Thumbnail Sketches: Because of the active trade between Hispañola

Location: Vargaard (Island)

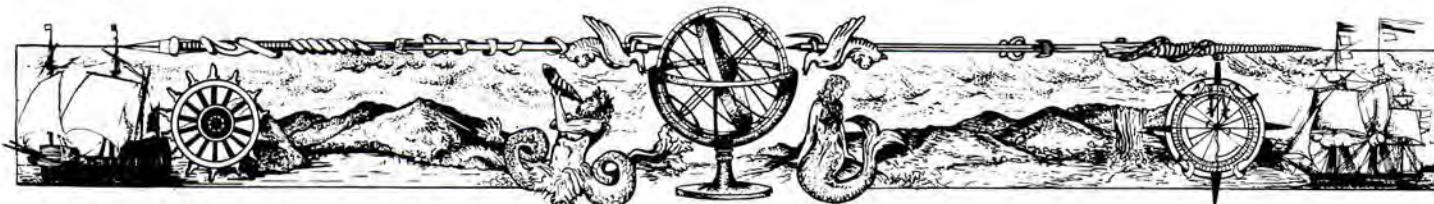
Language: Iberian

Population: 350,000+

Flag/Emblem:

Flag: Three green sea lions on white field





and Iberia and Atlantl, we know a good deal about this island state. It is a virtually independent country spreading over three islands between the Atlantlan Ocean and the Karribean Sea, between Vargaard and Amazonia. The three islands comprising this state have a combined area of more than 88,000 square miles, with all small outlying islands included. Although each is slightly different from the others, they can be spoken of singularly in many respects. All have mountainous interiors, are heavily forested and tropical, have short but numerous rivers, and are well-watered near paradises. No more than 5 percent or so of the total area is marsh, water, or barren. However, about 65 percent of the whole territory is in dense jungle or forest. Savanna grasses extend over a sufficient portion of the land to provide grazing for some significant number of livestock. The only native fauna of any size are a big, rat-like creature known as agouti, and crocodiles, caymans, and boas. Colonized animals include wild dogs, cats, horses, sheep, goats, swine, and asses. Deer and jaguars have been introduced to provide sport and to check the population of herbivores as well with respect to the big cat. There are caves in all islands, and Jualal has deep cave-cavern complexes which are thought to connect with the remote Western Subterranean Ærth complex. While this is not certain, if the supposition is true, the viceroyalty could grow richer still through commerce with the underworld, for it has much that is desired by the subterraneans, who in turn would deliver all manner of minerals to the lands above.

There are only three cities in the whole land, the largest and oldest, Juanæ, on the biggest island, Jualal. Peurto Xebal's capital is the second oldest city. All are seaports of fortified sort, and have some fair numbers of foreign traders and merchants dwelling in them. This is due to the fact that despite the tie to Leon, much commerce is carried on with other nations, and the viceroy and officials grow vastly rich thanks to "fees" collected from Portuguese, Phoenecian, Castillian, Granadian, Avillonian, Flemish, Francian, etc., ships and factories. This might change if aid from Leon is called for to contest with incursions from the Teclan Empire and the Muyan, for the riches of the islands is now attracting the cupidity of both states. Even Skandian and Hibernian freebooters make a point of sailing the waters of this region in hopes of encountering a rich merchant ship.

The original colonists were early Atlantlan explorers. The colony was abandoned, and the Arawak tribesmen native to the islands were soon intermixed with the settlers, forming a very warlike society which was continually at war with the Karrib natives to the south. Iberians began colonizing the island group about two centuries ago, but numbers came only in the last hundred ans (years). About a third of the inhabitants are of mixed Atlantlan-Arawak sort, a quarter are Iberian-Atlantlan-Arawak, and the remainder are unadulterated Iberian stock. It is thought that a few hundred new settlers arrive each year from Iberia, most being (or claiming to be) Leonese. To this must be added a Black race slave population of about 10 percent of the total.

The society is structured along racial lines. The slaves and natives being the lowest rank, the mixed Iberian population being the lower middle class, and the Iberians proper, along with some few Atlantlans of pure blood, holding the upper tiers of the society. The gentry is comprised of soldiers, merchants, and large land owners. The aristocracy is haughty and very repressive. However, as living conditions are so easy in these islands, even the slaves have a relatively untroubled

time of it, and it is not likely that there is much unrest.

The islands are exceptionally fertile and fruitful. It is necessary to enumerate a portion of the flora and crops grown, in order to enable the reader to understand the incredible fecundity and wealth of these places. Rice and maize are the only grains cultivated, rice being the staple. However, root crops of yams, sweet potatoes, and potatoes do very well. Beans, peas, peppers, cabbage, tomatoes, artichokes, melons, etc., grow abundantly in scarcely tended gardens. Fruit crops include bananas, plantains, pineapple, avocados, coconuts, mangoes, pomegranates, dates, figs, cassava, grapes, pimientos, oranges, grapefruit, lemons, limes, guavas, kumquats, tamarinds, and citrons. Plantations grow those fruits to some extent but are far more active in the cultivation of sugar cane, tobacco, cotton, indigo, coffee, and cacao. Vanilla has recently been introduced, and spices found in Hispaniola include cinnamon, ginger, nutmeg, mace, and black pepper.

Small herds of livestock are established on all three islands. Cattle and horses are the most common, and sheep, goats, swine, asses, and poultry are also kept. Bees are becoming more common, as much for their wax production as for the honey. Fishing is widely practiced, and the seas yield bountiful catches of all manner of excellent fish, mollusks, and crustaceans. Sponges too are taken in this region.

The forests and jungles provide all manner of medicines, drugs, gums, resins, oils, waxes, and dyes in addition to wood. Bamboo, palm, and pine are the least valuable woods. Cedar, cypress, and oak are found in great quantity. Choice and rare satinwood, lignum vitæ, ironwood, rosewood, mahogany, and a number of other even more exotic ones as well are harvested.

Mining is very productive in Hispaniola. Although the same minerals are not found on all islands, the following minerals are yielded from such operations: platinum, gold, silver, copper, nickle, chrome, tin, iron, manganese, antimony, bauxite, rock salt, (lignite) coal, asphalt, naphtha, and petroleum. Some huge fire opals are reportedly taken from a secret mine of the Viceroy's, but this may be a mere rumor. Precious and common opals are found in these islands, however. Quarries yield chalcedony in quantity, excellent marble, and a white limestone which hardens on exposure to air and light to a great strength within a few years. Fire and brick clays are in abundance, so that bricks and tiles are general in buildings of secondary importance.

In addition to the obvious export items, Hispaniola trades rum, sugar, cigars, and essential oils.

*The three islands of Hispaniola each have their own capital city.

Hy Braseal

Government: Kingdom

Pantheon: Egyptian

Ruler: Archimage Gethoth

Capital: Lanæge

Population: 40,000

Other Cities (and population):

Cibolalan: 25,000

Tukarnakal: 15,000

Coinage: O: orb; P: ankh; G: crown; S: moon; C: shell; B: owl.

Location: Amazonia (Island)

Language: Egyptian dialect

Population: 250,000

Flag/Emblem:

Flag: A white unicorn
careering, horned,
maned, and collared
gold on a green field.



Important Persons: Council, nobles, priests, mages, officials, etc.

Alliances: None.

Hostilities: None.

Open Warfare/Skirmishing: None.

Intrigues: Minor court intrigues only.

Magickal Devices: Amongst the reported magickal devices of major potency in Hy Braseal are the *Fourfold Grimoire*, the *Concordelysian Staff*, the *Bones of Ærth*, the *Paralyzing Sling*, the *Entropical Engine*, and the *Spiritship*.

Thumbnail Sketches: Hy Braseal is an island of some 50,000 square miles of territory, thus slightly larger than Juanal, the northernmost of the Greater Antilles Island chain, as Hy Braseal is the southernmost dozen which comprise the chain. Because it is a restricted place, we have few reports and offer here only rumors and suppositions. It is a tropical place originally colonized by Ægyptians and Atlantians seeking to form a perfect state. There are said to be wonderful mountain highlands where the climate is spring-like all year long. Trees and bushes bearing flowers and fruit are everywhere for the picking. For a general idea of the place see *Hispañola*, above.

From time to time it is said that colonists from other nations have been brought to Hy Braseal to strengthen and diversify the population. These new colonists are supposedly the strongest and brightest of persons, being of artisan and well-educated sort besides knights and nobles (rather than slaves, criminals, paupers, outcasts, etc., as is commonly the composition of colonizing groups). If this is so, the populace of the island must be a very diverse and mixed sort of folk. However, it would account for the reports of a great intellectual center on the island and the quality of its art objects and handicrafts. The latter two are known throughout the Western world as of the finest sort.

The island seems to be filled with mineral wealth. Mines are claimed to produce platinum, gold, adamantine, Hekalite, beryl, emerald, chrysoberyl, tourmaline, aquamarine, topaz, and some few gem-quality diamonds.

As more data is available we will provide the interested reader with new information.

Hyrkania

Government: Shahdom (Kingdom)

Pantheon: Persian

Ruler: Arlaxtes VIII

Capital: Zandrakarta

Population: 25,000

Other Cities (and population):

Kyzyk: 10,000

Makat: 20,000

Nukyrkan: 30,000

Urjenj: 65,000

Uxum: 15,000

Coinage: Kazirian Standard.

Important Persons: Royalty, nobles, officials, priests, etc.

Alliances: Parthia, Khaziria (trade).

Hostilities: Khwarizm, Turkistan.

Open Warfare/Skirmishing: Serious skirmish along southern border. Expansionist Khwarizm is nibbling away at Hyrkanian territory.

Location: Azir

Language: Parsi dialect

Population: 1,500,000

Flag/Emblem:

Flag: Three wolves

passant, the center

silver on a black field,

those above below

black on white.

Full-scale war seems likely.

Intrigues: Parthian-Hyrkanian union to combat Khwarizi expansion. Incidents to bring Khaziria into open conflict with Khwarizm. Assassination of shah and replacement with Amir Milyata—a puppet dancing to Khwarizi strings. Many lesser intrigues.

Magickal Devices: The single item of great potency known to be held is the *Bicorporeal Prism*. It is likely that there some moderately powerful objects and minor weapons held by the Crown and others of import in Hyrkania.

Thumbnail Sketches: Occupying all of the Ust-Urt Peninsula, Hyrkania's land reaches some 125,000 square miles or so extent. It is totally surrounded by the sea to the north and west, with Khwarizm to the south and east. It is a plateau with many cliffs along the shores and some low mountains and hills to the south and west. Although the country is semi-arid in parts, the coastal regions and the southeastern portion of the the state (Oxus River area) is sufficiently fertile to produce good crops. In the wilderness areas, some forest and scrub is found, although about half the country is grassland which will support only nomadic herds. All manner of game is found in the country, including bears, leopards, wolves, boars, etc. Urjenj, sited on the Sarykum River which drains the large lake of the same name into the Oxus, is the major caravan depot and trading center, sending barges on to Nukyrkan, the easternmost Mare Ostrum seaport of Hyrkania.

The Aryan Hyrkanians originally inhabiting the territory have intermixed somewhat with Turkic peoples, but have nonetheless retained their basic culture and society. Slavery is legal, but seldom seen, save in the cities. Most of the inhabitants are of free sort, agriculturalists, fishers and hunters, laborers, or nomadic herders. The middle class is found mostly in the cities. The aristocracy consists of leading nomadic families and warrior nobles. The field army of Hyrkania is almost exclusively mounted, most being lightly armored horse archers.

Various cereals, vegetables and fruits are grown here, although there is some import of foodstuffs of this sort to the country. Herds of cattle, horses, and sheep and goats are the most common livestock. Fishing is very important to the Hyrkanians. To date the minerals mined are salt, sulphur, and naphtha.

Exports are carpets, caviar, fish, hides, leather and leather goods, livestock, weapons (bows and arrows), and native handiwork items.

Inca

Government: Empire

Pantheon: Incan

Ruler: Pachacuti Atamanco

Capital: Cuzco*/Tumbes**

Population: 60,000/45,000

Other Cities (and population):

Chan Chan: 20,000

Cuenca: 15,000

Hualpan: 1 0,000†

Illapel: 20,000

Quito: 25,000

Temuco: 10,000††

Coinage: G: sun; S: moon; C: peak; B: warrior.

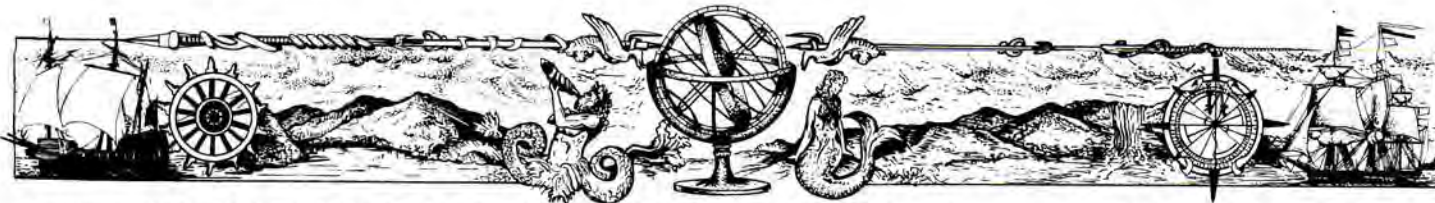
Location: Amazonia

Language: Quechuan*

Population: 12,000,000

Flag/Emblem:

Flag: A condor displayed with a gold sun and a silver moon held in right and left talons, respectively, on a red field.



Important Persons: Incas, priestesses, military governors, generals. Note that the empire is divided into two halves, each halved again—i.e., the "Four Quarters of the World." A prince (Incan) and Military Governor (Incan, or non-noble) share management of each such quarter, in turn reporting to an Inca viceroy.

Alliances: None.

Hostilities: Muya, various native tribes to the west.

Open Warfare/Skirmishing: Continual along borders.

Intrigues: Many are always occurring, including one which would break the empire into two halves as central and southern portion are said to feel alienated because of attention to northwards expansion.

Magickal Devices: Unknown at this time.

Thumbnail Sketches: The extent of the empire is uncertain, but it is thought to stretch in a relatively narrow band from the coast along the eastern mountain spine (Andes) for two thousand plus miles and on into the jungle regions of northernmost Amazonia. All information is based on Atlantian reports and the journals of Phoenecian traders, and cannot be considered as wholly reliable.

Inca refers to the ruling race, the emperor being *The Inca*, and the remainder of the absorbed natives being collectively referred to as *Incan*—i.e., citizens and subjects of the Inca. Thus, Inca is the aristocratic, haughty and repressive, class. In the middle are lesser officials and priests, plus the warriors and chiefs of the associated peoples. The lower tiers are common agriculturalists, laborers, and large numbers of virtual or actual slaves.

It is said the land is rich and yields all manner of foodstuffs. The Atlantians are thought to have introduced the wheel and the horse to the region, and in return took many new food plants, animals, gold, etc.

Amongst the most valuable exports of the Incan Empire which are received in Aetropa are (beryllium) emeralds, beryls, lapis lazuli, and platinum (from the north), gold, and silver—the latter mainly in coin or art objects.

When more data is available we will publish it for the interested reader.

*Commonly mixed with many Aymaran (Incan) words. The Incas converse in Cayawayan, their aristocratic "secret" tongue.

**Tumbes is now said to be the winter capital of Inca.

†Hualpan is the northern military capital and only Lantlan Ocean port.

††Temuco is southern military capital marking frontier in that direction—now a relative backwater.

Ionia

Government: Republic

Pantheon: Greco-Roman (G)

Ruler: Hector, Count of Rhodes

Capital: Miletus

Population: 60,000

Other Cities (and population):

Perga: 25,000

Rhodus: 55,000

Xanthus: 30,000

Coinage: Grecian Standard.

Important Persons: Autarchs of major cities, priests, nobles, etc.

Alliances: Hellenic League, Crete, Lydia.

Hostilities: Achæa, Byzantium.

Open Warfare/Skirmishing: None other than occasional sea skirmishing.

Intrigues: Attempt to discredit the prime minister, cause the popu-

Location: Azir (Near)

Language: Greek

Population: 450,000

Flag/Emblem:

Flag: A purple Pegasus careering, maned and crowned gold on a white field





lace of Rhodes to dislike him and the Ionian state, so as to join Achæa—possibly fostered by Hasuri. Numerous other plots and plans.

Magickal Devices: In addition to a considerable accumulation of less potent objects, the Ionian government possesses the *Codex Multiversal* and the *Qyggæan Heka Intensifier*.

Thumbnail Sketches: The republic is small, with only some 20,000 square miles of land in Anatolia and islands, but in it can be seen the Second Colossus of Rhodes (one of the Twelve Wonders of Ærth), beautiful buildings of classical style, and great centers of learning. The country is covered with old mountains, hills, forests, and fertile valleys, and it has a dozen or more lakes which abound with fish. Game is typical of the region—maneless lions, bears, wolves, boars, deer, chamois, etc. The woods are of both excellent hardwood and fir.

Ionian was formerly a colonial post of Atlantis, then a part of the Lydian state, the Babylonian Empire, the Medo-Persian, and finally the Byzantine Empire. The original race of inhabitants of the region—Lydians, an Aryan race akin to the Grecians—has been long intermixed with Ionian, Aolean, and other Grecian tribes, along with remnants of other occupying peoples. It has become very much Hellenized, and an Ionian is barely distinguishable from a Byzantine or Achæan. The society is very similar to that of Achæa (q.v.). Ionian light infantry and the slingers of Rhodes are amongst the best of such troops to be found anywhere on Ærth.

Ionian agriculture produces all manner of crops including wheat, barley, oats, maize, rye, fruit (figs, pomegranates, oranges, dates, etc.), vegetables, saffron, sesame, cotton, silk, flax, hemp, poppies, tobacco and so on. Olives and vines abound. Considerable flocks and herds are maintained. Fishing along the coastal region is the major occupation of the population. Timbering is carried on inland, as is mining. Mines yield gold, silver, copper, iron, lead, mercury, zinc, salt, and coal. Marble and building stone are quarried as well.

Iroukia

Government: Kingdom (tribal)*

Pantheon: Manitou

Ruler: King Tuwega

Capital: Hlawatha

Population: 5,000

Other Cities (and population):

Numerous villages on the great lakes to the north.

Coinage: None.

Important Persons: Deer, Turtle, and Wolf Clan leaders, chiefs, priestesses.

Alliances: Cherokia.

Hostilities: Suskehankia, Erie, Hurons, and all other surrounding tribes.

Open Warfare/Skirmishing: Raiding continually. Major expedition to attack the Hurons soon.

Intrigues: Make peace with Tobacco and Neutral so they will not fear Irouk expansion westwards into the land of the Hurons. Many other similar plots to allay suspicions regarding Six Nation aims.

Magickal Devices: Unknown.

Thumbnail Sketches: Our sources are merchant captains returning from Jarlesheim and Falcondonia, and their information is

Location: Vargaard

Language: Irouk

Population: 35,000

Flag/Emblem:

Emblem: A black snake.

untrustworthy and incomplete. More formal study is being undertaken at this time, and as details are available we will present them in a form suitable to the interested student of Vargaard and its natives.

*Cayuga, Mohawk, Onelda, Onondaga, Seneca, and Tuscarora (pushed by Helioteplish and Suskehanks from former territory to that of the Irouk nation).

Jarlesheim

Government: Grand Duchy*

Pantheon: Norse (S)

Ruler: Grossjari Thorald

Capital: Bjornsheim

Population: 10,000

Other Cities (and population):

Gormsborg: 5,000

Coinage: None (accept any coinage).

Important Persons: Jarls, priests, etc.

Alliances: Treaty with Iroukia to keep peace.

Hostilities: Nova Scotia.

Open Warfare/Skirmishing: None—except between petty jarls.

Intrigues: Numerous but uncertain.

Magickal Devices: Unknown

Thumbnail Sketches: According to reports from Danmark and various ship captains, the country of Jarlesheim is very extensive and forested. Mountains and coastal plains being game-filled and fertile, but with severe winters and hot summers. Very little else is known, but it is expected that more information will be available soon due to expeditions now in Vargaard to gather data.

Some few diamonds, tourmalines, amethysts, and vargaardites are produced annually from Jarlesheim, according to merchants bringing back such stones from this land.

*This state is a collection of small, often feuding holdings spread out over a very large area, and it includes several native tribes now intermixed with Skands and nearly the same as them in respect to culture. Some few hundred new settlers from Skandian and Teutonic states are added to the population each year, but there is little central control or government.

Kabul

Government: Khidivate (Kingdom)

Pantheon: Babylonian

Ruler: Qhorizni Sultan

Capital: Kabul

Population: 100,000

Other Cities (and population):

Baghlan: 70,000

Cherikir: 40,000

Coinage: Babylonian Standard.

Important Persons: Amir of Registan, emirs of Khandahar and of Zamindawar, priests, other nobles, chiefs, officials, etc.

Alliances: Palu-Ea, Tartary.

Hostilities: Delhi, Farz, Kashmir, Sindraj.

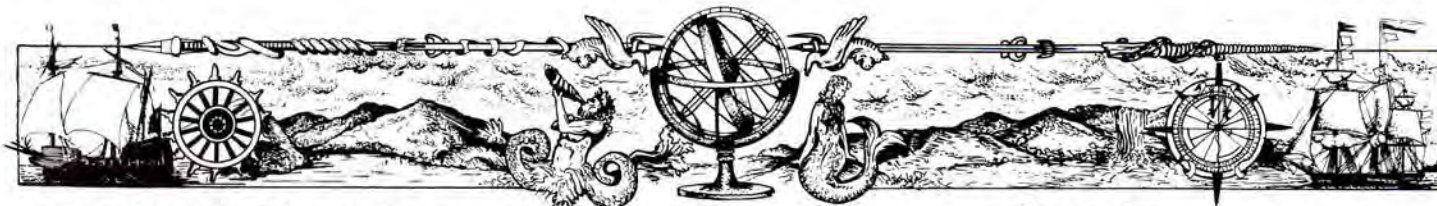
Location: Azir

Language: Sumerian dialect

Population: 4,000,000

Flag/Emblem:

Flag: Buffalo horns in crescent, on field divided black and red.



Open Warfare/Skirmishing: Continually on all hostile fronts. Talk growing stronger of a major Palu-Ea war against Farz.

Intrigues: There are certainly all manner of dangerous machinations and nefarious plots afoot in the kingdom, but the exact nature of these intrigues is not known.

Magickal Devices: The only items of major potency known to be possessed by Kabul are *Dokar's Unseen Blade* and the *Flagon and Bowl of Akgbul*.

Thumbnail Sketches: The kingdom is mostly mountainous, with many valley areas and few plains, plus the great plain of Registan in the south which borders the frontier hills and mountains of Farz and Sindraj. The territory ruled is over 100,000 square miles in extent. About 25 percent is rocky or generally barren, 25 percent suitable only for pasturage, 10 percent under cultivation, and 40 percent forest or scrub. The fauna found in the wilds includes leopards, bears, cheetahs, wolves, dogs, hyenas, swine, camels, deer, asses, sheep, goats, ibex, and various other sorts of mammals, birds, reptiles, and insects.

The original inhabitants were probably of a Western Yellow race who intermixed with the Hindic peoples to the south, then with Babylonians. Waves of invading Aryan tribes took and held the land, and the Afganis of Kabul are basically of those racial stocks with some slight admixture of Turkic over the past few centuries. All are ruthless, tough, independent, rapacious, and prone to homicide. They seem open and trustworthy, but the opposite is typically true. Slaves are not considered citizens, but some are kept in the cities. All other folk are free, and although the vast majority of the population is economically of low class, there is no distinction otherwise. The wealthy do have more and gain some privileges, but otherwise one Afgani is as good as another, save at the uppermost tier where the nobility, priesthood, and royal family hold sway. The cities, towns, and villages provide infantry, the hill tribes and nomadic folk the bulk of the cavalry. All are fierce and determined fighters, albeit unruly, undisciplined, factious, and prone to sudden swings of morale.

Agriculture and warfare are the only occupations acceptable to the majority of the people, but some few will trade, work at crafts, etc. Crops of wheat, millet, barley, rice, maize, and sorghum are cultivated. Lentils, beets, turnips, carrots, cucumbers, melons (including watermelons), and rhubarb are grown. Vines are cultivated to a small extent. Cash crops include tobacco, cotton, madder, castor beans, and saffron. Orchards and groves provide apples, pears, plums, cherries, walnuts, pistachios, lemons, oranges, etc.

Livestock is raised generally. Camels and horses are used for burden and riding. Some fine warhorses of the general genet sort are kept. Other livestock includes cattle, sheep, goats, and a small amount of poultry.

Small quantities of gold, silver, and copper are taken. Mining produces better yields of iron, zinc, lead, antimony, gypsum, and coal. Building stone quarries are, naturally, easily opened in the mountain regions of Kabul. Ruby is found here in modest quantity, and there are mines of lapis lazuli and garnet as well.

In addition to livestock and grain, the state exports gum resin, preserved fruits, small carpets and rugs, and various native handicrafts.

Kalevala

Government: Kingdom

Pantheon: Kalevalan

Ruler: Vaino VII

Capital: Helsingfors

Population: 30,000

Other Cities (and population):

Abo: 10,000

Kexholm: 15,000

Viborg: 40,000

Coinage: Skandian Standard.

Important Persons: Lord of Smaaland, Lord of Karelna, mages, officials, priests, etc.

Alliances: Russ, Talmark.

Hostilities: Finmark, Svergie.

Open Warfare/Skirmishing: None at present.

Intrigues: Agent of Pohjola sewing discord in court to weaken king. Various other plots and intrigues.

Magickal Devices: The *Kanteel of Waino*, the *Crossbow of Lightning*, and the *Interdimensional Amber Node* are the most potent of Kalevala's arsenal of magickal devices. Numbers of moderately strong items, and minor items too are held by the Crown and nobles of the land.

Thumbnail Sketches: Some 75,000 square miles of land in the southern portion of the Soumi (Bothnia) is held by the crown of Kalevala. The area is bounded by Russ and Lakes Onega and Ladoga on the east, the Kalevalan Gulf on the south, the Gulf of Bothnia on the west, and Finmark on the north. It has many hundreds of lakes (some number of them quite large), low hills, and thick forestlands as its main features. Brown bears, elk, great lynxes, deer, boars, reindeer, and various smaller game and birds are found in the wilderness which covers 70 percent of the land.

The people are of mixed Skand and Finn stock in equal proportions. The social structure is only nominally feudalistic, and the bulk of the population is comprised of free agriculturalists, hunters, fishers, etc. The middle class is engaged in trade or else owns considerable land or other property. Viborg is an active trading port and the largest city in the kingdom.

About 15 percent of the land is available for cultivation, and crops of barley, oats, rye, and buckwheat are grown thereon. Some potatoes, beets, turnips, and sugar beets are cultivated. Some few other sorts of vegetables, berries, and hard fruits are raised to provide food for the folk. Cattle, sheep, reindeer, swine, and poultry are kept. Some bees are maintained in the warmer regions along the south coast. Fishing is very actively pursued in Kalevala, and large catches are taken from fresh water lakes and the sea.

Mining produces silver, copper, iron, and zinc. Garnets, especially the green sort, are found in fair quantity in this country, and vargaardites—some with blue or green color rarer than the typical bronze luster—are now being mined.

Exports consist of timber, fish, furs, gems, and some handcrafted items.

Kara

Government: Rajate (Kingdom)

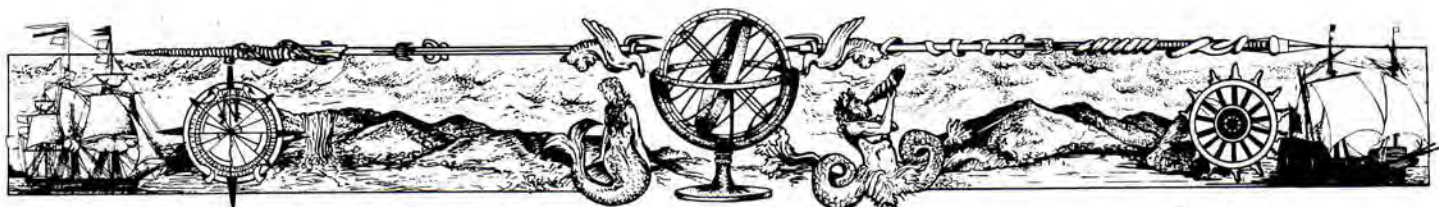
Pantheon: Hindic

Ruler: Viravhana

Location: Azir (Hindic Subcontinent)

Language: Hindic dialect

Population: 2,500,000



Capital: Kalinjar

Population: 75,000

Other Cities (and population):

Mirzapur: 20,000

Prayag: 80,000

Varanasi: 160,000

Coinage: Hindic Standard.

Important Persons: Various nobles, priests, officials, etc.

Alliances: Bihar.

Hostilities: Hind, Oudh.

Open Warfare/Skirmishing: None at present, although rumors of an invasion from Oudh cause concern.

Intrigues: Pro-Oudh faction sees Hind as worse threat. Hind faction urges acceptance of overlordship of that state. Growing support for a union with Bihar and Tirhut, with Nepalese support, to strengthen the sovereignty of the area. Many other sorts of intrigues and plots too.

Magickal Devices: Because of its venerable places, Kara has managed to accumulate a fair quantity of powerful objects including the *Weapons of the Avatars*, the *Impenetrable Houdah*, *Indra's Serried Spearpoints*, and the *Scrolls of the Harysivas*.

Thumbnail Sketches: Kara extends over 20,000 or more square miles between Oudh on the west and Tirhut and Bihar on the east. Its northern border is the mountainous verge of Nepal, while to the south its frontier is in the hilly lands of Hind. Most of its wilderness is to the north and southern border area, while the central band of the nation, where the rivers flow to the east, is populated and cultivated. Much excellent timber grows in the highland forests, while the southern wilderness is scrub and jungle. Elephants, wild buffalo, tigers, leopards, deer, rhinos, boars, wolves, and all manner of smaller game are found in such uninhabited portions of Kara's territory.

The city of Varanasi (Benares) on the Ganges River is the holiest in the Hindic Pantheon, and in it is the seat of the greatest priests of that faith. Tens of thousands of pilgrims make their way to Varanasi each year because of this. Of scarcely less holiness is the city of Prayag, for three sacred rivers (the Ganges, Jumma, and Saraswati—the last named running underground to a subterranean temple...) conjoin where the walled city stands. Kara manages to remain independent because of its position and holy places, for none of the states which surround it is willing to see another control such places, and all are loathe to allow the mighty Hind Empire to do so.

The folk of this land are similar to those of Delhi and Oudh (qqv.), as is the social structure and government of the kingdom. The rajah, is called the Nawob, and is said to be steeped in holy lore.

Wheat, rice, barley, and millet are the principal crops. Much cotton, indigo, and sugar cane is also cultivated. Tobacco, poppies, and fruit (mangoes, tamarinds, guavas, bananas, oranges, limes, etc.) are also grown.

Good quantities of iron, coal, copper, and salt are mined. Some small amount of gold and sapphires of many hues are found in northern mines.

Kargebal

Government: City-State (Principality)

Pantheon: Phoenecian

Ruler: Prince Melkath Elzar

Flag/Emblem:

Flag: Golden, eight-spoked wheel, flaming red on a blue field.

Capital: Kargebal

Population: 110,000

Other Cities (and population):

Jobal: 15,000

Luiseth: 20,000

Coinage: Phoenecian Standard.

Important Persons: Shakes, officials, merchants, priests, etc.

Alliances: Phoenecian Coalition.

Hostilities: Western Sea Alliance.

Open Warfare/Skirmishing: Skirmishing at sea with rival traders. Some southern border troubles with nomad raiders (Tuaregs).

Intrigues: Unknown.

Magickal Devices: The *Dolphinship of Larcas* and the *Occult Coffin* are the most powerful of the magickal devices held by this state. Others of lesser sort are also in the possession of the Prince or others of import in the land.

Thumbnail Sketches: Kargebal lies between the allied city-states of Botris and Sargonna. For all practical purposes the details found in the Thumbnail Sketch of Botris will apply to this state, so in the interest of space, we refer the reader to that listing, above.

Kashmir

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Prajania Rajingi

Capital: Srinagar

Population: 100,000

Other Cities (and population):

Jammu: 30,000

Coinage: Hindic Standard.

Important Persons: Prince of Jammu, frontier nobles, priests, officials, chiefs, etc.

Alliances: Delhi, Sirmur.

Hostilities: Kabul, Bactrokush.

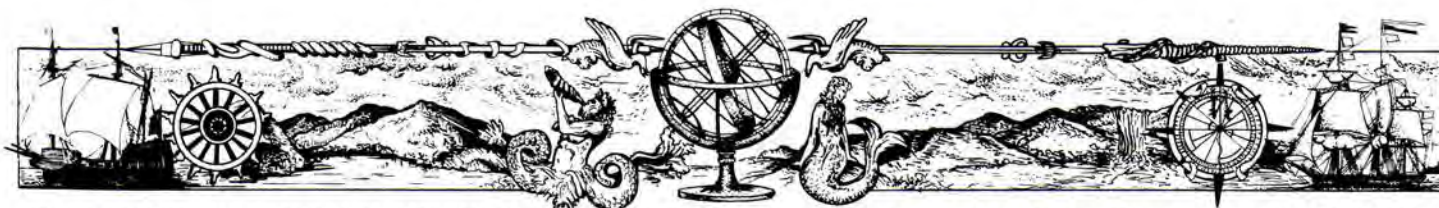
Open Warfare/Skirmishing: Occasional raiding in northern frontier pass areas. (Too isolated by mountains to be generally at risk save from the south.)

Intrigues: Certain chiefs in west thought to be treating with Bactrokush. Rumor that Prince of Jammu plots to succeed to throne of all Kashmir. Palace intrigues rife.

Magickal Devices: The *Mountain Boots of Narada*, the *Bell of Crystal Calling*, and the *Pure Rod* are said to be kept in Kashmir, along with some few items of warlike nature with moderate powers.

Thumbnail Sketches: It is thought that this northernmost mountainous portion of the Hindic Subcontinent covers 100,000 square miles of territory. The country is virtually walled on all sides save the south by the Himalayas, and it has few level parts, most being in the Vale of Kashmir and Jammu. Only about 15 percent of the country is cultivated, and but a little more than that inhabited. There are lovely and lofty mountains, forests, rivers, and jungles which humans have scarcely seen hidden in this land. In the higher regions there are bears, wolves, and leopards as the principal predators, while lower down the fauna is more abundant in all forms.

This was long the bastion of the Aryan invaders, so the folk here were of White and Brown racial mix, and even today there is little of the



Western Yellow racial stock evident in the bloodlines. Thus, the caste system is strictly adhered to. Despite its relatively small population, the Kashmiri field a very potent army.

Agriculture is practiced in the valleys and produces cereals, vegetables, and fruits typical of the region. Not much livestock is kept, as many of the people are vegetarians, but excellent horses are raised in the southern portions of the land for transportation and for warfare.

Coal and iron are mined in Kashmir. Some gold is found, but not in great quantities. However, the finest (blue) sapphires come from this land, and Kashmir also mines some small amount of gem-quality hyacinths, jacinths, and rubies. Although there are not large numbers of these gems found, the work is amply rewarding. Spinel and aquamarines of some size and quality are also brought from this state, being mined in the same regions as the corundum gems are located.

Katehar

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Gunjayrama

Capital: Dehra Dun

Population: 40,000

Other Cities (and population):

Almora: 15,000

Haldwani: 15,000

Zanda: 5,000

Coinage: Hindic Standard.

Important Persons: Princes of Garhwal and Kumaon, other nobles, chief men, priests, officials, etc.

Alliances: Nepal, Tibet.

Hostilities: Oudh, Sirmur.

Open Warfare/Skirmishing: Rumors of Oud force gathering at Rampur to march on Almora.

Intrigues: Nepal faction seeks union with Katmandu to become powerful state rather than minor mountain kingdom. Agents of Oudh sewing discord in border regions with help of traitorous officials. Other court intrigues.

Magickal Devices: The Rajah of Katehar possesses the *Tome of Hidden Byways* and the *Bringer of Avalanches*, plus some small number of minor magickal devices.

Thumbnail Sketches: Occupying some 25,000 or so square miles of Himalayan mountains and hills between Nepal and Sirmur, Katehar is a relatively small and inaccessible territory. The thick forest wilderness covering two-thirds of the land is full of all manner of large and small game typical to the mountainous regions of the subcontinent. The Temple Mountain of Siva near the headwaters of the Ganges in Katehar, a place hewn from the living rock, is one of the Twelve Wonders of Ærth. The temple is so vast that it is virtually the whole mountain from which it was carved, and it took hundreds of thousands of laborers decades to create the outer surface and main halls. Work inside continues to this day.

Because the second wave of (Babylonian, *et al.*) invaders never effectively penetrated this state, its folk are of the Brown and White Racial mix, and their society and government reflect their ancient

heritages. The people of the towns and villages are settled, but in the high country the folk tend to be more tribal in nature, free hunters and warriors. The peasant class is of some small part slaves, but most are free agriculturists and laborers, with a few tradesmen and small proprietors at the upper end. Monks, priests, landlords, craftsmen, merchants, and warriors generally comprise the middle portion of the society.

Valley and lowland farms produce wheat, vegetables, and fruit. Some tea is grown in the higher regions. Lumber is a chief crop, and much is exported. Mining operations in Katehar yield some quantities of iron, copper, gypsum, and lead. Some small amount of gold is also taken by various means. Quarries of slate and excellent building stone exist in several places.

Keshu

Government: Kingdom

Pantheon: Egyptian

Ruler: Atazetmin II

Capital: Hapobeid

Population: 50,000

Other Cities (and population):

Atramun: 25,000

Qebordi: 10,000

Kufra: 15,000

Coinage: Egyptian Standard.

Important Persons: Chiefs, priests, officials, etc.

Alliances: Meroe, Ziva.

Hostilities: Egypt, Darfur, Lybbos.

Open Warfare/Skirmishing: With desert nomads and along Egyptian and Darfurian borders.

Intrigues: Faction attempting acceptance of Meroen proposal to invade the Nubian Oversight, while making peace with Lybbos.

Magickal Devices: The Keshi are said to have the potent *Papyrus of Nine Steps* and the *Table of Memory*. It is supposed that some few other objects of minor sort are also possessed by this state.

Thumbnail Sketches: Much of the land of Keshu is rocky, barren, and desert. Its northern (Lybbos), eastern (Egypt), and southern (Meroe) borders are defined; but the King claims a vast tract stretching west and south which is contested by nomadic desert tribesmen (Tuareg, Bedoul, and Afula) and the lord of Darfur. There are some fertile strips along rivers and at oases, of course, and the north coast region is quite fertile and well-watered, with grasslands reaching 50 to 80 miles inland behind the shore band. Thus, there are three distinct climates and ecologies to be found in Keshu. Perhaps 5 percent of the land is very fertile, 15 percent suitable for pasturage, and the remainder wilderness and desert. The fauna of the latter regions includes some few elephants, rhinoceri, lions, leopards, giraffes, wild camels and asses, gazelles, hyaenas, ostriches, and so on. There are few towns and only one real city in the land: the oasis capital, Hapobeid, which controls the junction of several caravan routes. Keshu is desirous of extending its territories into the Sahara, of course, because of the traffic to and from the south which brings gold, precious stones, rare fragrances and oils, ivory, slaves, etc., and returns with weapons and metal goods, cloth, and so forth. The coastal port town of Atramun is a virtual backwater because the Keshi are unable to



compete with either the Phoenecians or Lybbosians, so most of the caravan trade passes through the ports in those lands rather than Atramun.

The original inhabitants of the region were probably of two sorts, primitive Red race tribes and White race Berbers. The two eventually intermixed so thoroughly as to form a distinct folk, the Keshi. In later times there has been some addition of Yellow race (Bedouin) and Black too (Meroean), but this is not significant, any more than absorption of Phoenecian and Grecian colonists was. The society is still basically one of tribal sort, where all are generally equal, and the authority of the government is maintained principally through threat of force, and by success. A third of the inhabitants are found in cities, towns, and settled villages. Of the remainder, half are semi-nomadic and the other part totally so. The latter are often questionably under control of the Crown.

The coastal regions are very productive, growing wheat, barley, and maize. Trees include the olive, fig, date, orange, lemon, quince, citron, peach, almond, nectarine, apricot, pomegranate, etc. Various vegetables, melons, peanuts, and sesame are cultivated. Cotton is also grown. Horses of good breeding, cattle, sheep, and poultry are raised. Fishing provides for both food and export, including some amount of sponge. Inland, the semi-nomadic herders tend small fields of durra, lentils, beans, and vegetable crops. Some figs and dates are also tended. Livestock in this region consists primarily of horses, sheep, and goats, with some few cattle. In the arid interior, oasis date palms, and some few melons and vegetables grown at such places, are all that is to

be had, save for the herds of camels, horses, and goats cared for by the nomads.

There are mines in Keshu which yield very fine copper and a small quantity of iron. Some salt is gained from the coastal region, and also some precious coral is found. Building stone is common. A considerable number of uncut sunorb gems are brought in from the heart of the Keshi desert, but their place of origination is unknown, and experts assert that these stones are of exotic sort, merely passing through Keshu.

Kiev

Government: Principality, Sovereign

Pantheon: Slavonic

Ruler: Kasimir IV

Capital: Kiev

Population: 185,000

Other Cities (and population):

Kharkov: 90,000

Vinnitsa: 30,000

Coinage: Khazirian Standard.

Important Persons: Boyars, priests, officials, etc.

Alliances: Moldavia, Slovia (shakyl).

Hostilities: Lithuania, Poland, Russ.

Open Warfare/Skirmishing: Minor skirmishing on Polish border.

Intrigues: Clandestine meetings with Ukrimian agents point towards some alliance, as Kasimir is not married. The Northern faction proposes marriage to a Muscovite princess. Polish faction believes

Location: Aropa

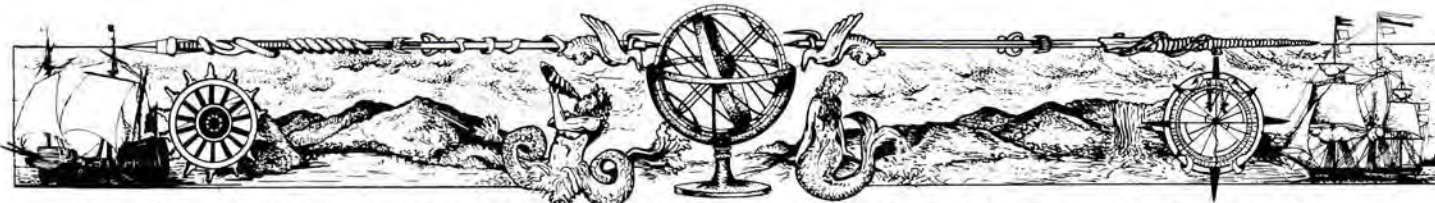
Language: Slavic

Population: 3,000,000

Flag/Emblem:

Flag: A white hippogriff rising amidst stars on an indigo field





a union would enable Kiev to expand into Moldavia as Poland and Lituania moved east into Russ. Many court and family intrigues as well.

Magickal Devices: The crown has possession of the *Unbreachable Defenses*, the *Shadowmakes Axe*, and the *Formulas of Extension*, as well as some few moderately powerful objects.

Thumbnail Sketches: Estimates place the territory of Kiev somewhere well in excess of 50,000 square miles. Much of the land is rolling hills of black-æth plain of very fertile soil. Great stretches of thick forest and wild plains cover about half of the land, and therein are bears, wolves, great lynxes, stags, aurochs, boars, deer, and all manner of small game. Kiev—the great capital city build on the hills of the west bank of the Dneiper—is as great a center of trade, commerce, and learning as can be found within hundreds of miles. Around it are very ancient ruins, statues, burial vaults, and deep caves. These latter contain exotic shrines of unknown origination and several give access to the Subterranean Ærth regions.

The folk are a mixture of ancient Scythians and Teutons, with Slavs predominating. Thus they are not the same as the Moldavians and Ukrimians to the south and west, Great Slovians to the south and east, the Russians to the north, or the Moldavians, Poles, and Lituonians northwestwards. In truth, their society is somewhat similar to that of Khaziria (q.v.), with more slavic overtones.

Agriculture occupies most of the peasant and freeman classes. Wheat, barley, millet, oats, rye, and buckwheat are the chief cereals grown. Cash crops include flax, jute, hemp, oil seeds, and sugar beets in great quantity. Potatoes, turnips, cabbages, etc., are the principal items of the extensive list of vegetables grown for home consumption.

Many sorts of berries and fruits (pears, plums, cherries, etc.), plus mulberries for silk, are cultivated. Bees are kept to aid pollination and produce honey and wax.

Camels have been imported for labor, the typical being the "bactroday" cross. Herds of horses, cattle, sheep, and swine are raised.

River fishing occupies some fair number of the people and yields much food. Timber operations are also considerable.

Mining and quarrying operations are very profitable, yielding good quantities of coal, iron, millstone, marble, granite, and semi-precious vargaardites of crystal clarity, in addition to the opaque sort and sunstones.

Khaziria

Government: Kaganate (Empire)

Pantheon: Persian

Ruler: Kagan Olmar

Capital: Seral

Population: 195,000

Other Cities (and population):

Aralska: 40,000

Chelkar: 25,000

Guryevkagan: 55,000

Coinage: Kazirian Standard.

Important Persons: Governors, khans, priests, merchants, officials, etc.

Location: Azir/Æropa

Language: Khazirian

Population: 5,000,000

Flag/Emblem:

Flag: Bi-colored black and white vertically, with a horsehead counter charged and maned red and breathing fire.

Alliances: Hyrkania (trade), Russ (trade), Sinope, Slovia.

Hostilities: Turkistan.

Open Warfare/Skirmishing: Serious fighting on border with Turkistan.

Intrigues: Hellenic intrigue in Seral to promote full-scale war in the East, thus keeping Khaziria weak and non-competitive. Galacian and Armenian factions each seeking marriages and alliance with Seral.

Magickal Devices: Khaziria has the famous *Cloud Galley*, in addition to *Gar's Circle of Nullity*, the *Firetome of Eld*, and the *Talons Apparatus*. The Kagan and various others of rank in the state also have some quantity of moderate and minor items as well.

Thumbnail Sketches: Lying partly in Æropa, straddling the Volga River and the end of the Ural Mountains, and sprawling eastwards along the northern shore of the Mare Ostrum all the way to the Turkistani frontier over a hundred miles beyond the town of Chelkar, Khaziria possesses well in excess of 300,000 square miles of territory. It has some extremes of climate, although the Mare Ostrum moderates both the summer heat and the winter cold to an extent. The mountainous region to the northeast of the country is naturally cooler, and much of the north is wild. There lions, bears, wolves, aurochs, deer, antelopes, and numerous species of smaller animals are found.

The cities are of brick and stone, but their architecture and air are of the Orient, with some inclusion of the solid Slavic and airy Hellenistic styles. Seral is a very cosmopolitan city, with beautiful parks and gardens. The Kagan's Pavilions and the lesser palaces of the city, including those of various major embassies, are splendid indeed.

The original Khazirs were a mixture of Mongol and Turkic tribes, with an inclusion of some Tartar element. Their migration westwards into their present land—then held by Slavic peoples—changed their racial stock, as the native population was absorbed, and to it was gradually added a considerable number of Grecian and associated peoples (from Anatolia came Byzantines, folk from Sinope and Trebizond, and Phrygians; also considerable numbers of Galacians and Armenians migrated there) over the next few centuries. Some Persian stock peoples, and Turkic nomads too, melded into the populace, as have numbers of Phoenecians in more recent times. This amalgam has produced a very distinct people, the Khazir or Khazirian.

Some 20 percent of the population is still nomadic, and from these tribes the Kagan's army gains its best cavalry, save for the small guards units. Another 30 percent are distributed inland in villages and farms, or hunt in the wilds. Half of the population is found in a narrow belt along the shores of the Mare Ostrum in the warm and fertile lands there, and here too are the principal cities of Khaziria.

Crops of wheat, barley, maize, oats, hemp, cotton, flax, vines, tobacco, and sunflowers are grown. There are sugar cane and tobacco fields in the southern regions. Gardens produce many sorts of vegetables, mustard, watermelon and other melons, cucumbers, and berries. Orchards yield such fruit as plums, pears, apples, figs, pomegranates, olives, hazelnuts, pecans, and cherries. Considerable cultivation of mulberries and silk growing is undertaken in Khaziria. Herds of sheep, horses, and cattle are common, and also considerable numbers of poultry and waterfowl are raised.

The seas and rivers yield fish, including the great sturgeons and their caviar. Considerable quantities of salt are extracted in seacoast regions.



Timber from the Ural foothill region is brought to the south for export and for the shipbuilding yards there.

Quarries for porphyry and hard limestone, as well as common building stone, are productive. Naphtha, petroleum, and bitumen are found in places. Some modest amounts of iron and coal come from this land. Minor amounts of gold are gained from mining and panning.

Khwarizm

Government: Padishadom (Empire)

Pantheon: Persian

Ruler: Yaguznal Tarik

Capital: Merv

Population: 75,000

Other Cities (and population):

Khiva: 40,000

Kum Dag: 35,000

Neyshabur: 30,000

Coinage: Persian Standard.

Important Persons: Shah of Khorasan, various nobles, officials, priests, etc.

Alliances: Parthia, Samarkand.

Hostilities: Bactrokush, Hyrkania, Turkistan.

Open Warfare/Skirmishing: Fighting in Khivan area.

Intrigues: Unknown.

Magickal Devices: The *Bird of Ill Omens*, the *Five-Guardians Statue*, and the sword *Shootingstar* are the most powerful of the magickal devices of Khwarizm.

Thumbnail Sketches: Khwarizm occupies at least 250,000 square miles of territory running from the eastern end of the Mare Ostrum to Turkistan and Samarkand. Much of the land is wild steppe and mountain, and therein are all manner of Azirian animals. There are tigers, bears, leopards, hyenas, wolves, zebu, wild camels (both sorts), wild horses, wild sheep, ibex, boars, feral dogs, cheetahs, antelopes, lynxes, wild cattle, etc. After a century of growing desiccation during the Lost Age, the greatest Heka practitioners of the land managed to reverse the creeping advance of the desert, so that only a small portion of the Kara Kum Desert now encroaches into Khwarizm, and some semi-arid places remain.

Merv, the capital, is connected to the Oxus River—and thence to Kum Dag, the principal Mare Ostrum port city of Khwarizm—by the long Karazoum Canal. The walls of Merv are over 17 miles in circuit, and the city is famed for its bazaars and buildings, the latter showing all manner of different influences: Babylonian, Chinese, Turkic, etc. Because of the gap in the mountains to the south, all northbound caravans from Bactrokush, Kabul, *et al.*, pass through this city, as do those traversing the routes east and west. Khiva, just inland from the sea, is known as the “City of Ten Thousand Gardens.”

Over its long history, Khwarizm has had many races occupying it. The original settlers were undoubtedly Western Yellow peoples, who, intermixed with a mass of invading Aryans, formed the first state of Khwarizm in ancient times. Babylonians and their subject peoples conquered the land; Mongols captured it, then Tartars, and finally Turks. However, the great resurgence of true Mongols allowed the Khwarizini to regain sovereignty. At the same time period as Mongols

were attacking the area north and east, the native population rose and managed to oust the Turkic rulers and re-establish their old empire.

Cereal crops of wheat, barley, millet, oats, rye, and some small amount of rice are raised here, and all manner of melons, cucumbers, marrows, and vegetables for native consumption are cultivated in the gardens of Khwarizm. Vineyards are growing more common, and cotton, tea, and hemp are cultivated—so too mulberries for silk production. Very fine horses are raised, and cattle, camels, sheep, mules, asses, and poultry complete the picture of agriculture.

Fishing in the Mare Ostrum has grown increasingly more important for this nation, as has the marine trade there.

Mines of silver, lead, coal, and iron yield much ore. Salt is mined too, and small amounts of gold are panned. Quarries produce asphalt, some marble, and fine building stone. And Khwarizm produces substantial quantities of some of the best quality turquoise in the world.

Amongst the most renowned export products from this state are its bladed weapons, armor, carpets and rugs, and silverwork.

Khitai (Hsi-Hsia)

Government: Kingdom

Pantheon: Chinsungese

Ruler: Janchiz Wang

Capital: Sining

Population: 40,000

Other Cities (and population):

Yümen: 50,000

Coinage: Ch'in Standard.

Important Persons: Various officials, khans, priests, etc.

Alliances: Mongolia, Tibet.

Hostilities: Ch'in, Tartary.

Open Warfare/Skirmishing: Skirmishing on eastern and western frontiers over disputed territories.

Intrigues: Uncertain, but there are pro-Ch'in and pro-Tartary factions, as well as ambitious nobles seeking the crown.

Magickal Devices: While no exact knowledge of the arsenal of Khitai is possible, it is said that they have three very potent magickal devices: the *Thousand Wasp Pipe*, the *Fireserpent Ring*, and the *Paper Tigers of Lao*. Various minor items are certain.

Thumbnail Sketches: Recoiling nomadic invaders swirled in central Azir, and the Black Cathayans (Kara Khitians) and the Hsi-Hsia were eventually compressed into what is essentially one folk, in a relatively small amount of territory which is nominally known as a kingdom. The country is a mountainous land, with the relatively level Tsaidam “Depression,” actually an elevated plateau, at the center. The mountains (and to a large extent the Gobi Desert lying above the country) separate Khitai (Kara-Min Shans) from Ch'in on the east, Tibet (the Nan Shans and Kuen Lum mountains) to the south, Tartary (Altyn-tag and Kuruk-tag) to the west, and Mongolia (the Lungshan mountains) to the north. Khitai is a wild and rugged place, with mountain and valley stream forests, scrub, marshes, rock barrens, and desert wastes predominating. Much of the area of Khitai is wild, the home of tigers, bears, wolves, deer, antelope, wild yaks, camels, asses, sheep, and all manner of smaller game. Many fur-bearing sorts are included in the



latter category, and from these, the people derive a little livelihood. Even the kingdom's greatest lake, Koko-Nor, some 70 miles long and 40 broad, is saline, albeit not so salty as to make it a dead one, and the waters are filled with many sorts of fish.

Khitai's people are basically nomadic, and the actual boundaries of the state fluctuate with the movements (and battlefield successes) of the various tribes. In addition to the Khitai groups, there are some numbers of Tartars, Mongols, and Turks. About 35 percent of the population are semi-settled mountain peoples, with little villages, now pursuing agriculture and hunting. The balance are of nomadic sort, as noted. Realizing the value of the caravan trade which passes through the upper regions of their land, the masters of Khitai do their best to protect the routes, for in that way they can both trade and exact tribute.

Village tribes raise wheat, barley, millet, and rice. They also cultivate sesame, cotton, tobacco, and poppies. Many sorts of vegetables are raised, with cucumbers and onions being notable. Fruit includes mulberry (for silk), apples, pears, peaches, apricots, almonds, pomegranates, walnuts, pears, and vines. Livestock consists principally of horses, sheep, yaks, and camels. Fish supply a small portion of the food consumed in the land. Some timber is used internally.

Mining is carried out on a small scale, with some gold and copper being the result. Nephrite jade is mined on a larger scale in Khitai.

Livestock, furs, metals and jade, felt, and hides are exported from the country. It sustains itself mainly through the caravan trade which passes through from East and West.



Kongo

Government: Empire (Tribal)

Pantheon: Vodoun

Ruler: Unknown

Capital: Kongo

Population: 20,000

Other Cities (and population):

Cabinda: 10,000

Lunda: 10,000

Coinage: G: jumb.

Important Persons: Priests, chiefs, etc.

Alliances: None.

Hostilities: Surrounding tribes.

Open Warfare/Skirmishing: Continual expeditions into areas around

Location: Afrik

Language: Kongolese

Population: 1,000,000?

Flag/Emblem:

Flag: A green and black coiled viper on a gold field.

Kongo to expand influence and annex territory.

Intrigues: Unknown.

Magickal Devices: Unknown.

Thumbnail Sketches: Virtually nothing is known about this jungle kingdom. Gold, precious woods, rare essences and oils, etc., reportedly come from the state, but as of this time, no one sent to record information regarding Kongo has returned to furnish reports. When this situation is rectified we will be expeditious in passing along details to interested parties.

Kulakia

Government: Kavlate (Sovereign Duchy)

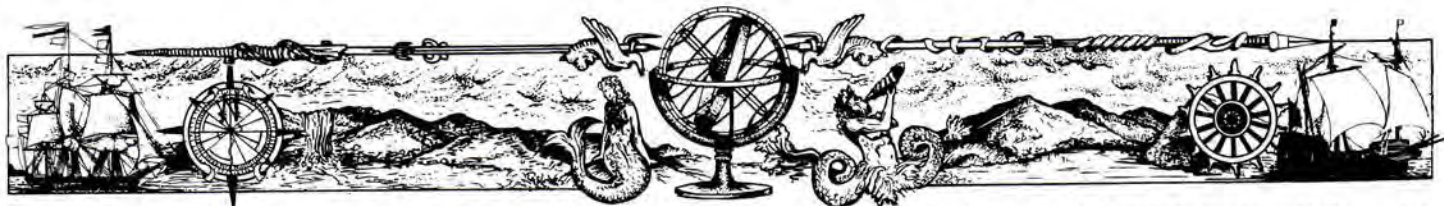
Pantheon: Lemurian

Ruler: Kavconi Leassa Niopo

Location: Lemuria (Islands)

Language: Lemurian dialect

Population: 350,000



Capital: Rinova

Population: 45,000

Other Cities (and population):

Aragoi: 30,000

Kalagi-Oawa: 20,000

Midiwo: 15,000

Coinage: Lemurian Standard.

Important Persons: Prince of Kulakia (husband of Leassa), admiral, chiefs, priests, etc.

Alliances: None.

Hostilities: Muavinapu.

Open Warfare/Skirmishing: Raiding islands to west continually in retaliation for the "piracy" of their (Muavinapuan) prince.

Intrigues: Undoubtedly manifold but not known.

Magickal Devices: Unknown.

Thumbnail Sketches: The six islands of Kulakia are said to be a pirate haven, all of the inhabitants of them of such nature, and the aristocrats and nobles amongst the Kulakians being captains and admirals of ships and squadrons of reavers. Reports from Far Azir claim that the traders from this island state are active in that region, so perhaps their reputation is not entirely correct.

Kutch

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Vishnisingh Rajan

Capital: Rangpur

Population: 35,000

Other Cities (and population):

Darjeeling: 20,000

Coinage: Hindic Standard.

Important Persons: Nobles, chiefs, priests, officials.

Alliances: Bihar, Nepal, Trihut.

Hostilities: Assam, Bengal, Bhutan.

Open Warfare/Skirmishing: Serious incursions into Bhutani territory in the Sikkim area. Raids into Hind yielding some considerable loot.

Intrigues: Secretly bribing Assamese chiefs to attack Bengal while it is engaged in warfare with Hind in south. Plan to merge into Maharajate with Bihar and Tirhut, with Vishnisingh becoming Maharaja via foul means. Other minor intrigues as well.

Magickal Devices: Only the great *Heart of the Jungle* is known to be possessed by this kingdom. What other magickal devices of any potency they might have in addition is purely a matter of speculation.

Thumbnail Sketches: The territory of Kutch contains some 25,000 square miles of land. The state is one which reaches from the high hill slopes below the Himalayas north of Bhutan and west of Assam, down to the valley plain of the bend of the lake-like Brahmaputra River. Thus, it is a land of beautiful scenery and breathtaking mountain vistas, for the highest mountains of Ærth can be seen in places in the north, while much of the rest of the land is covered by unspoiled forests and jungles filled with all manner of big and small game, from elephants and rhinos, to monkeys and colorful birds.

The people are much intermixed with hill tribes, so they are a combination of Brown, White and some minor amount of Eastern Yellow race, with none predominating above the original Brown

Flag/Emblem:

Flag: White shark on a red field.

inhabitants, but all evident nonetheless. Both caste and tribal social structures are intermingled to form the culture of Kutch. The aristocracy is dominant in the lowlands, but above, the people pay service as much from respect as from any particular enforcement.

Rice and wheat are the chief crops of the lower portion of the state. Sugar cane and cotton are also cultivated, along with a variety of vegetables and fruits. Tea is a major crop in the upper region of the country, and the stuff is much prized in many lands. Poultry and goats are maintained by forest-dwellers, while below, buffaloes for labor are added. Forest work generally employs elephants, for some valuable timber is harvested from Kutch. Some coal, iron, and gold come from a few mines worked under royal grant. A few corundum gems of small size are taken annually by native prospectors, and it is thought that there might be some quantity of these stones yet to be found.

*A feline-bodied, eagle-headed Phæree animal which for a time was common in the mountains of Kutch.

Lakota

Government: Confederacy

Pantheon: Manitou

Ruler: Council*

Capital: Ta'tonka

Population: 5,000

Other Cities (and population):

None.

Coinage: None.

Important Persons: Chiefs of the Seven Council Fires, allied chiefs, medicine men, war chiefs.

Alliances: Arapaho, Assinaboins, Cheyenne, Iowa, Omaha.

Hostilities: Mandan, all surrounding tribes.

Open Warfare/Skirmishing: Constant raiding against foes. Santees seeking alliance with Winnebagoes to punish Chippewas—very old enemies of the Nakota.

Intrigues: Unknown.

Magickal Devices: Uncertain, due to lack of information.

Thumbnail Sketches: As is all too true with most of the continent of Vargaard, we have little reliable data concerning the Lakota state. These horse nomads evidentially perform little agricultural work but survive as hunters (mainly of buffalo) and gatherers.

The natives are said have discovered the interest other lands have in gold, and small quantities of the metal are now being traded by the Lakotans. This is, in fact, how information herein has come forth from the vast, unknown heart of the region.

As more intelligence is gained we will provide it to you through some form of publication.

*The council is made up of "Old Man Chiefs" from the three divisions of the nation (Dakota, Lakota, and Nakota) as the executive of the confederacy. These men also sit on the other councils as well, but have less voice in matters of war.

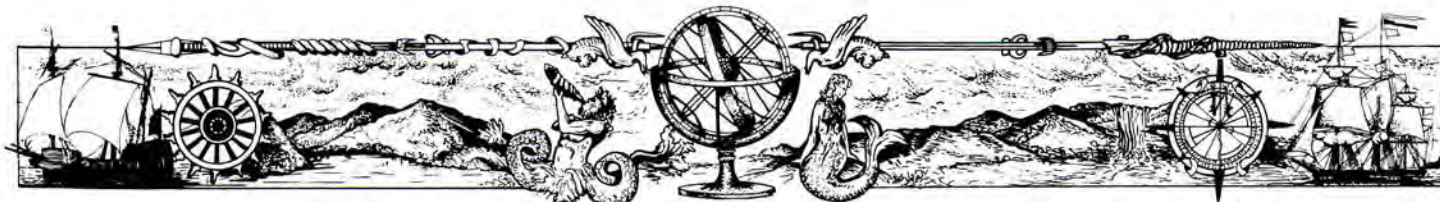
Lappland

Government: Democracy (Tribal)

Pantheon: Kalevalan

Location: Æropa

Language: Soumi dialect



Ruler: Unknown

Capital: Kola

Population: 15,000

Other Cities (and population):

Sóróy: 10,000

Coinage: None.

Important Persons: Tribal headmen, shamans, etc.

Alliances: Russ. Some tribes are allied to Pohjola.

Hostilities: Finmark, Norge.

Open Warfare/Skirmishing: None.

Intrigues: Uncertain, but rumors of Russ and Pohjola mixed with dark plots persist.

Magickal Devices: No information is available.

Thumbnail Sketches: The scanty forests, old mountains, and frozen tundra of Lappland cover some 50,000 or more square miles of the northernmost regions of the Skandian Peninsula. Little is known regarding this icy land, but it is probable there are such animals as walruses, seals, sea lions, polar bears, wolves, and foxes roaming there.

The folk of this state are of mixed White and Yellow race, a distinct people from the Finns and Kalevalans, for Lapps are unmixed with any of the neighboring peoples. They are semi-nomadic or nomadic, following reindeer herds, and hunting and fishing for livelihood.

A few very fine asylphars and star sapphires are exported from this country every year, along with furs and walrus ivory. It is said that platinum and gold can be washed from the streams of Lappland in the heat of summer.

Population: Unknown

(believed 300,000+)

Flag/Emblem:

Flag: Reindeer antlers on a white field.

from these we can attest to the artistry and metallurgic ability of these people.

*Capital of Lemu and seat of the Grand Kavia Pullo Iloa.

Leon

Government: Kingdom

Pantheon: Atlantian

Ruler: Ferdinand XII

Capital: Leon

Population: 35,000

Other Cities (and population):

Ferrol: 15,000

Salamanca: 25,000

Valladolid: 50,000

Coinage: Iberian Standard.

Important Persons: Grandee of Ausurias, Duke of Galacia, Marquis of Caceres, priests, other nobles, officials, etc.

Alliances: Iberian-Atlantian Accord, Francia (trade).

Hostilities: Aragon, Castile, Portugal.

Open Warfare/Skirmishing: None, save occasional sea brushes.

Intrigues: Urging of a Franco-Navarrese alliance wherein Francia would attack the Rousillon and keep Aragon occupied as Navarre invaded the west of Aragon and Leon moved eastwards to take northernmost Castile—a Francian ploy, of course. Factions for union with Castile and an alliance to attack Portugal. Also a pro-Portugal faction (acting as dupes for that country, which seeks to subvert the Duke of Galacia to become a Portuguese vassal). Many other plots.

Magickal Devices: The crown of Leon possesses the *Statues of Immobility*, the *Double Adamantine Dagger*, and the *Bandor Magnifico*, as well as some quantity of lesser magickal devices held by the King and his nobles.

Thumbnail Sketches: Leon is the second largest of the nations occupying Iberia, but it is not a populous country. It consists mostly of mountains, rugged lands, and hills, with some few valleys and a portion of the peninsula's central plateau in its most easterly holdings. It is quite a lovely place, and hunting in its remote and wild districts is most enjoyable.

A quarter of the country is forested, and some 10 percent is scrub or barren. Of the remainder 30 percent consists of fields, orchards, and vineyards, and 35 percent is in pastures and meadows.

The people of Leon are basically Iberian, but with more Gallic and less Atlantian and Phoenecian blood. Their social, cultural, and military structure is similar to that of Aragon (q.v.).

Barley, oats, wheat, maize, vines, olives, and other crops and vegetables are raised in the land. Vineyards produce grapes, and some wine of quality is made. Sheep, goats, swine, horses, asses, mules, and poultry are raised in moderate numbers. Lantian fishing brings good catches.

Iron, coal, copper, tin, gold, and mercury are taken in fair amounts from the mines of Leon. Large quantities of excellent jet are mined in the kingdom's north coast region.

Liang

Government: Kingdom

Pantheon: Nipponese

Location: Azir

Language: Nipponese dialect

Lemi-Lemu

Government: Onlasate (Kingdom)

Pantheon: Lemurian

Ruler: Ki'ulo Menlo

Capital: Lialo/Orea Mok*

Population: 125,000/80,000

Other Cities (and population):

Bobel: 25,000

Iaru: 55,000

Kore-kore: 30,000

Ninigo: 20,000

Wovana: 140,000

Coinage: Lemurian Standard.

Important Persons: Grand Kavia of Lemu, nobles, priests, officials, etc.

Alliances: None.

Hostilities: Boridari, Mu, Vekanu.

Open Warfare/Skirmishing: Considerable fighting in mountains bordering Lemi-Lemu.

Intrigues: Agents of Vekanu and Borodari seeking to disunite kingdom. Many other plots and intrigues.

Magickal Devices: Asserted to be few but powerful.

Thumbnail Sketches: Little is known regarding the geography, flora, and fauna of this nation. The people are said to be typical of the Brown race—those of the western half (Lemi) the shorter, stockier breed, while the eastern natives tend to be leaner and a bit taller. Many bronze items of Lemi-Lemurian artifice have come to us via Muya, and

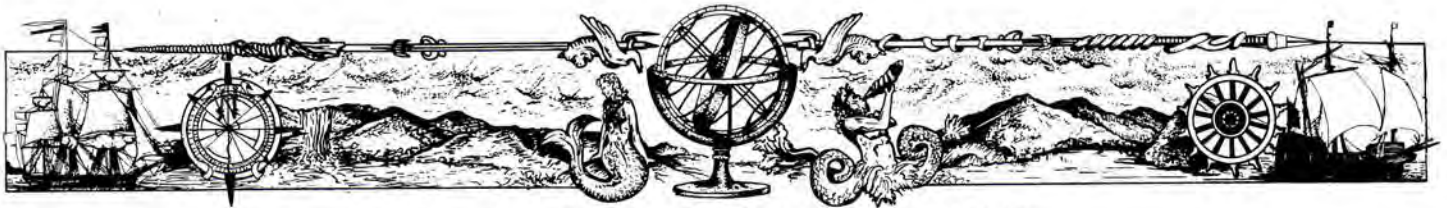
Location: Lemuria

Language: Lemurian-dekasta

Population: 7,000,000

Flag/Emblem:

Flag: Dagger-toothed tiger head on a red pale dividing a golden field.



Ruler: Jongenshi

Capital: Kirin

Population: 50,000

Other Cities (and population):

Harbin: 45,000

Hsi'asaka: 80,000

Coinage: Same as Nippon.

Important Persons: Nobles, generals, priests, officials, etc.

Alliances: Nippon.

Hostilities: Manchuria, Mongolia.

Open Warfare/Skirmishing: With various Mongol raiders, and now readying for a large expedition against these nomads, but Nipponese demands for assistance in their planned Po-hai invasion are causing difficulties and concerns.

Intrigues: Unknown.

Magickal Devices: The *Pipe of Floating Snares* is the only known item of very considerable potency in the possession of Liang.

Thumbnail Sketches: This land is some 250,000 square miles of territory above Po-hai, bordered by Manchuria on the west and north, the Sea of Nippon on the east. There is good, fertile land, but the climate runs to extremes, being very cold in winter and sweltering hot in the summer. It has many mountains, rivers and streams, and woodlands of great extent, with oaks, cedar, and other sorts of hardwoods and conifers. The land is very beautiful, and its scenery is justly celebrated, but the people are not friendly, and their cities are squalid despite their association with Nippon. There are great stretches of forest and scrub in Liang. Tigers, bears, wild boars, panthers, wolves, deer, and much other game is found in the places and the wilds of the mountains.

The people of Liang are those once known as the Liao, now intermixed with Jurchen nomads and Ch'inese. Most are settled, although some quarter still tend to be somewhat nomadic, with herds and flocks.

Produce includes millet, oats, wheat, rye, barley, vegetables, fruit, indigo, cotton, tobacco, and poppies.

Gold, iron, and coal are mined in Liang.

Littuania

Government: Empire

Pantheon: Slavonic

Ruler: King Olgierd VI

Capital: Minsk

Population: 90,000

Other Cities (and population):

Grodno: 20,000

Kaunas: 40,000

Königsberg: 35,000

Memel: 20,000

Pinsk: 10,000

Coinage: Slavonic Standard.

Important Persons: Grand dukes, princes, priests, officials, etc.

Alliances: Poland, Teutonia.

Hostilities: Kiev, Livestonia, Russ.

Open Warfare/Skirmishing: Skirmishing on Russ border.

Intrigues: Plot to subvert the Prince of Smolensk to join empire.

Population: 2,500,000

Flag/Emblem:

Flag: Red k'lin (kirin)

careering whiskered,

maned, tailed, and spitting

lightning of gold, on a blue field.

Others, but nature uncertain.

Magickal Devices: Uncertain, but said to have the *Six-Faced Sentinel*.

Thumbnail Sketches: Littuania occupies about 70,000 square miles of territory. In the south it is hilly and has hardwood forests. The central and northern portions tend towards flatness. There are many lakes, much marshland, and conifer forests in the north. Of game there are bears, wolves, boars, stags, deer, and smaller animals.

The people of Littuania are of a racial stock different from the Finnish, Skandian, Teuton, and Slavs alike, possibly being of the ancient Mongolian (White) tribal sort migrated all the way to the shore of the Baltic Sea in the west. They have intermixed somewhat with surrounding peoples, but their basic stock is identifiable still. Their social structure is basically that of a free, land-owning peasantry, an educated and/or monied middle class, and a large land-owning, very wealthy, noble family aristocracy. The peasants are, of course, poor. The middle and upper classes furnish virtually all of the major force for the Littuanian military, the lower class providing only levies of (often poor) foot soldiers in times of need.

Agriculture is important and employs about two-thirds of the population. Barley, wheat, oats, rye, and buckwheat are the principal grains. Crops of potatoes, beets, turnips, sugar beets, flax, and hemp are grown. Gardening for consumption provides some vegetables, fruits, and berries. Beekeeping is common. There are large herds of cattle, sheep, and horses maintained in the south. Swine and poultry are also raised.

Small amounts of iron and limestone are mined. Much of the amber of *Ærth* comes from this land, for Littuania is the single largest source of this material. Timber, fish, and amber, along with wax and honey, are principal export products.

Livestonia

Government: Grand Duchy

Pantheon: Kalevalan

Ruler: Keistut, Duke Abbi

Capital: Riga

Population: 85,000

Other Cities (and population):

Daugavpils: 15,000

Liepāja: 10,000

Pskov: 15,000

Coinage: Slavonic Standard.

Important Persons: Various nobles, priests, officials, chief men, etc.

Alliances: Svergie, Talmark.

Hostilities: Littuania, Russ.

Open Warfare/Skirmishing: Minor skirmishing on Russ border.

Intrigues: Plan to unite by marriage with Talmark to form kingdom more able to cope with Russ and Littuania. Plot to disunite the two peoples of Livestonia, then absorb them into Littuania. Various other court intrigues.

Magickal Devices: Unknown.

Thumbnail Sketches: Livestonia covers some 26,000 square miles of territory. It is hilly in the central region only, flat else-

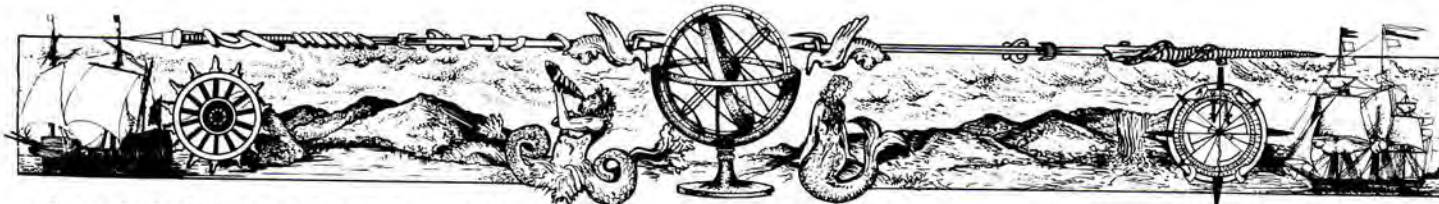
Location: *Æropa*

Language: Soumi dialect

Population: 1,500,000

Flag/Emblem:

Flag: A two-headed wolf rampant (and regardant) armed red on a blue and white field.



where, although the wooded and meadowed valleys and the gorge of the Dvina River have caused comment to the effect that that region is a "Little Helvetia." Conifer and beech forests and wetlands occupy over 60 percent of the state. The game of the wildlands includes bears, elk, boars, deer, wolves, and a few of the great lynxes. The capital, Riga, is an important trading port for commerce in the Baltic, and it receives far more traffic than Kronstadt in Russ, more than Revel in Talmark, and as much as Memel in Littuania.

The most numerous people of Livestonia are of Finnish stock, with some slight admixture of Skand, Teuton, and Slav. They remain distinct, though, and their culture is more Kalevalan than otherwise. Some one third of the inhabitants of the land are of another sort, possibly a Fino-Slavic mixture, calling themselves Ests, who are somewhat similar to the Littuanians to the south. The practice of slavery is almost unheard of. Most folk are free, if poor, and own some small plot of land, even if they labor principally for a landlord or elsewhere in forest, fishery, etc. The middle class is small, comprised mostly of proprietors, traders, scholars, artisans, merchants, and large land owners and officials (the gentry). Livestonian knights, as true of their Littuanian neighbors to the south, are good cavalymen and brave fighters.

The crops raised here are principally of oats, rye, barley, buckwheat, and wheat. Some flax is raised. Potatoes and turnips are grown. Fruit, garden vegetables, and berries are cultivated for home consumption. Apiaries provide wax and honey. Some livestock is kept, mostly cattle, sheep, pigs, and some poultry and waterfowl. Horses are mostly for wealthier folk, and oxen are employed for plying and draft work. Fishing in the lakes and rivers, and in the Baltic, is a major employment of the people.

Livestonia is one of Ærth's major producers of amber.

Lombardy

Government: Duchy, Sovereign

Pantheon: Greco-Roman (R)

Ruler: Walter III

Capital: Brescia

Population: 40,000

Other Cities (and population):

Bergamo: 10,000

Bolzano: 15,000

Cremona: 15,000

Innsbruck: 15,000

Mantua: 20,000

Trento: 20,000

Coinage: Italic Standard.

Important Persons: Prince of Liechtenstein, counts of Innsbruck, Bergamo, Bolzano, Cremona, Mantua, and of Trentino, barons of Sondrio and Meramo, priests, officials, etc.

Alliances: Cardinalian League, Helvetia, Milano.

Hostilities: Genoa, Tuscany, Venice.

Open Warfare/Skirmishing: None at present.

Intrigues: Attempt to embroil Milanese in an invasion of Tuscany. Ostrian faction seeking admittance of northwestern Lombardy as vassal of Ostría. Various other intrigues.

Location: Æropa

Language: Latideutsch

Population: 450,000

Flag/Emblem:

Flag: A lion's head with long beard and mane of red-gold, on a purple field.

Magickal Devices: *Nimtagoe's Creeping Castle*, the *Book of Probing*, *Kaldarlene's Markers*, and the *Langobard Spear* are held by the Crown.

Thumbnail Sketches: This relatively small state of some 10,000 or so square miles rests in the Alps, reaching from Germania to the Italic states to the south. It is a forested and scenic country whose wilds teem with game (bears, boars, deer, etc.) and whose streams are filled with fish. Its small cities are very quaint, those of the north showing Teutonic influence, those southwards a distinct Italic style and influence.

The Lombards (originally Langobards), a migrating tribe of Teutonic stock, eventually settled into the area as the masters of a population which was basically of Italic sort. Over the centuries, the two peoples have gradually merged in the central region but are more Germanic to the north, Italic to the south. The culture is typically feudal, although the vast majority of the folk are free peasants.

Agriculture is of considerable importance. Crops of wheat, barley, oats, and rye are grown, and vegetables are raised mainly for internal consumption, including the potato, carrot, etc. Flax and hemp are widely cultivated. Vineyards are general, as are orchards and groves of olive, apple, pear, plum, walnut, and chestnut. Mulberries are grown for the culture of silkworms. Cattle, sheep, goats, swine, and horses constitute the principal livestock, with poultry being kept on a small scale. Apiaries are seen everywhere, and these develop good honey and fine wax.

Timber operations produce many sorts of wood and associated products such as paper. Quarries yield good building stone, marble, and very fine alabaster. Mines produce iron, copper, and zinc. Some small amount of good garnet is also mined in this land.

The main export products of Lombardy are alabaster, iron and metalwork, fruit and preserves, cheese, grain, livestock, and lumber.

Lybbos

Government: Kingdom

Pantheon: Babylonian

Ruler: Mylomur Khediv

Capital: Cyrene

Population: 60,000

Other Cities (and population):

Barca: 25,000

Berenice: 35,000

Derna: 10,000

Kufea: 5,000

Marada: 10,000

Mitras: 15,000

Coinage: Grecian Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Palu-Ea.

Hostilities: Ægypt, Keshu, Phoenecian Coalition.

Open Warfare/Skirmishing: Sea raiding against all foes. Border fighting of some considerable duration in northern Ægyptian areas.

Intrigues: Placement of a Keshi noble favorable to Palu-Ea on throne of that state, converting it to Babylonian Pantheon. Contact with various Yarban nomad tribes (Bedouin and Baggara). Many palace plots.

Magickal Devices: Lybbos possesses the *Darkwalker* and the *Key*

Location: Afrik

Language: Sumerian dialect

Population: 3,000,000

Flag/Emblem:

Flag: A black serpent passant, crowned by a silver crescent, on an orange field.



of the Pits, plus an indeterminate number of minor magickal devices.

Thumbnail Sketches: The territory of Lybbos is about 75,000 square miles and covers most of the Cyrenican Peninsula, so it has both Mare Librum and Mare Phoenecium coasts. There are a few hills in the south and central portions, and old mountains some score of miles inland rise gradually along the eastern border to form a higher plateau, which is the border between this land and the Egyptian state. Rivers are few, but sufficient rain falls west of the elevation so as to give Lybbos a generally favorable condition for flora. Considerable forests of oaks, pines, and palms too are found in the state, and together with scrub regions cover about half its land. In these wilderness areas are found lions, leopards, hyenas, wolves, boars, quaggas, wild horses and asses, antelopes, gazelles, and various smaller animals.

Probably the primitive Berbers were the original inhabitants of the northern regions of Lybbos, for Atlantan records indicate this. Hellenic invaders of savage sort settled into the region, and eventually considerable colonies of Grecians established a state, absorbing some portion of the native population in the process. Subsequently, the wave of Yarban-Shamish conquest swept over Lybbos, and in the process so many settled into the region that the majority of its inhabitants are now scarcely, if at all, distinguishable from those of Babylonian ilk. Thus, the society of Lybbos is the same as that of Babylonia, Shamash, and Yarbay (qq.v.).

There are many productive fields in Lybbos, and cereals such as wheat, oats, barley, and maize are grown in good quantity. Hemp, cotton, henna, and saffron are also cultivated, and many sorts of vegetables and fruits are raised in large garden tracts. Hillsides are terraced for viticulture, and although the wine is not of quality, raisins are produced in quantity. Orchards and groves of olives, figs, dates, peaches, apricots, almonds, pomegranates, oranges, lemons, limes, citrons, and quinces are everywhere seen along the more watered coastal plains. Livestock grazed in the good grasslands of the country includes fine horses, cattle, and sheep; camels and goats are seen only in the more arid southeast. Some considerable number of poultry is kept. Apiaries maintained by the villagers both aid fruit growth and provide much wax and honey. Fishing is actively pursued, and the catch includes various mussels and crustaceans, sponges in quantity, and some very fine corals too.

Although there are few mines, Lybbos produces some copper and titanium and a large amount of chromium. Quarries yield some accept-



able marbles and building and paving stones, and along the coast salt is taken from seawater via evaporation basins in high summer.

Lydia

Government: Kingdom

Pantheon: Greco-Roman (Q)

Ruler: Cnosis Derious

Capital: Sardes

Population: 125,000

Other Cities (and population):

Iconium: 35,000

Tarsus: 80,000

Coinage: Grecian Standard.

Important Persons: Nobles, officials, priests, etc.

Alliances: Hellenic League, Hasur.

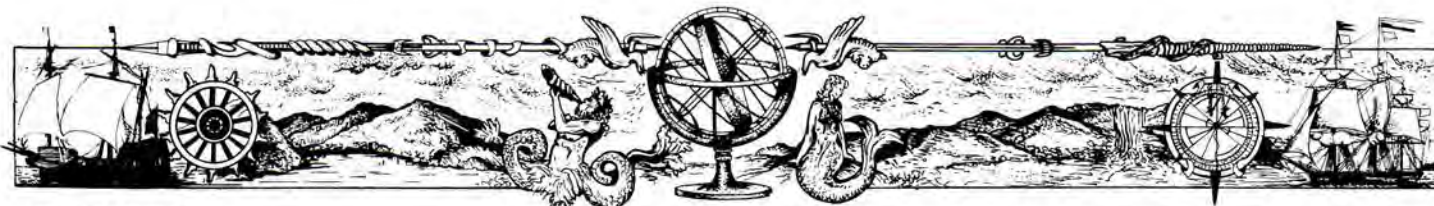
Location: Azir (Near)

Language: Greek

Population: 1,000,000

Flag/Emblem:

Flag: Gold trident on a green field.



Hostilities: None.

Open Warfare/Skirmishing: None at present.

Intrigues: Phrygian faction promoting union, and at the same time setting king against Ionia. Various other intrigues.

Magickal Devices: It is thought that the Crown has rediscovered the *Midian Transdisposer*. The other major items of power are the libram called *Joampol's Accursed Presence*, the *Oygæn Ring*, and the *Iconblade sword*.

Thumbnail Sketches: This ancient Anatolian kingdom is slightly larger than Byzantium, controlling around 55,000 square miles of territory. Its regions of old mountains virtually surround a level plain dotted with lakes and woodlands. The forests are of all manner of valuable trees, and in them are typical large and small game animals.

The Lydians are now principally of Grecian race (cf. Ionia), although the original inhabitants of the land might well have been a mixture of Hellenic and Azirian stock. Their social structure is very similar to the Byzantine. Cereals, vegetables, fruits, and cash crops are also the typical ones for the area. The region is fertile, and harvests are generally good to excellent. Livestock (horses, asses, mules, cattle, sheep, goats, poultry, etc.) is kept and provides amply for the whole of the population of the kingdom.

Mining yields gold, silver, copper, tin, salt, iron, and coal. Spinel and carnelian of gem quality are also found in Lydia.

Lyonesse

Government: Kingdom

Pantheon: Keltic

Ruler: Glydel II

Capital: Camelough

Population: 350,000

Other Cities (and population):

Caer Mabd: 60,000

Shellot: 45,000

Tuithion: 75,000

Coinage: P: testoon; G: grianana (3000 BUCs), drake; S: lion (50 BUCs), drake; C: harp; B: spur

Important Persons: Ætheling Prince Uthar, the Behon (Archdruid of Lyonnesse), the Gwyddorr (great bard), nobles, officials, priests, knights, etc.

Alliances: Five Crowns, Portugal (trade).

Hostilities: None at the present time.

Open Warfare/Skirmishing: None.

Intrigues: There are certainly some plots in this kingdom, but the nature of them is not generally known.

Magickal Devices: The swords *Fragarach* and *Amluth*, the *Harp of the Albard*, the *Moving Hill of Dunmound Torpenhowe*, the *Flame of Purity* and the *Four Elemental Alembics* are the major objects of power held by Lyonnesse. The Crown and other important persons have as well various items of moderate to small potency.

Thumbnail Sketches: The southernmost and most westerly of the Avillonian Isles, Lyonnesse has slightly more than 43,000 square miles of land when its outlying islands are included. The three ranges of old mountains (north, east, and west) are forested and wild in most parts, and some 15 percent of the plain is also wooded. Common trees are the rowan, yew, ash, oak, elm, hickory, chestnut, walnut,

maple, and hornbeam. In all, 40 percent of the island is forested, marsh, or unproductive land given over to such fauna as panthers, bison, bears, aurochs, wolves, stags, boars, deer, and other animals of smaller sort, as well as all manner of birds.

The distinctive architecture of the land is best seen in the larger cities. The ancient temples and monolithic circles and calms are also worthwhile, the best being located in the eastern hills and mountains (Naikeans) and the plain of Balthei near Lough Camia. The metropolis of Camelough is strong, strikingly beautiful (as it is upon Lough Camia), and ranked alongside Paris, Atlantis, London, Rome, Venice, etc., as a cosmopolitan capital. Its great university is of high repute. The Druidic College of Shellot is unrivaled anywhere. Between the scenery of its countryside and the charm or sophistication of its communities, Lyonnesse is considered a very remarkable land, and it is one of the great states of Æropa.

The folk of Lyonnesse were initially of the same sort as those of Hibernia (q.v.), and they underwent all of the sorts of invasions too. However, the Keltic tribes who settled on the island were particularly fierce, and while Atlantians, Phoenecians, and Romans had small forts and outposts on the land, they never attempted any invasions or colonizations. The people developed the (self) longbow, from whence the Cymrians gained that weapon, principally, it is said, as a means to defeat the better-armored Vikings who sought to vanquish their king and make the whole land one ruled by Skandian overlords. Regardless of how the longbow was developed, it was sufficient to discourage the invading Northmen who then contented themselves with Hibernia and Albion. Thus the folk of Lyonnesse are probably the purest Kells, even though they have some other blood in their populace. Their society is typical of the feudal, albeit the bulk of the peasant class is free and relatively prosperous. The middle class is large, and the gentry is strong and furnishes a large body of mounted fighters in time of need.

The commoners are involved in archery, individual sports, and gambling games in their leisure time. Hunting, racing, tennis, poetic recitation, singing, and chess are the popular middle and upper class sports and pastimes.

Being more favored by sun, the farms of the land are able to produce good crops of wheat, barley, oats, hops, and maize. Truck farms for potatoes, beets, sugar beets, turnips, etc. are common. All manner of garden vegetables are also grown. Many sorts of berries—raspberry, blueberry, blackberry, strawberry, gooseberry, and currants of all three sorts—are cultivated for consumption and export. Orchards of apple, pear, plum, and cherry are common. Cattle, sheep, swine, and poultry of all sorts are kept. Horses of all sorts and of finest quality are bred in Lyonnesse.

The major mineral wealth of Lyonnesse is platinum and Hekalite (which is normally available only from Subterranean Ærth suppliers). Mines also produce jacinth (Hekalite-bearing corundum crystal), topaz, common opal, copper, gold, tin, tungsten, some iron and a fairly good coal. Quarries provided building stone and lyonite—a fancy, marble-like stone which is of yellowish, dark vert, or banded golden and green hues, much employed in buildings.

Platinum, grain, arms, armor, and livestock, as well as beer, whiskey, jams and preserved fruit, and various other manufactured items, are the principal exports of the country.



Macedonia

Government: Kingdom
Pantheon: Greco-Roman (G)
Ruler: Philip Alexander VI
Capital: Thessaloniki

Population: 80,000

Other Cities (and populations):

Berthoea: 20,000

Castoria: 15,000

Pella: 25,000

Scupi: 30,000

Coinage: Grecian Standard.

Important Persons: Duke of Illyria, nobles, priests, officials, etc.

Alliances: Hellenic League.

Hostilities: Servia.

Open Warfare/Skirmishing: None, although border with Servia is tense.

Intrigues: Bring Epirus into an alliance against Servia with promise of action against Dalmatia thereafter to benefit Epirus. Various intrigues with independent portions of Achæa. Anti-Bulgarian faction growing.

Magickal Devices: The Macedonian Crown has possession of the *Winged Water Shields*, the *Club of Herakles*, the *Silversnake Spear*, and some number of minor items.

Thumbnail Sketches: The territory of Macedonia is today about the same as it was when Alexander the Great was king and ruler of a mighty Eastern empire—I.e., about 25,000 square miles of beautiful old mountains, charming lakes, hills, river valleys, and plateaus, divided into eastern and western portions by the River Axios. The river serves as the major artery for flow of commerce north and south. The Chalcidice Peninsula is the southernmost portion of the kingdom, and notable for its three promontories. Thessaloniki is the chief city and port of the state, and it has many notable government buildings, halls, temples, and monuments.

One quarter of the land is forest, another 30% being scrub or barren/relatively unfertile. Pastures and fields of valuable sort cover most of the remainder. Maneless lions, bears, wolves, boars, various deer, wild sheep, chamois, and many sorts of smaller game are found in the wilds of Macedonia.

The people of Macedonia are mostly of Grecian stock, with some admixture of Kells, Teutons, etc. Their society is typical of the northern Grecian sort, with a free peasantry, an average middle class, and a smallish aristocracy.

Wheat, maize, barley, oats, and rye are harvested in great quantities. Beans, peas, lentils, beets, and many sorts of other vegetable crops are also raised, and currants and olives are extensively cultivated. Cotton, tobacco, and carobs are cash crops. Vines are common. Much fruit, including cherries, pears, plums, peaches, apricots, and almonds, plus mulberries for silk, is cultured.

Sheep, goats, and cattle are the main livestock. There are excellent warhorse herds maintained in Thessaly and elsewhere. Swine, mules, and asses, plus poultry, are also raised. Oxen are the major draft animals, followed by mules and horses, with a few buffaloes in the southeastern portion of the kingdom.

Fishing is of some importance. Timber operations are also important to the state.

Mining is very productive in Macedonia. Gold, silver, copper, lead,

Location: Æropa
Language: Greek
Population: 1,500,000
Flag/Emblem:

Flag: A white horse trippant bearing an armed knight with red-tipped lance on a field parted perfect blue and green.

iron, coal, salt, emery, sulphur, and zinc are the principal minerals brought forth. Quarries produce porphyry, marble, millstone, and building stone.

Maderios

Government: Grandate (Sovereign Duchy)

Pantheon: Atlantian

Ruler: Hernando Colxan

Capital: Tempalo Brochan

Population: 30,000

Other Cities (and populations):

None

Coinage: None (use Portuguese coinage).

Important Persons: Officials, priests, merchants.

Alliances: None.

Hostilities: Hispanola, Relantl.

Open Warfare/Skirmishing: At sea if foes are met.

Intrigues: Unknown.

Magickal Devices: Not known.

Thumbnail Sketches: This state is somewhere along the eastern coast of the Xalgades Peninsula of Vargaard, south of Relantl. We have only sketchy information reluctantly given by Portuguese sources, for they are highly protective of this claimed colony, even though it is virtually independent because of the distance separating it from Iberia. A particular delicacy from this state is the pecan nut, some small quantity of which, pickled, sugared, or salted, is now reaching Northern Æropa. As more data is learned, we will furnish it to interested readers.

Mago

Government: Duchy (Castillian)

Pantheon: Phoenecian

Ruler: Elsham Astarush

Capital: Puertol Mago

Population: 25,000

Other Cities (and populations):

Felanix: 15,000

Ibiza: 10,000

Manacor: 10,000

Palmbabal: 35,000

Coinage: Phoenecian Standard.

Important Persons: Officials, priests, nobles, etc.

Alliances: Lantlan Compact.

Hostilities: Officially same as Castile, but in reality only Italics are treated as foes because of their raiding and piracy.

Open Warfare/Skirmishing: At sea versus foes.

Intrigues: Leonese and Granadian factions attempting change of vassalage accordingly. Duke's own spokesman proposing a Phoenecian Coalition alliance against Italics in western Mare Librum, in return for granting independence to Mago. Numerous other dark and dangerous plots.

Magickal Devices: It is uncertain if the duke has the *Book of Differentiations* or not, in that Castile would demand it from him if it were proven. Otherwise, Mago has only minor devices.

Thumbnail Sketches: The duchy consists of five largish and nine

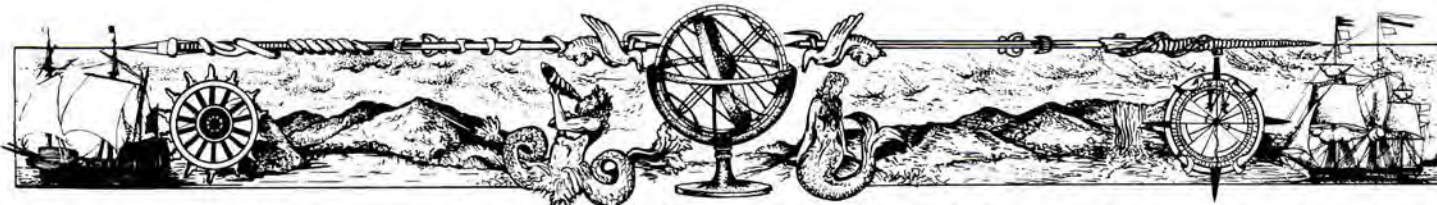
Location: Æropa (Balearic Islands)

Language: Phoenecian dialect

Population: 250,000

Flag/Emblem:

Flag: Four golden hands with palms outwards, on an indigo field.



smaller islands lying off the eastern coast of Iberia in an arc from Cabo de la Nao to the Costa Brava, thus forming the Sea of Valencia. Collectively, they are known as the Balears or Magois. Mallorca, the largest of the chain, has a total area of almost 600 square miles, and together the land surface of the 14 islands is about 2,500. All of the islands have one or more large caves. The large islands have mountains, and the smaller ones are relatively high and have hills. While most have some woodland and all have wild areas, there is no large game on them, save for feral dogs, wild swine, etc. Although the winters are windy and cool to cold, they are brief, and on several of the islands—Mallorca, in particular—elevations to the north shelter the land from the most severe wind and storms. Even the small islands are relatively productive agriculturally, and the larger are generally very fertile indeed. The capital, Puertol Mago, situated on the island of Menorca, is perhaps the finest harbor anywhere in the Mare Librum, save during the worst portions of the three winter months. It was originally an Atlantian colony port, then taken over by Phoenecians as Atlantian attention turned southwards. Few of the old Atlantian buildings remain, but they are noteworthy.

The people of the islands of Mago are thoroughly intermixed folk primarily of Celt-Iberian and Phoenecian race, although they probably bear traces of Atlantian and Italic blood, too. Despite their proximity to the Iberian Peninsula and the influence of all manner from Iberian culture, the folk are more Phoenecian in outlook, having been so long colonized and ruled by Azirians. It is likely that given a choice, they would have their freedom and a Phoenecian governor ruling from Puertol Mago.

Agriculture provides for the entire population, and from time to time yields a large surplus for export. Cereals include wheat, barley, and rice. Flax and hemp are grown. Vines are generally kept, and provide a good wine and brandy. Various root, berry, and vegetable crops (potatoes, carrots, lettuces, cucumbers, melons, etc.) are cultivated in gardens for home consumption. Capers both grow wild and are cultivated. Mulberry trees are grown to provide for silkworm

cultivation. Orchards include many olive groves, almonds, peaches, apricots, figs, pomegranates, oranges, and lemons. Livestock is typical, being mostly of small cattle, sheep, swine, goats, poultry, and horses and asses for breeding of mules, the major draft animal of the islands.

Mago's population is heavily engaged in fishing, with catches of excellent lobsters being a prime export product. The islands also build many fine fishing boats and some few larger ships.

Mines produce coal only. Quarries, however, are more common and yield brick clay, lime, plaster, limestone, slate, marble, and porphyry. This provides for all needs of building on the islands, and allows for some export.

Principal exports are wine, brandy, fine leather goods, wool, silk, fruits, and capers.

Maghreb

Government: Kingdom

Pantheon: Atlantian

Ruler: Xades

Capital: Fez

Population: 95,000

Other Cities (and populations):

Casabani: 45,000

Location: Afrik

Language: Berberian

Population: 1,750,000+

Flag/Emblem:

Flag: A purple mountain flaming at the top on a gold field.





Chachaouen: 10,000

Meknes: 15,000

Rabat: 40,000

Tangier: 55,000

Coinage: Atlantian Standard.

Important Persons: Royalty, Lords of Chaouia, Zaer, Benimtir, and Riffal, members of the Makazanal, priests, chiefs, officials, etc.

Alliances: Lantian Compact.

Hostilities: Marrakech, Granada, Mauretania.

Open Warfare/Skirmishing: None at present, save typical raiding between Maghreb and Mauretania.

Intrigues: Strong Berber Union faction at court, but the King desires instead to create a larger state through absorption of Marrakech and expansion eastwards along Middle Atlas into the lands belonging to Mauretania.

Magickal Devices: Only one major magickal device is thought to be held by this state, the *Etymon of Omnipotence*. Rumors persist, however, regarding a number of considerable artifacts from ancient times being kept in mountain strongholds.

Thumbnail Sketches: It is scarcely a wonder that Atlantians made this portion of Afrik their first and foremost colony, reasons of proximity aside. From coastal plains to hills, from the great backbone of the Atlas (Berber Daren), to the Rif Mountains of the north and the southeastern highlands, the land of Maghreb (and Marrakech, too) is one of splendid countryside and fertility. It has many streams and rivers, fair rainfall, and a generally favorable climate, with chill and damp only in the worst winter months. Maghreb's 75,000 or so square miles of territory is beautiful and productive land which is sufficiently isolated by coast and mountain to protect it from conquest should the need arise. Only about 10 percent is under cultivation, another 20 percent in pasture and orchard. About 35 percent is water, marsh, waste, barren, or rock. Fully 35 percent is forested. In the wild lands there are lions, leopards, panthers, hyenas, boars, wild sheep, antelopes, gazelles, the famed Berber apes, and various sorts of small game, too. Opposite the mighty rock known as Gibraltar, the Maghreban lighthouse on Mount Xebal marks the safe passage from ocean to sea. Below is the town of Zibtal, a place of some few thousand residents, but strongly walled and fortified as a military post and naval base.

Fez, the city of all Berber lands, a place of dun roofs and drab buildings, is a gray-walled community on the banks of the River Fex, some miles inland from the coast. Seen from the heights of the north, the "Gray City" is relieved by the blues and greens of temple spires and flowering trees. On the right bank is the "Old City" of some six square miles area. In it are the Little Casbanl (fort and barracks), a Medenal (citizens' residential area), the Great Ancient Zouk (square, side bazaars, and streets of artisans, craftsmen, and shops), and the walled-off Metgal, or Foreigners Quarter. There are various temples, halls, and villas, but none are of great sort. In the "New City" on the left bank, a place of almost nine square miles extent, are the Royal Palace, two lesser palaces, the massive Corulean Temple, of 24 incredible pillars and 18 doors, with its massive lamp of the 21 Highest and 2,100 other lamps throughout the huge place. There are also the Government Sector, the High Casbanl, a small Medenl, and the Precious Zouk. All round the two are hills on which a number of

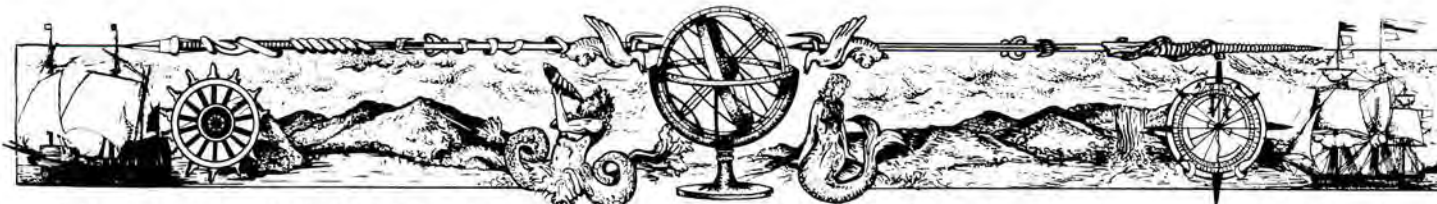
outlying forts have been built to assure the safety of the city.

Casabanl is the major Atlantian port city, it being a place built of white stone and whitewashed, so called the "White City." Tangier is the kingdom's only real Mare Librum port, even though its harbor is not good. Meknes is near the capital, sitting at a junction of the ways leading to Casabanl and Rabat, the second major port city of Maghreb. Rabat is built on a high plateau at the mouth of a river, so placed so as to offer some anchorage for ships, as the coast has very little protection. It has lowish but very thick walls and a notable great tower; along with the cross-river fortress town of Xallè, this makes the place nearly impregnable to assault from water or land. Chechaouen, a place of special sanctity to the populace, is known as the "Blue City."

The original Berber peoples were not subjugated by the Atlantians. Indeed, after very ancient times, when the latter learned that these wild tribes were fit for neither slavery nor serfdom, the inhabitants of the land were won over by making them allies and demi-citizens of the empire. About a sixteenth of the heritage of a typical Berber native of Maghreb is of Red race. The Visigoths invaded during the tumultuous period prior to the Fall, but within a few decades these conquerors had either been absorbed or driven back into Iberia. Now, the culture of the rulers of area is more Atlantian than Iberian or even Berber, but the common people are quite unchanged in their ways. The king maintains a standing army of small size—personal bodyguards and palace troops, plus a small body of regulars for patrolling and garrisoning of forts and castles—of about 1,500 cavalry and 3,500 foot soldiers. As with other Berber lands, the harka is the main body of fighters in time of war. Regulars and noble contingents form the central block, but the combined tribesmen form the bulk of the field army. A harka's force in Maghreb is about 25 percent cavalry, 25 percent missile infantry, and the remainder a motley array of foot soldiers. About 5 percent of the total population of a threatened area can be levied thus. So a war harka is likely to be 25,000 strong, a raiding one anywhere between 1,000 and 10,000.

The Makazanal is a council of nobles, priests, and chief men of the great tribes. They are advisors and ministers of the Crown, appointed for life by the king. This can sometimes prove hazardous to life, but in general the council works well, if somewhat slowly, to carry out the direction of policy, manage treaties, handle the business of government, and so forth.

Agriculture is widely practiced and yields bountiful harvests of barley, wheat, millet, rice, maize, and rye. Cash crops of hemp, tobacco, indigo, sugar beets, and cotton are also raised. Many sorts of vegetables are grown, including beans, peas, lentils, garbanzos, potatoes, beets, turnips, carrots, cabbage, lettuces, onions, garlic, tomatoes, squash, cucumbers, and melons. Gardens of herbs and flowers can barely compete with their wild kin which seem to grow everywhere in the countryside. Vineyards yield grapes for excellent raisins and a passable number of wines. Large areas of groves and orchards include the following: olives, mulberries (for silk), citrons, lemons, limes, oranges, quinces, apricots, plums, pomegranates, figs, dates, walnuts, almonds, pistachios, and chestnuts. Livestock includes oxen, mules, asses, horses, and some camels as draft animals; and sheep, cattle, goats, and poultry in large numbers and different kinds are main-



tained—so too bees for their honey and wax. Fishing is a vital industry of the state. Large catches mean that the inhabitants are well fed and there are quantities for export as well.

So too is the harvesting of timber and lumber production very important to the state. Maghreb is the leading producer of the most precious of all rare woods: citrum. In raw form, the wood has a value equal to copper, i.e., its cost is 5 BUCs per ounce of the lumber. In finished form—say a chest or table—the cost climbs to somewhere equal to silver on an ounce-for-ounce basis, with additional cost added for design and workmanship. Thus, a simple chair, of no special beauty outside that of the citrum, weighing 10 pounds costs at least 4,000 BUCs at or near the place of its manufacture. Because of the rarity of the wood, it attracts the finest artisans, so a typical piece will run somewhere around 10 times its citrum value in export. All the trees are protected, the state owning them and sharing in the profits with the woodworkers to whom such material is allotted. The only other nation producing citrum wood is Mauretania. Attempts to grow such trees elsewhere, even with the use of Heka, have absolutely failed. Maghreb also produces some small amount of arbor vitæ, but in this regard cannot compete with its neighbor to the south, Marrakech. Various other sorts of timber are also harvested, and Maghreb is a leading producer of cork.

Mines for coal, iron, lead, copper, and salt are found in the mountains. Quarries for building stone and clay are also numerous. Brick-making is a major activity, and all save the poorest folk utilize brick in conjunction with rammed earth to build lasting structures.

Major export items are armor and weapons, rare wood, cork, carpets and rugs, dyes, wool cloth, rugs, pottery, and woodwork.

Magyaria

Government: Kingdom

Pantheon: Persian

Ruler: Sklismund V, Arpad

Capital: Buda-Pest

Population: 60,000

Other Cities (and populations):

Cluj: 15,000

Gyor: 20,000

Miskolk: 25,000

Oradea: 15,000

Zara: 15,000

Zagreb: 20,000

Coinage: Italic Standard.

Important Persons: Crown Prince Stephen, dukes of Crisana and Croatia, margraves of Cluj and Maramures, officials, priests, other nobles, etc.

Alliances: Transylvania, Servia.

Hostilities: Carinthia, Dalmatia, Moravia.

Open Warfare/Skirmishing: Frontier skirmishing continually with foes.

Intrigues: Marriage to Ostrian royal house to gain alliance and cease hostilities with the Carinthians, thus being able to turn attention south and east.

Magickal Devices: The Crown boasts of the *Indefatigable Steed*,

Location: Æropa

Language: Magyar

Population: 2,500,000

Flag/Emblem:

Flag: A centaur with bow drawn, mailed and helmed in silver, on a red field.

the *All-Direction Bow*, and the *Ten Squadrons Armor* remaining from the past, and also possesses the *Libram of Root Heka*.

Thumbnail Sketches: The country is some 60,000 or more square miles in extent, and includes all sorts of terrain, from mountainous borders to the north, east, and west, to the rich plain of the kingdom's central heartland. It contains the largest plain in Æropa (that of Pest), many lakes (including the largest of the continent, Balaton), and deep caves and caverns (as does the Banat of Servia and Transylvania) entering Subterranean Ærth. The country is typically temperate in climate, aside from mountain highlands, of course, and well watered. Some 35 percent or slightly more is in forest, and only 5 percent is barren or marshland. Game includes bears, wolves, great lynxes, deer, chamois, and all kinds of smaller animals and birds. The verges of the extensive oak forests are much used by the folk who herd swine.

There is no doubt that the Magyars are of Azirian origination, a nomadic people of true Mongolian sort (Northern White race with some minor mixture of Yellow) who made their way westwards in the tumult of warfare on the steppes. Eventually they entered southeastern Æropa, and for a short time the Magyars held an empire which included most of what is now Dalmatia, Servia, Vlachia, Transylvania, Roumania, and even Moravia. Thus, their people have intermixed with Hellenes, Italics, Slavs, Teutons, and Kells to become a distinct sort unlike all those surrounding their kingdom. The loss of the Banat and Voyvodina provinces to Servia is said to still gall the Court, and the alliances with Servia and Transylvania (from whom Cluj and Maramures was long ago wrested) is one of political expediency rather than abiding friendship.

The university in Buda-Pest is one of the finer to be found in Æropa. Details of it, and the cities which are the capital of the Magyar Kingdom, are too sufficiently available elsewhere to bear repeating herein.

There can be little argument regarding the cooking of this land. With some "borrowing" from the surrounding peoples (Grecian, Italic, Teutonic, and Slavic), the Magyars have created what must be considered as the fourth principal cuisine of Ærth, rivaling those of Francia (and Arles), the Chinsungese, and the Italic.

Slavery is not legal in the state, but bondage for crime and debt is, and a small percentage of the populace is thus of virtual slave status. The peasant class has no true serfs, but some number of villeins; however, most peasants are free and own small holdings or labor. Agriculture is very important to the Magyars, and much of the freeman class is so engaged, and in this respect it resembles that of Albion, for instance. It has a gentry at its upper level which is even more conditioned to warfare and the chivalrous ascent than most others in Æropa. The aristocracy is wealthy, proud, and altogether as haughty as that of Francia, albeit not quite so tyrannical.

Crops of grain are one of the three principal wealth-producing resources of the land, the others being livestock and minerals. Wheat, maize, rice, barley, oats, and rye are cultivated. Tobacco, hemp, and flax are cash crops. Much paprika is grown, too, for internal use and export. Vitaculture produces both grape harvests and good wines. Melons, beans, tomatoes, and potatoes are the outstanding garden produce. Mulberry is cultivated for silk produc-



tion, and orchards yield olives, cherries, plums, nectarines, peaches, apricots, almonds, and figs.

Cattle is the major form of livestock in Magyaria, but the people also herd swine and sheep, and produce much poultry and fowl. Some number of apiaries are seen. The horses of the nation are good, and studs for rearing of chargers and coursers are productive. Fishing is unimportant, save in the narrow coastal region. Annual timber harvests are excellent, and some of the better oak is exported for shipbuilding.

The mineral wealth of the land is great, gold, silver, and copper in fair quantities being foremost. Also large to moderate yields of antimony, iron, coal, zinc, mercury, asphalt, soda, naphtha, nitre, sulphur, alum, gypsum, saltpetre, cobalt, porcelain earth, and pipe clay come from mines in this country. Quarries produce building stone and good marbles. Opal, both precious and common, is produced in small quantity.

The various industries of Magyaria are well known, but their arms and armor is worth mentioning again.

Man, Isle of

Government: Theocracy

Pantheon: Keltic

Ruler: Ascendant Cwyhon V

Capital: Peel

Population: 15,000

Other Cities (and populations):

Ramsay: 10,000

Douglas: 5,000

Coinage: Any Keltic minting accepted.

Important Persons: The druidical clergy, officials, aristocrats.

Alliances: See below.

Hostilities: See below.

Open Warfare/Skirmishing: None.

Intrigues: Very numerous, but mostly of religious hierarchical nature.

Magickal Devices: There are thought to be seven major ecclesiastical items and numerous other lesser sorts of devices, too. Reliable details are not available.

Thumbnail Sketches: The Isle of Man is some 300 square miles, the whole of which is ruled by the head of the Keltic church, the Ascendant. This one is elected for life from the Archdruids and Archdruidesses of the states belonging to the pantheon. The Ascendant is protected by a guard comprised of contingents of dedicated warriors from the Five Crowns (Albion, Caledonia, Cymry, Hibernia, and Lyonesse), with Brettony and Flanders providing escort companies. Thus, the alliances and hostilities of the Isle of Man are those of any of the states of the Keltic Pantheon if the treaty or hostility is approved by the Ascendant, but otherwise the Manx remain neutral.

The general nature of the small island is similar to Cymru in most respects. See Cymru for details.

Manchuria

Government: Kingdom

Pantheon: Mongolian

Ruler: Nurhayang Khanwang

Location: Azir

Language: Manchurian

Population: 2,000,000

Location: Avillonia (Æropa)

Language: Keltic

Population: 40,000

Flag/Emblem:

Flag: Blue and green field parted per fess with a tree, a gold sun above, two harps below.

Capital: Jiangtang

Population: 85,000

Other Cities (and populations):

Amur Qi: 10,000

Fengshu: 35,000

Urgai: 10,000

Xuanzha: 60,000

Coinage: Ch'in Standard.

Important Persons: Royalty, khans of the Amurs and Malgals, shamans, officials, etc.

Alliances: Mongolia.

Hostilities: Liang, Nippon.

Open Warfare/Skirmishing: None at present.

Intrigues: Ch'in alliance and payments to keep "peace" on the northern frontier, i.e., attack Liang. Various other lesser plans and plots.

Magickal Devices: The only major item known to be in the possession of the Crown is the *Black Star Seal*, although there are reports Manchuria now has the *Censor of Influence*.

Thumbnail Sketches: The kingdom comprises some 300,000 or more square miles of territory above Liang between Mongolia and the sea. It is mountainous, and basically inhospitable compared to the lands to the south. It has glorious scenery, however, and amidst its forests and wildlands there are fertile stretches and productive valleys. There are many wild beasts in the land, including bears and tigers, panthers and wolves, boars, stags, deer, wild camels, and small game.

The Manchus were once a nomadic people, but now over half are settled into agricultural and commercial pursuits. They are mixed with Ch'in, Mongol, and others to form a distinct race.

Millet, wheat, and barley are the chief grain crops. Many sorts of vegetables are grown, as is cotton, tobacco, indigo, and poppies.

The mines of Manchuria produce lodestone, adamantine, iron, coal, and some modest amount of gold.

Mandan

Government: Kingdom (tribal)

Pantheon: Manitou

Ruler: King Wolfhound

Capital: Slant

Population: 5,000

Other Cities (and populations):

None, only stockaded villages.

Coinage: None.

Important Persons: Tribal chiefs, warband chiefs, shamans, etc.

Alliances: Arikara, Hidatsa, and most recently the Crow.

Hostilities: Lakota, Apaches, Blackfeet, etc.

Open Warfare/Skirmishing: Skirmishing to the north and south; but a full-scale war brewing with the Lakota (Cheyenne-Arapaho).

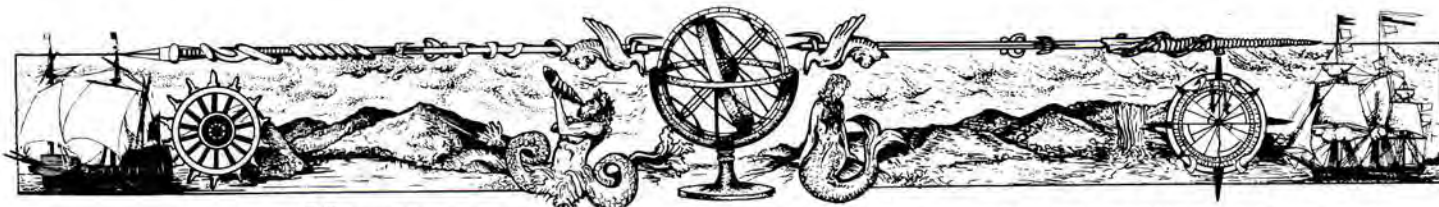
Intrigues: Pawnees, through gifts and seeming friendship, seek to convert the Mandans to their non-Manitou pantheon and bring about full-scale war with Lakota. In this they are backed by the Crows.

Magickal Devices: Uncertain.

Thumbnail Sketches: No further details regarding the Mandan state are available at this time. When we have sufficient information to warrant publication, a treatise on the nation will be forthcoming.

Flag/Emblem:

Flag: Green dragon turtle edged all around in gold, on a red field.



Marrakech

Government: Principality (Sovereign)

Pantheon: Atlantian

Ruler: Pazan II

Capital: Marrakech

Population: 80,000

Other Cities (and populations):

Agadir: 15,000

Chaldiza: 40,000

Ifnal: 20,000

Mogador: 35,000

Tar Aaium: 15,000

Zinalnouf: 10,000

Coinage: Atlantian Standard.

Important Persons: Lords of Doukal, Tafilalet, and Ait-Aitta, priests, other nobles, chiefs, officials, etc.

Alliances: Berber Union.

Hostilities: Maghreb.

Open Warfare/Skirmishing: Minor frays with Maghreb over border dispute. Usual tribal raiding and counter-raiding.

Intrigues: Certainly existing, but unknown to us.

Magickal Devices: The *Tables of Insurmountable Obstacles* and the *Replicating Sword* are the major magickal devices of this state. Some few other items are probably kept in the court and elsewhere, of course.

Thumbnail Sketches: The total area of this principality exceeds 100,000 square miles. The extensive coastline is quite remarkable in its regularity and gradualness of shallowing water, so in general only boats and small ships will be seen sailing along the 400 or 500 miles of Marrakech's shore. The considerable interior, however, is something over half rock, waste, desert, or semi-arid—barren, or with scrub suitable only for nomadic grazing, if anything. Over a quarter of the whole of the principality is heavy forest, and the remaining 20 percent is farmland, pasture, water, or dwelling area. The flora and fauna of the land is as rich as that of Maghreb (q.v.) to the north. All manner of trees of valuable sort, shrubs, medicinal plants, herbs, and flowering plants are found wild in the land. Big game such as lions, leopards, panthers, hyenas, boars, camels, asses, sheep, goats, antelopes, and gazelles, plus the usual sorts of smaller creatures, dwell in the extensive uninhabited regions.

The coastal region of Marrakech is very fertile, as are the western slopes of the Atlas Mountains. The eastern slopes, the Anti-Atlas, Ait-Aitta, and Tafilalet, are semi-arid to desert regions, save where oases or rivers lend fertility to the land. Thus, there are two distinct cultures found. The settled and semi-nomadic mountain Berber tribes dwell in the west and north; the truly nomadic Berber tribes roam the barren lands east of the mountains, the Sahara's verges and the desert proper, too. The border between the principality and the lands of Berberia is a very uncertain one.

The nobility and regular soldiery are typically moderately armored, whether horsed or afoot, with nobles and guardsmen mounted on fair warhorses of lighter sort. Cavalry arms include lance, crossbow, sword, and dagger. Infantry employ spear, crossbow, sword, and dagger. Tribal levies, the harka, have whatever weapons are at hand:

Location: Afrik

Language: Berberian

Population: 1,000,000

Flag/Emblem:

Flag: A gold chalice on a field divided vertically blue and purple.

slings, javelins, typical peasant-type pole arms, spears, axes, and knives are the usual.

The Berber people, as previously noted, have a penchant for giving color names to their cities. The capital, Marrakech, is known as the "Red City" because of its red sandstone walls and buildings, red tiled roofs, etc. The 30' high wall surrounding the capital has a strong square tower set every 120 yards along it, and castellated gates as well. The great towers of the two main gates are striking. Inside are the usual zouk, medenl, casbanl, and walled-off metgal for non-citizens, foreigners, etc. The city has several very fine temples. Its vast park, with the interior reserved for the prince and his court, is adjacent to the splendid palace. Chaldiza is the major port city, for its harbor is safe during the worst of storms, while those of Agadir, Ifnal, and Mogador are not. The last named place, however, is perhaps the best-planned and finest of the cities found in the state, built with Atlantian architectural assistance on a rock spur jutting into the ocean. Not only is Mogador virtually unassailable from the landward, but its climate is fine year around, so it is an altogether desirable place.

Marrakech is a productive country, despite the arid lands included in it, and agricultural pursuits occupy the majority of its folk. Barley, oats, millet, maize, and rye are grown. Its vegetable and fruit crops are the same as those of Maghreb, including herbs, flowers, and vineyards. Silk is cultivated in many places. More cotton and less tobacco is cultivated for cash, with hemp and indigo the same. Camels are quite important, as are horses, mules, and asses. Other livestock include sheep, goats, much poultry, and small cattle. Fishing is not as important, but more timber is harvested, including considerable arbor vitæ. Mines yield some gold, and fair quantities of copper, iron, tin, antimony, and manganese.

Principal exports are dyes (including the unique "Morroco Red"), gum, rare woods and timber, brasswork, carpets and rugs, and cloth.

Mauretania

Government: Kingdom

Pantheon: Atlantian

Ruler: Zarala

Capital: Atoran

Population: 45,000

Other Cities (and populations):

Bel Abbes: 20,000

Icpsium: 60,000

Milliana: 35,000

Coinage: Italic Standard.

Important Persons: Royal princes, nobles, priests, chiefs, etc.

Alliances: Berber Union (questionable), Phoenecian Coalition (pays tribute to Mauretania).

Hostilities: Maghreb, Numidia, Western Seas Alliance.

Open Warfare/Skirmishing: Piratical activities by Mauretanian vessels; tribal raiding.

Intrigues: Subversion of Numidian crown to have that state join as a piratical sea power with Mauretania, thus being able to exact greater tribute. Manifold other plots, but unknown in exact detail.

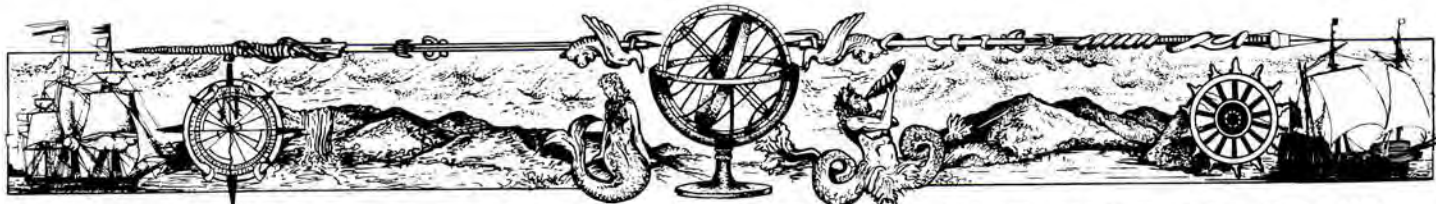
Location: Afrik

Language: Lantian dialect

Population: 1,500,000

Flag/Emblem:

Flag: Flames on a gold field bordered green.



Magickal Devices: Mauretania has the *Baraka Robes*, the *Undaunting Persuer*, and the *Spider Galley*. Some few other, less potent, objects are certainly in the hands of the ruler and various powerful persons.

Thumbnail Sketches: Mauretania's territory is of some 50,000 plus square miles, from the Mare Librum, south across the Atlases, to the verge of the Sahara's dunes. Maghreb is its neighbor to the west, Numidia to the east, and its southern boundary is the long stretch of Berberis. About a third of the country is forested, a third semi-arid or rocky barren, and the remainder water, marsh, and roads, communities, cultivated lands and pastures. There are a great variety of animals found in the forests, mountains, and scrub wildlands. Lions, bears, leopards, panthers, hyenas, and wild dogs are the principal carnivores. Buffaloes, camels, hartebeests, asses, oryx, boars, antelopes, sheep, gazelles, goats, apes, and baboons are seen, as well as all manner of small game. The dreaded horned viper is found in Mauretania, as are cobras.

Icosium is the old Atlantan port of Icoznal, and it is filled with ancient Atlantan buildings and antiquities, while the later influence of Roman imperial conquest is everywhere evident. Atoran and Milliana are as much piratical ports as merchant ones, much to the shame of this state.

The people are a mix of Berbers, Atlantan colonists, Iberians, Grecians, Yarban and Shamish renegades, Phoenecians, and Italics. Although the Berber predominates, the Italic influence is plain, and the hybrid population is not truly a part of the Berber or Æropan culture, but one of unique and roguish sort. Slavery is practiced, and all captives taken are sold, most being sent east to Babylonian markets. The remainder of the peasantry consists of villeins (typically descendants of captives) belonging to the noble landlords, laborers in the cities and town, small farmers, and the like. Tribalism predominates outside of urban centers, and all tribesmen are treated

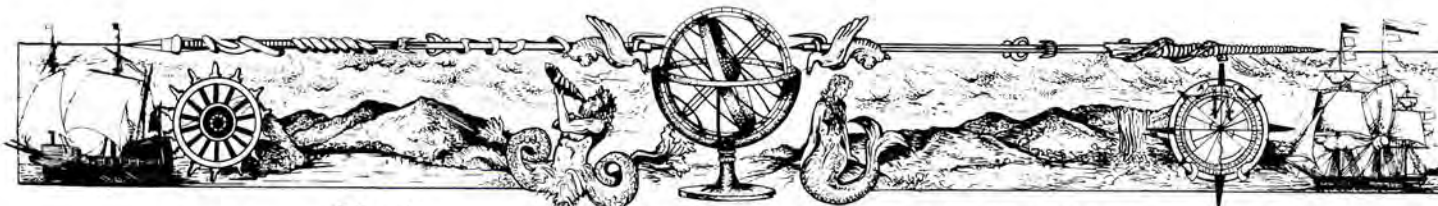
as free and equal, whether rich or poor. There is, then, no true middle class, although traders, merchants, piratical captains, etc., form a quasi-gentry. The aristocracy is small but powerful, employing mercenary guards to brutally quash any hint of rebellion, even amongst the free tribesmen. This has succeeded to a considerable extent, and the lordship of the king is unquestioned in virtually the whole of the state.

Mauretania might well become a wealthy country merely by its agriculture and natural resources. The produce of this land is great indeed. Crops of wheat, barley, oats, maize, and rye are grown, as are cotton and tobacco. Berries and garden vegetables are cultivated extensively, strawberries and currants constituting the principal berry growth. Vegetables include melons, cucumbers, eggplant, squash, marrows, beans, peas, garbanzos, lentils, potatoes, turnips, beets, carrots, onions, leeks, garlic, cabbages, lettuces, and tomatoes. Many sorts of fine herbs are grown. Vines are cultivated for both wine and raisins, and orchard and grove trees include the olive, plum, cherry, pistachio, jujube, carob, peach, almond, fig, date, lemon, orange, and quince. Livestock includes oxen, camels, horses, mules, and asses for draft work. Sheep, cattle, goats, swine, and poultry are kept. Fishing is quite profitable to the state, with large catches made for internal consumption and for export as well.

The most precious of ornamental woods, citrum, is found in the scattered forests of Mauretania, and all trees of this sort are under royal protection. Besides Mauretania, only the state of Maghreb has such trees (see that entry for a discussion of citrum). Some other woods are harvested in this land, and Mauretania produces a high volume of cork.

Mines yield salt, coal, phosphates, copper, lead, zinc, mercury, and iron. Quarries enable the export of fine onyx and marble and produce all the building stone needed.





Medis

Government: Kingdom

Pantheon: Babylonian

Ruler: Shah Meldach

Capital: Mosul

Population: 95,000

Other Cities (and populations):

Bitlis: 15,000

Deir'ez Zor: 10,000

Erzurum: 15,000

Karakosê: 15,000

Mardin: 20,000

Van: 20,000

Coinage: Babylonian Standard.

Important Persons: Emirs, officials, priests, etc.

Alliances: Palu-Ea.

Hostilities: Armenia, Galacia, Phrygia, Trebizond.

Open Warfare/Skirmishing: Tribal raids only on all enemy borders.

Intrigues: A small but growing faction based on a core of old nobility desires return to Persian Pantheon (leader Artaxines family). The group seeks support from Phrygia, but the latter suspects a ploy and is slow in giving any money or other aid. Various other intrigues, plots, machinations.

Magickal Devices: The exact nature of objects of power in the possession of Medis is unknown.

Thumbnail Sketches: Medis covers some 100,000 square miles of plateaus, mountains, and hills, semi-arid and desert in places, above the Babylonian heartland. Only about 10 percent of the land is forested, but fully half of the remainder is wilderness. In the wilds are found lions, leopards, bears, cheetahs, wolves, hyenas, boars, deer, gazelles, asses, goats, sheep, antelopes, and ostriches. Amongst the reptiles found is the venomous pit viper.

There are many towns in Medis, but the capital is the only true city. Mosul is an ancient, walled place of some interest. It is on the caravan routes running both north-south and east-west, as well as on the Tigris River, of course, so it is a bustling place.

The people of the land are basically of Babylonian culture, intermixed with a strong Shamish influence amongst the nomadic population. The original Medians have long since become a settled folk of agricultural sort whose stock bloodlines became essentially Babylonian, and have become further infused with all manner of others (Phrygians, Phoenecians, Scythians, Galacians, Tartar and Turkic invaders, Yarbans, and Armenians), including some fair amount from slaves taken in western and northern lands. Outside the cities and towns, about a quarter of the population is nomadic, the remainder semi-nomadic or village peasantry.

Agriculture produces some good yields of wheat, millet, barley, rice, durra, and cash crops of cotton, tobacco, hemp, and safflower. Vegetables such as melons, watermelons, cucumbers, eggplant, lentils, peas, beans, turnips, onions, celery, tomatoes, and carrots are gardened. Berries, including currants, raspberries, and gooseberries are cultivated. Vines are mainly for grapes and raisins, and orchard trees include the olive, mulberry, apple, peach, cherry, plum, apricot, almond, fig, and date.

Principal draft animals are the oxen, camel, buffalo, and mule.

Location: Azir (Near)

Language: Sumerian

Population: 1,500,000

Flag/Emblem:

Flag: Gold pomegranate crowned by a gold crescent, on a purple field.

Good horses are also found in Medis. Other animals include sheep, goats, cattle, zebus, asses, and poultry.

In the north there is a little poor coal and small silver mines. There are few minerals to be found elsewhere in Medis, but some gypsum and naphtha is taken from the land, as well as salt.

The economy of the state relies on caravan trade and exports of livestock, foodstuffs, leather and leatherwork.

Meroe

Government: Kingdom

Pantheon: /Egyptian

Ruler: Menhatefi Ra'ab

Capital: Meroe

Population: 100,000

Other Cities (and populations):

Juba: 20,000

Kartuum: 30,000

Kosti: 15,000

Malakal: 10,000

Coinage: /Egyptian Standard.

Important Persons: Unknown.

Alliances: /Aetheope (trade).

Hostilities: Darfur, Keshu

Open Warfare/Skirmishing: Some raiding and slaving westwards and southwards.

Intrigues: Pro-/Egyptian faction plans to push for all-out war with Keshu, while their opponents seek a triple alliance against /Egypt. Various other court intrigues.

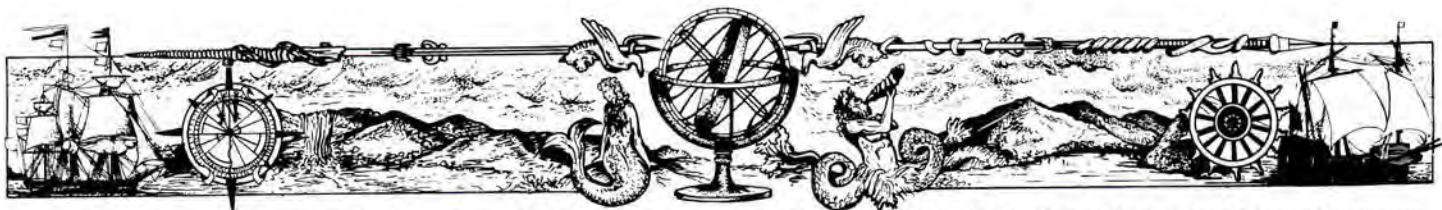
Magickal Devices: Meroe holds the *Khemi Papyrus*, the *Horned Fetish*, and the *First Feather Crown*.

Thumbnail Sketches: The territory of Meroe extends over some 250,000 or more square miles, running from desert and arid plains in the north, through fertile prairies, to forests and swamps in the south. All manner of game is found in the country, ranging from elephants, rhinoceri, and hippopotami, to small jungle birds. There are lions, leopards, cheetahs, hyenas, wolves, wild dogs, giraffes, buffalo, hartebeests, other antelopes, zebras, gazelles, warhogs, ostriches, baboons, crocodiles, cobras, etc., in the woodlands and plains of the country.

The walled city of Meroe and its environs are filled with temples, monuments, and scores of small pyramids influenced by the /Egyptians. It is a very cosmopolitan place despite its remote location, and numbers of foreigners are found there because of its trade—river and caravan.

The original inhabitants of the north were undoubtedly primitive Red tribes. These eventually intermixed with some Blacks of Nubian, /Aetheopean, and other stock, and then /Egyptians, Bedouins, and other invading Yarban nomads, and Berbers, too. Thus, the typical inhabitant found in the kingdom today is a tall, brownish-red complexioned individual, with straight or curly hair of black or dark brown. The state is a mix of /Egyptian and other Afrikkan influences, the government patterning itself on the former, but the society being something between the civilized Pharonic, the /Aetheopean, and the barbaric Darfuran. Much of the state is quite unexplored—or at least unmappped!

Many sorts of agricultural produce come from this state. Wheat,



durra, millet, and barley are major food crops. So too are peanuts, beans, lentils, and melons. Sesame, cotton, sugar cane, and coffee are cultivated, and fruit of many sorts is raised, including dates, figs, bananas, pomegranates, oranges, limes, peaches, and apricots. In the north, the livestock consists primarily of horses, camels, sheep, and goats; in the south are cattle, asses, goats, sheep, and poultry.

Minerals found in Meroe are gold, copper, chrome, iron, and salt.

The chief exports are ivory, mahogany, gums, timber, gold, and foodstuffs.

Milano

Government: Duchy (Sovereign)

Pantheon: Greco-Roman (R)

Ruler: Filippo XVIII

Capital: Milan

Population: 160,000

Other Cities (and populations):

Como: 10,000

Imperia: 10,000

Monza: 15,000

Novara: 10,000

Pavia: 20,000

Savona: 15,000

Varesi: 10,000

Coinage: Italic Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Western Seas Alliance, Tuscany.

Hostilities: Genoa, Helvetia, Savoy.

Open Warfare/Skirmishing: Minor skirmishing on Savoyard border.

Intrigues: Unknown.

Magickal Devices: Orlando's (Roland's) first sword, *Balisarda*, is held by the Duke. In addition, Milano has the *Tome of Causal Sources* and the *Five Influence Wand*.

Thumbnail Sketches: Of some 9,000 plus square miles extent, this strictly Italic state is thrust between the Franco-German duchy of Savoy to the west and the Teuto-Italic duchy of Lombardy to the east. The warlike Helvetians to the north and hostile Genoese to the south complete a near ring around the state. Despite foes, Milano is prosperous, its countryside beautiful, and the mountains and woodlands of near-idyllic sort. A quarter of the territory of Milano is forested, and scrublands too provide amply for big and small game such as bears, wolves, deer, boars, foxes, gluttons, and martens.

There are many strong and beautiful castles dotting the land. The capital is a strongly fortified, moated, thriving city, with many places of interest, fine buildings, colleges, places of culture, etc. There are two palaces of note therein, many temples of ancient sort, piazzas, museums, and fine halls. Milano is the center of the first school of cuisine of the Italic sort. Northern dishes are asserted to be the most excellent of the vast variety available in the Italic, and from our point of view we can but agree—albeit the southern Italic dishes are quite delectable!

The social structure of the state is feudal, but some considerable portion of the lower class is constituted of free peasants and laborers. The aristocracy is supported by a middle class of mercenary-like

Location: Æropa

Language: Latin

Population: 500,000

Flag/Emblem:

Flag: Golden eagle, on a black field.

warriors in place of typical gentry, and it is very wealthy and powerful.

Wheat, maize, barley, and rice are the chief cereal crops grown in the country. All manner of vegetables are raised, along with vines for the making of passable wine. Mulberries are grown for silkworm culture. Orchards include olives, oranges, lemons, citrons, peaches, and apricots. Horses, sheep, and some cattle, mules, asses, goats, and poultry are kept. Fishing is of small importance.

Mines yield considerable copper, zinc, and iron ores. A strange, spotted onyx of some considerable value, along with marble, granite, and other building stone, is quarried.

Trade and industry are very important to the economy of Milano. Much cloth of silk, linen, wool, and cotton is produced here and traded, as well as metal, weapons and armor, foodstuffs, and furniture.

Moldavia

Government: Kingdom

Pantheon: Slavonic

Ruler: Gregory II

Capital: Odessa

Population: 100,000

Other Cities (and populations):

Choton: 15,000

Ochakov: 10,000

Coinage: Slavonic Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Kiev, Roumania.

Hostilities: Poland, Ukrimia.

Open Warfare/Skirmishing: In the western mountains against the Poles along the Ukrimean border.

Intrigues: Kievan agents promoting union. Many other plots and intrigues.

Magickal Devices: The crown has the *Words of Kron* and the *Eldsource Ring*, along with some few other items of lesser potency.

Thumbnail Sketches: The territory of Moldavia is variously estimated at between 40,000 and 45,000 square miles east of the Dneister and Bug rivers, between Roumania and Ukrimia. It is a land of many rivers, with fertile soils, grassy plains, and heavy woodlands in which bears, wolves, deer, boars, and smaller game too abound.

Its original peoples were probably Cimmerians (Keltic savages) who were intermixed with later waves of Goths, Huns, Avars, Bulgars, and finally Slavs. The Moldavians are akin to the Roumanians in all ways, and the two states are very closely tied. The peasant class is comprised of both serfs and villeins, with the upper tier free tenants and laborers. The freeman class is relatively small, save that the tier of the gentry is larger than found in Western Æropa. The nobility is typical of the Eastern Æropan sort.

Agriculture is of primary concern to the inhabitants. Wheat, maize, barley, and hops are cultivated. Potatoes, beets, beans, cabbage, melons, and watermelons are the main vegetable crops. Cash crops include cotton, tobacco, flax, and madder. Vines are cultivated extensively throughout the land. Orchard crops include plums, apples, pears, cherries, apricots, peaches, almonds, and mulberries (for silk). Livestock too is key, and many sheep, cattle, swine, and horses,

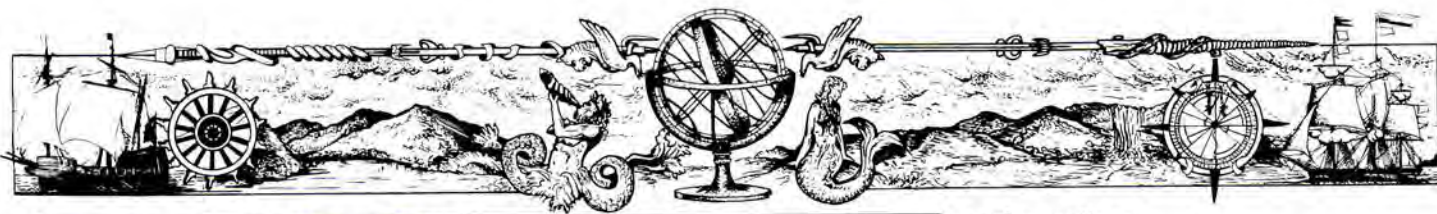
Location: Æropa

Language: Slavic dialect

Population: 1,500,000

Flag/Emblem:

Flag: A white pale with red crown, on a field of green.



as well as various types of poultry and fowl, are kept. Buffaloes, goats, and horses are also raised. Apiaries are commonly maintained for wax and honey. Fresh- and saltwater fish are taken in some quantities by Moldavians.

Mineral resources are few. Salt and saltpetre are the principal ones mined. Fair marble and building stone is quarried.

Mongolia

Government: Kha-Khanate (Empire)

Pantheon: Mongolian

Ruler: Changahir

Capital: Karakorum

Population: 75,000

Other Cities (and populations):

Darhan: 15,000

Ulan Bator: 50,000

Location: Azir

Language: Mongolian

Population: 5,500,000

Flag/Emblem:

Flag: Red dragon-faced yak (kuel), on a white field.

Emblem: Yak tails.

Coinage: None.

Important Persons: Tarkhans, khans, shamans, generals, etc.

Alliances: Manchuria, Turkistan.

Hostilities: Ch'in, Khital, Tartary.

Open Warfare/Skirmishing: On all fronts by tribal groups (when not fighting amongst themselves). Border questions with Manchuria seem to cause little problems, although some tribes fight with the allied ones.

Intrigues: The "Gray Eyed" said to be plotting racial purity assassinations. State and court machinations are numerous.

Magickal Devices: Despite their defeats, the Mongols have maintained a number of various great power objects including the *Tengri Dradle*, the *Seat of a Thousand Heroes*, the *Wellsprings of Phæree*, and the *Dzajan Influxer*. Numbers of items of arms and armor of modest power are thought to be held by the Mongols.

Thumbnail Sketches: Following their expulsion from the south by the Chinsungese and the disastrous attempts to invade the West, the various nomadic peoples of this region recoiled into their homelands, and over the next few centuries fought various wars which resulted in the shape of the world as it is today. The Mongolian peoples eventually re-established their homeland around Lake Baykal, scattering the others who sought to contend with them—the Tartar and Turkic tribes westwards, the others to the east. The country is one of hundreds of thousands of square miles in extent, with mountains, deserts, plateau grasslands, and northern forests, too, for the Mongols have to some extent adapted and

become in part sedentary in order to claim the riches of the territories above their plains.

In the vast reaches of this land there are bears, wolves, reindeer, elk, stags, deer, tigers, yaks, camels, horses, sheep, and all manner of small game, much of the latter with pelts of great value in the fur markets.

Some 25 percent of the population dwells in cities, towns, and villages. The remainder are nomads who still dwell in tents (*yurts*) and have huge herds of livestock. Most of the people are of Mongol race, but there are still various others associated with the empire: Kirghiz, Buryats, Tartars, Nalmans, Merkits, Keyeriats, and Oriats. The Tungus of the north have been absorbed by the Mongolian farmer-hunters settling into that region.

Livestock is principally horse herds and flocks of sheep, but camels and yaks are also kept. In the settled portions of the country, the folk grow wheat, maize, barley, millet, cotton, tobacco, and vegetables



and fruits. Most land that is not desert (the great stretches of the Gobi) is given over to unbroken grass pasture, however, save where the vast northern forests are included in the Kha-Khan's realm.

The Mongolians mine substantial quantities of jade, both jadite and nephrite. They have mines of considerable value yielding coal, copper, gold, tungsten tin, lead, silver, and cinnabar. Also produced are jasper, beryl, malachite, and various sorts of quartz.

Coming from Mongolia are precious metals, jade and stones, furs, horses, camels, wool, timber, felt, hides, and leather goods.

Moravia

Government: Margavate (Sovereign March)

Pantheon: Slavonic

Ruler: Ladislaus I

Capital: Brunn (Bratislava)

Population: 45,000

Other Cities (and populations):

Kosics: 20,000

Lucenec: 15,000

Coinage: Slavonic Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Cardinalian League, Poland, Roumania.

Hostilities: Magyaria.

Open Warfare/Skirmishing: Skirmishing on Magyarian border.

Intrigues: Strong faction to desert league and join with Poland to promote a Slavonic empire, but Bohemian opposition weakens the case. Many minor intrigues and plots:

Magickal Devices: One quite potent item, the *Adamantine Citadel*. is held by the Margrave. Four magickal devices of some lesser potency are also in the state, two in the Crown's arsenal.

Thumbnail Sketches: From its once extensive size as the Great Moravian Kingdom, the territory of the Crown has dwindled away to a mere 6,500 or so square miles. Of that total, though, only some 10 percent is barren; 35 percent is forested, and therein will be found the usual fauna of the region—bears, boars, wolves, stags, deer, etc. The remainder of the country consists of waterways and meadowland, pastures, and fields under cultivation.

Brunn is very much a cosmopolitan place, all things considered, and its architectural influences include the Teutonic and Magyarian. Elsewhere in the state, though, there is a distinct, uniquely Moravian atmosphere about even the cottages of the peasantry.

The original Kellto-German peoples were first invaded by the Slavs, then bore the brunt of the great Magyar movement west, and the folk of Moravia are of a culture which is somewhat Germanicized Slavic with a heavy inclusion of the Magyar. This produces a near-typical peasantry, freeman class, and upper strata. Industry and commerce builds the middle class, while the mineral wealth and agricultural holdings maintain the state and the general aristocracy.

The yield of agricultural pursuits is quite bountiful. Major crops are wheat, oats, barley, and rye, of course. Secondary foodstuffs are potatoes, beets, cabbages, and other garden truck. Quite a number of berries are grown for preserving and export. Hemp, flax, and sugar beets are the main cash crops. Many sorts of fruit and nut trees grow in Moravia, but the principal ones cultivated are the plum, cherry, and pear.

The mining and quarrying of Moravia are productive of such miner-

Location: *Æropa*

Language: Slavic

Population: 500,000

Flag/Emblem:

Flag: Black wolf armed red, on a white field.

als and products as silver, iron, coal, alum, potter's clay, slate, and common building stone. Some small amounts of opals and garnets are also produced in Moravia's mines.

Mu

Government: Caconeate (Empire)

Pantheon: Lemurian

Ruler: Ahleno Tak

Capital: Eaji-Mu

Population: 1,200,000

Other Cities (and populations):

Boea: 105,000

Dutamaro: 160,000

Gauta: 235,000

Purloong: 135,000

Tumbac: 100,000

Yibla: 150,000

Coinage: Lemurian Standard.

Important Persons: Officials, princes, nobles, priests, etc.

Alliances: Rowona, Eahoi tribes.

Hostilities: Ahuke, Lemi-Lemu.

Open Warfare/Skirmishing: Small-scale military actions on both east and western frontiers.

Intrigues: Playing a double game using Rowona, while having its tribal allies harass its border.

Magickal Devices: Generally undetermined, although there are reports of certain objects which yield massive Heka and terrible effects. The *Shell of the Deep* is a possession of this state.

Thumbnail Sketches: The Empire of Mu is larger than the Iberian Peninsula (c. 275,000 square miles) and contains all manner of geographical features, from alluvial plains to very rugged mountains north, west and (most notably) east. Its capital city contains some of the most elaborate and large palaces, while the slums of Eaji-Mu are notorious even in *Æropa*.

Slavery is rampant in this land—there is little freeman class presence—and the relatively large aristocracy is most oppressive. While banditry is rife, there is no active revolutionary movement against the tyrannical government.

The remoteness of the Lemurian lands prevents any exposition in detail regarding native flora and fauna, livestock, agriculture, mineral wealth, and so on.

Muavinapu

Government: Confederation (loose)

Pantheon: Lemurian

Ruler: Toafoa Kio'n

Capital: Otrang

Population: 80,000

Other Cities (and populations):

Animanil: 140,000

Lahoei: 85,000

Mikmoa: 60,000

Robunna: 115,000

Tugaan: 55,000

Yuniku: 70,000

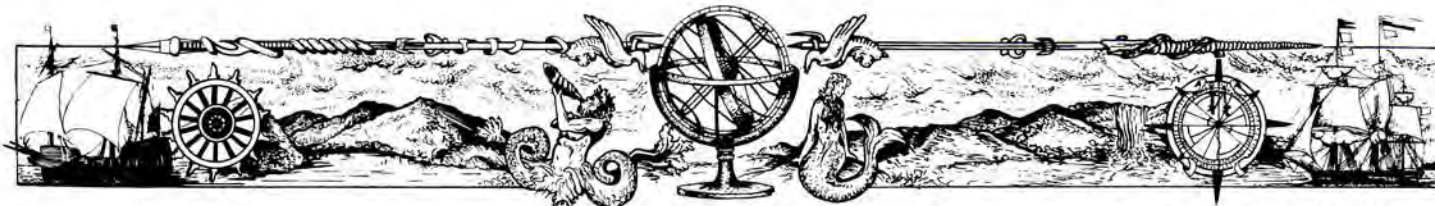
Location: Lemuria

Language: Lemurian-aleffia

Population: 8,000,000

Flag/Emblem:

Flag: A gyronny (eight triangular divisions) field of blue and green with mailed fist of silver in the center.



Coinage: Lemurian Standard.

Important Persons: Unknown.

Alliances: Ahuke, Wipoon.

Hostilities: Hiluo.

Open Warfare/Skirmishing: Rumored to be preparing a force to invade Hiluo (northern prince). Eastern prince sending force to aid.

Intrigues: Unknown.

Magickal Devices: Unknown, but said to be of moderate powers and as diverse in nature as the various lords of this diverse league.

Thumbnail Sketches: The details known about this land are scarce and sketchy. We do know that its peoples are of the taller sort of Brown race—typical of those found in the south islands of the Azirian portion of the Titanic Ocean. Reportedly once the poorest of the nations of Lemuria, this country is now thought to be prospering from the wealth obtained from its expeditions to, and colonial mines on, the continent of Magmur.

Muya

Government: Empire

Pantheon: Lemurian

Ruler: Chibax Tumalne

Capital: Chitzén Itza

Population: 30,000

Other Cities (and populations):

Cozumel: 5,000

Ichpaatun: 10,000

Iximché: 10,000

Lamani: 10,000

Mayapan: 15,000

Muyaxé: 10,000

Tulum: 10,000

Xicalango: 15,000

Zaculeu: 20,000

Coinage: Lemurian Standard.

Important Persons: Nobles, priests, military governors, tribal chiefs, etc.

Alliances: Trade with any Lemurian state.

Hostilities: Tecla and toward all other neighbors.

Open Warfare/Skirmishing: Generally with wild tribes, heavy on Teclan frontier. Movement into Karibbean Sea against Iberians (Mago) there.

Intrigues: Involvement of Vekanui in an expedition to conquer Tecla, with Muya gaining the lion's share of the spoils and territories, but the Lemurians getting a slave colony of rump Tecla. Many other deep and dark intrigues and plots.

Magickal Devices: Unknown.

Thumbnail Sketches: We have information based on a pair of maps recovered from a wrecked Phoenecian sailing vessel, some word-of-mouth reports, and little else to rely on. Greater details are expected as agents and spies return from this area to report to various Aëropan states.

Perhaps the most sought-after export of Muya is its beautiful tortoise shell. Mines produce good jade (jadite and nephrite), opal, and quartz. Pearls are also found in this country.

Nanchao

Government: Kingdom

Pantheon: Chinsungese*

Location: Azir

Language: Chinese dialect

Ruler: Su Seh Ming Wang

Capital: Kun-ming

Population: 90,000

Other Cities (and populations):

Ch'eng-tu: 50,000

Ch'ung-ch'ing: 65,000

Li-chiang: 70,000

Meng-hua: 45,000

Ta-li: 60,000

T'eng-yüeh: 80,000

Tung: 45,000

Tung-ch'uan: 35,000

Yün-nan: 125,000

Coinage: Ch'in Standard.

Important Persons: Queen, nobles, officials, priests, governors, chiefs, etc.

Alliances: Assam, Siam, Sung.

Hostilities: Annam, Burma, Ch'in, Tongking.

Open Warfare/Skirmishing: Fighting with Annam/Tongking on border. Burmese rumored to be readying to attack at this opportunity.

Intrigues: Pro-Ch'in faction seeking full alliance to jointly take intervening territory between Nanchao and that state from Sung—this cause is aided by Sung-Tongking ties. Many, many other intrigues and plots.

Magickal Devices: Nanchao has managed to acquire the famed *Wand of Seven Treasures*, which, with *Eight Diagrams of Chung K'uei* and the *Phoenix Steed*, comprise the major items they possess.

Thumbnail Sketches: The territory of the state of Nanchao is approximately 275,000 or more square miles. In the west it is a mountainous country, giving way to hills and a vast tableland of red but very fertile soil eastwards. Its neighbors are Annam and Siam to the south, Burma and Tibet to the west, Ch'in to the north, and Sung and Tongking to the east and southeast.

There are vast tracts of wilderness in the mountainous regions of Nanchao, and all manner of game roams therein. In the northern portions there are tigers, bears, yaks, and suchlike. In the central region is found the rare giant panda which inhabits the vast bamboo forests there. Southwards the fauna is very similar to that of Burma, Siam, and Annam. The flora is varied and abundant, and in the forests and jungles can be found rare medicinal plants and herbs. Although there are many cities, towns, temples, and scenic places in the country, none are so remarkable as to be worth detailed commentary, save to state that the beauties of the mountains and waters have been the subject of many paintings.

There is no real race of Nanchaoese. In the wilder regions dwell various tribes of Yellow/White and Yellow/Brown racial mixture, the latter predominating. Such people make up about 25 percent of the total population. In the border between the highlands and the flat, these folk are somewhat intermingled with the Chinsungese population which occupies the plateau region, so as to comprise a mixed breed which equals about 10 percent of Nanchao's total. The balance of population (65 percent) is typical Chinsungese stock.

Because of their position between the Hindic, Tibetan, Northern, and Southern Chinsungese, the temper of the people of this state differs from others of the Chinsungese. They are less formal, less



bound by rigid custom and tradition, more warlike in some senses. The state is one of monarchical sort more closely following the Burmese model than the Sung, for example. Families replace castes, however, and thus an aristocracy of hereditary sort exists.

Slavery is acceptable in this land, but there is no active trade as such, and enslavement is rare. The vast majority of the people are of peasant class, either laborers and agriculturalists or tribal hunters and the like. Warriors are regarded as of the middle class, and the wealthier landowners, traders, merchants, etc., likewise fall into this group, as do minor officials, chiefs of tribal sort, and so forth. The aristocratic class is comprised of the heads of the major families, officials, important priests, great chiefs, nobles, and the like.

The Sze'ch'uen region is the most renowned for its particular form of Chinsungese cuisine, with Yün-nan following on its heels in vying for top honors.

Crops include tea, mulberry (for silk), wheat, rice, barley, oats, potatoes, beans, tobacco, hemp, sugar cane, vegetables, oranges, and other sorts of fruit. Livestock is comprised mostly of yaks, sheep, goats and ponies (in the mountains of the north) and buffaloes, swine, sheep, and poultry in the remainder of Nanchao. Forest products are plentiful, and in addition to timber and wood, include vegetable wax, varnish, herbs, and medicines and drugs.

Mining brings in large yields of copper and tin, lesser quantities of iron, lead, coal, salt, zinc, petroleum, silver, and gold. Stones of gem quality from this land include rubies, sapphires, hyacinths, and jacinths in small quantity but high quality, as well as much jade of jadite and nephrite variety, and a limited quantity of rock crystal.

*There is Tibetan influence in pantheon.

Naples

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Joanna III

Capital: Napoli

Population: 200,000

Other Cities (and populations):

Messina: 70,000

Palermo: 95,000

Reggio: 10,000

Syracuse: 50,000

Taranto: 15,000

Coinage: Italic Standard.

Important Persons: Dukes of Apulia, Basilicata, Calabria, and Sicily, Count of Molise, priests, officials, etc.

Alliances: Western Sea Alliance, Epirus.

Hostilities: Carthage, Dalmatia, Rome.

Open Warfare/Skirmishing: Minor sea skirmishing.

Intrigues: Reunion of Italic Empire faction growing despite the queen's strong dislike, so plot of assassination brews, possibly fomented and abetted by Rome. Numerous other intrigues, plans, and plots.

Magickal Devices: Despite its losses, Naples has in its possession *Oromundo's Attractor*, the *Bell of Repealing*, and the *Libram of Amber*.

Thumbnail Sketches: Naples was once part of the Roman Empire,

Location: A:ropea

Language: Latin

Population: 2,750,000

Flag/Emblem:

Flag: A red double eagle on an ermine field.

then was forged into a considerable power herself by Skand overlords, but has now slipped into a second-rate status amongst the nations of the Mare Librum. The territory of Naples, including the island of Sicily, exceeds 25,000 square miles. Over half of the total area of the kingdom is arable, and much is under cultivation. Only about 25 percent of the land remains in forest, a fair amount of that being carefully tended for harvest of hardwoods and conifers. Lions, boars, deer, wolves, and chamois are the principal game animals found in the wild lands. Fortunately, the small extent of land is quite made up for in its productivity. Perhaps it is this fruitfulness and the easy climate which encourages its inhabitants to be less competitive in the arena of nations.

The ancient Hellene city of Neapolis became Roman centuries ago, but it has retained a distinctiveness which can only be found in Sicilian cities which were originally Grecian colonies. Its walls run from the water up the ridge inland, so the place is terraced as if an amphitheater, and its prospect from shipboard is as captivating as the obverse, the harbor from the city heights. The moles and quais built to improve the anchorage have made it a good port, although both Venice and Genoa see more commerce. It has many excellent buildings from ancient times, and it is a clean and well-maintained metropolis. Naples is the seat of the Southern Italic school of cuisine. It is different from that of the North but arguably as fine in most ways as its rival.

The state is a strictly feudalistic one, although many of its towns are communal and thus have no villeinage whatsoever. Thus, the peasantry has a free portion. The middle class is fairly large and prosperous because of trade, commerce, and industry. The Neapolitan aristocracy is by some (unjustly) held to be quite inferior to the chivalrous warriors of the more northerly lands. Simply put, the numbers of its knighthood are such that they cannot compare or compete with those of Francia, for instance; but individually speaking, the knights of Naples are as sound as any.

All manner of crops are grown on the mainland and island portions of the kingdom. Cereals include rice, wheat, barley, and maize. Beans and lentils are grown in quantity. Cash crops of cotton, madder, licorice, and sugar cane are raised. Gardens produce tomatoes, peppers, garlic, artichokes, and so forth, and extensive viticulture produces wines of considerable quality. Mulberry trees are kept for silk production; other tree orchards and groves include the olive, orange, lemon, lime, citron, pomegranate, fig, plantain, date, carob, peach, almond, pistachio, and hazelnut.

Draft animals include horses, oxen, mules, asses, and buffaloes. Horses of good quality are also raised for riding and warfare. Sheep, goats, cattle, swine, and poultry are maintained generally, the two former animals being the most common. The fishing industry is most important to the whole of the kingdom.

Timber and mining complete the picture of its industries. Much sulphur is produced by Naples. Small quantities of very fine amber and agate stones as well come from Neapolitan mines on the island of Sicily. Some rock salt is mined, sea salt being also evaporated. Precious coral is obtained in the waters of the state.

Navarre

Government: Kingdom

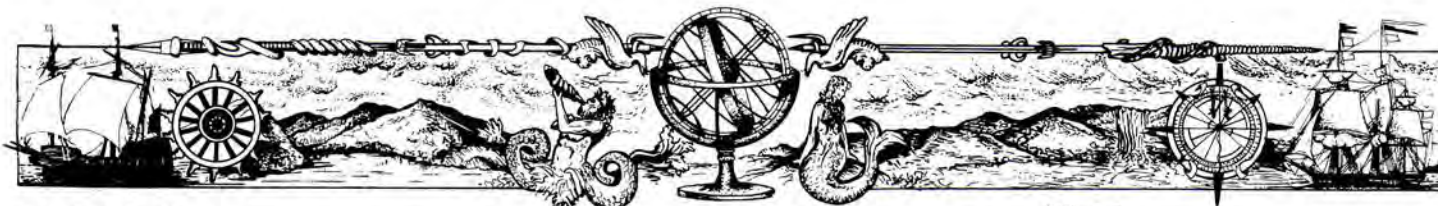
Pantheon: Greco-Roman (R)

Ruler: Sancho XI

Location: A:ropea (Ibera)

Language: French dialect

Population: 450,000



Capital: Pamploma

Population: 35,000

Other Cities (and populations):

Bayonne: 40,000

Bilbao: 25,000

Coinage: Francia Standard.

Important Persons: Duke of Alva, Marquis of Visacaya, priests, nobles, officials, etc.

Alliances: Gallic Treaty, Lantlan Compact.

Hostilities: Aragon, Leon.

Open Warfare/Skirmishing: None at present.

Intrigues: Marriage to Francian's royal house to join the two states as a single political entity. Plot to kill Sancho and replace him with a cousin favorable to Aragon, which Leon has heard of and is in the process of putting forth their own potential claimant to the throne. Various other intrigues.

Magickal Devices: Navarre has two significant items, the *Unyielding Girdle* and *Tomko's Chessboard*. Some few minor items are also held by the king and others of importance.

Thumbnail Sketches: Navarre is a beautiful little kingdom of mountains, hills, and valleys. A third or more of its territory is wilderness: In the forests and bush roam all manner of large and small game animals, and the streams are filled with fish. Pamploma is a quaint and provincial city, well defended by strong outward castles and a thick wall, and containing temples, plazas, small parks and gardens, and a fine bullring. It is set in the mountain so as to be the heart of the nation and its chief citadel.

The people of Navarre are of mixed sort, but unlike the typical Iberian, they have much of the aboriginal Basque blood, intermixed with Keltic, Italic, Gallic, Teutonic (Goth), and Francian. They do not accept slavery but do allow bondage for criminal punishment or debt. The peasant class has a great percentage of serfs and villeins, and the upper stratum of the freeman class is small. In most respects, the social structure of this nation more resembles Francia than its Iberian neighbors of Leon, Castile, and Aragon. Its straddling of the Pyrenees into Gaul is reflective of this, although the communications between Pamploma and the north are no easier than they are with Iberian lands to the south, east, and west. The folk are very independent and willing to fight to remain so. This is both to the good in regards to the raising of forces in time of war, and to the ill as the dream of the royal heads of Navarre conjoining with Francia is resisted by the commoners, placing the nation in jeopardy. This is particularly true because the throne cannot afford to maintain a standing military of any respectable force, and the number of its nobles and knights is not great. However, the quality and courage of these aristocratic warriors is high indeed.

Oats, barley, wheat, buckwheat, millet, hemp, flax, oil seeds, vines, mulberry (for silk) and apples are cultivated. Livestock of cattle, sheep, horses, swine, and poultry are raised, and some fine horses which are of the jennet sort are bred in this land. The forests yield some excellent timber—fir, oak, and chestnut being exported. The mineral wealth of this state is great, and mines produce copper, zinc, iron, lead, adamantite, gypsum, salt, marble, and building stone.

Flag/Emblem:

Flag: A golden lion guardant on a field parted dancetty per fess (jagged horizontal division) blue and red.

Government: Emirate (Independent)

Pantheon: Babylonian

Ruler: Shamier Shelkh

Capital: Ryadh

Population: 35,000

Other Cities (and populations):

Abha: 10,000

Doha: 20,000

Hail: 10,000

Hofuf: 15,000

Jidda: 25,000

Coinage: Babylonian Standard.

Important Persons: Nobles, sheikhs, priests, etc.

Alliances: Palu-Ea, Yarbay.

Hostilities: Egypt, Ophir, Punt, Sheba.

Open Warfare/Skirmishing: Heavy seaborne raiding against Punt.

Intrigues: Uncertain, but probably aimed at troubles for Ophir and Sheba on a state level, with various court and other plots rampant.

Magickal Devices: It is certain that the emir has *Jamzeid's Hellcamel* and possible that Nejd also holds the *Magnanecronomicon* (Al Hazredh) and the *Sandscraft*.

Thumbnail Sketches: The emirate covers about 600,000 square miles of territory, much of which is semi-arid, stony, or sand desert. There are hills, low mountains, and plateaus, of course, not merely flat deserts or those of great dunes. In those places eastwards where there is more frequent rain, there are forests and grasslands; but in the semi-arid lands which receive only occasional wetting, there is considerable growth too, although only in the season of rains will there be much low vegetation such as grasses and small plants. The latter extends even to fringes of the sand deserts: the Red Desert (in which there are many oases) and the Golden one (with virtually no water), which is possibly the hottest of all Aeth, but in which is found much precious metal. There are both coastal and interior tracts of habitation where cities, towns, and villages are found, but 80 percent of the land is virtual wilderness over which nomadic tribes roam. Game such as lions, leopards, hyenas, wild camels, antelopes, wild sheep, gazelles, wild goats, ostriches, wild asses, and other smaller creatures keep them company. The architecture, culture, and society are strictly on the Yarbani model, as Nejd is a client state of its more powerful northern fellow.

Racially, the folk of Nejd are pure Western Yellow, and mostly of two tribes—the Yarbani comprising two-thirds of the population and holding most of the power, and the older stock of Musyarbans comprising most of the balance, but having less social esteem and wealth. Each stock has many sub-tribes. In the trackless heartland of the land dwell certain people known as the Ankhubi who are thought to number some 50,000. From their name, it is supposed that they are of Egyptian descent or religion. These hunters and raiders are considered outlaws and worthy of death by the others of the state. The society is basically that of all Yarbani. Immediately beneath the ruler are his nobles, the priesthood, and sheikhs. The middle class is comprised of warriors, wealthy merchants, artisans, and proprietors. Agrarians, laborers, and slaves are the lower strata.

Despite its many arid places, there is much productive agriculture

Nejd

Location: Azir (Yarbani Peninsula)

Language: Sumerian

Population: 3,000,000

Flag/Emblem:

Flag: Six crescents (red, blue, black, green, indigo, and white) on an orange field.



in Nejd. Wheat, barley, maize, millet, and sorghum are grown; so too are such crops as sesame, coffee, khat, hemp tobacco, cotton, henna, sugar cane, roses, jasmine, lavender and other aromatics, and a number of flavorful and curative herbs. Vegetables include all manner of melons, pumpkins, marrows, cucumbers, radishes, onions, and leeks. Dates are the major food source in the dry lands, where these palms grow along watercourses and at oases, but great quantities of figs, apricots, peaches, almonds, carobs, bananas, pomegranates, oranges, lemons, limes, quinces, and even apples are grown in various places in this extensive state. Camels of the finest sort are certainly found in great numbers in Nejd, for they are the principal riding beast and draft animal, and a source of milk and meat, too. Horses are of less importance, and those in this land are not the same as the famed Yarban steeds. There are also great flocks of sheep and goats kept, and some numbers of smallish cattle as well.

Fishing is important as a source of food along the coastal regions of the east and west. Timber is not particularly good, and is sufficient only for Nejd's own needs: none is exported. Gums, however—principally myrrh and balsam—are abundant and exported in quantity.

Mineral wealth of this land includes salt, naphtha, gold (in considerable quantity!), silver, copper, and iron. Stone for building is plentiful, and pearls are taken from the seas.

Nepal

Government: Kingdom
Pantheon: Hindic

Location: Azir (Hindic Subcontinent)
Language: Nepalese

Ruler: Prarama Perisa

Capital: Katmandu

Population: 100,000

Other Cities (and populations):

Bhadgaon: 25,000

Biratnagar: 20,000

Birganj: 15,000

Patan: 25,000

Nepalgarh: 15,000

Coinage: Hindic Standard.

Important Persons: Princes of the three mountain regions, lords of the six tarais, priests, officials, etc.

Alliances: Katehar, Tibet, Tirhut.

Hostilities: Bhutan, Oudh.

Open Warfare/Skirmishing: Occasional frontier brushes with Bhutan; serious skirmishing on southern border with Oudh.

Intrigues: Strong Tibetan faction favors severing of all relations with Hindics and possibly even union with Tibet. Southward expansionists desire new king with more aggressive policies in that regard. Many factions and various palace intrigues.

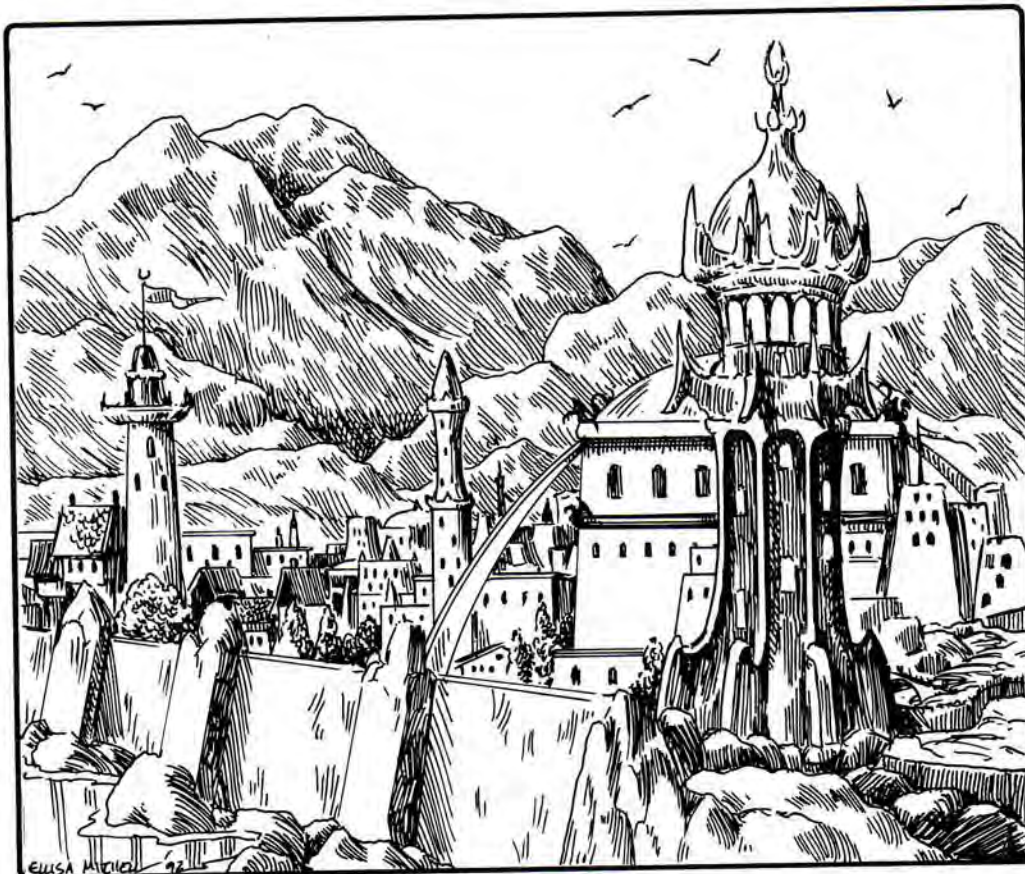
Magickal Devices: The Crown has the *Causal Components* and the *Chest of Ivory Dreaming*, as well as some few lesser objects of power.

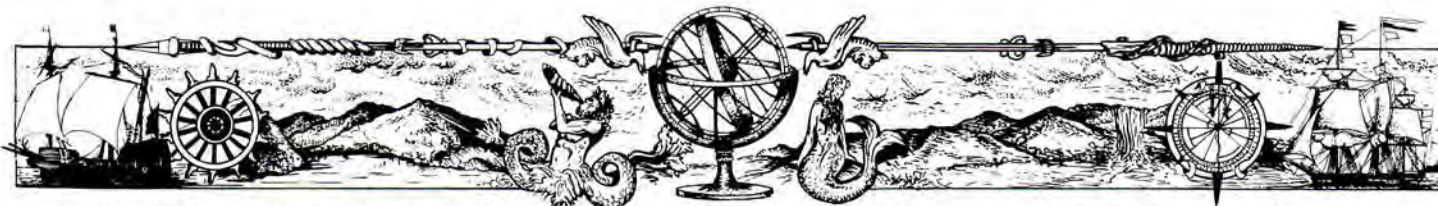
Thumbnail Sketches: Nepal covers some 60,000 square miles of territory south of Tibet and north of Oudh and Tirhut. Its neighbor to the west is Katehar; to the east are Bhutan and Kutch. It is a strange and beautiful country, its southern, level strip called the terai being

tropical, and the highlands with few access routes and four separate mountain regions running from east to west, with both a temperate band and an alpine climate. There are thus three climates and three distinct sorts of flora and fauna in Nepal. Virtually every sort of plant and animal found on the subcontinent will be found in Nepal. Many gaur and gual, plus the wild buffalo, for example, are found in its jungles and forest lands.

The Nepalese are principally of Yellow race with some admixture of the Brown as well as ancient Aryan. They are basically free and tribal, having little to do with the Hindics, save in trading or when they must. A number of Tibetan beliefs have become intermixed in their religious beliefs. Whatever else might be said, the Nepalese are quite honest, good looking, and brave, so their land has remained free for many, many centuries.

All manner of tropical, sub-tropical, temperate, and cold temperate crops are grown in this land, from





bananas and rice, through wheat and tea, to plums and oats. Many of the things now grown are of foreign importation, brought to this remote land and transplanted by the wish of a king who was interested in having diverse foods. See Hind and Sindraj for a complete enumeration of grains, vegetables, spices, and fruits grown. Buffaloes, cattle, sheep, goats, and poultry are raised, and the Nepalese have a type of small riding pony and fierce guard dogs.

Iron, copper, coal, lead, zinc, and sulphur are mined. Building stone and marble is quarried. Sufficient silver and gold is brought forth from Nepal to serve as its principal means of purchasing imports, but considerable quantities of pottery and bricks produced in Nepal also find their way southwards to Hindic markets.

Neustria

Government: Duchy (Sovereign)

Pantheon: Norse (S)

Ruler: Roland

Capital: Caen

Population: 30,000

Other Cities (and populations):

Avranches: 10,000

Cherbourg: 15,000

Lo: 15,000

Coinage: Francian Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Gallic Treaty, Albion (trade).

Hostilities: Brettony, Francia.

Open Warfare/Skirmishing: Occasional on Bretton border.

Intrigues: Albion is promoting a marriage to its royal family in hopes of acquiring Neustria. Brettony is seeking peace in order to promote a union (and acquisition) to counter Francian influence and power. Francian faction at court urges that the duchy be placed under protection of Paris. The duke is intriguing to get Flanders to join with him in a war on Francia. From these and like intrigues a hundred other, lesser plans spring.

Magickal Devices: Neustria possesses the *Theorums Text of Siggin*, the *Bronze Raptor*, and the *Thunderstrike Spear*.

Thumbnail Sketches: The territory of this duchy extends to some 7,000 plus square miles of land including the Channel Islands. It is a wild and rugged place in many parts, with great beauty in its ancient forests, deep ravines, high hills, and rock outcroppings. It has been compared in places to Helvetia. About a third of the state is wild, and therein are still found bears and wolves, stags, boars, and deers, along with all manner of small game. Elsewhere are many towns, temples, and quaint villages of great age.

Originally the home of Keltic tribes, Gauls and then Franks came and intermixed to form a native population. This, in turn, was conquered by colonizing Skands, principally from Norge, and thus an entirely new people arose, the Neustrian. However, over the centuries the people have become Francian (with some Albish culture, too) in all but their faith, and even that bears strong influences of the Greco-Roman Pantheon. The chivalry of Neustria is famed throughout Æropa, and its knights are amongst the bravest and best in the West. The society is very much on the Francian model.

Peasant agriculture produces wheat, barley, oats, and buckwheat

Location: Æropa (Gaul)

Language: Neustrian

Population: 500,000

Flag/Emblem:

Flag: Blue boar's head
crowned silver, on a
golden field.

in cereals. Potatoes, turnips, beets, and various garden vegetables are also grown. Much fodder for livestock is raised, and some hemp is cultivated for cash sale. Many orchards of apple, pear, and plum trees are seen, with cider and Calvados and apple brandies being exported. Bees are widely kept for wax and honey. The mighty percheron destriers of Neustria are world renowned, and their other sorts of horses too are noteworthy. Some fair cattle and sheep are also kept in this land, and poultry and fowls of many varieties are raised for eggs and meat. Fishing is very much a major industry in Neustria. Catches include oysters and lobsters, in addition to many sorts of excellent fish. Timber is harvested carefully, and it is exported in small quantity.

Mining produces some small amount of iron ore. Quarries for slate, granite, and other building stones are very productive.

Other occupations of the state are weaving, dyeing, paper making, glass making, tanning and leather work, and metal work—including weapons and armor.

Nifflen

Government: Republic

Pantheon: Norse (S)

Ruler: Inar Greateaxe, Speaker

Capital: Reykjavik

Population: 20,000

Other Cities (and populations):

None.

Coinage: None.

Important Persons: Nobles, priests, chiefs, etc.

Alliances: Trade with Norge.

Hostilities: None.

Open Warfare/Skirmishing: With several Grossnifflen ships which might lead to hostilities between the two islands.

Intrigues: Send colonists to Jarlesheim and begin a trade route from there to the Skandian peninsula. Other more devious and dark intrigues possible.

Magickal Devices: The only devices known to be in the possession of Nifflen are, fortunately for the folk of this island, the dragonship *Ellide* and *Brakki's Elemental Athenor*.

Thumbnail Sketches: The island of Nifflen is volcanic, and much of it resembles Norge, in that it has glacier-like snow fields and fjords. A little more than a third of the land is habitable, the rest being lakes or unfertile scrub forest (15 percent) and ice and lava barrens (50 percent). About 8 percent of the land is arable, and the rest is silted only for hay meadows or pastures. There are numbers of geysers and hot springs on Nifflen. The long shoreline of the island is frequented by walruses and seals, and an occasional polar bear brought south by ice floe. Reindeer were brought to the island centuries ago, and a small wild herd now inhabits Nifflen. There are also wild dogs here, foxes, some few species of small animals, and birds, including several sorts of water fowl of migratory nature. Reykjavik is the only town, a trading port stop-over on the voyage between the north of Æropa and Vargaard, and its traffic is increasing gradually. Elsewhere in Nifflen there are a few scattered villages and isolated farmsteads. The warm gulfstream current and the (now semi-controlled) volcanoes give the place a climate similar to that of southern Norge.



Volcanoes of three different sorts exist on the island, and their eruptions both enlarge the land and promote disasters unless kept in check. In the past, ash has ruined pastures and made summers cold, so that livestock was virtually wiped out. Magickal control of the element of fire has been most helpful to the islanders in recent times. Many eruptions and outflows have been directed undersea or in the northern barrens, and the livable portion of Niffen is gradually increasing (0.1 percent per annum).

Vikings found Niffen uninhabited around <200, and gradually a port was built up over the next century. Shortly thereafter, the land declared itself a free and independent republic. The original inhabitants were approximately 50 percent Norgians, 30 percent Danes, and 20 percent Svergiens. A few additional colonists have been added, most from Norge, so today the country is absolutely of Skand race, with Norge stock predominating. All people are free, and there is scant delineation between peasant and aristocracy.

Barley plus buckwheat and rye are grown in increasing quantity, so cereals no longer need be imported to feed the population. Root vegetables (potatoes, turnips, etc.), some few sorts of others, rhu-barb, and berries are cultivated for internal consumption. Sheep and cattle are kept, and some few poultry as well. Fishing is very crucial to the existence of Niffen. About 20 percent of the population is engaged in some aspect of its fisheries, and catches include whales, walrus, and seals.

A few mahydrols of considerable size have been found in Niffen. Fair quantities of common opal are mined in Niffen.

Fish, woolen goods and wool, and some small number of handicraft items are the only exports from Niffen, and it needs much in the way of imports, but trading traffic enables this.

Nippon

Government: Empire

Pantheon: Nipponese

Ruler: Mozogo

Capital: Kyoto

Population: 175,000

Other Cities (and populations):

Akamagaseki: 60,000

Edo: 550,000

Fushimi: 45,000

Hakodate: 40,000

Hyogo: 55,000

Matsumae: 40,000

Nagasaki: 50,000

Osaka: 250,000

Shimoda: 100,000

Uraga: 40,000

Yamaguchi: 80,000

Coinage: G: koban; S: rio; C: yen; B: sen; BR: shu; I: bu.

Important Persons: Imperial family, generals, nobles, priests, officials, etc.

Alliances: Liang

Hostilities: Ch'in, Manchuria, Po-hai.

Open Warfare/Skirmishing: Invasion of Po-hai about to get under way, but Liang allies are late in massing for landward attack.

Location: Azir (Islands)

Language: Nipponese

Population: 17,500,000

Flag/Emblem:

Flag: Gold chrysanthemum of 16 petals on a red field.

Intrigues: At least two noble families are conspiring to restore the Shogun protectorate, as the emperor is too active and influential, opposing the Po-hai war plans. Many lesser plots and plans.

Magickal Devices: Besides innumerable minor and moderate items, the Nipponese boast of the sword (katana) *Yodenki*, the *Eversharpness Bag* (for edging their magickal katanas), the *Steelsilk Mulberry*, and the *Allseeing Ocular Discs*. It is thought that they also hold the *Three Thunder Arrows* and the *Wave Chariot-Ship*. Various lesser items are in the possession of nobles.

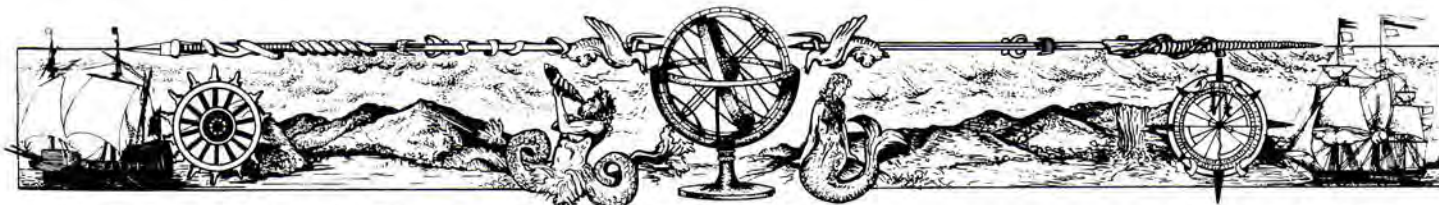
Thumbnail Sketches: The Nipponese Empire is, with one notable exception, an island one, extending from the Kamchatka Peninsula along the chain of the Chishima (Kuriles) Islands in the north to the Ryukyu Islands in the south. It includes hundreds of islands and even more islets, and has a total territory of somewhere between 230,000 and 280,000 square miles, about half of which consists of the home islands (Honshu (Nippon), Kyushu, Shikoku, Hokkaido, and Karefuto).

Mainland flora and fauna are sub-arctic, with dense forests of conifers, and bears, reindeer, wolves, walrus, sea lions, sea otters, etc. Then, in the northern portion of the islands, the slightly more moderate climate changes the vegetation a little, and deer, wild pigs, foxes, sables, otters, and more small game exist, with much wild fowl, and rivers filled with salmon and other fish. The main islands have some wild lands and forests, and in them are found two species of bear (one the ferocious brown bear similar to Vargaard's *Ursus horribilis*, boars, stags, wild dogs, small game, and in the waters the dreaded giant salamander.

The islands of Nippon are a place of mountains and volcanoes, valleys and small plains, abundant rivers and beautiful little lakes, waterfalls and mineral springs, much loved by its people. Nippon is sometimes called the "Land of Twenty-Seven Volcanoes" by its nobles. The greatest of the volcanic mountains is Fuji-san, and this and others of the natural beauties of the land are portrayed in all art forms of the Nipponese; so too the temple gates, gardens, and shrines. The land is filled with suchlike, and gardening of a most unusual nature, where rock and nature and artifice are harmoniously intermixed, makes the whole altogether unique and most captivating.

The climate is varied, of course, because of the thousand-mile stretch of the empire. It is generally favorable and pleasant, although in the autumn season tai-fus—similar to Atlantic Ocean hurricanes—sometimes strike. Volcanic eruptions are infrequent, save on the peninsular mainland holding*, but earthquakes plague Nippon, and the emperor is reputed to be seeking magickal surcease from these disturbances.

The people of this nation are of the Yellow race, but they are distinct from their neighbors, including those of Po-hai and Ch'in. Aside from small groups of aborigines in the north (Ainus, et al.), the Nipponese are a homogeneous population, and mere handfuls of other peoples dwell on their island homelands. Their stature is similar to the former, and much of their culture comes initially from the latter, but the Nipponese have developed and refined all things to become singularly their own. The pictographic writing they employ is based on the Chinsungese, as is so much of their dress, habits, etc., but the two are hardly recognizable as being related. Above all, etiquette is important in Nippon. Everything done has its ceremony or proper course of actions. This is seen in gardening, poetry (the haiku, for example),



painting, sculpture, bronze work, lacquer work, ivory and wood carving, and even in its ceramics and porcelains.

This is not to suggest that the people are staid. They do follow rigid customs, but they have a great sense of humor and of fun. Detail in all things is paramount in the land. All the folk seem to have a great sense of honor and place. Typically, the lower classes are frugal, enduring, obedient, and dedicated. The upper classes are frugal to a lesser extent, but to the other virtues add altruism. Service to the emperor is considered loyalty to Nippon, then comes service to one's lord, family, community, etc.

Slavery is unknown in Nippon, but 60 percent of the people are of what can only be considered serf status, and another 20 percent or more are of peasant class. A new, small middle class exists, being comprised of artisans, a few large landowners, officials, and proprietors-merchants. The aristocracy consists of the warrior families (*samurai*), nobles, and the imperial family at the pinnacle. Once "warrior" was synonymous with "educated," but today it is recognized that the two are often contradictory, albeit not necessarily so if the former has mental facilities as great as physical prowess. In this regard, the scholar is expected to stand somewhere high in the freeman class soon.

The educated Nipponese are ardent in their pursuit of the games of "go" and *shogi*, their national variety of chess (and one to which this writer must grant a marked superiority over most forms of that game). Most of the people, though, are confined to toll and simpler pastimes and entertainments. Fully 65 percent of the populace cultivate the land or fish.

Major crops are rice, barley, rye, wheat, millet, beans, buckwheat, tea, rapeseed (for oil), sugar cane, cotton, hemp, tobacco, indigo, sweet potatoes, and potatoes. Many sorts of vegetables are grown in this land, including huge varieties of radishes which weigh pounds. Mulberry for silk is a major undertaking. Fruit includes many sorts of berries and orchards of peach, plum, cherry, and orange. Livestock consists of swine, poultry, sheep, goats, and cattle in small numbers. Horses are of poor sort, most unfit for cavalry use in any form, and the emperor is seeking to improve the stock of horses in the land by importation of larger ones from the Hindic lands. Fishing is important to this island people. The seas yield all manner of fish, crustaceans, and mollusks, and these are a major part of the diet of all classes in Nippon. The northern waters yield marine mammals, while the peninsular holdings of the empire bring huge harvests of salmon.

Copper is quite abundant in the isles of Nippon, and is also taken from the mainland peninsula (Kamchatka) where amber, mercury, iron, sulphur, and ochre also is pursued. Other yields are coal, lead, tin, silver, gold, manganese, antimony, and naphtha. Mining for jade (jadite), opal, topaz, rock crystal, and agate produces some results. From the southern seas Nippon gains pearls and precious coral

*Strange reports of a wide, volcanically heated peninsular heartland valley filled with lush vegetation, fantastic beasts, and many precious minerals, the whole ruled by a people of most exotic sort, must be mentioned in passing, for this can only be a tall tale told to amuse and astound credulous listeners.

Norge

Government: Kingdom
Pantheon: Norse (S)

Location: Æropa
Language: Skandian

Ruler: Harald IV

Capital: Oslo

Population: 55,000

Other Cities (and populations):

Bergen: 20,000

Tonsberg: 10,000

Trondheim: 15,000

Coinage: Skandian Standard.

Important Persons: Various jarls, priests, officials, etc.

Alliances: Niffien (trade).

Hostilities: Danmark, Svergie.

Open Warfare/Skirmishing: Raiding as usual, but nothing serious.

Intrigues: Uncertain at this time.

Magickal Devices: Norge's principal magickal device is the *Gray Cape of Niffleheim*. It is certain that the Crown and others in power in the state have various moderately strong items and minor sorts, too.

Thumbnail Sketches: The country covers some 120,000 square miles of territory along the western portion of the Skandian Peninsula. Its mountains, glaciers, and fjords are justly famous for their beauty. Much of the land, over 60 percent, is icy and relatively barren, but vast tracts of pine and fir forest grow in Norge. There are bears, wolves, the great lynx, elk reindeer, and deer found there, as well as other sorts of small game. About 25 percent of the area is of grazing or cultivated land.

The sport of sking, now spreading into many parts of Æropa, originated in this country.

The Vikings of Norge are known in all parts of Ærth, and they actually travelled and raided over almost a quarter of its surface—as some few still do as pirates today. Such warrior folk settled Niffien, Grossniffien, and Jarleshein in Vargaard, as well as having footholds in many other places for some time (the Avillonian Isles, Neustria, Mauretania, and Naples). They represent the epitome of the northern branch of the White race, being virtually unmixed with any other people within their homeland. Slavery and bondage are lawful but very rare in the state. Children of slaves are born as free. The peasant class in Norge is free and not only may, but is expected to, bear arms. Most concerned with agriculture own their own land. Thin lines separate the classes, although that between the simple laborer and the noble is clear. In the lower class, light armor, shield, medium (self) bow, and spear (or polearm) are typical armament. In the middle class, the armor is better, and the crossbow and axe replace bow and spear. The highest class warriors are suited in chain and plate, and many are mounted, albeit on modest steeds of charger sort. They ply the arms typical of Æropan chivalry.

In southern valleys and lowlands, crops of rye, barley, oats, and wheat are grown. Potatoes and turnips are the chief root crops. Some other vegetables, berries, and hardy fruits are grown. Livestock includes draft oxen, cattle, sheep, poultry, and horses in small number. Fishing is a major activity of the Norgians, as is the hunting of walruses, seals, and whales.

Numbers of mines have recently been opened in the state, and the wealth of the minerals taken is considerable. Silver, copper, nickle, iron, lead, zinc, lodestone, petroleum, and coal are produced. Small quantities of moderate to large gem-quality peridots are found in Norge. Yields of good to excellent sunstones (syenites), including



some of transparent sort, are reported. Quarrying produces good granite, marble, and other building stone.

Timber, fish, fur, and metals and metal work are the principal exports of Norge.

Nova Scotia

Government: Colonial*

Pantheon: Keltic

Ruler: Marquis Trahern

Capital: Avillonla

Population: 5,000

Other Cities (and populations):

None.

Coinage: None.

Important Persons: The Great Druid of Nova Scotia, court officials, priests, lairds, elders, etc.

Alliances: Grossniffen (trade).

Hostilities: Jarlesheim.

Open Warfare/Skirmishing: Counter-raiding southern borders to drive off warbands of Jarlsheimers and natives.

Intrigues: Uncertain, but possibly regarding a Grossniffen alliance and new overlord to move colony southwards.

Magickal Devices: It is doubtful that a major object is in possession of this state.

Thumbnail Sketches: As with all remote lands, our information regarding Nova Scotia is scanty. The Albish are expected to pub-

Location: Vargaard

Language: Keltic dialect

Population: 30,000

Flag/Emblem:

Flag: Five white crowns on a green field.

lish a work on this state in the near future, and we will make relevant portions available to the interested readership as soon as that event occurs.

Mines and quarries in Nova Scotian territory produce very small amounts of gold, coal, copper, manganese, bloodstone, building stones (including very superior limestones and granites), clay, tourmaline, and beryl. However, this production might increase if more of the folk of this distant land pursue such activity. So say merchants who have received such metals and minerals in trade.

*A colony of Hibernia which has attracted settlers from Albion, Cymru, Caledonia, and even Lyonesse. It sends goods back to Hibernia in tax payment. There has been a scarcity of new colonists, so it is now asking for Bretons, Flandersmen, or even non-Kells.

Numidia

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Cæsar Felix Valerion

Capital: Cirta

Population: 85,000

Other Cities (and populations):

Cæsarea: 60,000

Timgad: 25,000

Coinage: Italic Standard.

Important Persons: Officials, priests, nobles, etc.

Location: Afrik

Language: Latin dialect

Population: 1,000,000

Flag/Emblem:

Flag: A black eagle rising on a white bend on a red field.

Alliances: Western Seas Alliance, Rome.

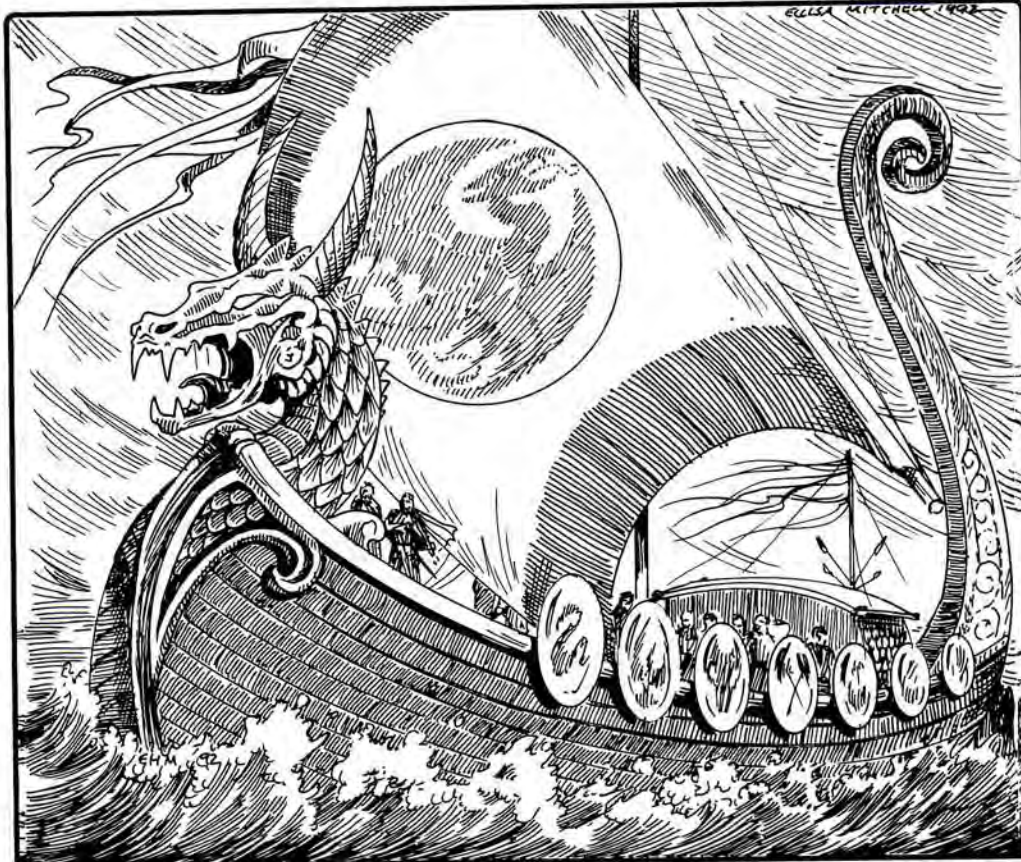
Hostilities: Carthage, Mauretania.

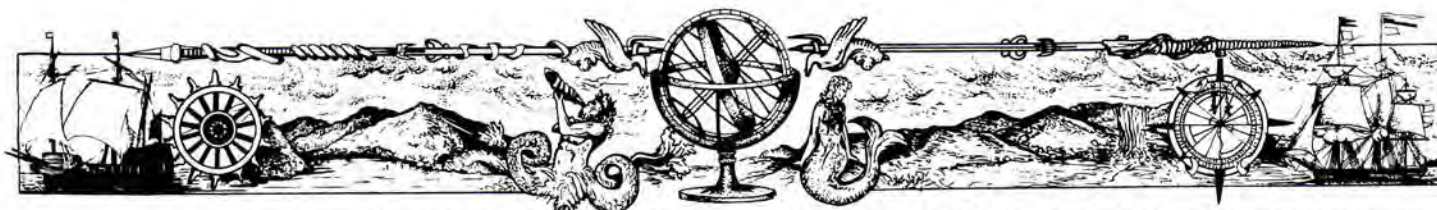
Open Warfare/Skirmishing: With desert nomads to the south at this time, but some action against either Mauretania or Carthage expected soon.

Intrigues: Numidia still feels strong ties to Rome, and it seems possible that Cæsar Valerion is, as rumored, in secret negotiations with the Italics regarding an invasion of Carthage. Many plots, intrigues, etc.

Magickal Devices: The Crown has the *Flute of Cargale*, the *Codex of Supernatural Fonts*, and *Therri's Irresistible Attractor*. It is also known that some quantity of moderate and minor magickal devices are held in various places in Numidia.

Thumbnail Sketches: The kingdom extends over a bit more than 50,000 square miles of territory, some mountainous and semi-arid to the south, but much of Numidia being coastal plane and plateau. It has much forest and wildland, with flora and fauna similar to that of Mauretania (q.v.).





It is very much an Italic state, for during the long wars with the Phoenecians and Atlantl, the place was used as a Roman base. Many colonists came to the region, and their influence proved to be lasting. The populace is a mixture of Berber and Italic peoples, with a leavening of Phoenecians and Hellenes, too, plus the absorption of Teutonic invaders from the tumultuous times around the Fall. Although the folk resemble physically somewhat the Mauretanians, their temper and society is considerably different—even the Berber peoples of the highlands and of semi-nomadic sort were affected, for they mixed with wild Teutonic folk but were most influenced by the Roman overlordship. Although there is not a typically Italic structure, the classes have a more Æropan style, with the tribal folk being the lower tiers of the freeman class. The military force of the state thus more closely resembles one of Æropa than Afrik.

The economy of Numidia is based on trade, industry, and agriculture, and the Crown is constantly struggling against the piracy and banditry of its neighbors. Much of its difficulty being fomented by Carthage.

For other details, however, consult the Thumbnail Sketches given for Mauretania, as the agriculture, livestock, and minerals of Numidia are basically the same as for that state.

Ophir

Government: Sultanate (Kingdom)

Pantheon: Babylonian

Ruler: Shedad XI

Capital: Muskat

Population: 70,000

Other Cities (and populations):

Dubai: 100,000

Juala: 20,000

Salala: 15,000

Suhar: 40,000

Coinage: Babylonian Standard.

Important Persons: Amirs, priests, nobles, officials, sheiks, etc.

Alliances: Palu-Ea.

Hostilities: Farz, Sindraj.

Open Warfare/Skirmishing: Tribal skirmishing with Yarbans; sea raiding of enemy shipping.

Intrigues: Generally concerning palace and local politics.

Magickal Devices: Ophir has *Raygul's Multicausal Reagents*, the *Key of Escape*, the *Storm Eye*, and the *Intangible Hooks of Khoud*.

Thumbnail Sketches: The lands of the Sultan extend to include some 150,000 or more square miles of the southeastern portion of the Yarban Peninsula. The climate is mostly hot and humid, and unlike many other portions of the peninsula, Ophir's territories are relatively well watered and fertile in the extreme. However, fully two-thirds of the land is wild forests or scrub, and therein such game as leopards, wild dogs, wild camels, antelopes, gazelles, wild goats, wild asses, and other smaller creatures are found. Elsewhere, the civilization of this area is evident in its castles, cities, and other architecture and institutions.

The state is an old one, and its folk are Musyarbans of mostly settled sort, save those dwelling along the western edge of the land near the Golden Desert. (Compare Nejd, above.) Thus there is not accord

Location: Azir

Language: Sumerian

Population: 2,000,000

Flag/Emblem:

Flag: A wheel of six crescents of alternating gold and silver on a green field.

between Ophir and Nejd (q.v.). The two have similar social structures nonetheless. However, settled aristocratic warriors similar to Æropan knights, plus a gentry-type warrior, replace most of the tribal fighting men as the low upper or highest middle tier of the society.

Agriculture is sufficient to produce considerable surpluses in many crops. The major grains are wheat, barley, maize, millet, and durra (sorghum). Vegetables of many sorts, including melons, cucumbers, carrots, radishes, potatoes, onions, and leeks, are gardenized. Sesame, coffee, khat, hemp, tobacco, cotton, henna, sugar cane, saffron, roses, jasmine, lavender and other aromatics, as well as herbs, are grown. Fruit and nut orchards and groves provide dates, figs, apricots, peaches, almonds, carobs, bananas, pomegranates, oranges, lemons, limes, quinces, and recently introduced tangerines and grapefruit. Livestock consists of camels, horses of fair sort, sheep, goats, cattle, and poultry. Fishing is very important, and excess catches are dried and exported.

Mineral wealth of this land includes salt, naphtha, and small yields of gold and copper. Stone for building is plentiful. Pearls of very fine sort are taken in large quantities from the seas.

Ostria

Government: Archduchy

Pantheon: Norse (T)

Ruler: Rudolph III

Capital: Vienna

Population: 150,000

Other Cities (and populations):

Gyor: 15,000

Linz: 10,000

Passau: 15,000

Salzburg: 20,000

Szombathely: 10,000

Wiener-Neustadt: 20,000

Coinage: Germanic Standard.

Important Persons: Markgrafs of Sorpon, Vas, and Zala, other nobles, priests, officials, etc.

Alliances: Cardinalian League, Carinthia.

Hostilities: None at present.

Open Warfare/Skirmishing: None.

Intrigues: Union with Carinthia to form a "high German" kingdom. Faction urging war with Lombardy over Tyrolean territories once Ostrian. German faction urging marriage and vassalage to Munich. Many other plans and intrigues in Vienna.

Magickal Devices: The duke is said to have *Zastig's Inverted Pyramid*, the *Petition Unfalling Scroll*, and the *Eighteves Ring* from pre-Ostrian times. Various minor items are held by the nobility and priesthood of the state.

Thumbnail Sketches: The duchy covers some 17,000 square miles or so of territory in the central portion of Æropa, with Germania and Lombardy to the west, Carinthia to the south, Magyaria and Moravia to the east, and Bohemia to the north. It is a mountain-ringed land, one of the most mountainous of the continent, with a central plain of rivers, the Danube being the principal one. Fully a third of the land is forested, with bears, boars, wolves, stags, great lynxes, wild goats (chamois), and all manner of smaller game therein. The mountain scenery is lovely, but the upper course of the Danube, with its drop of

Location: Æropa

Language: Deutsch

Population: 2,750,000

Flag/Emblem:

Flag: Black eagle displayed on a gold field.



more than 400 feet when it reaches the wonderful city of Vienna, is truly breathtaking. The cities of this land are too sufficiently renowned and detailed elsewhere to require further addition in this brief survey.

The original inhabitants of ancient Ostria, the Kells, were driven out or absorbed by the Teutonic invaders who came during the time of the Fall. The resulting people are basically unchanged today, although some influences from the Italics, Magyars, and Bohemians can be seen. The social structure is typical of a feudal state, and the Ostrian knighthood and nobility is justly famous. Many of the peasantry are freemen and small landowners though, and the middle class is larger than usual, for arts are encouraged in the duchy.

Agriculture produces fine crops of wheat, barley, oats, rye, maize, hops, turnips, sugarbeets, tobacco, potatoes, hemp, and flax. Berries and garden vegetables are raised so as to provide export, too. Vineyards produce a good variety of wines, some reds of more than modest quality. Orchards are principally of apple, pear, plum, cherry, chestnut, walnut, and hazelnut. The chargers and riding steeds of Ostria are everywhere recognized as amongst the finest. Other livestock includes milk and beef cattle, sheep, swine, mules, asses, goats, and poultry. Beekeeping is generally practiced for pollination and for the yield of honey and wax. Considerable quantities of both hardwoods and conifers are harvested annually. Wood is exported, and Ostrian paper is of high quality.

Mining is the chief wealth of the duchy after agriculture. Iron, copper, lead, manganese, bauxite, graphite, coal, salt, lignite coal, and petroleum are produced. Quarrying for slate and other building stone is also worthwhile. Garnets of good quality—including fine ones of green color—but in small number, are mined in Ostria.

Oudh

Government: Maharajate (Empire)

Pantheon: Hindic

Ruler: Jodghazi II

Capital: Lucknow

Population: 90,000

Other Cities (and populations):

Agra: 80,000

Cawnpore: 175,000

Rampur: 50,000

Coinage: Hindic Standard.

Important Persons: Rajah of Rohilkband, princes, officials, priests, nobles, etc.

Alliances: Kashmir.

Hostilities: Bihar, Delhi, Hind, Nepal, Sindraj.

Open Warfare/Skirmishing: Minor warfare on the western (Delhi) border, some little skirmishing versus Hind posts.

Intrigues: Alliance with Bengal to crush and absorb between them Bihar, Kara, and Tirhut. Many and devious plots and intrigues in addition.

Magickal Devices: Oudh possesses certain very great items including one of the *Twin Rubies of Kali* and the *Arms of the Rakshasas*. It also is thought to have a considerable arsenal of moderate and minor items.

Thumbnail Sketches: Oudh's territory covers some 75,000 square miles of very fertile and productive land. It is well watered and has thick forests covering a bit under 25 percent of its area, for the population of the state is quite high. Nonetheless, all manner of big

Location: Azir (Hindic Subcontinent)

Language: Hindic

Population: 7,000,000

Flag/Emblem:

Flag: Elephant passant, holding aloft in its trunk a gold mace, on a red field.

and small game is found in Oudh. Most cultivation is in the great plain of Rohilkhand, through which many rivers, including the Ganges, flow. The upper course of the Ganges, the great holy river of the Hindic faith, makes Oudh a place filled with pilgrims and the faithful, most either on their way to the headwaters of the Ganges and the Temple Mountain (in Katehar) or going downstream to the holy city of Benares (Varanasi) in neighboring Kara. However, Cawnpore boasts of what might be one of the Twelve Wonders of Ærth, the Mountain Spire of Siva. This is a temple of hexagonal shape rising in tiers, built on an artificial hill which gradually slopes upwards to a height of 20 feet and is mounted by six flights of broad steps. The first level of the temple is some 120 feet across, 30 feet high, the second 90 feet across and 40 feet high, the third 60 feet by 50 feet, and the last is crowned by a hexagonal spire tapering upwards for 60 feet. Gardens and reflecting pools surround the whole area, so that it is of great beauty to all senses to behold. It, of course, competes with the architectural wonder found near the fortress city of Agra, the Taj Mahal built by Belbar, the chief of the Babylonian-Yarban conquerors.

As with most of the Hindic Subcontinent, Oudh was initially a realm of mixed Aryan and Hindic (Brown) race with a strict caste system. The invasion of the Babylonians has changed the society to some extent, and now caste is of but secondary importance. Oudh maintains a moderate-sized army of regulars and levied forces because of raiding and threats in the border areas.

Agricultural labor produces crops of wheat, pulses (Graham *et al.*), rice, millet, and barley. Sugar cane, indigo, and cotton are also important, and some small amounts of tobacco and tea are raised. Vegetables and fruits are typical of the region. Draft work is principally by oxen and buffaloes. Some few cattle, goats, and poultry are kept, although many of the folk of the land are still vegetarians. Good harvests of valuable wood are had annually from the forest lands. Mining operations yield minor amounts of iron, copper, lead, and gypsum. Quarries produce slate and building stone.

The strategic location of this state, sited on the Ganges, Jemmu, and other rivers, places it as a commercial power, and from tariffs and trade comes the wealth of Oudh.

Panay Sulu

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Sigong Bangutra

Capital: Zamboanga

Population: 25,000

Other Cities (and populations):

Iloilo: 15,000

Coinage: None.

Important Persons: Nobles, chiefs, officials, priests, etc.

Alliances: None.

Hostilities: Islands filled with savage and hostile tribes.

Open Warfare/Skirmishing: Continual skirmish-type warfare being fought to expand territory of state into tribal areas.

Intrigues: Unknown.

Magickal Devices: Only a single item of unusual power is known to be possessed in Panay Sulu, the strange suit of *Silver Barracuda Armor*.

Thumbnail Sketches: Very little solid information is available

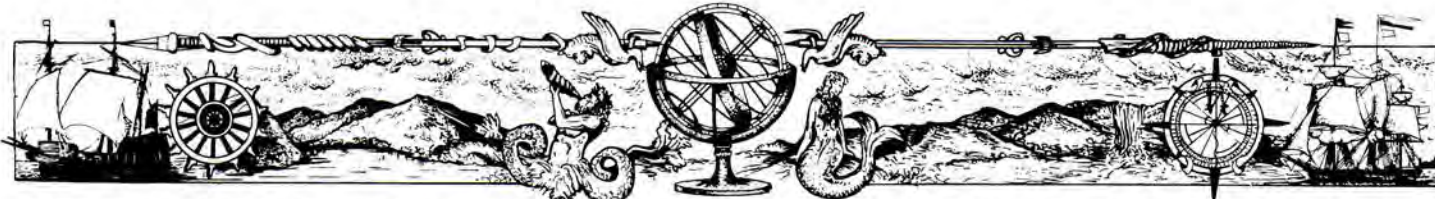
Location: Azir (Islands)

Language: Malayan dialect

Population: 2,500,000

Flag/Emblem:

Flag: Crossed falchions on a red field.



regarding this island state in the southern Titanic Ocean. It is reported that the folk are of native Brown racial tribes now intermixed with Yellow Azirians from Sung and Indochina, Maylayians, and various Hindics. It is a barbaric and piratical place, but we hope to have more details in short order as explorers return and give written, well-documented accounts.

This island nation exports some quantities of precious coral and pearls, but we cannot say what its other commodities might be.

Parthia

Government: Kingdom

Pantheon: Persian

Ruler: Shah Arsaces XXI

Capital: Gurgan

Population: 55,000

Other Cities (and populations):

Qom: 15,000

Ray: 150,000

Sari: 35,000

Coinage: Persian Standard.

Important Persons: Emirs, priests, officials, etc.

Alliances: Fraz, Khwarizm.

Hostilities: Babylonia, Bactrokush, Scythia.

Open Warfare/Skirmishing: Heavy local fighting on Babylonian front, but otherwise relatively quiet.

Intrigues: Assassination of Shah and placement of a Palu-Ea member on the throne. Khazirian seapower aid sought by bribery to cut off Scythian sea trade. Many and varied plans, plots, and intrigues.

Magickal Devices: The possession of the *Machina Arcanum*, *Khayyam's Versal Jewels*, and the *Cleaver of Mountains* has assured both sovereignty and prosperity to Parthia for many centuries.

Thumbnail Sketches: Parthia covers some 100,000 square miles of land on the southern and southeastern end of the Caspian Bay of the Mare Ostrum. It includes the Elbruz Mountains there, the plateau south, on which the city of Ray is built, runs along the great Dasht-i-Kavir Desert (now made far less hostile through canal work, planting, and Heka-induced precipitation), and then curves north and northwest along the Kara Kum drylands, finally to take in the port of Kum Dag. Much of the land is forest, rocky waste, and scrub. There are tigers, leopards, and all manner of other big and small game therein. (See Khwarizm for a more detailed listing of typical fauna.) The main watercourses are the rivers, streams, and canals feeding the Shur Shah Uzan in the west and the Gorgan in the east. These channel systems assure that the salt marshes will dwindle and supply fresh water for irrigation, while also providing arteries for barge and boat traffic.

Location: Azir

Language: Parsi dialect

Population: 1,500,000

Flag/Emblem:

Flag: Bow drawn and corded with a gold arrow barbed red, on a green field.

The Aryan nomads known as Parthians were lords of a considerable empire prior to the time of the Fall, but resurgence of Babylonian power, and waves of other nomads (Mongols, Tartars, Turks, etc.), reduced their holdings to the present state. The inhabitants are of typical White race sort, but much intermixed with many other nationalities so as to form an intermediate sort between the two which is quite strong, good-looking, and able. About a quarter of the folk are still semi- or fully nomadic herders, the remainder settled agriculturalists and city dwellers. The social structure has the three typical divisions. Aristocrats are fairly numerous, and the peasants are free, by and large. Some are tenants, a few in serf status, and some 2 percent of the populace is bound due to criminal activity or debt. Parthian cavalry is still highly rated, the majority being but moderately armored but plying deadly medium composite bows. No more than 10 percent of the full military force fielded is now horsed, but the infantry is solid and contains good contingents of bowmen.

Agriculture is very much the same as in Khwarizm (q.v.). Fishing is very crucial to the state, and timber is important. Mining produces much nickle and salt, some silver, copper, and iron. Coal is taken in fair quantity. Quarrying produces alabaster, fair marble, soapstone, and much building stone.

Phillistia (Ægypt)

Government: Military Province

Pantheon: Ægyptian

Ruler: Gov. Gen. Zigith

Capital: Qerar

Population: 25,000

Other Cities (and populations):

Gath: 20,000

Maghara: 10,000

Location: Azir (Sinai Peninsula)

Language: Ægyptian

Population: 350,000

Flag/Emblem:

Flag: White skull wreathed in red flames, on a black field. (Military banner only.)

Emblem: Lion breathing flames.





Raphia: 10,000

Serbat: 15,000

Coinage: None.

Important Persons: Shakes of cities and towns, priests, military officers.

Alliances: Province (march) of Ægypt.

Hostilities: Shamash, Yarbay.

Open Warfare/Skirmishing: Continual skirmishing on borders, but full-scale warfare only possible upon Pharaonic command or enemy attack.

Intrigues: Other than intrastate and personal quite unlikely.

Magickal Devices: The spear *Ragahgol* is reputed to be the most potent weapon of military combat possessed by the Phillistines. With it is the shield called *Megath*.

Thumbnail Sketches: See Ægypt for more details. Although the area of this land is the size of the Avillonian of Hibernia, it is so barren as to be strained in supporting a population of one-tenth that nation's own. The population of the Sinai is composed of 80 percent Phillistines, 20 percent others (mostly Shedrans and Ægyptians of hardiest sort) of most warlike nature, greatly opposed to the neighboring Shamish and Yarban peoples since ancient times. Some Phillistines have drifted westwards into the region of the Nylle River delta, but most remain in the harsh land they have been settled in for nearly 3,000 ans (years). Because of this, they have willingly served and are likewise supported by their Ægyptian overlords.

There are few resources on the peninsula, save for copper, turquoise, and iron mines—and some small amount of petroleum recently discovered there. The inhabitants earn a precarious living through herding, some small amount of agriculture, fishing, trade and mercantile pursuits, and their capacity with arms.

Phrygia

Government: Kingdom

Pantheon: Greco-Roman (Q)

Ruler: Gymedis XXI

Capital: Ancyra

Population: 75,000

Other Cities (and populations):

Arabissos: 15,000

Elektros: 10,000

Incesu: 15,000

Sebastea: 30,000

Taviun: 15,000

Coinage: Grecian Standard.

Important Persons: Prince Mydas (heir apparent), priests, nobles, etc.

Alliances: Hellenic League.

Hostilities: Hasur, Medis, Trebizond.

Open Warfare/Skirmishing: Minor skirmishing with Trebizondians over Elektros territory (which is vital to Phrygia as an outlet to the Mare Ostrum. Some locally stiff fights with Median tribal raiders.

Intrigues: Unknown at this time.

Magickal Devices: The Crown has the *Æther Engine*, the *Salver of Olean*, and at least three of the *Nine Phoenix Scrolls*.

Thumbnail Sketches: Covering almost 70,000 square miles, Phrygia is the largest state of Anatolia. It is generally a high, broken plateau and has many mountains, valleys, and much rugged terrain of lonely

Location: Azir (Near)

Language: Greek

Population: 2,500,000

Flag/Emblem:

Flag: A roundel counter-colored on a field parted per pale red and gold.

and forlorn aspect. Half or more of the country is forested or wild and generally uninhabited, and such game as bears, wolves, maneless lions, boars, etc., will be found in numbers in such regions. It is a place of ancient cities, and of ruins older than those of Achæa, some cyclopean remains quite unidentifiable even by the most powerful methods of modern Heka. Ancyra, the Phrygian capital, is a place filled with temples, monuments, and great antiquities.

Considerable caravan traffic passes into the state, but lacking any good port, Phrygia loses much of the valuable sea trade enjoyed by Sinope and Trebizond (qq.v.), most of the kingdom's business of this sort currently passing to Sinope via Amysos or to Byzantium.

The most ancient folk were akin to the Grecians, and despite many invasions and conquests, beginning with Lydia, it has retained its Hellenistic heritage, albeit differing in some aspects from that of the Achæans, Macedonians, etc. After the new Babylonian incursion (Median-Shamish-Yarban) wrested it from the Byzantine Empire, Phrygia remained vassal to the Eastern conquerors for only a few decades before freeing itself (with aid from Trebizond and Hasur, who still hold territory claimed by the Crown). The social structure of the state is one permitting slavery but not encouraging it, so most peasant class folk are free agriculturalists, laborers, etc. The middle class is of typical sort, as is the upper.

Agriculture is typical of the whole of Anatolia, with cereals (wheat, barley, rye) providing for population needs and some export. Cash crops include excellent tobacco, cotton, hemp, poppies, jute, flax, and roses. Mulberries for silkworm cultivation are grown. Vines produce grapes and wine. Many sorts of fruit orchards are seen, including apple, pear, plum, and cherry. The wool and mohair of the sheep and goats of the state are commodities much in demand, whether spun as yarn or into cloth. Some horses, cattle, swine, mules, and asses, as well as poultry, are raised.

Fishing is of small importance, but timber operations are quite profitable to Phrygia, and both hardwoods and conifers are harvested annually for lumber, tanning, and pulp.

Mineral production in the state is very profitable. Silver and iron are taken in quantity, and also copper, coal, lead, manganese, salt and alum. Some marble and much building and paving stone is quarried. Phrygian mines also produce carnelian and some small quantity of gem-quality spinel. All of the meershaum of Ærth is brought forth from Phrygia, and this is a principal export of the state.

Pohjola

Government: Kingdom

Pantheon: Kalevalan

Ruler: Queen Smauhl

Capital: Lokka

Population: 20,000+

Other Cities (and populations):

None known*.

Coinage: G: louhi (any other kinds accepted).

Important Persons: Unknown.

Alliances: Doubtful, although possible Lapp and Finn connections rumored.

Hostilities: Kalevala, all others to lesser extent.

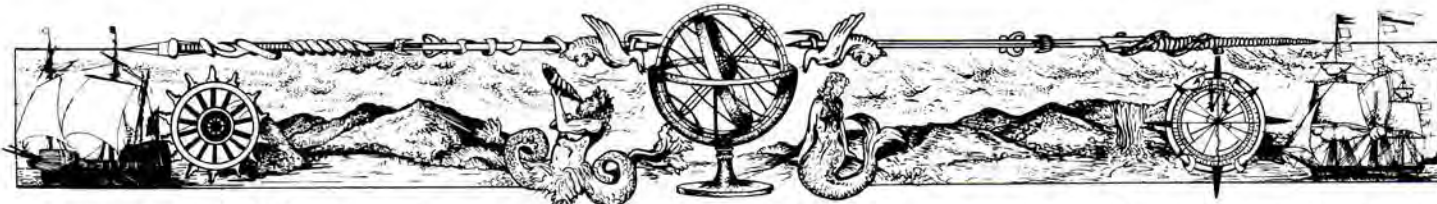
Location: Æropa

Language: Soumi dialect

Population: Unknown
(estimated 250,000+)

Flag/Emblem:

Flag: A silver foxhead on a field of blue ice and scarlet flames.



Open Warfare/Skirmishing: None at present, save of insidious, magickal sort.

Intrigues: Very certainly, but nature can only be guessed at currently. An expansion southwards is definitely desired by Pohjola.

Magickal Devices: It is known that this state holds the *Sampo of the Netherspheres*, but it has carefully guarded the nature of any other of its magickal devices.

Thumbnail Sketches: This icy land lies north of Lappia and is thought to be of some 100,000 square miles extent. Because of its location and the nature of its government and people, we know virtually nothing else about Pohjola. We can conjecture an oppressive state with an economy similar to that of Lappia, augmented by fishing, and the taking of whales, walrus, seals, etc. Readers aware of any reliable sources of information regarding this place are requested to contact us so that future publication can be arranged.

*Pohjola is the only state which is known to comprise both above-ground and Subterranean Ærth portions. The island has multiple entrances to extensive spaces below it and possibly radiating out beyond its surface to under-ocean areas.

Po-hai

Government: Kingdom

Pantheon: Chinsungese

Ruler: Chu'mying Wang

Capital: Keljo

Population: 850,000

Other Cities (and populations):

Chin-chou: 65,000

Feng-tien (Mukden): 80,000

Fusan: 130,000

Lüta: 50,000

Pyongyang: 70,000

Coinage: Ch'in Standard.

Important Persons: Princes of Jilin and Liaoling, Duke of Liaodong, generals, priests, officials, nobles, etc.

Alliances: Ch'in.

Hostilities: Liang, Manchuria, Nippon.

Open Warfare/Skirmishing: Sea skirmishes with Nipponese, on land against the Liangese.

Intrigues: Treating with Manchuria to form alliance which will strengthen the state against the Nipponese-Liangese—and at the same time allow opportunity to become master of Manchuria. There are many palace plots and other intrigues, too, of course.

Magickal Devices: This state has managed to retain independence through its possession of the *Seven Precious Branch*, the *Celestial Carp*, and the *Sunsource Scroll of Sinanju*. There are also some number of intermediate and minor items held by Po-hai.

Thumbnail Sketches: Peninsular (Hahn) Po-hai covers some 70,000 square miles, with mainland territory adding another 100,000 to the whole. Despite its extensive size, however, the kingdom is not particularly wealthy, save in its gold, nor powerful, save in its willingness to take the field against all comers. The Chinese support it because it is an excellent buffer between them and their northern and eastern (Nipponese) foes.

Location: Azir

Language: Chinese dialect

Population: 12,500,000

Flag/Emblem:

Flag: A roundel of red and gold divided by an "S" curve, to form a Yang and Yin circle on a field parted per pale of reverse colors.

Po-hai is mostly a mountainous land, with only some 15 percent plains. Much of those (in Liaoning) exude salt, but experiments with saline-consuming ground vegetation are being undertaken to try to make such land productive. The 60 percent of the country which is wilderness is mostly covered with forests and scrub in which huge and ferocious tigers prowl, along with leopards, bears, boars, many sorts of deer and antelopes, and other small game. Numerous large and small birds are likewise found there and along the coasts of the country. The Hahn Peninsula's southern and western coast is sprinkled with 200 or more islands and islets. Despite all, it is not a particularly lovely land, and its northern portions are quite inhospitable in the cold months and are sparsely populated accordingly. The architecture of Po-hai is heavily influenced by Ch'in, but it is more solid and less beautiful in the most part. Its cities too are very much like those of the empire to the west. Kaisōng, for instance, is both a typical Po-haian city and a first-rate example of a walled town.

The people of Po-hai have melded into a homogeneous sort, distinct from Chinese and Nipponese, and somewhat resembling the ancient Korean, with a hint of their Ch'in and Mongol admixture, but not being as large as the northern Chinese of the far western portion of that state. Peasants are mostly small landowners and make up 80 percent of the population. They serve as stolid but brave infantry in the army when called forth to make war. The middle class of Po-hai is comprised of traders and proprietors, merchants, the large landowners, etc. Its aristocratic class is similar to the Ch'in mandarin one, with nobility included. The people are very fond of their own variety of Chinsungese chess, various other board games (dignitaries, etc.), and kite flying. They drink more alcohol than their neighbors in Ch'in but gamble less.

Crops of rice, wheat, millet, barley, maize, oats, rye, sweet potatoes, beans, potatoes, peas, tobacco, cotton, mulberry (for silk), hemp, and indigo are grown. Gardening produces many kinds of vegetables and root crops. Orchards yield persimmons, walnuts, chestnuts, pears, peaches, and plums of fair sort. Livestock is mostly confined to swine, fowl, oxen (of a lovely red sort), and sturdy working ponies. Some few sheep and goats are now being raised as well. Mines are very productive, and quantities of gold, iron, copper, coal, rock crystal, silver, and talc are used internally and sold for export to help support the cost of maintaining the state's military. Sea salt is also produced in some quantity for consumption and trade. Exports include gold, ginseng (in quantities), crystal, oiled paper, bamboo, and woven matting.

Poland

Government: Kingdom

Pantheon: Slavonic

Ruler: Bohdan VI

Capital: Warsaw

Population: 160,000

Other Cities (and populations):

Cracow: 75,000

Elblag: 15,000

Lublin: 20,000

L'vov: 30,000

Coinage: Slavonic Standard.

Location: Æropa

Language: Slavic

Population: 3,000,000

Flag/Emblem:

Flag: A white eagle displayed and crowned gold on a red field.



Important Persons: Nobles, priests, hetmans, officials, etc.

Alliances: Littuania, Moravia.

Hostilities: Moldavia, Thuringia, Teutonia.

Open Warfare/Skirmishing: Minor sort confined to border areas.

Intrigues: Create an incident breaking Littuanian treaty with the Thuringians. Alliance with Slovia to attack and partition Kiev. Many other lesser court and personal intrigues.

Magickal Devices: Poland is thought to possess the *Entropy Lance*, the *Willowlands Baton*, and the *Copper-Enclosed Grimoire*.

Thumbnail Sketches: The country held by the Polish Crown extends over some 90,000 to 100,000 square miles from the Baltic Sea coast southwards to Moravia's mountains and Kiev's border there. The Vistula River demarks the land of Teutonia and Thuringia which are its western neighbors, Littuania and Kiev being its eastern ones. The land is mostly plain and plateau, although there are some foothills and mountains in the territory of the Crown, as well as forests, bogs, and marshlands, too. A third or more of the land is forested or wild. Therein, and on the uninhabited grasslands and in the wet tangles, dwell such game as bears, great lynxes, wolves, boars, aurochs, bison, elk, deer, wild horses and goats, and small game of many kinds (including beavers, sables, foxes, stoats, etc.).

The Polish are a Slavic people with little other admixture, who have taken to the horse so as to become as able in this regard as any steppes tribe or Western Æropan chivalry, albeit their horsemen are of heavier kind than the typical Azirian, less ponderous sort than the knights of Teutonia *et al.* Poland's aristocratic class is very much the same as that of Western Æropa, being influenced by Lyonesse and Francia more than the Teutonic states closer to it, and this is reflected in the court at Warsaw, although Cracow is very much an Eastern Æropan city. The freeman class is large, for it contains a strata of warriors somewhere between knights and sergeants, a sort of armed gentry. The peasantry is of some serfs, and many villeins, craftsmen, etc.

Agriculture is primary to the nation, for the land is very fertile and many crops grow. Wheat, oats, barley, rye, buckwheat, and hops, along with potatoes, turnips, hay, and sugar beets, constitute the greatest cultivation. Flax, hemp, and tobacco follow. Vegetables of garden sort are numerous, as are berries. Few vines are raised, but large orchards of plums, pears, apples, and cherries are to be seen. Livestock occupies another principal place, for the horses of Poland are quite superb, and cattle, swine, and sheep are also raised. Bees serve to pollinate flowering crops and provide honey and wax. Fishing in the sea is minimal, but some river fish are more important.

Trees are harvested with care but in such numbers as to meet all the state needs and enable a considerable export of timber. Oak and softwoods are the main lumbers. Finally, Poland's mines are very considerable, too. Major operations yield iron, coal, copper, tin, salt, zinc, and sulphur. Such operations also produce jade (nephrite), amber, and garnet in small quantities. Quarries bring forth malachite, marble, chalk, and building stone.

Portugal

Government: Kingdom

Pantheon: Atlantian

Ruler: Queen Narinia III

Location: Æropa (Iberia)

Language: Iberian dialect

Population: 2,250,000

Capital: Lisbon

Population: 90,000

Other Cities (and populations):

Oporto: 25,000

Portimallanti: 35,000

Flag/Emblem:

Flag: A white inescutcheon with five indigo escutcheons in saltier form, each bearing five silver roundels, with a border of gold starfish on crimson red.

Coinage: Iberian Standard.

Important Persons: Crown Prince Carlos, nobles, priests, officials, etc.

Alliances: Lyonesse (trade), Lantlan Compact.

Hostilities: Castile, Leon.

Open Warfare/Skirmishing: None at present, save for brushes at sea.

Intrigues: Subversion of Hispaniola to Portuguese. Alliance with Francia to assure safety against enemies. Many other intrigues at court.

Magickal Devices: The following items of substantial sort are held by Portugal: the *Bronze Bell of Storms*, the *Gyser Urn*, the *Astral Pigments*, and the *Giant's Catapult*.

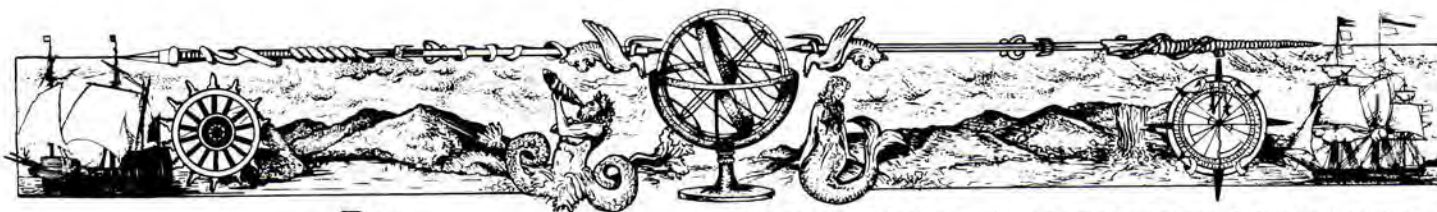
Thumbnail Sketches: This kingdom was an ancient Atlantian colony. It is slightly smaller than Leon in extent (c. 34,000 square miles), making Portugal the third state in size after Castile and Leon (but larger than Aragon, Granada, and Navarre). It is a land of contrasts and great beauty. In the north, its prospects are bleak and near alpine, save for the lack of snow-capped peaks. It has moorlands filled with flowers which are not unlike those of Avillonia, waterways and lagoons similar to those of northern Flanders, sand dunes which look like Brettony's, scenes similar to the northern shores of Afrik, river valleys which seem as if one were viewing the Rhine, harbors scarcely less lovely than those of Naples or Byzantium, and little valleys similar to those of northern Atlantl. Its sun is bright, its flora varied, the houses of the people shining white or presenting a pale rainbow of pastels, the peasant garb vivid in hue. Only about 45 percent of the land is cultivated, and although 20 percent more is in pasture, the balance is of forest and wildland in which much game dwells. The folk of Portugal use the wilds for hunting and to harvest timber and cork.

Slavery is accepted, just as in Atlantl, and some 10 percent of the populace is of this status. Most of the remainder of the lowest class is free peasantry with small land holdings or fishing as a means of livelihood. There is an average middle class, and also an upper class of aristocrats who own most wealth and control the nation. Only a small military force is maintained, but Portugal has a large, well-equipped and manned fleet of trading and fishing vessels and warships.

The land is productive, and agriculture includes such things as maize, wheat, olive groves, vines, rye, rice, beans, pumpkins and gourds, cabbages, onions, other sorts of vegetables, quinces, apples, pears, cherries, limes, lemons, loquats, oranges, peaches, plums, and figs. Livestock raised includes oxen for draft work, cattle, sheep, swine, goats, and poultry. Fishing is a major activity and produces shellfish and crustaceans in abundance, besides large catches of other sorts.

Moderate to small amounts of many minerals are brought from mines and quarries. These include copper, salt, gypsum, lime, granite, marble, iron, tin, lead, tungsten, antimony, coal, zinc, and gold.

Exports include such things as wool, cloth, wine, cork, pottery, glass, hides, and timber.



Punt

Government: Kingdom

Pantheon: Ægyptian

Ruler: Farroh Jotep II

Capital: Ras Hafun

Population: 120,000

Other Cities (and populations):

Burao: 75,000

Hargeisa: 30,000

Kismaayo: 35,000

Mogadishu: 90,000

Coinage: Same as Ægypt.

Important Persons: Nobles, officials, priests, chiefs, etc.

Alliances: Adal.

Hostilities: Nejd.

Open Warfare/Skirmishing: None at present.

Intrigues: Not known to us at this time.

Magickal Devices: Not thought to possess anything besides the *Jar of Ironspear Rain*.

Thumbnail Sketches: Little is known in Æropa regarding the land of Punt. Its people are of the Black race, well-formed, proud, and able at war. Principal livestock kept by the people of Punt are oxen, sheep, camels, ponies, asses. Produce includes myrrh, frankincense, ivory, pearls, plumes and feathers, gums, resins, coffee,

Location: Afrik

Language: Ægyptian dialect

Population: 5,000,000

Flag/Emblem:

Flag: Black leopard guardant on a golden field.

hides, fish (mostly shark), and mother-of-pearl. Minerals include gold, tin, and iron. As usual, if any significant intelligence regarding this land is gained, we will provide it for all interested parties at some later date.

Relanti

Government: Kingdom

Pantheon: Ægyptian

Ruler: Menofis Ahual

Capital: Xolset

Population: 20,000

Other Cities (and populations):

None.

Coinage: Same as Ægyptian.

Important Persons: Nobles, officials, priests, etc.

Alliances: Hispanola.

Hostilities: Heliotep, various native tribes.

Open Warfare/Skirmishing: Some fighting with natives, and sea skirmishing with Heliotepish along coast to the north.

Intrigues: Convince Hispanola to join an imperial cause to take all the islands and coast of Vargaard. Many lesser and petty intrigues.

Magickal Devices: No major magickal devices are thought to be in this state.

Location: Vargaard

Language: Ægyptian dialect

Population: 75,000+

Flag/Emblem:

Flag: Octopus displayed with gold ankh and silver sword in left and right outer tentacles, on a green field.





Thumbnail Sketches: Relantl is situated on the Xalgades Peninsula of Vargaard, with some unknown amount of territory under its rule. The colony of original sort was established by dissident Ægyptians, renegades of Atlantian stock, and a mixed number of other adventurers from Grecia, the Berber lands, Iberia, and elsewhere. Since then it has seen a small but steady stream of misfits, malcontents, and less savory sorts augment its population. It is said that in order to retain its "heritage," however, it annually takes shiploads of criminals from Ægyptian prisons. How many survive the long journey through the Mare Librum and across the Lantlan Ocean is problematical.

As additional information becomes available we will pass it along to interested readers.

Rome

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Caesar Augustus Trajan

Capital: Roma

Population: 500,000

Other Cities (and populations):

Bologna: 20,000

Latina: 10,000

Pescara: 10,000

Ravenna: 20,000

Teramo: 10,000

Viterbo: 10,000

Coinage: Italic Standard.

Important Persons: Count of Abruzzi, other nobles, priests, officials, etc.

Alliances: Western Sea Alliance, Numidia.

Hostilities: Dalmatia, Naples, Tuscany.

Open Warfare/Skirmishing: None at present.

Intrigues: Seeking Carinthian alliance to counter Tuscan-Venician power. Urging of imperial faction gaining attention of the king. Many court intrigues and palace plots.

Magickal Devices: Many are nervous about Rome for it is now known to have *Cagliostro's Glass*, the *Imperial Antipathy Stone*, the *Petals of the Planes*, the *Slaying Chariot*, the *Codex Dracos*, and the *Fluxlever*.

Thumbnail Sketches: The glory of the short-lived Roman Empire fairly set the whole of Æropa and the lands of the Middle Seas on a different course. Today, the kingdom is of but some 15,000 square miles extent, and only its clever diplomacy and Heka force keep that land for the Crown. The Roman state now spans the Apennines from the Tyrrhenian shore to the Adriatic, northwards from Abruzzi to the Venetian city of Ferrara. Forests of hardwoods and pine cover fully 30 percent of the land, another 10 percent being uncultivated wilds, and therein still roam lions, bears, wolves, boars, deer, chamois, and various sorts of small game. The remainder of the country is given over to fields, pastures, orchards, vineyards, gardens, etc.

The Coliseum of the city of Rome ranks as one of the Twelve Wonders of Ærth. The great walled city on its seven hills, as well as the other places of the kingdom, are sufficiently familiar to the knowl-

edgeable reader to need no greater detailing herein. One further comment must be made, however, and that pertains to the cooking of this region. The Northern and Southern forms of Italic cuisine meet, and to some extent blend, in the great city of Rome. Here one can get some sense of what each is like while enjoying their melding into the epitome of fine dining. Here is indeed living proof that the Italic is one of the paramount cuisines of Ærth!

The rigid feudalism of the north is not found in Roman territory; although there are indeed serfs and villeins to be found, most are free workers, and many own small land holdings or share them communally. The freeman class is large and prosperous, and the aristocracy wealthy and ambitious.

Agricultural produce of the land includes wheat, barley, oats, millet, rye, and rice. Beans, lentils, potatoes, turnips, onions, squash, cucumbers, melons, peppers, and tomatoes are typical garden crops, and sugar beets, flax, and hemp are grown. Mulberry trees for silk-worm culture are seen generally, as are olive orchards and vineyards. Other fruit and nut crops include peaches, apricots, pears, almonds, walnuts, pistachios, and chestnuts. Livestock is typical of the peninsula: horses, cattle, sheep, swine, goats, poultry, asses, and mules. Fishing is extensively practiced on both coasts. Some fair amounts of timber are harvested.

Mines are numerous and include iron, zinc, lead, copper, manganese, antimony, mercury, tin, and quarries producing marble, stone, and clay for pottery and bricks. The kingdom also produces a minor amount of good lapis lazuli.

Roumania

Government: Kingdom

Pantheon: Greco-Roman (R)

Ruler: Alexander II

Capital: Galati

Population: 25,000

Other Cities (and populations):

Bacau: 15,000

Braila: 20,000

Iasi: 10,000

Kishinev: 25,000

Coinage: Italic Standard.

Important Persons: Royalty, nobles, priests, officials, etc.

Alliances: Moldavia, Moravia.

Hostilities: Transylvania, Vlachia.

Open Warfare/Skirmishing: Occasional confrontations along Vlachian border.

Intrigues: Ceding of territory to Moravia in return for joint war to take territory claimed by Poland. Marriage alliance, but disagreement whether to Moldavia, Transylvania, or Vlachia, the latter two to make peace. Various lesser plans and plots in court and elsewhere.

Magickal Devices: The Crown has the *Pinioned Spear*, the *Book of Originations*, and the *Springsource Staff*. It also has some few minor items, as do various of the major figures in Roumania.

Thumbnail Sketches: Roumania arcs southeast from the Moravian and Polish borders in the north, along the Carpathian Mountains, bordered eastwards by the Dneister River and Moldavia, to the Mare

Location: Æropa

Language: Roumanian

Population: 1,500,000

Flag/Emblem:

Flag: A white hippogriff crowned gold on a blue field.



Ostrum. In all, some 35,000 or so square miles of land is ruled by Alexander II, the young monarch recently ascending to the throne. The mountain and hill regions of the country are wild and forested in most part, while the valleys and plains, such as those of the Prut and Kogil rivers, are more settled and cultivated. In the uninhabited regions are bears, panthers, wolves, stags, boars, deer, and other sorts of smaller game. In general, the folk of this land are a mixture of Italic colonists (themselves interbred with ancient Keltic inhabitants) and Slavic peoples. There are some Vlaches, Magyars, Avars, and Goths, too, but in total, these minorities constitute only about 15 percent of the population. The Roumanians in general—but of middle and upper class background in particular—tend to be intellectual, romantic, and versatile. The social structure is typical of Eastern states, with a larger lower class and smaller middle one. The aristocracy has been repressive in the past, but the new king has stated he plans to alter this radically, encourage more of the freeman class, and provide for upward mobility through success in financial endeavor and arms.

Agriculture is quite important, and crops of wheat, oats, maize, rye, and barley are generally harvested in moderate surplus. Some cotton, flax, jute, and tobacco is grown. Root crops of turnips, beets, and potatoes as well as various sorts of beans, peas, and vetches provide nutrition for people and livestock. Garden vegetables are typical for the region, and some numbers of melons and watermelons are raised, too. Vines are cultivated for wine production, grapes, and raisins. Mulberry orchards provide for silkworm culture. Apples, pears, plums, cherries, apricots, peaches, and almonds are the major fruits and nuts. Horses and oxen, with some buffaloes in the south, are the principal draft animals. Livestock of cattle, sheep, swine, goats, and poultry is kept generally, and bees too are common. Fishing is of moderate importance, rivers providing for inland areas. Timber is good, and some fair quantity is harvested each year.

Good yields of iron, zinc, lead, and salt come from Roumania. Some smaller amount of copper and gold is taken. Mountain quarries for marble and building stone are quite productive. Small amounts of very fine amber also come from this country.

Principal exports are olive oil, wine, foodstuffs, pottery, cloth, apparel, artwork, and some mineral ores.

Rowona

Government: Negidiate (Principality)

Pantheon: Lemurian

Ruler: Tiaga Luta

Capital: Haroa

Population: 75,000

Other Cities (and populations):

Gajai: 45,000

Kaeoho: 60,000

Coinage: Lemurian Standard.

Important Persons: Priests, nobles, captains, officials, etc.

Alliances: Mu.

Hostilities: Ahuke, Roahu, and Eahoi tribes.

Open Warfare/Skirmishing: On frontiers with Roahu and Eahoi tribesmen.

Location: Lemuria

Language: Lemurian dialect

Population: 1,100,000

Flag/Emblem:

Flag: A borhæyna (long-tailed bear) rampant, armed red, on a white field bordered red.

Intrigues: Marriage to princess of Mu to assure major effort against the Ahukians. Creation of a kingdom from foregoing results and expansion into north as well. Many dark plots being hatched in court and cities.

Magickal Devices: Unknown.

Thumbnail Sketches: Gajai is the holy city for the Lemurian Pantheon, so Rowona is visited by thousands upon thousands of pilgrims annually. The Nineteen Statutes of the Dreaded Ones (deities of the Pantheon) are claimed to be the "Thirteenth Wonder" of Ærth, and these towering idols are to be found in Rowona's Cañon Ioiya.

The population of the country is comprised of a majority (approx. 60 percent) of the shorter, broader Muite peoples, with equal minorities of Roahu and Eahoi peoples, and there is considerable enmity between all three, put aside readily enough, we are told, whenever some outside power threatens. There are virtually no slaves or serfs in the land, but all inhabitants are freemen and warriors. Thus despite its small population—and with the state's mountainous nature of the country assisting—Rowona has remained independent of both Ahuke and Mu.

This is reportedly a relatively poor land, with its major revenues coming from pilgrims and agricultural pursuits. If there is indeed oricalcum in the western hills of the kingdom, the conditions of its people could change dramatically, unless the territorial assertions of Ahuke to the region in question prevail.

Russ

Government: Empire

Pantheon: Slavonic

Ruler: Czar Peter IX

Capital: Moscow

Population: 250,000

Other Cities (and populations):

Kronstadt: 70,000

Novgorod: 55,000

Perm: 45,000

Smolensk: 60,000

Tagilsk: 10,000

Tula: 40,000

Coinage: Skandian Standard.

Important Persons: Grand dukes, priests, nobles, princes, officials, etc.

Alliances: Kalevala, Slovia.

Hostilities: Finmark, Kiev, Luituania, Livestonia, Talmark.

Open Warfare/Skirmishing: Frequent on eastern borders where Mongol raiders are common. Some skirmishing elsewhere. Rumored to be readying for war with Luituania and Kiev.

Intrigues: Court is filled with plotting. Supposed reason for treaty of peace with Kalevala is to gain support of their mages in ambitions elsewhere.

Magickal Devices: Russ holds the *Signs of Time*, the *Axe of the Forests*, *Ymir's Helm*, and the *Rods of Command and Obedience*.

Thumbnail Sketches: Russ is a vast land which reaches from the Baltic port of Kronstadt on the Gulf of Kalevala, across Æropa and the Ural Mountains to include the Azirian lands of the Ob's vast marshes, and some of the boundless tagia and forest areas of what is called

Location: Æropa

Language: Slavic dialect

Population: 10,000,000

Flag/Emblem:

Flag: A black, wyvern-bodied eagle, armed gold and breathing flames, on a gold field.



Siberia. Its territory covers more than 1,250,000 square miles, which makes it the largest nation of Ærth, albeit not a very populous one. Moscow, the capital and heart of the nation, is a large but isolated metropolis whose unique architecture is a blend of the Skandian with the Slavic, influenced strongly by the Byzantine and Khazirian, too. It sits astride the Moskva River, a navigable tributary of the Oka, that waterway itself a tributary of the mighty Volga River. The old city is walled, and the great central fortress—the Kreml—is a sight not to be missed, as are the high towered and strangely domed Temple Cathedral opposite it and the great palace of the Czars. Moscow has many interesting bridges, public buildings,

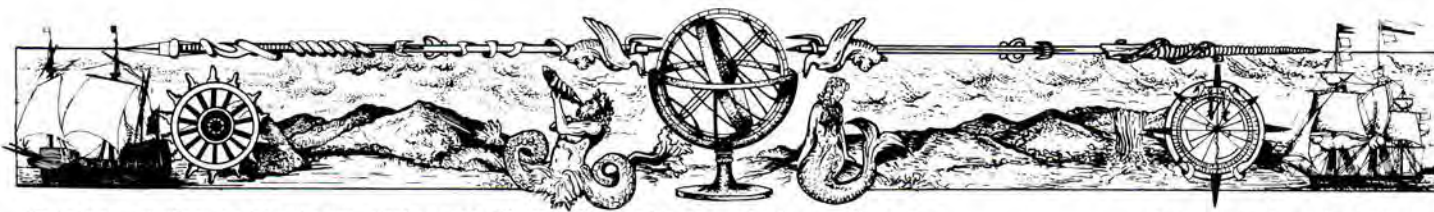
squares, monuments, tombs, and parks. Its Kamer College is large and has a solid reputation.

There are basically three "belts" of climate and land in the empire. Northern lands are of arctic tundra and sub-artictagia, where march and scrub predominate. Next comes the forest region of mixed conifer and hardwoods, birch, beech, etc., eventually yielding to the larger varieties of deciduous growth such as oak and ash. Finally come the open, rolling plains—the steppes—which are fertile grasslands. Fully half of the country is wild and virtually unpopulated, and therein roam all kinds of animals, including lions, bears, wolves, boars, bison, aurochs, elk, deer, reindeer, and smaller game (sables, lynx, foxes, gluttons, etc.) and birds.

The Slavic race which originally inhabited the heart of of Russ was of the archtypical sort, i.e., a hybrid of the Northern and Southern White races—with whatever leavening of other races is typical to humanity. The current population is now one which is of a Skand and Slavic mix, with some Teutonic, Finn, etc., elements. The Skand incursions into the land began in c. <300 and continued off and on until around 400 AAF. From these waves of colonization and invaders from the Azirian steppes sprang the Russian people, an altogether hardy and vigorous race of hardworking sort. Russ was created as an overlordship of Skands, but soon became a true nation. At least 80 percent of the population is engaged in farming, herding, and hunting and fishing. A

small middle class of large landowners, artisans, proprietors, and merchants exists, and the upper class is large in comparison to other Æropan states, for warriors are highly regarded and comprise some 5 percent of the population. Slavery is unpopular, but serfdom is common, and much of the peasant class falls under this onus. Great estates of Boyars and nobles employ thousands of serfs. The peasants, however, are well known for their handicraft work, and during the long winters the villages and towns of Russ produce all manner of woven, metal, glass, wooden, etc., goods; such items being a principal export of the country.

Agriculture yields crops of barley, rye, oats, buckwheat, and wheat.



Potatoes, turnips, and beets are staples, too. Fields of sugar beets, flax, hemp, jute, sunflowers, and tobacco are seen. Gardens produce vegetables (carrots, beets, onions, etc.) and fruit. There are orchards for hardy fruits such as plums, pears, and apples. Some few vines are grown. Livestock is mostly swine, cattle, sheep, and horses, with large amounts of various poultry raised as well. Bees are kept everywhere, and yield both wax and honey. Fishing is important, both from the sea and the great rivers of the land.

Mines produce great amounts of iron, coal, salt, and gold. Platinum and copper are also found in moderate quantities. The land of Russ produces chrysoberyl, aquamarine, topaz, and amethyst. Some quantities of other stones, including minor amounts of diamonds, are also mined in the Ural Mountains, and as more exploration of this region occurs, it is expected that yields will increase.

Commerce is carried on overland and via Baltic and Arctic ports with the West of Æropa, but most traffic tends to be southwards via river to and from Khaziria, Slovia, Kiev, Ukrimia, and the Grecian states. Exports are many and include timber, furs, vodka, fish, preserved fruit, all manner of handicrafts, cloth, gold, wax, honey, and horses.

Samarkand

Government: Khanate (Kingdom)

Location: Azir

Pantheon: Mongolian

Ruler: Dzhik Khurgan

Capital: Samarkand

Population: 165,000

Other Cities (and populations):

Bokhara: 60,000

Dushanbe: 45,000

Tashkent: 120,000

Coinage: Persian Standard.

Important Persons: Tribal khans, city governors (orkhons), priests, officials, etc.

Alliances: Khwarizm, Tartary.

Hostilities: Bactrokush, Turkistan.

Open Warfare/Skirmishing: Minor skirmishing on Turkistani border. Heavy clashes in south with Bactrokush companies, and rumors of Tartar tumans (10,000-man divisions) coming to assist in an all-out war persist (but no such forces have been seen as yet).

Intrigues: Strong Persian and Tartar factions trying for alliance with respective favorite state, but Tartar faction holds upper hand due to threat from Bactrokush. Anti-Khwarizm faction strengthening as rumors of that state's desire to absorb Samarkand grow. In this atmosphere, surrounded by fierce friends and foes, the court is bound to be filled with all manner of intrigues and deadly plans and plots!

Language: Mongolian dialect

Population: 1,750,000

Flag/Emblem:

Flag: Four white lightning bolts radiating out diagonally, on a black field.





Magickal Devices: It is claimed that Samarkand has the *Veils of Concealment*, the *Ravens Idol*, and the *Caster of Mountains*, as well as a fair number of minor objects and weaponry of magickal sort.

Thumbnail Sketches: The Khanate of Samarkand appears small on the map of Central Azir, but its territories include around 200,000 square miles of steppes and mountains surrounded by Bactrookush and Tartary to the south and southeast, Turkistan to the north, and Khwarizm to the west. Its rivers are good, valleys fertile, and scenery commanding. About a quarter of the territory is wild, most being forest, scrub, and barren mountains. There, and in the steppes, all manner of large and small game abounds. Bears, tigers, leopards, cheetahs, and wolves are the principal carnivores. Many of the smaller ones are valued for their fur, of course. Game includes wild camels, horses, cattle, sheep, goats, yaks, and zebu as well as ibex, deer, and antelopes of various kind. Its most interesting sights are its four thriving cities, however, for they are the chief ones of the great caravan routes and centers of learning and printing.

The area now called Samarkand was taken by the Mongols some centuries ago, the garrison forces eventually settling into the area and breaking away from their distant homeland and the Turkic and Tartar territories spread to the east, and interposing themselves between the state and the Mongolian empire. The isolated invaders intermixed with the native (basically Persians and other Aryans with a fair number of Turkic and Tartar) peoples to form a distinct nationality. Its people are similar in appearance to those of Khwarizm, but quite different in temper and outlook.

The city of Samarkand, once called Maracanda, when it was the capital of Sogdina, was destroyed by Alexander in <1329, and subsequently rebuilt as a center of Persian culture and learning. Then, as now, its buildings were chiefly of brick and enameled brick. It was besieged and taken by Jenghiz Khan (221) despite having 100,000 defenders. The great Mongol leader slaughtered or enslaved three-quarters of its people and razed the walls of the city. It was later taken by Timur (369), who made it the seat of his brief empire, and under that rule, the place was rebuilt and grew considerably. Samarkand was assailed and taken a third time, but has not again been captured since Ogottal's conquest of the area (727). It stands on the Zarafshan River, a tributary of the Oxus (which flows to the Mare Ostrum, of course), on one of the main caravan routes. Samarkand is a quadrangular city whose 30' high wall has a circuit of 12 miles. The citadel of the Khan is in the western portion, standing atop a hill there, and its double-height walls enclose a 120-acre interior with palace, halls for administration, barracks, stables, other buildings, parks, and gardens. The city proper has only a few broad avenues, most of its routes being narrow and winding streets and alleys. Samarkand is filled with beautiful temples, palaces, libraries, public buildings, monuments and tombs, and boasts of four major colleges: Ulug-Beg, Shir-Dar, Tilla-Kari, and Bibikhanum. The three first-named institutions are on three sides of Righistan Square at the center of the city, and they are adorned with tiles of blue, turquoise, green, yellow, and pink. All teach arcane arts, pantheology, and subjects such as

astronomy and mathematics as well. The greatest of the lot, however, is Bibikhanum on Hazret Shahzindah Square in the northeastern portion of the city. This is the largest plaza in Samarkand, with the Summer Palace wall forming the north face of the square, the bazaar in the east, memorial tombs the south, and the college along the western verge. There is a southeastern street winding from Righistan Square to the Gur-Amir, Timur's monumental tomb with its great dome and chapel, and near this is the High School of Kalinder-Kaneh, itself actually a Madrasah, a fifth college in some respects as fine a place of learning as the other four.

The winding streets and alleys away from the main thoroughfares have mostly two- and three-story buildings, and their courtyards are closely abutted, forming the walls to either hand. In places the passage has been roofed over by overhanging structures so as to become a short tunnel, or in other areas roofed with latticework to shade it. There are dead ends, some with small courts and second-story terraces and shops. Typical activities and shops in a bazaar are armor making, smithing, silver and gold smithing, cutlery, jewelry, copper and brass wares, tallow, soap making, candles, butchers, leather tanning, boot and shoe making, leather goods, tack and harness and saddles, livestock (camels, asses, horses, etc.) and poultry, grain selling (wheat and rice), fruit and vegetable vending, salt selling, yarn dyeing, cotton and silk cloth weaving, carpet weaving and selling, garment making and selling, tissue and parchment production and sale, and book binding and selling. It must be noted that Tashkhent is far more active in the last-named activity than is Samarkand.

In all the country it is legal to possess slaves, but as is typical, they are common in settled regions and quite unusual in nomadic tribes. Otherwise, there is only a small lower class of city laborers and the like and tribeless people. All others are free and considered as warriors. The affluent merchants and proprietors of the cities are socially no superior to a poor tribesman, at least in theory. The upper class is made up of officials, priests, headmen, and the nobles and tribal khans. About half the population is settled and engaged in trade or agricultural activities. The balance is nomadic.

Fields produce wheat, barley, oats, and some rice, as well as cotton, tobacco, peas, beans, and lentils. Gardens fill the land, and they yield all manner of vegetables and fruit: onions, carrots, tomatoes, beets, turnips, lettuces, cabbage, cucumbers, squash, melons, berries, etc. Vineyards are increasing. There are great mulberry copses for the production of silk. Orchards of peach, apricot, almond, pear, pistachio, pomegranate, fig, and tangerine abound. Livestock is abundant: horses, both sorts of camels, cattle, sheep, and goats are typical, and some raising of poultry is common in the settled areas.

There is some mining going on in the mountains, with small production of silver and gold, more of copper, iron, rock salt, and sulphur. Quarries are of common building stone only.

In addition to the obvious export products, Samarkand produces books, steel weapons and armors, leather goods, copper ware, and excellent rugs and carpets.



Sardinia

Government: Kingdom
Pantheon: Greco-Roman (R)
Ruler: Vincent
Capital: Arborea

Population: 55,000

Other Cities (and populations):

Cagliari: 40,000

Sassari: 30,000

Coinage: Italic Standard.

Important Persons: The four district justiciars, nobles, priests, officials, etc.

Alliances: Western Sea Alliance, Mago.

Hostilities: Aragon, Castile.

Open Warfare/Skirmishing: None at present.

Intrigues: Strong pro-Phoenecian faction at court (due to numbers of Phoenecians on the island) favors action to free Mago—promises Corsican and Francian aid in plan. Many lesser intrigues.

Magickal Devices: The more potent of Sardinia's magickal devices are the *Primal Vestments* and the *Skeletal Hand*.

Thumbnail Sketches: Sardinia is an island of about 9,500 square miles, with a sprinkling of lesser islets which brings its total territory to just under 10,000 square miles. Most of the land is mountainous, with the higher peaks of the eastern portion of the island ranging from 3,000 to 4,000 feet, and the highest around 4,750. The rugged slopes of Sardinia are forested, with half of the total land being in woods, and the other quarter scrub or barren. There are stags, boars, deer, and wild dogs, but no large carnivores. The scenery is quite fine but of a wild and desolate sort, not idyllic as found in Grecia or Italia. The island is filled with very old towers called *nuraghe*, and ruins of many sorts, including "giant" tombs and normal ones. Its inhabitants, in resisting early contact with foreigners coming from the sea, built primitive fortifications, and many of the the funerary ruins seem to predate the former constructions. Although some Iberians have colonized Sardinia in the past, several waves of Italic immigrants easily negated their influence, and all have been absorbed into the native culture.

Arborea is an ancient Atlantan colony which was taken by Romans, the populace welcoming them. Sardinia is an active member of the Italic community, although Arborea's main trade is with Mago, Iberia, and various Afrikkan states, and much of Cagliari's traffic is from Corsica, Francia, and Aries. The kingdom is feudal, and its social structure is quite typical of the Western Æropan. There is no slavery and little serfdom, however, and most of the peasant class is of villein or laborer sort, with the upper tier being free fishers or agriculturalists with small holdings.

Considerable grain is grown on the island, the principal crops being wheat, barley, and maize. Some cash crops of tobacco and cotton are also cultivated. Many sorts of garden fruits and vegetables are raised for internal consumption. Vineyards are everywhere, most growing white grapes for a passable wine. Orchards are mainly of olives, but chestnuts, peaches, etc., are also seen. Good livestock breeding enables fine sheep, swine, and goats to be raised on Sardinia. Its cattle, horses, mules, and asses are on the small side. Fishing is highly profitable for the kingdom. So too is the harvesting of timber.

Mineral wealth is adequate. Moderate yields of silver, copper, coal,

Location: Æropa

Language: Latin

Population: 400,000

Flag/Emblem:

Flag: A silver tower on a green field.

lead, zinc, antimony, and manganese come from the mines. Quarries produce good building stone of granite and laval sorts, too. Salt is evaporated in considerable quantities. Small quantities of precious corals are taken from the sea.

Sargona

Government: City-State (Principality)

Pantheon: Phoenecian

Ruler: Prince Hlrassur X

Capital: Sargona

Population: 95,000

Other Cities (and populations):

Abor: 15,000

Metten: 10,000

Tyrihadasti: 35,000

Coinage: Phoenecian Standard.

Important Persons: Shakes, merchants, priests, officials, etc.

Alliances: Phoenecian Coalition.

Hostilities: Western Sea Alliance.

Open Warfare/Skirmishing: Sargona is avoiding any confrontations.

Intrigues: Secret group formed to promote unification of all southern city-states into a single kingdom aimed at unifying the area Lybbos-Carthage (including Tripolis and Berberia) into an imperial Phoenecian power ruling the Mare Phoenecium and the rest of the Middle Seas with respect to naval matters.

Magickal Devices: Sargona is extremely secretive regarding its magickal devices, but it is thought it has the *Channelling Instrument* and the *Great Scroll of Drubalgot*.

Thumbnail Sketches: For reasons of space, we refer the reader to the sketch for the city-state of Botris. The five Phoenecian lands set along the southern shore of the Mare Phoenecium are sufficiently alike to allow data regarding one to furnish general information for all.

Savoy

Government: Duchy (Sovereign)

Pantheon: Greco-Roman (R)

Ruler: Aymon III

Capital: Chambéry

Population: 25,000

Other Cities (and populations):

Annecy: 10,000

Aosta: 15,000

Bourg: 15,000

Cuneo: 10,000

Geneva: 50,000

Monaco: 25,000

Nice: 40,000

Turin: 120,000

Coinage: G: krone; E: ducat; S: mark; C: shilling; B: franc; BR: milducat; T: lira.

Important Persons: Prince Amadeus XIX (heir apparent/eldest son), Count Eduardo of Aosta, Lord Mayor of Nice, Julio Hohensee High Priest of Savoy.

Alliances: Gallic Treaty, Western Sea Alliance, Germany.

Hostilities: Aries, Burgundy, Helvetia, Milano.

Location: Afrik

Language: Phoenecian

Population: 400,000

Flag/Emblem:

Flag: Golden phoenix on a field of seven horizontal bars of green and blue.

Location: Æropa

Language: French dialect

Population: 750,000

Flag/Emblem:

Flag: White cross on a scarlet field.

Emblem: Mounted knight in green armor.



Open Warfare/Skirmishing: Near Geneva with Helvetians.

Intrigues: Noble factions favoring, respectively, Arles, Burgundy, Francia, and Milan vying for favor with Prince Amadeus. Eduardo secretly treating with Duke of Milano. Communes favor a free confederacy allied to Helvetia.

Magickal Devices: The Savoyard crown holds the *Silver Trumpet of Summoning*, the *Hekaflex Device*, and the *Tome of Immutabilities*. Nobles possess some few items with minor powers.

Thumbnail Sketches: The (Great) Duchy of Savoy includes Bresse, Bugey, Dombes, Geneva, Vaud, and the southern portion of what was Franche Comte in the north; Valle D'aosta in the northeast center; the Marquisate of Salusso, Exilles, County of Nice, Marquisate of Allisandria, and the Valais in the south. In it are the small but beautiful lakes of Bourget and Annecy. Its total territory is around 13,500 square miles. It is a country of mountains, valleys, and hills, with small plains and high Alpine passes, which is as scenic and charming as its northeastern neighbor, Helvetia. Much of the land is wild and filled with all manner of game. Yet it has the great city of Turin, the famed center of learning, Geneva, and such diverse and beautiful cities as Cambéry and Annecy on its northern lakes, and the southern seaports of Nice and Monaco, which are cosmopolitan winter spas.

Originally a part of the Burgundian Kingdom, the territory of Savoy in its entirety was wrested from Burgundy by the Franks, and eventually the state arose as separate from the other parts of the splintering Frankish Empire. To the Francian influence has been added that of the Italic, so that even more than the Helvetians, the Savoyards are a blend of Teutonic, Francian, and Italic. In Helvetia the Germanic predominates, however, while in Savoy the Francian influence is stronger. The state is thus one of feudal sort between that of Francia and Germany, with a great deal of the Milanese sort of Italic. It has some few serfs and villeins, as well as laborers, and tenant and communal farmers in its peasant class. Its middle class is quite typical of most, although it has a large number of artisans and merchants in it. The gentry and warrior aristocracy are as fine as those of Francia or Germany, its nobility as clever as any in the Italian lands. In addition to mounted chivalry and its ilk, the Savoyards field a fair force of mounted crossbowmen. Infantry includes 15 percent crossbows, 20 percent pikes, 35 percent polearmed troops, and the remainder of its force light or shield-bearing.

Agriculture is quite varied in Savoy. In the north and center it is less concerned with crops and more with livestock, while in the southern portion the reverse is true. Thus, throughout the state the Savoyards raise all manner of cereals, vegetables, and fruits. Moderate to good wines are vinted. The horses bred in the duchy are good, but the best warhorses found there are imported from Francia. Dairy cattle, sheep, goats, and swine are everywhere raised.

Mines in Savoy are of some importance, and fair iron, manganese, and nickle ores are taken. The only gem mineral coming from Savoy is garnet, a small number of gem-quality stones being found annually. Quarries produce marble and good building stone.

Capital: Cologne

Population: 85,000

Other Cities (and populations):

Bremen: 60,000

Brunswick: 25,000

Dortmund: 55,000

Essen: 50,000

Hamburg: 145,000

Hannover: 35,000

Kiel: 30,000

Lubek: 40,000

Coinage: German Standard.

Important Persons: Dukes, princes, priests, officials, nobles, etc.

Alliances: Cardinalian League, Svergie.

Hostilities: Burgundy, Denmark.

Open Warfare/Skirmishing: None at present.

Intrigues: The nature of current intrigues in Saxony are not known.

Magickal Devices: The Crown of Saxony has the *Iron Hound*, *Amsdag's Reflector*, the sword *Gram*, the *Variable Sword*, and the *Coldseas Master*.

Thumbnail Sketches: The territory of the Crown is of some 50,000 square miles in extent, most of it being plain, save in the southern third. There are considerable forests and wildlands in the state, and in these areas are bears, wolves, elk, boars, stags, deer, and so forth. The river valleys are particularly lovely in the west, and the cities of the land are centers of industry, learning, and commerce.

Cologne is, in addition to being the ancient throne of government of the state, the seat of the Teutonic Synod of the Norse Pantheon. It is a place of considerable interest for its antiquities, architecture, temples, and university. Its free cities were the first to actively trade by sea between the Avilionian Isles and the Baltic States, and because of this, the English dialect of Deutsch is used as commonly in the north as the Phoenecian tongue for trade negotiations. In fact, the Hansa League trading cities is still active, although not quite so powerful as it once was. The society is basically feudalistic, although the free cities of Saxony are such that there is a larger than usual freeman class with many craftsmen and artisans. The aristocracy is very powerful in the south and central portions of the state, and its knights are as fine as those of Burgundy, Flanders, etc.

All manner of cereals are cultivated in Saxony—i.e., wheat, barley, rye, oats, maize, and hops for brewing. Cash crops of flax and tobacco predominate; potatoes are widely grown, and so too all manner of other root crops and vegetables. A few vineyards in the western portion of the state produce passably fair wines. Orchards are of apple, pear, plum, and cherry. The Saxon horses are very fine, as are the cattle and swine. Sheep, goats, and poultry round out the major livestock.

Mining yields some iron, silver, zinc, and salt. Quarries are mainly for building stone. The Saxons produce some fair quantity of Hekalite-bearing rock crystal and high quality amethyst in lesser quantity.

Flag/Emblem:

Flag: A silver horse careering on a red field.

Saxony

Government: Kingdom

Pantheon: Norse (T)

Ruler: Frederick V

Location: Aropa

Language: Deutsch (English)

Population: 3,500,000

Scythus

Government: Kingdom

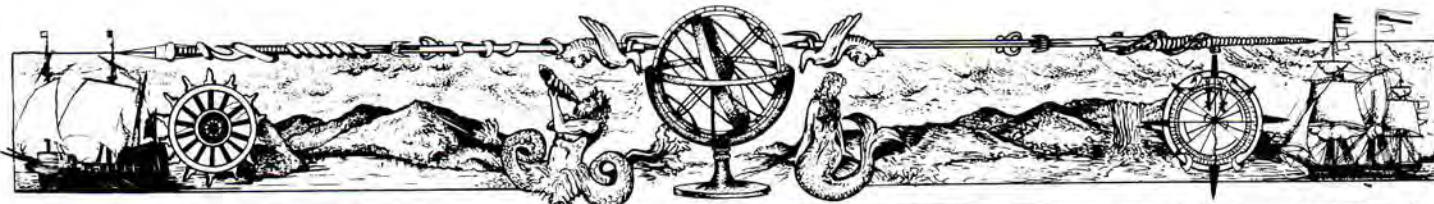
Pantheon: Babylonian

Ruler: Shinakrus

Location: Azir (Near)

Language: Sumerian

Population: 1,250,000



Capital: Tabriz

Population: 75,000

Other Cities (and populations):

Ardebil: 10,000

Hamadan: 15,000

Resht: 20,000

Coinage: Babylonian Standard.

Important Persons: Nobles, generals, priests, officials, etc.

Alliances: Palu-Ea.

Hostilities: Armenia, Parthia.

Open Warfare/Skirmishing: Only skirmishing against Armenians despite pressure from Babylon for all-out warfare against Parthians.

Intrigues: A small Hellenic faction still exists and is rumored to have a plan involving placement of its leader on the throne. Many other plots.

Magickal Devices: The only major device known to be in the possession of the Scythian throne is the *Curse Precipitator*, although various minor items are held in Tabriz and elsewhere by important individuals and groups.

Thumbnail Sketches: The territory of Scythus is 80,000 or so square miles on, and west of, the Caspian Bay of the Mare Ostrum. It is a basically high and mountainous land, but fairly good in its plateaus and valley regions. A quarter is forest or scrub, with waste or wild pastures covering another third or more of its area. All sorts of game is found in the uninhabited regions, including tigers, lions, leopards, hyenas, wolves, bears, etc. The capital, Tabriz, is a walled caravan center of great antiquity and marvelous aspect, with temples,

Flag/Emblem:

Flag: A pair of white wings volant supporting a double-bitted axe, on a red field.

monuments, and a good university. Resht, the only port city of the state, is dismal.

The original Scythians were a Mongolian people admixed with some small amount of Tartar or similar blood. They swept south of the Mare Ostrum, overran portions of the Babylonian Empire, and nearly conquered Near Azir (Anatolia). The Hellenic states eventually repulsed the Scythians; the Babylonians compressed them north and east. The brief Macedonian Empire included Scythia and Grecian colonists settled into the area, and the overall influence was strong for a time. Then Babylonia regained its strength, and further successive waves of immigrating peoples from Central Azir finally determined the form and boundaries of their state. The Babylonian-Shamish armies last conquered Scythus, and for several centuries it was merely a part of the Babylonian Empire, but in the last few hundred years it has re-emerged. However, despite independence, it is virtually an extension of its former master, and its people are indistinguishable from Babylonians, save in the Far East where Persian (Parthian) influence is stronger. The social structure of the state is the same as found in Medis (q.v.). Some remnant of their old culture remains, however, as the Scythians still field fair mounted bowmen as well as solid units of infantry archers.

Agriculture produces all manner of grain, cash crops, vegetables, and fruits, including wheat, barley, rice, millet, maize, beans, peas, sugar beets, tea, cotton, jute, tobacco, poppies, almonds, and pistachios. Livestock is of all sorts, with camels, oxen, mules, horses, and asses employed for draft work, cattle, sheep, goats, and poultry also



being kept. Fishing provides considerably to the state. Timber is very important. Mining of the rich mountains of Scythus yields copper, sulphur, coal, salt, nickle, manganese, lead, and iron. Quarries for marble and building stone are also common.

Senegal

Government: Xebalate (Sov. Principality)

Pantheon: Atlantian

Ruler: Gamrel Peleme

Capital: Dakar

Population: 70,000

Other Cities (and populations):

Barjuk: 30,000

Kaolak: 10,000

Kayes: 15,000

Louganl: 10,000

Thies: 15,000

Coinage: Atlantian Standard.

Important Persons: Officials, nobles, priests, chiefs, etc.

Alliances: Berber Union.

Hostilities: With natives of the interior (Mandingos) and desert nomad raiders.

Open Warfare/Skirmishing: Minor sorts from raids and raiding in turn.

Intrigues: Not known at this time.

Magickal Devices: The state has the *Fourth Object of Entropy* and the *Viperfork*.

Thumbnail Sketches: The land of Senegal covers about 70,000 square miles of jungle and plain south of Dakhlan. To the interior and below are nothing but savage, unexplored forests. Senegal itself is over half jungle, and therein and on its wild plains can be found lions, leopards, hyenas, cheetahs, wolves, elephants, giraffes, zebras, antelopes, gazelles, ostriches, and apes. Near the rivers are hippos, and crocodiles are to be found in large numbers in the waters of this land. Dakar is a city which shows its mixed heritage—Atlantian, Berber, and Black Senegalese—in a most interesting way. It is a mightily walled port situated in a small peninsula thrusting westwards into the Lantlan Ocean's Gulf of Goree on Capnal Vyrte, and thus it is the most westerly harbor of Afrik. It has all manner of foreigners in it, including Atlantians, Berbers, Bedouins, Afali, Iberians, Phoenecians, etc. Unfortunately, its riches from caravan and sea trade, agriculture, natural resources, and trade too frequently attract a bad element.

The folk of Senegal are of a very unusual mixture of races, the typical individual being half Black, a quarter Red, and a quarter White in blood. Nonetheless, the culture is most strongly influenced by Atlantian society. The distinctions between classes are very much blurred, save in the extremes. However, the very powerful aristocrats have absolute power of life and death and are greatly feared and/or respected.

The principal crops of Senegal are rice, maize, millet, wheat, and peanuts. Cash yields come from gum, coffee, sugar cane, cotton, cola nuts, palm nuts, indigo, sisal, and rubber. All manner of vegetables (manioc, yams, sweet potatoes, onions, watermelons, melons, tomatoes, peppers, etc.) and fruits (pineapples, guavas, bananas, dates, oranges, avocados, etc.) are grown, some being exported. Livestock includes goats, sheep, cattle, poultry, and horses. Fish is very impor-

tant as a food and export item. Forest products include timber, rare woods, and medicines.

Mines produce iron in small quantity, some fair quantities of gold and copper, a little mercury, and large amounts of titanium. Quarry operations manage only small amounts of good building stone but high yields of brick and potter's clay.

Servia

Government: Kingdom

Pantheon: Slavonic

Ruler: Tsar Stephen VI

Capital: Belgrade

Population: 125,000

Other Cities (and populations):

Kragujevac: 10,000

Nis: 15,000

Novi Sad: 10,000

Pristina: 10,000

Senta: 15,000

Sombor: 15,000

Timisoara: 20,000

Coinage: Slavonic Standard.

Important Persons: Prince of Voyvodina, Duke of Banat, counts of Kosovo and Mitohiyan, priests, officials, nobles, etc.

Alliances: Vlachia.

Hostilities: Bulgaria, Dalmatia.

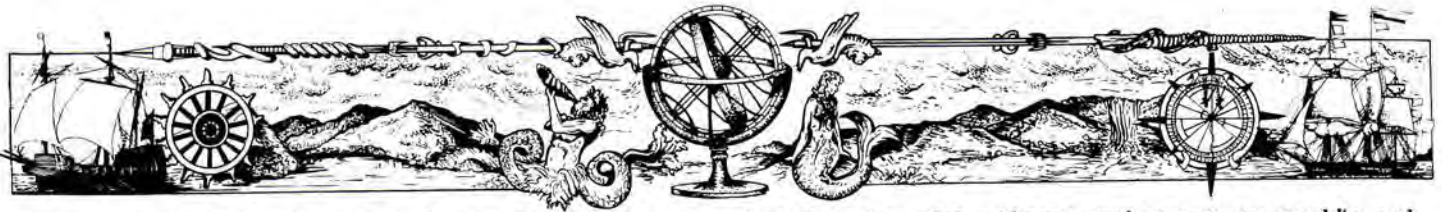
Open Warfare/Skirmishing: Slight skirmishing along Dalmatian border, but serious confrontations to the east with Bulgarian border forces.

Intrigues: Pro-Magyar faction desires treaty of mutual cooperation in a war to divide Dalmatia between them. Pro-Hellenic faction desires alliance with Macedonia and Thrace to launch four-pronged war on Bulgaria. Peace party urges a union with Dalmatia, Transylvania, and Vlachia. A confused atmosphere rife with many lesser machinations and plans.

Magickal Devices: Servia possesses the *Reporting Outposts*, the *Mountain Crown*, and *Olchenescue's Cyclopedia of Lesser Hekau*.

Thumbnail Sketches: The mountainous realm of the Tsar of Servia extends over some 45,000 square miles. It has some 20 percent of its land covered in dense forests of oaks, huge old pines (particularly amongst the fantastic white and gray rocks of the southwestern area), and various other sorts of trees. Perhaps another 10 percent of it is scrub and rock barrens. Fauna therein includes the brown bear, black bear, giant lynx, wolf, boar, stag, deer, and chamois. The state is roughly divided into a northern third and a southern remainder by the great Danube River flowing from the west past Novi Sad, past Belgrade, and forming part of Servia's eastern border for a time as it turns southward and then back east again to separate Vlachia from Bulgaria. All the rivers of the state are tributaries of the Danube, and their valleys and alluvial plains are the most fertile lands in the country. Servia lies south of Magyaria, north of Macedonia. Neighbors on its western border are Epirus, Dalmatia, and Magyarian Croatia. Bulgaria, Vlachia, and Transylvania lie along Servia's eastern border. Belgrade, its capital and only true city, is an old, walled city of considerable sophistication and beauty.

The Servians (Serbians) are of Slavic race, settling into the whole



area from Carinthia to the Carpathinas after the devastation wrought on the Keltic tribes and Grecian and Italic settlers by the Huns and other Germans. That the Servians absorbed some local populations is evident from the differences in their types, those of the north being generally taller and fairer than those of the south. In any event, they are a very different sort of people than most around them. The Croats of Magyaria are of the same basic stock, but they have adopted Magyar and Roman ways, so that now there is little cultural sharing between Serb and Croat. They are not particularly either thrifty, nor are they zealous workers, neither are they fierce warriors nor ardent lovers shunning battle. Instead they are homebodies, convivial, loving to sing and dance, tell stories and drink beer or wine. This is exemplified by there being only one college in the whole state. However, it is always a good idea to not underestimate this folk.

There are few middle and upper class in Servia, but this is now changing as the wealth of the state is improving. The small aristocracy has long and carefully helped to govern and protect, and with the gradual emergence of a freeman class, there should be even greater prosperity and achievement. The bards of Servia (*gulsari*) are very adept, and although not as well known as those of Avillonia, are sufficiently skilled to be noteworthy.

Some mention must be made regarding the Gypsy population of Servia. Estimates place a settled population of about 15,000 of these people in isolated villages, another 30,000 to 40,000 roaming in nomadic fashion. The Gypsies are not of true Servian race, but they seem to favor the state as a "homeland." From Servia, they cross into all surrounding lands (Vlachia, Bulgaria, Macedonia, Epirus, Dalmatia, Magyaria, Transylvania). Even those in distant lands acknowledge the leadership of the chief (king) of the Gypsy folk said to reside principally in Servia. As in the states mentioned, the population of these people is not included in the general figure for the Servian state, for there is no true estimate possible.

The famous Battle of Kosovo (389) fought at the height of the Servian imperial power and the Turkish Empire's expansion along the north of the Mare Ostrum was devastating to the latter. The terrible loss, and the slaying of their sultan, Murad I, sent them reeling back eastwards in a series of jerks and bumps which eventually saw the whole of their effort for naught, and their territory as it was a few centuries earlier. However, the slaying of the newly elected Servian tsar, Lazar, and the losses of men and material suffered in the victory, also spelled doom for the empire. Dalmatia, Epirus, Macedonia, Thrace, Bulgaria, and Vlachia soon proclaimed their independence. Voyvodina and the Banat were eventually lost to Magyaria, not to be regained for more than two centuries. Eastern Aropa, if not the whole of the continent, owed a debt to the Servians, but few recognized that fact.

Agriculture is pursued by the vast majority of Servians. Maize and wheat are the main crops, although some barley, oats, and hops are also cultivated. Flax, hemp, tobacco, sugar beets, and mulberries are the main cash crops. Vines are quite common, and a number of fair to good wines are produced. Orchards of plums (for *raki* and *slivowitz*), apples, pears, and cherries are also generally kept. Oxen, horses, and buffalo (in the southern regions) are the main draft animals. Herds include many sheep, goats, and swine. Some cattle of smallish sort are also kept. Apiaries are very common.

The mineral wealth of Servia includes gold, silver, mercury, copper,

nickle, lead, iron, zinc, antimony, coal, manganese, graphite, and sulphur. Quarries yield serpentine, marble, and building stone.

Shamash

Government: Kingdom

Pantheon: Babylonian

Ruler: Ziluman VI

Capital: Damascus

Population: 65,000

Other Cities (and populations):

Acre: 25,000

Amman: 20,000

Beirut: 50,000

Gaza: 20,000

Jaffa: 15,000

Sidon: 10,000

Tripoli: 20,000

Tyre: 15,000

Coinage: Babylonian Standard.

Important Persons: Royal family, priests, nobles, officials, etc.

Alliances: Palu-Ea.

Hostilities: Egypt (Phillistia), Hasur.

Open Warfare/Skirmishing: Frequent on Egyptian border. Desert raids now increasing against southern Hasur and might threaten Palmyra.

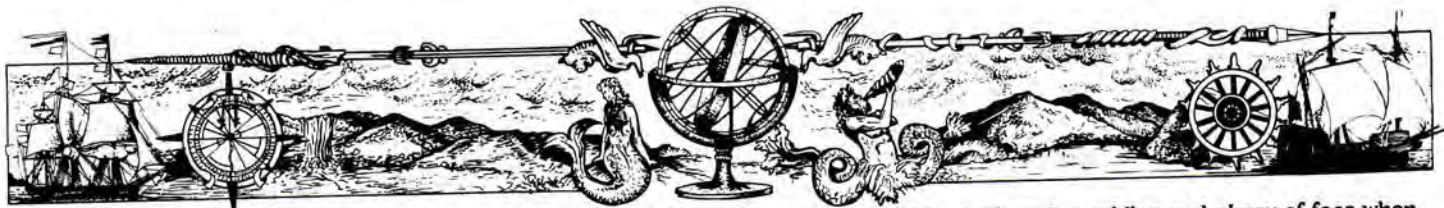
Intrigues: The intrigues of this state are legendary, for its lords are scheming, greedy, and contentious. The exact nature of current plots and machinations are, however, unknown to us.

Magickal Devices: The kingdom holds in its arsenal the dreaded *Furnace of Souls*, the *Harp of Hellspawning*, *Tauwid's Coffin*, and the *Sealing Sword*. Some few minor items are also in the state's hands, and others are held by its more powerful groups and individuals.

Thumbnail Sketches: The Kingdom of Shamash holds around 25,000 square miles of territory along the coast of the eastern Mare Librum, between Hasur to the north and Yarbay to the south. Babylonia is its eastern neighbor. The coastal region of the state is very fertile, the hills and highland regions suitable for some agriculture and grazing, and overall the area is probably the finest of the Levant. The land is quite attractive, with its great forests of cypress and cedar, wild olive and various other hardwoods and conifers, too. In woodlands, wilds, and the eastern semi-arid regions one encounters such game as bears, wolves, lions, leopards, cheetahs, hyenas, ibex, wild camels and asses, wild sheep and goats, swine, deer, gazelles, and various sorts of smaller creatures. There are some few sorts of poisonous snakes, too, and crocodiles are occasionally found in the rivers.

Damascus is a typical great, walled Oriental city of the Near Azirian sort. Space precludes our detailing of it here. A glance at the other cities of this kingdom is sufficient to conjure images of piracy, riches, siege, and all the rest of the lore of this region. The reader desirous of gaining additional information should have no trouble finding it in any number of treatises and works of geography and history.

Although often a vassal of the Babylonians over the long course of its history, Shamash proved an apt pupil, and eventually arose to become the virtual leader of the cluster of states of Babylonian Pantheon belief and culture. While Babylonia remains the center of the web, and Yarbay the "Sword of the South," Shamish influence is



undeniable in Medus, Scythus, and distant Turkistan, too. If Yarban nomads ride the arid lands of Afrik, those of the Shamish tribes still ride in the west of Azir as the "Shield of the North," albeit they are now severed from their homeland through the expansion of hostile, intervening states such as Khwarizm.

The state's peoples are of purest Western Yellow race, akin to the Phoenecians and Yarbans—at eternal enmity with the former, and typically in close alliance with the latter (whom they generally lead, or at least influence heavily). Some small number of the Shamish are still nomadic, although most of that sort are now found elsewhere. Class is determined strictly by occupation, wealth, family, and favor of royal, noble, or official sort. Even with such determination, the structure of the society is very similar to the typical model, with three quarters of the population in the peasant tiers, somewhat more than a fifth in the middle range, and less than one-twentieth belonging to the aristocracy. Slaves are commonly seen, about 10 percent of the population being thus oppressed. Their main employment is mine work, laboring, and agricultural, with some few performing domestic work.

Crops of barley, wheat, rice, maize, and millet are grown so as to provide for small export. Peas and lentils are also cultivated. Sesame, tobacco, and roses are grown for sale. Many kinds of vegetables are gardenized—melons of many sorts, cucumbers, marrows, eggplant, cauliflower, broccoli, cabbages, lettuces, artichokes, carrots, onions, leeks, shallots, and potatoes among the most seen. Vineyards produce grapes, raisins, and a fair wine. Mulberry trees provide for silkworm culture. Olives, most citrus fruits, and trees such as banana, date, fig, peach, almond, apricot, pomegranate, pear, and walnut are seen in numerous orchards and groves. Livestock for draft includes oxen, camels, horses, mules, and asses. Good riding and warhorse herds are maintained. Many sheep and goats are seen, but there are few cattle in the region.

Although not particularly rich in mineral wealth, Shamash still manages to produce some iron, coal, oil, lime for cement, and a small quantity of very fine turquoise—possibly using Heka-induced growth with regard to the gem material, as Egypt has done for so long with most of its old mines.

Besides its armies and colonists, Shamash exports exceptional weapons and armor, foodstuffs of various sort, cloth, rugs and carpets, as well as various sorts of other things of minor importance commercially.

Sheba

Government: Kingdom

Pantheon: Babylonian

Ruler: Habdar XIX

Capital: Aden

Population: 60,000

Other Cities (and populations):

Hodeda: 30,000

Mardukila: 35,000

Sanaa: 50,000

Coinage: Babylonian Standard.

Important Persons: Royal family, priests, nobles, officials, etc.

Alliances: Palu-Ea.

Hostilities: Egypt, Punt.

Location: Azir (Yarban Peninsula)

Language: Sumerian

Population: 2,000,000

Flag/Emblem:

Flag: A golden city with a dome behind crossed scimitars, on a black field.

Open Warfare/Skirmishing: Sea raiding and piracy of foes when opportunity presents.

Intrigues: Assassination of Emir of Nejd and replacement with a member of the Sheban royal family so as to absorb the state, marriage to the Ophirian sultanate to eventually unite the two lands, etc.—all aimed at acquisition of the whole of the peninsula south of Yarbay. There are, of course, many intrigues in the capitol and elsewhere involving lesser matters.

Magickal Devices: It is certain that Sheba has the *Venerable Lamps*, the *Key of Binding*, *Narqub's Interwoven Strands*, and the *Lunarcrescent Sword*.

Thumbnail Sketches: The kingdom controls some 175,000 or more square miles of the southwestern portion of the Yarban Peninsula. It is moderately fertile, with large portions in forest and wild scrubland, in which roam lions, leopards, hyenas, wild camels, antelopes, wild sheep, gazelles, wild goats, ostriches, wild asses, and other smaller creatures, too. The point of the state is quite rugged and mountainous, and stony highlands mark its seaward verges, too. Elsewhere there are small towns and villages, the larger mostly on or near the coastal plains, and plantations exist in valleys and plateau regions.

Sheba is probably the oldest state in the Yarban Peninsula, possibly having its origination in very ancient times through the instigation of Egyptian trading posts which are thought to have been established along the southernmost shore of the kingdom, from the Mare Rubine to the Gulf of Aden. Some influence of Egyptian sort is seen in architecture, but it is not otherwise apparent. The old fortifications and cities show a distinct style, truly Sheban, but now generally referred to as Yarban. Its riches continue today, so it is remarkably cosmopolitan in its cities, still primitive in the heartland.

The population of the kingdom is of pure, ancient, Musyarban stock, of which about two-thirds are settled, one-third nomadic. Because of this and their long history, there is no great friendship between the people of Sheba and their kin to the north—or those of Ophir, for that matter. The social structure is thus something between that of Nejd and Ophir. The aristocratic class, below royalty, includes nobility and priests, sheikhs, officials, and chief warriors. The middle class is comprised of the wealthy, lesser officials and priests, free warriors, and great merchants. Artisans, small landowners, agriculturalists, laborers, and slaves form the peasantry.

While lower areas tend toward extreme heat, the more elevated regions are milder, so a wide variety of vegetation grows. Crops of barley, maize, wheat, millet, and durra are cultivated. Some sesame, coffee, hemp, tobacco, cotton, henna, roses, and aromatic flowers and plants are raised, and cooking and medicinal herbs are also grown. Considerable groves and orchards produce dates, figs, apricots, peaches, almonds, carobs, bananas, pomegranates, oranges, lemons, limes, quinces, and kumquats. Good camels and horses, sheep, goats, and cattle are the major livestock resource.

Mineral wealth of this land includes considerable platinum and gold, salt, naphtha, and copper. Stone for building is plentiful. Some pearls are taken from the seas.

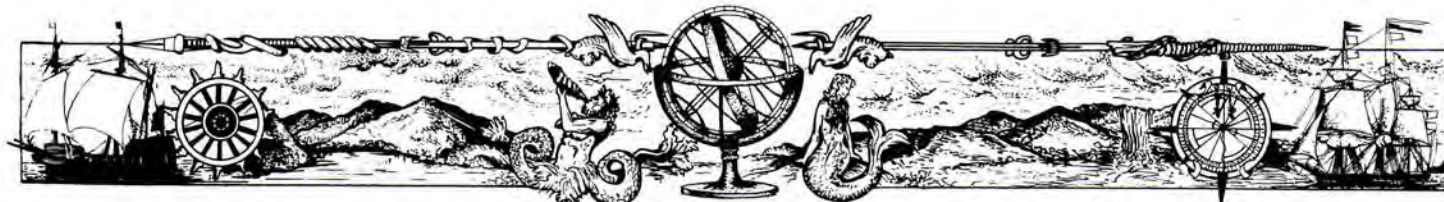
Shrijavti

Government: Mahajatale (Empire)

Pantheon: Hindic

Location: Azir

Language: Malayan



Ruler: Yaharanku Palwara

Capital: Kuala Lumpur

Population: 50,000

Other Cities (and populations):

Bandung: 40,000

Bukittinggi: 15,000

Djakarta: 85,000

Malacca: 25,000

Medan: 15,000

Padang: 10,000

Palembang: 20,000

Penang: 15,000

Singapore: 105,000

Surabaya: 55,000

Coinage: G: catty; S: bat; C: selung; B: tical.

Important Persons: Rajahs of Java and Sumatra, Prince of Singapore, priests, nobles, officials, etc.

Alliances: Camcham.

Hostilities: Burma, Thailand, various island native tribes, pirates.

Open Warfare/Skirmishing: Piratical themselves, the Shrijavtians are always subject to piratical raids from the savage natives of southern and eastern islands. They must also fight continual skirmish-type actions against insurgent natives. There is much skirmishing with Siamese regulars as well. Burmese ships are a target for attack.

Intrigues: Eastward expansion into Borneo is bringing some Pana Sulu influence. Southwards, expansion towards Magmur has brought contact with the mongrel Lemurians there. Plans, plots, intrigues, and machinations already rampant in this racially admixed state are certain to multiply and grow still more sinister.

Magickal Devices: It is reported that Shrijavti holds the *Claws of Khampol*, the *Five-Symbol Rosary*, and the *Doom Drums*.

Thumbnail Sketches: Shrijavti occupies the lower portion of the Malay Peninsula (approx. 60,000 square miles), plus parts of the islands of Sumatra (approx. 160,000 square miles) and Java (approx. 50,000 square miles), and hundreds of smaller ones (of unknown extent surrounding them). Because it is thus a state of the southern Azirian mainland and the Hindic Ocean's great islands, too, it has a very diverse character. Most of the land of the empire is mountainous (basically granite) and forested or jungled. There are numerous volcanic areas, too, but active volcanoes are rare. Such fauna as elephants, two sorts of rhinos, tapirs, wild bison, deer, antelopes, various apes, monkeys, and boars, plus tigers, leopards, dogs, pythons, cobras, and various sorts of crocodilians constitute the variety of large game and animal life there. Generally, the coastal regions are where cities, towns, and villages are found. In the mountains and jungled interiors of this land, only tribal rule prevails.

The civilized people are of very mixed sort, with Eastern Azirian (Yellow) predominating, but that is strongly influenced by Hindic admixture (Brown race with White admixture) and some native Polynesian (Brown) Black race, too, for there were small, scattered aboriginal tribes of such sorts which were absorbed or displaced into the interior—or fled eastwards and southwards to other islands—in bygone times. Some number of the tribes are of Malay race, too. The people are basically of a homogeneous sort now called the Malay.

Population: 6,000,000

Flag/Emblem:

Flag: A golden crocodile, mouth agape, armed and eyed red on a green field.

However, the nobles are mostly of Hindic type and culture, although the influence of the Malay is seen even in the royal bloodlines and court. Slavery is common in the land, and prisoners of war, wild tribesmen, and criminals are frequently so condemned, but otherwise all citizens are freemen. The society is based partly on feudalism and the caste system, partly on a plutocratic arrangement. The savage interior tribes are, of course, quite indifferent to social class, killing any and all strangers they are able to with absolute equality. What we know of the land is more from its native traders than from informants sojourning there. Pirates infest the waters of Shrijavti, and bandits are endemic. To this must be added the savage tribes populating the wilds.

Shrijavti produces abundant quantities of rice and maize. Peanuts, vegetables (sweet potatoes, yams, cassava, etc.), and fruit (coconuts, pineapples, mangoes, bananas, tamarinds, pawpaws, mangosteens, duriens, breadfruit, oranges, lemons, guavas, etc.) are mainstays of the diet. Export crops include tobacco, cotton, copra, rubber, coffee, tea, and indigo. Much of Ærth's pepper (black and white), nutmeg, mace, and cocoa comes from this land. Resins, gums, rare woods, medicines and drugs are forest products of note. Small horses of fine quality are known. Livestock includes fair cattle, buffalo, goats, swine, and poultry. Fish is a very large portion of many natives' diet.

Mines yield gold, tin, iron, manganese, coal, and bauxite. Gemstones of many sorts are found in Shrijavti. Fair quantities of ruby, topaz, jasper, moonstone, and vargaardites (cf. Earth's *labradorite*) are produced, with minor quantities of diamonds and sapphires also coming from this land.

Siam

Government: Kingdom

Pantheon: Hindic

Ruler: Sri Ramrajti

Capital: Krung Thep

Population: 250,000

Other Cities (and populations):

Chiang Mai: 35,000

Lampang: 40,000

Nakhon Ratchasima: 55,000

Sukothai: 105,000

Thonburi: 30,000

Coinage: G: catty; S: bat; C: selung; B: tical.

Important Persons: Princes, generals, nobles, priests, officials, etc.

Alliances: Nanchao.

Hostilities: Annam, Burma, Camcham, Shrijavti.

Open Warfare/Skirmishing: Generally active skirmishing on all hostile borders. Waters hazardous due to Shrijavtese raiders and pirates of all manner.

Intrigues: Making peace with Burma in order to concentrate on pushing down the Malay Peninsula against Shrijavti, while joint Nanchao/Siamese units harass Annam. Pro-Camcham faction promotes alliance, but that would mean cessation of attacks on Shrijavti. Numerous court intrigues and palace plots.

Magickal Devices: The Crown has the *Jewel Flower Circle*, the *Inversion Sword*, and a fair quantity of objects with moderate power.

Thumbnail Sketches: Some 200,000 square miles of territory is

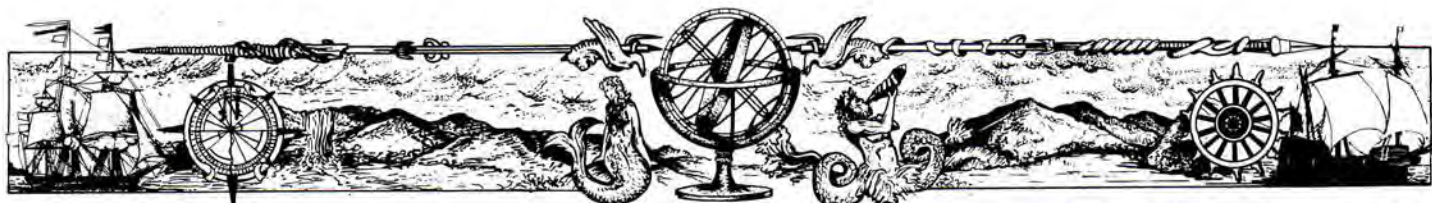
Location: Azir

Language: Siamese

Population: 10,000,000

Flag/Emblem:

Flag: White elephant harnessed in gold and with tusks tipped.



held by Siam. Mountains and great hills surround its landward verges, making a sort of inverted U around the fertile plains of the Menam Chao Phaya River system. Much of the land is heavily forested and jungle-covered. Such trees as teak, rosewood, sappan, ebony, and ironwood are common in Siam. Fauna includes the elephant, one and two-horned rhinos, tiger, leopard, tapir, crocodilians, pythons, bear, sloth bear, wild cattle and buffaloes, boar, antelopes, and deer.

Siam is frequently called the Land of Temples because of the many great cathedrals, temples, and shrines which are found in its inhabited regions—and sometimes lost in jungles where wilderness has reclaimed the land from the people. Sukothai, the old capital of empire, is the only other real city in the state, Krung Thep, newer and larger, being some three centuries newer. The people of Siam are basically of Eastern Yellow and Brown racial admixture. They are a fine-looking and able sort, although the commoners tend to be somewhat relaxed because of the relatively easy living which their land allows. It has only a moderately sized middle class, and the aristocracy is quite easygoing, relatively speaking. Polygamy is common. Slavery is permitted, but it is typically only the lot of prisoners, criminals, etc., so it is seen only in cities and towns.

Agriculture produces the best rice of all Azir (or Ærth, for that matter) along with all manner of other things: maize, beans, black and white pepper, betel nuts, sugar cane, cotton, tobacco, rubber, bamboo, rattan, sago (starch), raspberries, peaches, oranges, tangerines, lemons, bananas, durians, mangosteens, breadfruit, guavas, mangoes, pineapples, and pawpaws. Livestock of buffalo, cattle, horses, swine, goats, and poultry is kept. Fishing is also a mainstay of the population, and its produce, along with rice, forms the staple diet of the peasantry. Great timber harvests of rare and useful woods—as well as resins, gums, dyes, medicines, and drugs—come from the jungles and forests.

Mines of many sorts are found in Siam, with good yields of gold, silver, copper, tin, iron, zinc, tungsten, and coal coming from them. This nation is also a major producer of these sorts of gemstone: ruby, sapphire, tourmaline, spinel, zircon, and garnet. All are exported in some quantities.

Sindraj

Government: Maharajate (Empire)

Pantheon: Hindic

Location: Azir (Hindic Subcontinent)

Language: Hindic



Ruler: Chandaprata

Capital: Jodhpur

Population: 90,000

Other Cities (and populations):

Bombay: 700,000

Brahmabad: 150,000

Gwalior: 60,000

Indore: 80,000

Jaipur: 100,000

Karachi: 450,000

Coinage: Hindic Standard.

Important Persons: Rajahs of Rajputana, Sindhia, and Tatta; princes of Gujerat, Jaipur, Kandesh, and Sind; priests, officials, nobles, etc.

Alliances: Farz.

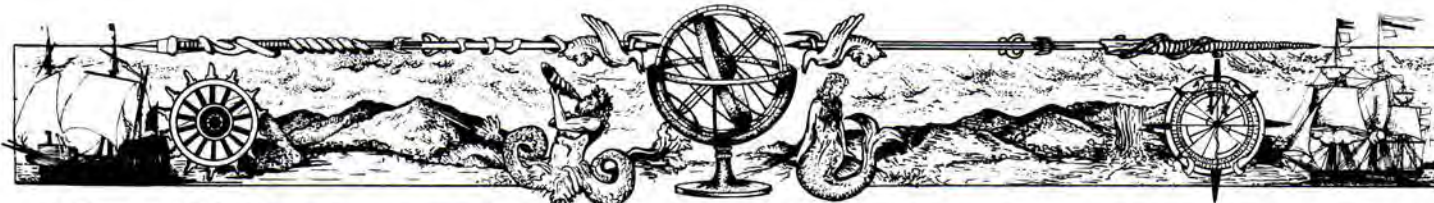
Hostilities: Delhi, Hind, Kabul, Oudh.

Open Warfare/Skirmishing: Borders with Hind and Oudh relatively peaceful. Some troubles on the Kabul frontier with raiders. Minor warfare on Delhi border.

Population: 12,000,000

Flag/Emblem:

Flag: Green dragon elephant, tusked and with a mace of gold in its upraised trunk, on a silver field.



Intrigues: Definite information not currently available.

Magickal Devices: Sindraj has the potent *Stone of Passage*, *Makbar's Talisman* and *Chalice*, the *Genii Grimoire*, and the scimitar *Tagholl*. Various minor magickal devices are also in the possession of the Maharajah and nobles.

Thumbnail Sketches: The territory of this empire is of about 300,000 square miles in extent. Its western borders are in the semi-arid barrens of the Baluchi march of Farz, and the frontier mountains of Kabul. Delhi is to its north, as is a portion of Oudh, the latter also forming its eastern boundary, along with Hind. The principal river of Sindraj is the Indus, and in Sind Province are numerous old and ancient temples, as well as very ancient ruins, many unexplored for centuries, if ever; for the river was the site of ancient civilizations nearly as old as those of Atlantis and Egypt. The port cities of Karachi and Bombay are so well known as to not need any comment.

The terrain of Sindraj ranges the gamut of that found on the subcontinent. In general, it is not as well watered by rainfall as the areas south and east, but much of the land is fertile nonetheless. Mountains and hills are found in the west, central, and southeastern portions of the country. About a quarter of the country is forested or jungled; another 20 percent is waste and barren lands. The fauna in such places includes wild camels and asses and buffalo, the gaur and gual, elephants, rhinoceri, deer, antelopes, tigers, bears, leopards, cheetahs, hyenas, wolves, wild dogs (*dohle*), boars, and smaller creatures of many sorts.

Initially, the caste system prevailed strongly in this territory, for the land was heavily settled by the ancient Aryan invaders of the Hindic Subcontinent. However, the Babylonian-Yarban-Shamish conquerors held the region longest of all conquests, and in so doing effected many changes. The folk show a strong admixture of the Western Yellow race in their blood, and the social structure is no longer based on caste. Slavery is more common, and many of the peasants no longer own their own lands but work fields as tenants, share-cropping in the better situations. The middle class contains free tribesmen and a tier of warriors (resembling a caste, but with social mobility) and many sorts of officials. The aristocratic class is small, very powerful, and tyrannical. There is some admixture of Babylonian Pantheon theology in the religion of this area, and others of the Hindic faith view the state of Sindraj as near-heretical. This is particularly true of the semi-nomadic herders of the west and northwest. The common agriculturalists, irrigating and working their fields, are more set in the old ways. The nobility and king encourage the conditions, for this keeps the power of the priesthood from becoming too strong.

Nearly anything grown elsewhere on the subcontinent is found in Sindraj. All manner of livestock—save swine—are also kept. Crops grown include rice, wheat, maize, barley, graham, millet, oats, and buckwheat. Oil seeds are cultivated. Of vegetables, the most notable are cucumbers, melons, squashes, pumpkins, potatoes, carrots, turnips, onions, garlic, radishes, peanuts, and mustard. Spices include cardamom, ginger, turmeric, and red pepper. Cash crops most cultivated are cotton, tobacco, poppies, jute, hemp, sugar cane, indigo, tea, and maddar. Vines are not uncommon in Sindraj, and such fruits as coconuts, bananas, pineapples, oranges, lemons,

dates, mangoes, pomegranates, peaches, apricots, plums, cashews, almonds, pears, cherries, and pistachios are found in groves and orchards. Draft animals are the buffalo, elephant, camel, oxen, mule, and ass. Herds of horses, cattle, sheep, and goats are also maintained. Fishing is not a major activity, but considerable timber is harvested. Sindraj is an active trading nation between East and West.

Common mining and quarrying yields zinc, copper, lead, iron, salt, coal, alum, and silver, plus good marbles and building stone of high quality. Although not quite as rich in precious stones as its southern neighbor, Sindraj mines considerable amounts of high-quality gems of the following types: diamond, ruby, sapphire, emerald, beryl, and agate. It also produces pearls from coastal fisheries.

Sinope

Government: City-State (Principality)

Pantheon: Greco-Roman (G)

Ruler: Princess Zelia

Capital: Sinope

Population: 80,000

Other Cities (and populations):

Amasya: 10,000

Amyos: 20,000

Castamon: 15,000

Coinage: Grecian Standard.

Important Persons: Officials, nobles, priests, etc.

Alliances: Hellenic League, Khaziria (trade).

Hostilities: Bulgaria, Trebizond.

Open Warfare/Skirmishing: None at present.

Intrigues: Byzantine courtiers are working to convince the princess of the benefits of marriage to their Prince Basilus. A weak faction of pro-Trebizond nobles believes reunion with that state would be preferable, and the count is handsome and unmarried—the rejoining would also create a kingdom, or at least a very strong principality...by seizing the strip of interposing Phrygian territory. The princess seems to be interested in Phrygian offers. Many other intrigues.

Magickal Devices: The state holds the *Solar Diadem* and the *Seadepts Chest*. Numerous lesser objects are held by the Crown, and by certain powerful individuals or groups.

Thumbnail Sketches: Sinope is the smallest Anatolian state, with a territory of a bit less than 8,000 square miles extent. In general, the country is mountainous, and many portions are rugged and forest-clad. Some third or more of Sinope's territory is wilderness in which game typical of Anatolia roams freely. There are few towns and villages even in the inhabited portions, save on the coast and in the river valleys of the southern border. The capital is certainly the finest port of the western coast, if not the whole, of the Mare Ostrum. It has a Grecian heritage, and until only a few decades ago was a part of the Byzantine Empire, winning its freedom through the aid of Phrygia. The population is of basically Grecian sort, and the society is quite Byzantine in most respects. See Byzantium for details.

Products of the city-state are basically the same as those of Byzantium. Mining, however, is limited to some slight amount of silver, copper, and brown coal. The riches of the state come from commerce of caravans and sea trade.

Location: Azir (Near)

Language: Greek

Population: 500,000

Flag/Emblem:

Flag: White star and leaping dolphin on a purple field.



Sirmur

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Harporahama

Capital: Simla

Population: 35,000

Other Cities (and populations):

Dharmshiva: 20,000

Coinage: Hindic Standard.

Important Persons: Priests, nobles, officials, etc.

Alliances: Delhi.

Hostilities: Kashmir, Katehar

Open Warfare/Skirmishing: None taking place at present.

Intrigues: Unknown.

Magickal Devices: The single item of potency known to be held by Sirmur is the *Pipe of Snares*. It is presumed that there are also some other objects of moderate to minor Heka power in the kingdom.

Thumbnail Sketches: The small kingdom covers about 25,000 square miles of mountainous terrain, with its gentler slopes and level strip fringing Delhi, and its upper regions sharing the Himalayas with Tibet. It has breath-taking scenery of mountains, lakes, and rushing torrents in its highlands, thick forests and jungles in its hill and lowland verges. It is an isolated country, just as is Kashmir, its northern neighbor, and Katehar, its southeastern one. For all intents one may consult the Thumbnail Sketches under the two forenamed states to learn about Sirmur.

Location: Azir (Hindic Subcontinent)

Language: Hindic

Population: 500,000

Flag/Emblem:

Flag: Eight ankuses arrayed point outwards as if spokes (or a carbuncle), on a golden field.

wards the northeast, the whole land being the basin of the great Don River. The west bank of the Volga forms its boundary with Khaziria. Most of the soil is dark and fertile, with some clay and stone found east and north, and in these regions are the only forest lands. About 10 percent of the state is forested; another 10 percent is barren, scrub, marsh, or water; 20 percent is under cultivation; and the remaining 60 percent is in grazing land or wild. The large fauna of Slovia are bears, panthers, wolves, wild cattle, stags, deer, antelopes, boars, etc. Most cities and towns are on the coast or along the Don or Volga's bank, while villages are scattered in the steppes and hills. The capital, Rostov, is an old, walled port on the Mare Ostrum, now suffering somewhat from the protracted hostilities involving Ugrimia and Trebizond, for its commercial traffic continues to dwindle because of the sea power of its foes.

The population of this kingdom is basically Slavic (with slight admixture of surrounding populations), with Teutons (west), Grecians (along the coast), Russians (north), and Khazirians (in the east) constituting about 15 percent of the total, with Gypsies numbering under 1 percent mostly in the central and western regions, and Phoenecians in small numbers in the cities and towns. The majority of Slavs, Teutons, and Khazirians are Cossacks, a warrior class organized around a village (near-tribal) system, who provide the Crown long-term military service for freeman status and land ownership. In turn, the lands are frequently leased to others who cultivate and tend livestock so that the Cossacks are free to engage in active military service. The peoples of this land have taken to the nomadic form of warfare—the light cavalry and infantry—with considerable success, having developed the skill over the past four centuries, so as to match even Tartar or Mongol in many respects. About half the military force is light cavalry with lance and sword or bow. The infantry is basically spear-armed, with a good portion of bow and crossbow troops.

The aristocratic class is of nobles, chief Cossack families, etc. The freeman class is basically the remainder of the Cossacks, officials, artisans, and wealthy merchants. The peasant class is relatively small, being of tenants, laborers, and some villeins, serfs, and bound persons.

Agriculture is the principal occupation of Slovia, with cereal crops constituting the major foodstuffs and export products. Wheat, oats, rye, and barley are cultivated extensively. So too are potatoes and various vegetable crops. Tobacco and flax are grown. There are great areas of vineyards for wine production. Various berries are gardened, and fruit orchards consisting of apples, pears, plums, and cherries are kept in parts of the kingdom. Excellent horses of the courser sort and lesser types are bred for use and export too. Some fair number of cattle are herded, and vast flocks of sheep are seen. Swine and poultry are kept in villages, as are bees. Fishing in the sea and the rivers is very important for both internal and export reasons. The sturgeon and caviar of Slovia are prized.

Mineral resources of the state include a small amount of gold, coal, iron, salt, graphites, manganese, mercury, fire clay for brick and pottery, slate, millstone, slate, and building stone.

Slovia

Government: Kingdom

Pantheon: Slavonic

Ruler: Ivan II

Capital: Rostov

Population: 80,000

Other Cities (and populations):

Astrakahn: 35,000

Saratov: 65,000

Volgograd: 70,000

Coinage: Khazirian Standard.

Important Persons: Royalty, nobles, boyars, chiefs, priests, officials, etc.

Alliances: Khaziria, Kiev (trade), Russ.

Hostilities: Trebizond, Ugrimia.

Open Warfare/Skirmishing: Minor skirmishing against Ugrimians, Cossack cavalry serving with a Russian-Khazirian expedition against Turkistanis east of the Ural Mountains. Brushes at sea versus Trebizond raiders.

Intrigues: Kiev proposes a union, including Ugrimia, to counter growing power of Russ and Khaziria, and this is gaining some attention at court. Faction attempting to get Ivan to authorize a fleet to attack Trebizond for alleged acts of piracy. Many plots and counterplots in court and elsewhere.

Magickal Devices: The Slovia Crown holds the *Dejaiysk Crystallines*, the *Tome of the Chants Effication*, and the *Indomitable Beacon*. Various minor magickal weapons are held by warrior aristocrats.

Thumbnail Sketches: Slovia consists of about 150,000 or more square miles of undulating steppe and plateau, rising into hills to-

Location: Eropia

Language: Slavic dialect

Population: 3,000,000

Flag/Emblem:

Flag: A golden torch flaming scarlet, on a purple field.

Sung

Government: Empire

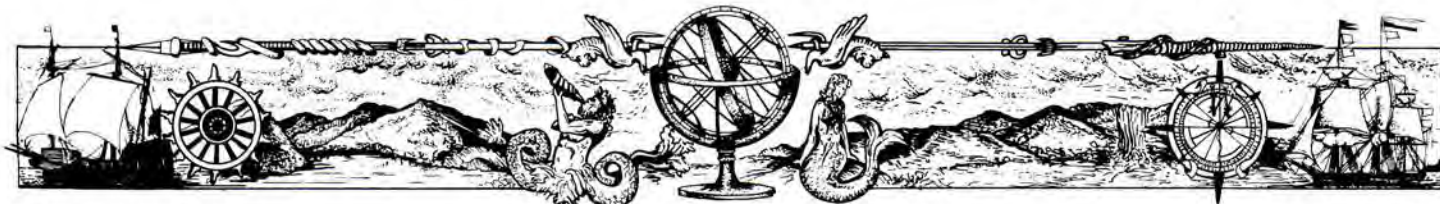
Pantheon: Chinsungese*

Ruler: Min Shun Ti

Location: Azir

Language: Chinese dialect

Population: 35,000,000



Capital: Nan-ch'ang

Population: 650,000

Other Cities (and populations):

Too numerous to list here.*

Coinage: Ch'in Standard.

Important Persons: Royalty, nobles, officials, priests, generals, etc.

Alliances: Nanchao, Tibet.

Hostilities: Ch'in, Tongking.

Open Warfare/Skirmishing: Only minor actions against foes at this time.

Intrigues: Southern faction urges alliance with Tongking in order to wage scale war on Ch'in. Center party is anxious to make peace with the state. Northern faction favors that, but desires to create an empire of southern nature. The empire is riddled with plots and intrigues.

Magickal Devices: There can be no doubt that Sung rivals Ch'in in its arsenal of potent magickal devices. Amongst these possessions are the *Fix-Sea Staff*, the *Mirrors of Yang & Yin*, the *Eight-Blossom Shield*, the *Poison Fire Tube*, the *Lung Gong* and the *Favorable Wind Ear*. Various lesser devices are known to be in the possession of nobles and bandits, too.

Thumbnail Sketches: The reflection of Ch'in, or vice versa, Sung is a vast land which covers well over 500,000 square miles. Its coastline is greater, but it has no great mountainous western region, although there are certainly mountains in the land. Sung too has great rivers watering it, sharing in part the valley of the Yangtze with its rival to the north, and having many lesser waters to make its eastern lands fertile and productive. In the west there are many unspoiled regions in which there is such game as tigers, bears, and leopards, and the forests and jungles (of Southeast Azirian sort) are filled with great trees, many thousands of different plants, and flowers of great beauty.

The marvelous Porcelain Tower of the capitol is one of the Twelve Wonders of Ærth. It is an octagon of 120-foot diameter at its widest, with nine stories, the first 60 feet high, and the other eight of 30 feet each, for a total of 300 feet. Each separate story is pagoda eaved and has its own gongs, bells, and chimes. A cap pagoda roof of 20-foot height with a gilt sphere brings the overall height of the structure to 320 feet. Five huge magickal pearls are said to be kept in the uppermost room of the tower. The outer face of the structure is covered in purest white porcelain bricks, and the pagodas' eaves and roof are also of porcelain, the tiles being deep green in color. The interior is finished in porcelain tiles, rare woods, ornamental stone, and gold.

The city of Nan-ch'ang is quite marvelous in itself. The place is protected by a massive brick outer wall of about 30-foot height and thickness, bastioned, bartizaned, towered, and outworked in the latest fashion. This defense is about 40 miles in its circumference. Inside that at some distance is the walled city proper, with a 70-foot-high, 35-foot wide wall with 13 castellated gates, which has a circumference of about 30 miles. Inside, the imperial palace with its parks and gardens, the tombs and monuments, the Grand Library, and two universities are worthwhile viewing in the extreme. Industry in the city produces textiles and cloth (satin, nankeen, silk brocade, crepe, etc.), porcelain, pottery, paper, and books.

The Sung people are of Yellow race with some admixture of the Brown. For other commentary regarding culture, society, government, etc., see Ch'in, above. Much playing of a tile game known as

Flag/Emblem:

Flag: A blue dragon rampant devouring a red sun, on a gold field.

mah jongg occurs in Sung, as well as similar games (such as *wah whar pei*). Sungese chess and "go" are less popular. The people of this land are inveterate gamblers, by and large, and there are many establishments catering to this propensity.

Agriculture in this nation produces rice, cotton, tobacco, wheat, barley, maize, sugar cane, tea, cinnamon and spices, bamboo, many sorts of vegetables, and such fruit as peaches, apricots, almonds, oranges, lemons, lichees, mangoes, persimmons, bananas, pineapples, coconuts, mulberry (for silk), and figs. Livestock is primarily buffalo, swine, poultry, and ponies. Fishing is very much a part of the common industry of the peasantry.

Considerable quantities of copper, iron, tin, porcelain earth, and silver are mined. Some modest amounts of mercury, coal, adamantine, molybdenum, and manganese are also taken. Sung produces large quantities of jade of both jadite and nephrite sort, the former being some of the finest found on Ærth. The porcelain and tea from this nation are as famed as its silks and artwork.

*A referral to the territory south of the Yangtze River will show all important cities.

Suskehankia

Government: Confederacy (Tribal)

Pantheon: Manitou

Ruler: Elected "Great Chief"

Capital: Suskehankia

Population: 5,000

Other Cities (and populations):

Villages only.

Coinage: None

Important Persons: Unknown

Alliances: Powhattan and Catawba (now virtually a part of the nation). Erie tribe seeking admission to Suskehankian Confederacy. Wildedge.

Hostilities: Iroukia enmity continues. Delaware (Lenni-Lenape) tribe. Most recently the Cherokees.

Open Warfare/Skirmishing: Directly with Irouks and Cherokees. Lenni-Lenape also under continual attack from Irouk war parties.

Intrigues: Unknown.

Magickal Devices: Unknown.

Thumbnail Sketches: As the reader will undoubtedly have noted from previous remarks, we have no solid material for inclusion herein at this time. As information is developed from activities of informants in Vargaard in general, and Falcondonia-Hellotep and westwards in particular, we expect to be able to supplement this gazetteer with additional data.

Svergie

Government: Kingdom

Pantheon: Norse (S)

Ruler: Ivarr III

Capital: Gothenberg

Population: 45,000

Other Cities (and populations):

Lund: 25,000

Location: Æropa

Language: Skandian

Population: 4,000,000

Flag/Emblem:

Flag: Golden sea serpent on a blue field.



Sama: 15,000

Stockholm: 85,000

Uppsula: 20,000

Coinage: Skandian Standard.

Important Persons: Jarls, priests, officials, etc.

Alliances: Livestonia, Saxony.

Hostilities: Danmark, Gotland, Kalevala, Norge, Talmark, Teutonia.

Open Warfare/Skirmishing: None at present.

Intrigues: Renewal of the Russ-Svergie alliance to carve an empire for the states surrounding the Baltic (by agents of Pohjola, of course). Small faction promotes joining Cardinalian League. Marriage to princess of Livestonia so as to have claim to that state. Many other intrigues.

Magickal Devices: The sword *Firetongue*, the *Stormhammer*, the *Crystals of Cold*, the *Wind Hat*, and the *Sovereign Horn* are the principal possessions of this sort, but some minor items are known to exist in the royal arsenal and in the hands of various nobles.

Thumbnail Sketches: The largest of the Skand nations, Svergie covers some 160,000 square miles of land on the peninsula. About half that land is conifer forest; a quarter is barren. The remainder is in pasture and fields. Game is similar to that of Norge, with bears and wolves being the principal predators, and elk, great lynxes, deer, reindeer, and various sorts of smaller animals. To the north is Lappia; to the east are Finmark, Kalevala, and the Baltic Sea (the isles of Gotland are still subject to the Crown); Danmark's islands are off the southern portion; and all along the west of the land is the long border with Norge. In many respects it is like its neighbor to the west, in that

it is mountainous, snowy, cold, and relatively harsh in general. Svergie has no fjords, though, possesses more fertile land suitable for cultivation, and has land connections and east sea routes to the eastern and central portions of Northern Æropa. Thus it is more commercially oriented.

This land contributed her share of warriors to the Viking squadrons raiding and pillaging in Western Æropa and sailing into the Lantlan for other shores, too. Svergie, however, was more oriented towards the Baltic,

the eastern lands, and even the Mare Ostrum. Its peoples founded Russ, raided Kiev, Khaziria, Slovia, and Ugrimia, fought with nomads, and still provide Byzantium with its vaunted Varangian Guards down to this day. Svergie once had an empire (Kalevala, Russ, Talmark, Livestonia) which almost surrounded the Baltic, and it was more the resistance of the Danish-Norgians (then united in an empire of their own) than that of the then-fragmented Teutons, which eventually brought the state back to its natural frontiers.

There are more of the peasant class in this land, but otherwise its society is much the same as Norge's; however, the aristocrats are more isolated from the commoners.

Agriculture produces crops of barley, wheat, oats, and rye. Root crops include turnips, potatoes, and sugar beets. Various vegetables, berries, and fruits are grown for home consumption. Livestock includes cattle, horses, swine, and sheep. Fishing is as important to this land as agriculture. Seals and walrus are taken in the north.

Operations yield good results, with mines of gold, silver, copper, zinc, iron, and lead being regularly worked. Mines here also produce some small number of superior garnets. Building stone is plentiful and quarried in various places.

Metals, fish, and timber are the principal exports.

Talmark

Government: Grand Duchy

Pantheon: Norse (T)

Ruler: Sigwald II

Location: Æropa

Language: Skanddeutsch

Population: 1,000,000



Capital: Reval

Population: 50,000

Other Cities (and populations):

Narva: 15,000

Parni: 20,000

Coinage: Skandian Standard.

Important Persons: Prince Gustav (heir apparent), nobles, priests, etc.

Alliances: Gotland, Kalevala, Livestonia, Teutonia.

Hostilities: Russ. Svergie.

Open Warfare/Skirmishing: None at present.

Intrigues: Having as an only child a daughter, Sigwald is distressed and the subject of much ambition regarding her husband. A core of his nobles are intriguing for him to take another wife so as to have sons. Many other plans.

Magickal Devices: The Crown of Talmark has the *Grid of Dual Energies* and *Steingorm's Bag of Gaseous Formations*, as well as some few minor magickal devices.

Thumbnail Sketches: The Grand Duchy of Talmark extends over some 18,000 square miles, including the islands to the west in the Baltic, but excluding the waters of Lake Peipus and the others which dot the land. It is a relatively low, flat country. Over a third of the flat, often marshy, land is in scrub and forest, and half is given to farming and pasturage for herds. Game found in the wilds includes bears, boars, stags, deer, wolves, and smaller sorts of animals. Waterfowl are plentiful. Reval is a walled city of commercial importance, but otherwise not at all remarkable. Its annual traffic is about two-thirds that of Riga to the south (Livestonia) and 10 percent greater than the Russian port of Kronstadt. The people of the state are a mixture of native Finnish tribes with Skands and Teutons, the latter occurring most recently when significant numbers migrated from the west to settle along the Baltic. The peasants are basically villeins, the middle class small landowners, traders, craftsmen, and merchants. Most of the land and offices of import are held by the upper class.

Agriculture produces crops of rye, barley, oats, buckwheat, wheat, potatoes, and beets. Flax and hemp are also cultivated. Gardens produce vegetables, berries, and fruit for native consumption. Herds of cattle are of prime importance, but some sheep and swine are also raised. Oxen are the major draft animals. Horses are kept only by the wealthy. Freshwater fishing and salt too is very important to this state. Large catches from both sources provide food and income for about 10 percent of the populace.

Talmark produces a modest amount of good amber. It has no other mineral resources. It thrives on commerce, and exports foodstuffs, a little timber, and handicrafts.

Tartary

Government: Kha-Khanate (Empire)

Pantheon: Mongolian

Ruler: Tozhluk Timur

Capital: Alma Alta

Population: 25,000

Other Cities (and populations):

Agsu: 10,000

Kashgar: 15,000

Keriya: 10,000

Flag/Emblem:

Flag: A black, mailed arm bent and holding a golden sword, on a white field.

Khoten: 15,000

Kuchi: 10,000

Urumchi: 40,000

Yarkand: 10,000

Zaysan: 15,000

Coinage: G: yezluk; S: okon; C: muret.

Important Persons: Khan of the Uighurs, tarkhans, shamans, officials, etc.

Alliances: Samarkand.

Hostilities: Bactrokush, Khital, Mongolia, Turkistan.

Open Warfare/Skirmishing: Some skirmishing on Bactrokush and Turkic borders. Fear of Mongol attack growing.

Intrigues: Talk of making peace with the Khitains and joining with Ch'in in a full-scale invasion of Mongolia. Certainly many lesser plots and plans.

Magickal Devices: The Tartars have only *Timur's Iron Chests* in their major category, but it is thought that they possess a fair quantity of weapons and other sorts of magickal devices of minor power.

Thumbnail Sketches: The Tartar tribes inhabit a land of mountains, plateaus, grasslands, and deserts which reach from Khital and Mongolia to the east and north, to Bactrokush, Samarkand, and Turkistan and the shores of Lake Balkhash in the west. Tibet and Kashmir to the south lie across the Himalayas. Their territory abuts the Pamirs where the nomadic tribes of eastern Bactrokush clash with the Tartars.

The wilderness areas of this country are filled with animals. Here are bears, tigers, wolves, deer, antelope, boars, wild camels, asses, and sheep. Small game abounds, and much of it is fur-bearing—beaver, sable, lynx, marmot, fox, ermine, etc. There are mountain valleys where the land is fertile, and in the western portion of the north there is much agricultural land.

In addition to Tartars, there are Kirghiz, Turkic, Mongolian, and Khitain tribes found in the land. Some 25 percent of the people are settled into cities, towns, and villages. The balance are true nomad, moving about with their wagons and herds. Some agriculture is pursued by the settled peoples, and from this comes wheat, barley, oats, and rye. Gardens produce many sorts of vegetables, melons, etc. Fruit trees of the usual sort are quite productive as well. Mulberries (for silk), tobacco, and cotton are raised. However, the main activity and wealth of this country is in animals. There are great herds of horses, sheep, yaks, and some fewer of camels.

There are also mining operations in Tartary, and from these come gold, lead, copper, sulphur, silver, salt, and a little iron and nephrite jade. Tartary contributes carpets, silk, leather and leather goods, cotton, felt, metals, furs, and drugs and medicines to the caravan trade.

*The resemblance of this device to the ki-lin is only superficial (head, whiskers), but the supposed powers of the creature are thought to be like the ki-lin's.

Tecla

Government: Empire (semi-tribal)

Pantheon: Teclan

Ruler: Xalixuma

Location: Vargaard (Farsouth)

Language: Teclan

Population: 500,000



Capital: Teclaco*

Population: 90,000

Other Cities (and populations):

Gulengola: 20,000

Ortices: 15,000

Tamuin: 10,000

Teotitlán: 25,000

Texcoco: 30,000

Tlaxcala: 10,000

Xochicalco: 20,000

Coinage: G: tirlaco; S: xeblan; C: cholan; B: cintl.

Important Persons: Royalty, priests, nobles, officials, etc.

Alliances: None.

Hostilities: Muya, northern tribes.

Open Warfare/Skirmishing: Continual warfare to the north to expand territory and gain captives for human sacrifice. Similar skirmish warfare to the south against Muyans.

Intrigues: Several subject peoples plotting to overthrow current emperor and establish their own candidate on throne. Many other plots, but exact details are unknown.

Magickal Devices: This information is unknown.

Thumbnail Sketches: Only unreliable data reaches us through various traders and ship captains. Efforts to gain sound intelligence are being undertaken in many quarters, and we expect to have such information in published form in a relatively brief time.

Tecla produces quantities of jade (both jadite and nephrite), opal (fire), topaz, turquoise, garnet, vargaardite, rock crystal, silver, and gold. This we are certain of because of the quantities of all these minerals and metals coming to Æropa and Atlantian states from merchant shipping activity.

*Formerly Azcapotzalco, but changed when the new Atlantian-Aztec states merged into the Teclan Empire.

Flag/Emblem:

Flag: A jaguar head gardant, on a red field.

Magickal Devices: Amongst the proudest possessions of the Throne of Teutonia are the *Impenetrable Helm*, the *Unanswerable Demands of von Jungst*, and the *Great Drum of Order*. Various minor magickal devices are held in Cologne and elsewhere.

Thumbnail Sketches: This largest of the Teutonic states has a territory of about 70,000 square miles bounded by the Elbe River on the west, the Vistula on the east, Thuringia on the south, and the Baltic Sea on the north. It is basically a land of plains, forests, and marshes, with more than 30 percent of its area wilderness in which all manner of game roams: bears, aurochs, elks, wolves, boars, stags, and smaller animals. Much of the forested land is held as hunting preserves of the royal house and nobles. Berlin, the great capital, is a cosmopolitan city of fine buildings, temples, universities, and so forth. Many regard it, after Vienna, as the most enlightened and sophisticated city of all the Teutonic lands. Danzig, Rostock, and Settin are free cities belonging to the Hansiatic League, and are only marginally under the Crown's control.

Teutonia was inhabited by Slavic tribes after the initial waves of Gothic invaders (who had displaced the Keltic savages dwelling in this land) moved on westwards. The second vast migration of Germanic peoples displaced or absorbed the less-advanced Slavs. Various Germanic tribes eventually consolidated to become the Teutonic State and have existed as an entity thus for many centuries now. The society is strictly feudal, although there are few serfs of villeins, and most of the peasant class is free and are tenants or have some small land holdings. There is considerable industry in Teutonia, and commerce is of great importance, including seaborne trade in the Baltic.

Having a less favorable climate than Saxony, the Teutons grow less wheat, oats, and hops, and more barley, rye, millet, and buckwheat. Sugar beets are a cash crop, as are flax, hemp, and jute. Potatoes, cabbage, and beets are the more important vegetable crops. Orchard harvests of apples, plums, cherries, and pears are good in this state. Livestock includes good horses, cattle, and sheep. The acorn forests feed swine. Poultry and bees are kept.

Mining yields some copper, zinc, a good amount of coal, and salt too. Teutonia produces a modest quantity of very fine jasper and minor amounts of amber.

Teutonia

Government: Kingdom

Pantheon: Norse (T)

Ruler: Kaiser Heinz II

Capital: Berlin

Population: 300,000

Other Cities (and populations):

Breslau: 35,000

Bromburg: 25,000

Danzig: 45,000

Halle: 30,000

Magdeburg: 25,000

Posen: 55,000

Rostock: 25,000

Stettin: 30,000

Coinage: Germanic Standard.

Important Persons: Nobles, officials, priests, etc.

Alliances: Cardinalian League, Talmark.

Hostilities: Poland, Svergle

Open Warfare/Skirmishing: Occasional brushes on Polish border.

Intrigues: Unknown.

Location: Æropa

Language: Deutsch

Population: 4,500,000

Flag/Emblem:

Flag: Black eagle armed red, on a golden field.

Thapsis

Government: City-State (Principality)

Pantheon: Phoenecian

Ruler: Prince Esarpas Rabel

Capital: Thapsis

Population: 125,000

Other Cities (and populations):

Dannil: 15,000

Olastys: 10,000

Thinus: 30,000

Coinage: Phoenecian Standard.

Important Persons: Shakes, merchants, priests.

Alliances: Phoenecian Coalition.

Hostilities: Berberia, Western Seas Alliance.

Open Warfare/Skirmishing: Minor sea skirmishing with rival traders. Frontier fighting with Berberians.

Intrigues: Bribing Yarban nomads of the Sahara desert to attack

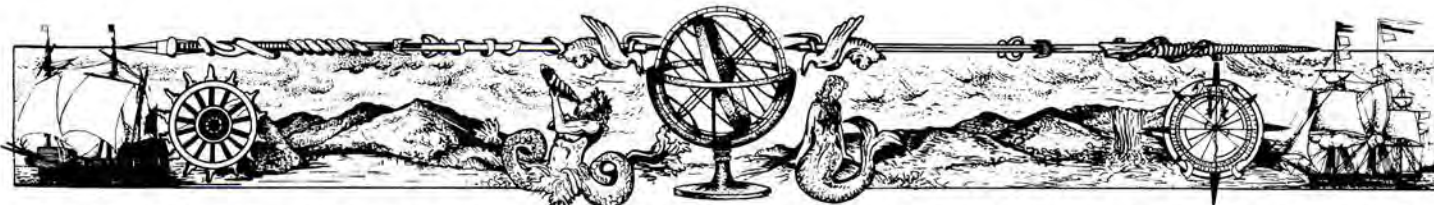
Location: Afrik

Language: Phoenecian

Population: 400,000

Flag/Emblem:

Flag: A green field strewn with golden discs (bezants).



Berberia. Plot to poison Berberian sovereign considered. Others certain but unknown.

Magickal Devices: The state holds the *Circlet of Surrender*, *Hasshar's Spider Garb*, and the *Sickledag Weapon*.

Thumbnail Sketches: The description of of Botris (q.v.) serves amply to generally cover this place, but the following differences are pointed out:

The non-Phoenecian population contains only a very few Yarbans, Berbers and Italics replacing them. To the west are the salt lakes and mineral springs called the Chottes, and these provide medicinal waters, salt, and much fresh water for irrigation of gardens and fields. Thapsis is situated near this area.

Thrace

Government: Kingdom

Pantheon: Greco-Roman (Q)

Ruler: Philemon VIII

Capital: Alexanderopolis

Population: 35,000

Other Cities (and populations):

Kavalla: 20,000

Komotini: 30,000

Orestes: 25,000

Philippi (Pera): 70,000*

Xanthi: 25,000

Coinage: Grecian Standard.

Important Persons: Officials, nobles, priests, etc.

Alliances: Hellenic League, Bulgaria.

Hostilities: Byzantium.

Open Warfare/Skirmishing: None at present.

Intrigues: Many of minor nature whose exact details are unknown.

Magickal Devices: The King has the *Orb of Inspiration* and the *Hundred Surpressions Scroll*. There are other moderate and minor items of magickal sort held by the Crown and various powerful persons.

Thumbnail Sketches: Thrace is perhaps 20,000 square miles in area. The Rhodope Mountains are at the western boundary between Thrace and Macedonia, with hills gradually leveling east of the Uxine River to the plateaus of the peninsula, bounded by the Mare Ostrum on the north, the Bosphorus and the opposite, the Byzantine shore, and the Sea of Marmara on the south. Some fifth of the land is forest, another 20 percent being scrub or barren/relatively unfertile. Pastures and fields cover most of the remainder. In the mountainous region and along the Bulgarian border to the north there are wild areas in which bears, some few maneless lions, wolves, boars, deer, etc., can be found. Most such areas belong to the Crown or to nobles. Philippi, or Pera, is the Æropean Bosphorus port city, and although it is not as wealthy as Byzantium, its small harbor is active, and considerable trade passes through.

The people are of very mixed sort, and although the Grecian predominates, they have Keltic, Teuto-Mongol, and Western Azirian admixture from past waves of invading peoples. They have always managed to throw off the yolk of conquest, however, and assert their nationality. The peasant class of Thrace is composed of some 10 percent villeins, the remainder being free tenants, laborers, fishers,

craftsmen, etc. The middle class is small and comprised mainly of tradesmen, artisans, and merchants, with the land-owning gentry being least numerous. The aristocracy is comprised of a small number of professional warriors, officials of various sort, the high priesthood, and nobility.

Wheat, maize, barley, oats, and rye are harvested here in good quantities. Beans, peas, lentils, potatoes, and many sorts of other vegetable crops are raised. Currants and olives are extensively cultivated. Cotton, tobacco, and carobs are cash crops. Vines are common. Much fruit, including peaches, nectarines, apricots, almonds, cherries, pears, plums, plus mulberries for silk, is cultured.

Sheep, goats, and cattle are the main livestock, but there herds of warhorses are found here as well. Swine, mules and asses, plus poultry, are also raised. Oxen and buffaloes are the major draft animals, followed by mules and horses, with a few camels in the southeastern portion of the kingdom. Fishing is of moderate importance, as is lumbering.

Some small yield of gold and silver comes from Thracian mines. Better yields of chrome, manganese, coal, gypsum, and lodestone are obtained. Quarrying operations produce malachite, azurite, hematite, and fair building stone.

Commerce produces the majority of the nation's wealth outside of grain and livestock exports.

*City opposite the great metropolis of Byzantium on the eastern shore of the Bosphorus.

Thuringia

Government: Kingdom

Pantheon: Norse (T)

Ruler: Otto IV

Capital: Dresden

Population: 50,000

Other Cities (and populations):

Breslau: 30,000

Chemnitz: 30,000

Erfurt: 20,000

Gera: 10,000

Hamburg: 180,000

Leipzig: 60,000

Zwickau: 15,000

Coinage: Germanic Standard.

Important Persons: Various herzogs, markgrafs, grafs, barons, waldgrafs, priests, officials, and so on.

Alliances: Cardinalian League.

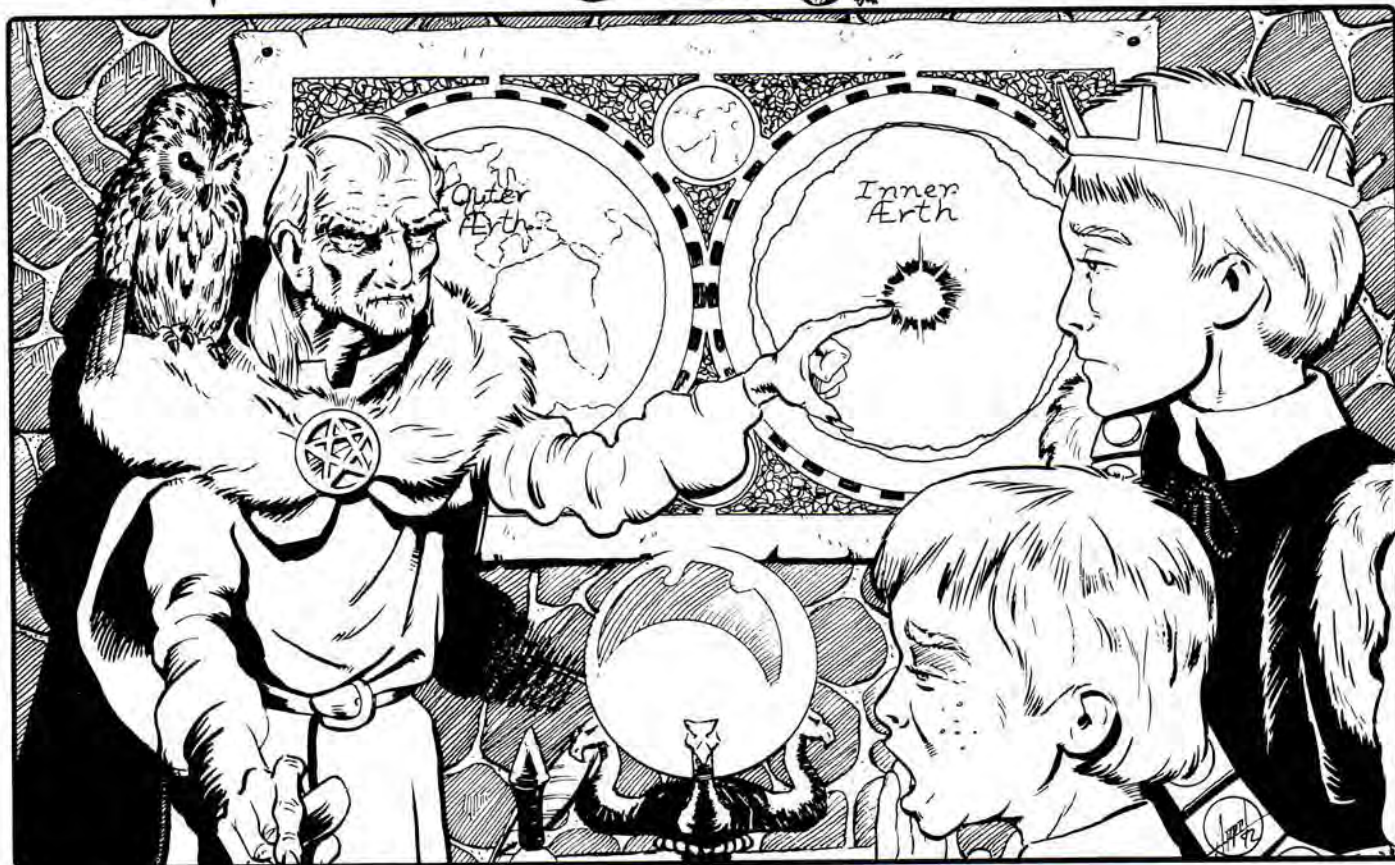
Hostilities: Moravia, Poland.

Open Warfare/Skirmishing: None at present.

Intrigues: Regent for the young king is said to be leaning towards seizing crown for himself. A Moravian concord would enable a joint attack with Teutonia on Poland, if the emperor of the League didn't interfere. Various court intrigues also.

Magickal Devices: The Thuringian Crown has several potent devices, including the *Temporal Valves*, the *Iron Truncheon*, the sword *Angurvadel*, and the *Eleven Banned Symbols*.

Thumbnail Sketches: Thuringia is just a bit smaller than Saxony,



with a land area of around 45,000 square miles. It has some mountains in the southwest, many hills, and plains towards the north and east. Perhaps a third of the land is forested or wilderness, and the game thereon is typical of that found in Bohemia, Germania, and Teutonia (qq.v.). The state was founded by various Germanic tribes, and its history, culture, and society are very much the same as Teutonia (q.v.), although Bohemian influence is seen in this land (and vice versa).

Agriculture is between that of Bohemia and Teutonia, and as the reader has already been referred to the comments regarding both of those states, we need go into no further discourse here.

Mining of silver, copper, lead, coal iron, and salt are quite productive. Quarries yield slate, building stone, and fine clay and porcelain earth. Small amounts of gem-quality chrysoprase and garnet are also mined in this country.

Tibet

Government: Kingdom (Panthecocratic)

Pantheon: Chinsungese*

Ruler: Tenphun Qyalje

Capital: Lhasa

Population: 65,000

Other Cities (and populations):

Baxoi: 10,000

Shigatse: 20,000

Tashi-Lhunpe (Qyangtse): 40,000

Xigazi: 25,000

Location: Azir

Language: Tibetan

Population: 1,750,000

Flag/Emblem:

Flag: Downforking lightning bolt of silver on a field parted per pale red and blue.

Coinage: S: naktang; B: tranka.

Important Persons: Priests, nobles, generals, officials, monks, etc.

Alliances: Bhutan, Ch'in, Nepal,

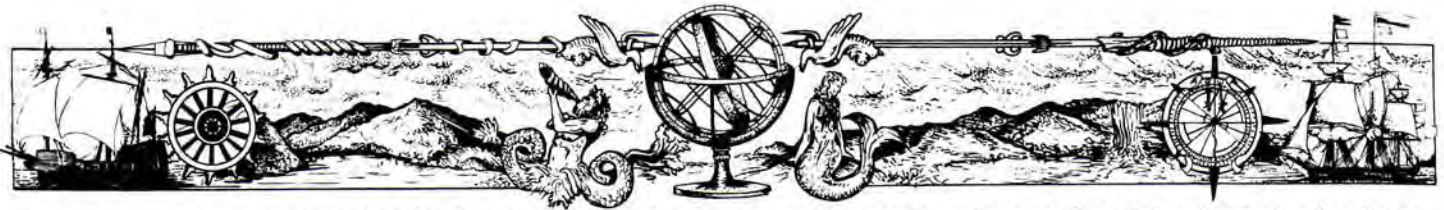
Hostilities: Sung (won't recognize Lamas), Sirmur.

Open Warfare/Skirmishing: Some little on Sirmur border where that state has been nibbling away Tibetan territory. Tribesmen tend to raid as they like, and there have been clashes on the Khitain border and that of Tartary.

Intrigues: Great Lama (Blue) said to be plotting extension of his influence over Ch'in priesthood, thus possibly displacing Grand High (Red) Lama as ultimate authority. Many dark and sinister plots said to be brewing around royal household.

Magickal Devices: There are reputedly many very potent articles of this nature in the hands of the Tibetans. The Grand High Lama is known to have the *Iron Divining Wheel*, the *Lotus Jewel*, and the *Thrice-Locked Tome*. The Blue Lama (Great Lama) is in possession of the *Dud Skull*, the *Fiend Horn*, and the *Nine-Solution Vial*. Minor items are also held in various hands.

Thumbnail Sketches: Tibet is a land of high plateau surrounded by mountains, which has a territory well in excess of 350,000 square miles, but much of the land is so inhospitable as to allow only scant population, and it is often called the land of snow or of ice. It has two geographical regions, that of the north and northwest being the district of lakes, and the remainder being that of rivers. The northern two-thirds is cold, but the southern portion is warmer. Because of its scanty human population, the country is filled with game. There are



wild yaks, asses, goats, sheep, and ponies. Carnivores include bears, tigers, leopards, wolves, and dogs. There are also various sorts of deer, antelopes, small game, birds, etc. There are forests of scrub sort, hardwoods, conifers, and even bamboo in Tibet.

The folk of Tibet are of mixed Yellow and Brown race, with inclusion of some White stock from invasions of Aryans in ancient times. Those dwelling in the region of lakes and in the cold north are nomadic pastoralists, and amount to about one-third the total population. Those of the south and east are settled agriculturalists who farm sheltered valleys and little plains. Long ago the country was aggressive and had a short-lived empire, but it is now closed and introverted.

Lhasa, the "Forbidden City," is the seat of the Tibetan Chinsungese synod from which the Red Lama issues his direction. It is a walled place, but little else is known of it, save that it has the great cathedral and many temples, monasteries, and shrines. There is a fair population who worship the shamanistic Mongolian Pantheon, and their deities are 18 terrible ones (Black Devil, Red Devil, Fiery Tiger God, Red Tiger Devil, Snake Devil, etc.), the dreadful gods, and eight lesser evil ones (such as King Fiends, Demon Generals, Black Demons, Bloating Fiends).

Agriculture produces fair results, growing barley, buckwheat, oats, potatoes, beans, cabbage, onions, rhubarb, herbs, vines, medicinal plants, dye plants, watermelon, etc. Fruit trees include apples, plums, peaches, and apricots. Livestock consists of ponies, mules, asses, yaks, cattle, sheep, goats, swine, dogs, poultry, and water fowl.

Mines produce gold, turquoise, lapis lazuli, iron, salt, borax, and mercury. Gold is also panned from streams everywhere in Tibet. Distribution of the metal is almost universal throughout the land, but in most places the quantity which can be taken annually is small. However, that panned is nearly pure and perfectly malleable.

Tea is imported in bricks from Ch'in, Sung, and other lands. In export, the Tibetans send forth cloth, wool, livestock, and minerals such as turquoise, lapis lazuli, etc.

*The ruling class embraces this pantheon, but the Mongolian is the one to which adheres many of the common population.

Tirhut

Government: Rajate (Kingdom)

Pantheon: Hindic

Ruler: Qindurit Vatarupa

Capital: Muzaffarpur

Population: 40,000

Other Cities (and populations):

Darbhanga: 20,000

Purnea: 25,000

Shikarpur: 30,000

Siwan: 25,000

Coinage: Hindic Standard.

Important Persons: Nobles, officials, priests, etc.

Alliances: Kutch. Nepal.

Hostilities: Bihar.

Open Warfare/Skirmishing: None at present.

Intrigues: Agents of Bihar working to have nobles overthrow the king and place a new sovereign on the throne—one a lackey of Bihar, of

Location: Azir (Hindic Subcontinent)

Language: Hindic dialect

Population: 500,000

Flag/Emblem:

Flag: Gold bull head homed silver, on a black field.

course. That would set the stage for a Maharajate embracing Kutch, Kara, and Tirhut. Court intrigues are plentiful and devious.

Magickal Devices: Possibly in possession of the *Beads of Factions* and the *Scroll of the Master Tiger*.

Thumbnail Sketches: Tirhut was the ancient kingdom of Mithila. Its land seems to be compressed above Bihar, with Nepal's mountains above, and Kara and Kutch to west and east. Although it has only some 15,000 or so square miles of territory, the little kingdom is quite wealthy due to its commerce, agricultural produce, and gold mines in the northeastern hills. In the interest of space, we refer the reader to other listings in this gazetteer. For a sense of this land see Bihar (most of Tirhut is alluvial plain) and Nepal (for the northern border district of Tirhut).

Tongking

Government: Kingdom

Pantheon: Chinsungese*

Ruler: Kow Si-fan Ti

Capital: Canton

Population: 495,000

Other Cities (and populations):

Quilin: 60,000

Haikow: 70,000

Haiphong: 110,000

Hanoi: 125,000

Naning: 75,000

Shantow: 55,000

Zhanjiang: 130,000

Coinage: Ch'in Standard.

Important Persons: Prince of Minh, nobles, officials, priests, etc.

Alliances: Annam

Hostilities: Nanchao, Sung.

Open Warfare/Skirmishing: Fighting with Nanchao on border.

Intrigues: The southern portion of the state is restless and resentful of the recent change of capital from Hanoi, and rumors have it a revolt is brewing with Annam's aid. If that is the case the alliance is broken, Tongking will need help. Agents of Nanchao are ready! Many palace court intrigues.

Magickal Devices: The Crown has in its possession the *Thunderbolt Sword*, the *Jeweled Serpent*, the *Two Madness Bag*, and the *Dragon Tiger Helms*. Some small number of minor items are also held in Canton and elsewhere in the country.

Thumbnail Sketches: Comprised of territory covering over 200,000 square miles, this southernmost of Chinsungese states is the smallest, but one of the richest due to its production and trading. The western portion of the state is quite wild, and there can be found mountain forests and jungles wherein tigers, buffalo, and all sorts of large and small game abound. However, the kingdom is more notable for its cities and trading than scenic beauties and hunting.

Canton, more properly Kwang-Chow Fu, the capital, is situated on the Pearl River some 80 miles upstream from its mouth at the Sung Sea. Passing through its bluffs which compress the river below the city into what is called the Tiger Gate, one sails on to reach Canton. Traffic is active, for the Pearl is navigable for some 300 miles beyond the capital and is thus a major artery of commerce. The course of the river runs straight through the walls of Canton, guarded by upstream and



downstream gates with considerable outworks. Although there are many outlying suburbs around the city, so that its circumference is possibly 10 or 12 miles, the actual heart of the capital is walled.

The walls of Canton are of brick set onto a foundation of bedrock of granite in some places, sandstone in others. They are 25 feet high, not including the parapets, and as thick, set at irregular intervals with somewhat higher bastions or towers of 35- to 50-foot height. In addition to the water gates, there are eight well-fortified gateways into Canton. In the north, there are four small castle-like outwork forts: one each to the east and west, and two in the south. It is speculated that a wall to connect these citadels is planned, thus creating a larger metropolitan fortress in the manner of the Sung capital. The current wall has a circumference of a little more than six miles. In the north it is built to include the heights of a considerable hill there, while a broad moat filled with water at intervals, from the rising tide, serves to add protection to the other three sides of Canton. (The filth at the bottom of the deep ditch is better left undescribed, and the water covering periodically is indeed much appreciated...)

Inside there is a partitioning wall running from east to west, dividing Canton into unequal halves. In the north the city is called "Old," and it is half again as large as the "New." There are four inner gates in the partition wall, but at night these, as the outer gates, are shut fast. Altogether there are more than 600 long and narrow but clean, paved streets inside the walls. Along them are small, mostly two- and three-story buildings, with shops below and dwelling quarters above. The rear court is employed for storage in most cases, although obviously it was originally intended for other purposes. The royal palace compound is in the southwest corner of the "Old" portion of the city. There are also over 150 various public buildings, temples, pavilions, halls, and shrine monuments inside the walls. Two great pagoda temples, the smaller being a bit over 160 feet high and called the "Unadorned." The taller is an octagonal one of 180-feet height known as the "Venerable Ancient," for it has been standing for nearly two millennia. Guild and merchant (and similar) association buildings and halls in Canton are said to number over 100. There is a large prison in both the "Old" and "New" portions of Canton.

One is struck by the hills 1,200 feet high which rise beyond Canton to the north, for they are covered with graves, tombs, and shrines amongst which are now planted all manner of shrubs and flowers. The city could be called the red-topped, for nearly all of its buildings are roofed in red. However, this is only discernible from the vantage point of the necropolis in the hills. The outer temples of Canton are easily seen from nearly any vantage point, though. There are many large ones—Five Hundred Gods, Longevity, Five Genii, Warriors, etc.—and the temple and college of the Ocean Banner (in Honan to the south) has grounds of 20 acres or so, with halls, shrines, gardens, park, and pond enclosed by walls. For two or more miles upriver and down from Canton, the banks of the Pearl are lined with sampans and barges, the floating homes of thousands of people. In mid-channel are seen the great junks, some of a thousand or more tons burthen, plying their course on beyond the capital city, heading back towards the sea, or off-loading goods in Canton, for this is the major trade port of Tongking, and a very important one for the whole of the Far East.

Most of the population of Tongking is of mixed Chinsungese and Annamese-Lao race. That is, to a basically Yellow stock has been

added a mixture of Yellow and Brown, so as to make the people different from those of Sung, Manchao, and Annam, although they are more similar to the last-named folk than to the others today, due to the century-long alliance between the two lands. The dialect known as Cantonese is spoken in the northern portion of Tongking, while an Annamese dialect is the tongue of the southern sixth of the kingdom.

As in the Sung Empire, the folk of Tongking love to play gambling games, particularly mah jongg, and certain other card, dice, and plaque games imported from the Occident. The cooking of the state, particularly that of the Canton region, is highly regarded, as is that of Sung, Manchao, and Ch'in. These cuisines are certainly, in toto, on a par with those of Francia-Arles.

Rice, wheat, bamboo, peanuts, barley, maize, vegetables, jute, hemp, rattan, sugar cane, betel nuts, and all manner of tropical fruit are grown in the state. Livestock is confined mostly to buffaloes, oxen, swine, and poultry. Mulberry trees and silk worms are grown for silk production. Fishing is heavily pursued, and much of the common diet includes fish or seafood of one kind or another. Forest production of camphor and cinnamon adds to the peasants' livelihood.

Silver, tin, iron, salt, coal, and copper are taken from the land. Some small amount of gold is garnered annually. Moderate quantities of good nephrite jade are also mined in Tongking.

*There is Tibetan influence in pantheon.

Tonuia

Government: Oniate (Kingdom)

Pantheon: Lemurian

Ruler: K'ali K'iku

Capital: Tonu

Population: 175,000

Other Cities (and populations):

Ingatora: 50,000

Jolea: 110,000

Pandoa: 45,000

Taboti: 65,000

Coinage: Lemurian Standard.

Important Persons: Nobles, priests, officials, etc.

Alliances: Hiluo.

Hostilities: Muavinapu.

Open Warfare/Skirmishing: Expeditions sent into northern jungles have not returned, and rumors say the troops were wiped out. This has quieted the raids against Muavinapu considerably.

Intrigues: Imperial growth by acquisition of Hiluo—thus access to the central plains as well. Much machination in the harem, palace, and court.

Magickal Devices: Unknown.

Thumbnail Sketches: A small work has come to us relating to Tonuia. This large kingdom lies north of the lands of the Muavinapuan princes, rising gradually towards eastern hills and mountains—the latter then sinking off into the terrible Luhiva Jungle which lies north and east of the country. So little else is known about this country that we can only comment regarding three things: (1) Its inhabitants are said to be the tallest and strongest of all Lemurians, veritable giants amongst all peoples of the Brown race; (2) Fabulous gems are reputed

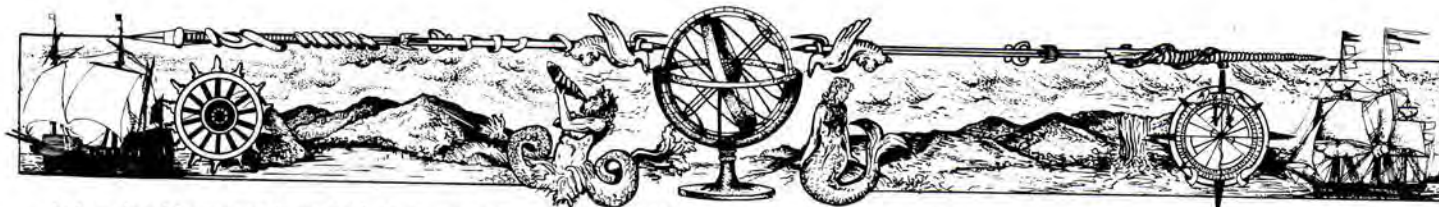
Location: Lemuria

Language: Lemurian-aleffa

Population: 6,500,000

Flag/Emblem:

Flag: A black spider at the center of its web, on a white field.



to be mined from very deep shafts in the Ofua Mountains; and (3) Even less certain is the tale that there are very terrible and potent monsters inhabiting the legendary Yoboyo Swamp in Tonuia's southeastern part. Whether or not any of this is true is uncertain. We withhold judgment pending more information, and as data becomes available we will furnish it to the interested reader.

Transylvania

Government: Grand Duchy

Pantheon: Slavonic

Ruler: Bela II (Tokikeol)

Capital: Tirgu Mures

Population: 25,000

Other Cities (and populations):

Brasov: 40,000

Location: Æropa

Language: Slavic dialect

Population: 750,000

Flag/Emblem:

Flag: A black bat displayed on a golden field.

Hunedora: 15,000

Isora: 10,000

Medias: 10,000

Odorhé: 15,000

Sightisora: 10,000

Coinage: Slavonic Standard.

Important Persons: Margrave of Brasov, Count of Hunedora, priests, officials, other nobles, etc.

Alliances: Magyaria, Vlachia.

Hostilities: Roumania.

Open Warfare/Skirmishing: None at present.

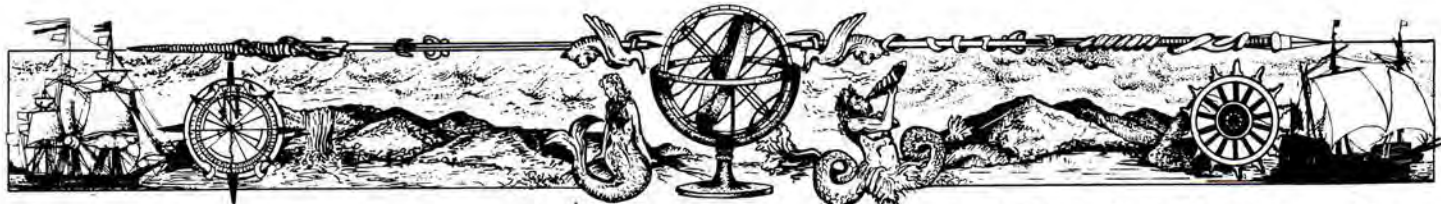
Intrigues: Magyrian agents proposing a trade of territory for Transylvanian alliance versus Servia—Cluj for the recovery of Vovodina and the Banat. Many other schemes in and out of court.

Magickal Devices: It is claimed that Transylvania holds the *Talisman of Darkforce*, the *Writings of Morglos*, and the *Staraxe*.

Thumbnail Sketches: The mountains and valleys of the meeting point of the Carpathians and Transylvanian Alps provide a home for this small grand ducal state of some 15,000 or so square miles. It is in many parts a wild and forlorn land of steep mountainsides, dim forests, and narrow, trackless valleys, where bears, wolves, great lynxes, vicious wild boars, stags, deer, and chamolis roam. Reports from the remote places of the country claim some number of Phæree folk are seen; and albeit most are thought to be transient, many are of Dark nature. Only about 35 percent of the land is under cultivation or usable for grazing. Its cities and towns are found along the mid portion of the country, a more level land where settlements and roads can exist.

The Kellto-Germanic inhabitants of the area were brought under Slavic rule in the time of the Fall, and since then the Transylvanian race has evolved. Although not Teutonicized as are the Bohemians, for instance, they are of some mixture of racial cultures as are the Moravians, for example. Considerable Magyar influence is evident. The peasantry is large and ignorant, and only a small middle class exists. Foreign populations include Gypsy (5 percent), Hungarian (3 percent), Roumanian (2 percent), and Vlach (2 percent) settlements,





although they are not significant in most respects. Other foreigners, found in the bigger cities, are mainly Teutons, Bohemians, and Grecians. Gypsies are common in the country regions, estimates of their number being between 8,000 and 12,000 on the average, for there is much movement of these people between states.

Agriculture provides sufficiently for most of the food needs of the population. Wheat, maize, and rye are the principal grains. Beans, peas, potatoes, and beets are also grown generally. Hemp, flax, tobacco, and saffron generate income. Vines produce a modest wine. Gardens for vegetables, fruits, and berries for local consumption are everywhere seen near towns and in the many little villages. Very fine horses, sheep and cattle are the most common livestock. Some goats, swine, mules, asses, and poultry are also bred.

The rocky highlands are productive in some ways. Mines of gold, silver, and copper enrich the duchy's coffers. Iron, lead, coal, alum, graphite, and porcelain earth are taken from Transylvanian mines. Quarries produce serpentine, marble, and building stone. Some salt is produced, and some few precious, but mostly common, opals are mined in Transylvania.

Trebizond

Government: Grand County (Sovereign)

Pantheon: Greco-Roman (C)

Ruler: David XII

Capital: Trebizond

Population: 285,000

Other Cities (and populations):

Phasis: 30,000

Satala: 25,000

Coinage: Khazirian Standard.

Important Persons: Prince Alexius (VI), the heir apparent; mayors, nobles, priests, officials, etc.

Alliances: Hellenic League. Ukrimia (trade and mutual sea defense).

Hostilities: Galitia, Slovia.

Open Warfare/Skirmishing: Some petty skirmishing over Phasis. Sea actions of all sorts continuing against Slovia shipping.

Intrigues: The fleet of Trebizond is the rival of any in the Middle Seas, the princesses and noble ladies renowned for their beauty, Trebizondian artistic decoration and opulence in its palaces and villas wondered at. The state has connections by marriage to many of the surrounding lands. In such an atmosphere, the plans, machinations, plots, and intrigues are as varied and intricate as can be imagined.

Magickal Devices: The power of Trebizond rests in the *Iron Alternatives of Xanadides*, the *Astral Conveyance*, the *Meteorswand*, *Igar's Smokesring*, and the *Hekaheart*.

Thumbnail Sketches: Although only about 12,000 square miles in extent, this state is at once wealthy, powerful, and beautiful. It is virtually walled off by mountains of 4,000- to 5,000-foot height, with few passes, and two-thirds of the country is wild forest where only bears, lions, wolves, stags, boars, deer, chamois, and the like dwell. There are towns and villages along the coast and the borders of the land, but the Pontic Mountains are virtually uninhabited. Because of these protecting mountains, the climate is mild and humid, the land fertile, and only towards the easternmost extent is the coastal region not a virtual garden, for in that direction the land becomes quite rocky and difficult.

The capital city, Trebizond, has been praised for its extreme beauty,

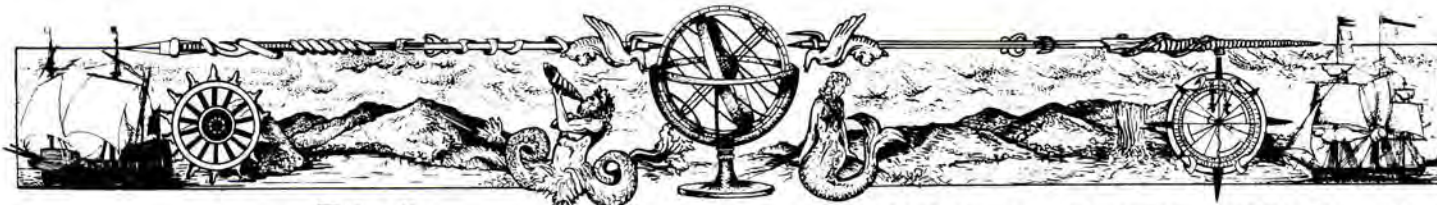
natural and architectural—condemned for its debaucheries and intrigues. It is built on a seaward-sloping spit of rock of table-like shape (thus Trapezus, its original name). Steep precipices to left and right, where parallel valleys run to the Mare Ostrum's shore, protect the city. A great wall across the seaward end of the spit is carried landward along the cliff-like portions, and at the high end towards the mountains it culminates in a citadel complex with 50-foot walls, and towers of 80-foot height. A second wall divides the remainder of the place into upper and lower cities, and at this division are massive flying bridges which arc across the ravines to encompass new additions to Trebizond. At the southern, highest terminus of Trebizond is the great fortress of the city, the palace of the grand count, several smaller palaces of nobles, and the various administrative buildings and halls. From this height one can generally see all the complex patterns of Trebizond which spread away and down towards the waters of the Mare Ostrum. The Upper City is basically one of fine sort with wealthy and middle-class establishments, temples and grander buildings near the citadel, and the bridge areas. The Lower City is generally less affluent, the place of artisans, craftsmen, laborers and the like. In all places trees and gardens are seen, but these are far more predominant in the two wings of more recent construction.

To the west is the "Villas Quarter" and the three castles which define its triangular shape, now interconnected and connected to the city proper by a relatively low but thick wall, making it no longer a suburb but an integral part of the city. Religious communities, temples, and shrines, as well as a school and several guild halls, decorate the expanse. There are again many trees and gardens visible, and there is a charming park with stream and pond within the Villas wing; and all around outside the walls are olive groves and orchards, gardens and little fields of herbs and vegetables. Eastwards is the "Port City" which covers much of the lower adjacent promontory, again walled and towered—the southern portion being occupied by houses and shops, and containing the foreign sector with its polyglot of Phoenecians and Galacians, Ukrimians and Khazirians, and all manner of Westerners and Easterners from far distant lands, too; the northern (seaward) part given over to warehouses, factories, commercial buildings, and the low dives and lodgings of exotic seafarers and imported workmen. Even therein are to be seen many green and flowering things. The harbor is eastwards of this place. It has recently been deepened, and is protected by a wide and high mole built about a mile distant and angled northwest so as to shelter the anchorage from northeast wind and storm.

The social structure of the state is the same as that of Byzantium (q.v.).

Cereals such as wheat, barley, and oats grow well in this land. So too do cotton, tobacco, poppies, hemp, and flax. Mulberries are seen everywhere, as silk is cultured in Trebizond. Vegetables of all sorts, berries, licorice, herbs, and flowers, too, grow in numerous garden plots. Vineyards produce grapes for wine, fruit, and raisins. Orchards and groves of most sorts of fruit and nuts are likewise abundant, and include olives, peaches, apricots, almonds, plums, pears, figs, pomegranates, and cherries. Fishing provides delicacies and solid fare for the population, too. Timber brings considerable income to the state.

Mining is pursued in several places where copper and manganese ores are extracted from the mountains. Quarries produce marble and building stone.



Tripolis

Government: Kingdom

Pantheon: Phoenecian

Ruler: Yezmael IV

Capital: Oea

Population: 230,000

Other Cities (and populations):

Leptis: 145,000

Nezabæ: 180,000

Sabrota: 35,000

Coinage: Phoenecian Standard.

Important Persons: Royal family, royal officials, nobles, merchants, priests.

Alliances: Phoenecian Coalition.

Hostilities: Western Seas Alliance, Carthage, Hasur.

Open Warfare/Skirmishing: Considerable raiding and counter-raiding with Kingdom of Naples and allied shipping.

Intrigues: Hasur court faction seeking to bribe Tripolis into hostilities with Carthage. Plot to separate kingdom into independent principalities (city-states) again with Shake of Nazabæ becoming fourth prince.

Magickal Devices: This powerful Phoenecian state holds the *Anything Wheel*, the *Eighth Object of Entropy*, *Hughard's Cosmic Clock*, and the *Adamantine Ram*. There are also lesser objects in the state arsenal and in various other hands.

Thumbnail Sketches: The great island of Tripolis is of some 85,000 square miles extent. Although the middle portion is mountainous and has an arid desert and barrens, much of the land is well-watered, fertile, and wooded. About 20 percent of the land is in hardwood forests. It has scenery of considerable beauty, waterfalls, greatly varying terrain, and much game of both unusual and normal sort, too. Its ancient walled cities are filled with splendid monuments, architectural splendor, and great temples, as well as sinks of debauchery and slums. Despite many invasions, wars, periods of occupation, and the like, the Tripolitarians have always managed to re-emerge as stronger and more prosperous than previously. Main rivalries with kindred Phoenecian states are the major concerns of this kingdom, for Tripolis would be the greatest of them all.

The people of Tripolis are predominantly of Phoenecian stock, intermixed with Berber, Atlantian, Grecian, and Italic peoples. The aristocracy is more strongly Phoenecian and Atlantian in heritage than the remainder of the populace. Tripolitanian society is the model of the Phoenecian, with the slave, serf, laborer, villein, and the like constituting a very large peasant class. Artisans, soldiers, officials, etc., form the smallish freeman class. The government maintains a core of guards and marines recruited from the state, but its garrison forces and typical sea units are a mixture of levies and mercenaries. The large navy consists of galleys manned by condemned criminals and slaves.

Agriculture produces large yields of the cereal grains, vegetables, berries, and many sorts of fruits and nuts. Olives, vines, tobacco, and cotton are cultivated. Fair horses and camels, oxen, cattle, sheep, goats, mules, asses, and poultry constitute the major livestock of the island. Fishing produces catches for native use and for export, including sponges. Some timber is harvested for export.

Mines and quarries—generally worked by slave labor—yield silver,

iron, lead, and building stone. The coral reefs of Tripolis are the source of some of the better quality precious coral.

Turkistan

Government: Sultanate (Kingdom)

Pantheon: Babylonian

Ruler: Jazret Mirkhan

Capital: Kazalabul

Population: 100,000

Other Cities (and populations):

Chelyagshan: 40,000

Karaganda: 50,000

Khiva: 20,000

Kyzl Ordu: 20,000

Omskhan: 30,000

Semipalata: 20,000

Coinage: G: purse; S: shatree; C: piaster, B: para; BR: tilla.

Important Persons: Prince Omar, Prince Murad, generals, priests, nobles, officials, khans of tribes, etc.

Alliances: Palu-Ea.

Hostilities: Khaziria, Khwarizm, Samarkand, Tartary, Mongolia.

Open Warfare/Skirmishing: Skirmishing with Tartars. Turkic tumans said to be readying for invasion of Samarkand.

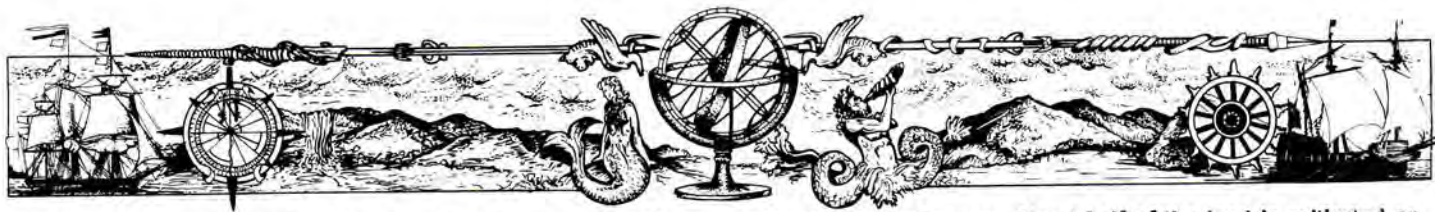
Intrigues: Turkomen subversion by Khazirians. Many intrigues amongst khans and chiefs. Various court machinations.

Magickal Devices: The Throne has the *Dreamdust Staff*, *Atayad's Cosmetic Palette*, and the *Beads of Supernatural Conduit*.

Thumbnail Sketches: When the westward thrusts of the steppes nomads were repulsed, and the various peoples then sought to establish home territories, the Turkic tribes were indeed fortunate, for they ended up in the westernmost region of Central Azir. (See Samarkand and Khwarizm.) Turkistan is the largest of these states, stretching from the eastern shore of the Mare Ostrum to Lake Balkhash, and northwards along the base of the Ural Mountains to the marshes of the Ob River basin. It covers between 750,000 and 1,000,000 square miles of land. While there are hills, forests and scrub, and mountains and deserts too in this vast territory, there are mostly grasslands—the steppes. River valleys, oases, and the shore of the sea provide arable lands aplenty, while the steppes enable the nomadic tribes to follow their ages-old life-style. There is plenty of water in many places, and in the southwest near the sea, the land is exceptionally rich and fertile. The domed buildings and tall but narrow ziggurats of this land are indeed exotic looking to the traveller. So too the bazaars and markets of such places as Kazalabul and Kyzl Ordu.

The people were converted to the Babylonian Pantheon hundreds of years ago, and they are avid adherents of Palu-Ea, separated by the growth of Khwarizm and Samarkand as powers, and yearning to reconquer those territories in the name of their cause. Slavery is accepted, but it is little practiced save in the cities and towns of Turkistan, for the nomadic tribesmen have little practical use for slaves.

Turkistan abounds with all manner of game. There are bears and tigers, panthers, cheetahs, wolves, and wild dogs. Both sorts of camels roam wild in this land, as do yaks, cattle, zebu, ibex, goats, sheep, horses, asses, deer, antelopes, smaller animals (wolverines,



badgers, lynx, martens, sables, foxes, etc.) and many species of large and small birds.

There are many tribes in the region. Only 40 percent of the populace is settled into sedentary and agricultural modes, the balance roaming the steppes and hills as herders and hunters.

Crops of rye, millet, wheat, barley, oats, and rice provide the needed grains for the land. Peas, lentils, a variety of vegetables, fruits, melons, sunflowers, and berries are grown in gardens. Southwards too grow peaches, apricots, almonds, pistachios, pomegranates, figs, vines, cotton, and tobacco. Elsewhere, herds of horses, cattle, sheep, and camels are moved slowly about the grasslands.

Some mines in the land are yielding good quantities of lead, iron, and silver. Others give small amounts of coal, graphite, gypsum, alum, salt, and gold. Gold is panned. Quarries of marble and asphalt have been operating for some time, and naphtha is also found. Turkistan produces lapis lazuli, tourmaline, and some modest quantity of good quality jade (jadite).

Situated squarely on a major caravan trade route, Turkistan is indeed a rich nation. It also contributes livestock, minerals, wool, felt, cloth, carpets, and all manner of foodstuffs to trade as export items, so it prospers doubly.

*Possibly more, as the numbers of Turkics in the north is unknown.

Tuscany

Government: Grand Duchy (Sovereign)

Pantheon: Greco-Roman

Ruler: Umbaldino IV

Capital: Florence

Population: 95,000

Other Cities (and populations):

Arezio: 15,000

Grosseto: 10,000

Livorno: 30,000

Modena: 15,000

Pistola: 10,000

Reggio: 20,000

Siena: 25,000

Coinage: Italic Standard.

Important Persons: Counts, priests, mayors, officials, nobles, etc.

Alliances: Western Sea Alliance, Venice treaty of mutual offense-defense.

Hostilities: Genoa, Lombardy, Rome.

Open Warfare/Skirmishing: None at present.

Intrigues: Plot to dethrone the duke and establish a republic in Genoese fashion (backed by Genoa, of course). Royalists desire alliance with Milano to conquer Genoa and set up a kingdom (eventually including Lombardy and all Italy). Imperial faction demands return to Roman Kingdom. Many lesser intrigues.

Magickal Devices: The Duchy has long held *Diaboldi's Mimic*. It has recently acquired the *Rainbow Alembics*. Some few minor objects are elsewhere in Tuscany.

Thumbnail Sketches: The Duchy of Tuscany has some 8,000 square miles of coastal and Apennine Mountain territory, extending northwards thereafter to the cities of Reggio and Modena, taken from Rome

Location: Aropa

Language: Latin

Population: 500,000

Flag/Emblem:

Flag: Five red roses in cruciform, on a silver field.

a couple of decades ago. About half of the land is cultivated or otherwise put to especially productive use; a quarter is in pastures or of non-arable sort; and the remainder is forested. Game found in the wilds includes bears, wolves, deer, boars, and chamois. The capital, Florence, is a city of beauty, many temples, the arts, libraries and learning, although it is not particularly large. More need not be said, as the place is sufficiently well detailed in other works. The colleges of Livorno and Siena are worthy of note. The people are typical Italic folk, as is the culture and society of the state.

Agriculture is not as productive in this region as elsewhere in the peninsula, but includes crops of wheat, maize, oats, and rye. Some millet and buckwheat are grown as well. Vegetable crops of beans, peas, peppers, tomatoes, potatoes, turnips, parsnips, beets, onions, etc., are cultivated. Hemp, jute, and flax are market crops, as are sugar beets. Vineyards are quite common and productive, Chianti wine coming from the region. The mulberry and olive are not as common as they are southwards, but these trees, along with pear, plum, peach, apricot, chestnut and hazelnut, are managed. Horses are very fine in Tuscany, as are the cattle and sheep. Various other sorts of typical livestock are also kept, of course. Apiaries yield excellent honey and large quantities of beeswax.

Mining of copper, salt, iron mercury, and brown coal is highly productive. Quarries produce alabaster, marble of finest sort, potter's clay plus building stone of many sorts. A modest quantity of gem-quality tourmaline is also mined on Tuscany's Elba Island.

Ukrimia

Government: Kingdom

Pantheon: Slavonic

Ruler: Bruno II

Capital: Sevastopol

Population: 40,000

Other Cities (and populations):

Kerch: 20,000

Kharkov: 50,000

Nikoleyev: 20,000

Coinage: Kazirian Standard.

Important Persons: Marcher princes, priests, nobles, officials, etc.

Alliances: Trebizond (trade).

Hostilities: Kiev, Moldavia, Slovia.

Open Warfare/Skirmishing: Common on all borders, but nothing of the nature of warfare at this time.

Intrigues: Surrounded by foes, the Ukrimians scheme for allies, and in the meantime have few intrigues amongst themselves, for the king has a very stern hand.

Magickal Devices: Although Ukrimia is very protective of this sort of information, we have good reason to believe that the *Four Rings of Strovkivar* are in state possession, and so too the *Seaboats of Jason*. Various moderate and minor magickal devices are certainly held by the Crown and others in Ukrimia.

Thumbnail Sketches: Ukrimia covers some 40,000 square miles of the land southeast of the Dneiper River, including the fertile Crimean Peninsula. About a quarter is in forest, another 25 percent in scrub, waste, water, or wetland such as marsh. The remaining half, however, is exceptionally fertile, for the climate of the region, particularly the

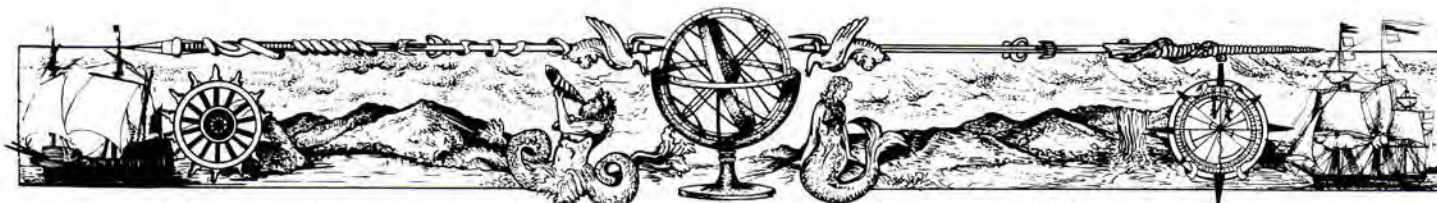
Location: Aropa

Language: Slavic

Population: 3,000,000

Flag/Emblem:

Flag: A golden chevron dividing three wolves heads, on a blue field.



peninsula and shores above it, is mild and balanced in moisture. The forests are basically hardwood, and therein, and in wilds elsewhere, will be found such game as bears, wolves, boars, and deer.

The people of the country are a mixture of Goths and Slavs—handsome, hard working, and brave, but also stubborn, irascible, and demanding. Their society seems more of middle Æropan sort, with very strictly defined class lines, a stiff freeman class, and a quasi-Teutonic aristocracy.

Peasant agriculture produces fine crops of such grains as wheat, barley, and oats. Beans of many sorts, peas, and so on are grown. Many sorts of berries and vegetables are cultivated, too, as are cucumbers, melons, and watermelons. Vineyards are kept with care. Cash crops of cotton, tobacco, mustard, and oil seed-bearing plants are raised. The mulberry is grown to provide for silkworm culture. Marvelous yields of fruit such as olives, figs, pomegranates, nectarines, peaches, almonds, and tangerines are harvested. Superb horses and good livestock of typical farm sort are raised in Ugrimia. Fishing is a major industry as well.

Some iron and salt are obtained from the country. Ugrimia also mines a moderate quantity of high-quality spinels of yellow (most common), blue, and red (least common) color.

Trading exports are principally grain, other foodstuffs, livestock, cloth, and tobacco.

Vekanu

Government: Oniate (Kingdom)

Pantheon: Lemurian

Ruler: Eoti Nachul

Capital: Chuna

Population: 150,000

Other Cities (and populations):

Koura: 80,000

Lebo-Ati: 55,000

Zungitaba: 110,000

Coinage: Lemurian Standard.

Important Persons: Nobles, admirals, officials, priests, etc.

Alliances: Boridari.

Hostilities: Lemi-Lemu, Mu.

Open Warfare/Skirmishing: Relatively heavy fighting in the mountains as Lemi-Lemurian columns force their way into Vekanuian territory. Recent naval battle left Vekanu's fleet victorious.

Intrigues: Create an incident which will cause Mu to attack Lemi-Lemu vigorously, thus causing the latter to cease its slow but inexorable advance into Vekanu's highlands. Absorption of Boridari (assassination and protectorate) to strengthen position against Lemi-Lemu. Dozens of machinations and plots in Chuna and amongst nobles.

Magickal Devices: Unknown.

Thumbnail Sketches: Despite the fact that the Vekanu are currently the most active in trading with Amazonia and Muya, we have virtually no reliable information regarding their land, peoples, or resources. It cannot be doubted that their rulers are wealthy, of course, due to the profits from their trading enterprises. Unfortunately, we are unable to offer other useful speculation at this time. Naturally, additional intelligence gained will be made available to all interested parties at the earliest opportunity.

Location: Lemuria

Language: Lemurian-dekasta

Population: 5,000,000

Flag/Emblem:

Flag: Four indigo anchors in cruciform separating two gold crowns and two silver fish, on a blue field.

Venice

Government: Republic

Pantheon: Greco-Roman (R)

Ruler: Doge Erno Ruggari

Capital: Venice

Population: 110,000

Other Cities (and populations):

Ferrara: 15,000

Padua: 25,000

Trieste: 50,000

Udine: 15,000

Verona: 30,000

Coinage: Italic Standard.

Important Persons: Council of Ten, nobles, merchants, priests, guild masters, etc.

Alliances: Western Sea Alliance, Tuscan mutual offense-defense pact.

Hostilities: Epirus, Genoa, Carthage.

Open Warfare/Skirmishing: Punitive raids against Epirian pirates. Now readying a fleet to sail against the Carthaginians.

Intrigues: Faction promoting membership in Cardinalian League. Lombard faction desiring alliance to dismember Tuscany. Numerous court and similar maneuverings to gain prestige, power, office, trade, etc.

Magickal Devices: The Doge has the *Gem of Wit* and the *Infallible Impressor*, while various persons hold some few moderately potent objects.

Thumbnail Sketches: Venice controls an inland state of around 8,000 square miles which runs from Trieste in the east to Verona in the west. The Julian Alps of Carinthis, and that state itself and the territory of Lombardy, define its northeastern, northern, and northwestern boundaries, the Gulf of Venice, Kingdom of Rome, and Tuscany its southern and southwestern verges. The north is mountainous and wild, but only some 20 percent of the land is forested. Some game—bears, deer, etc.—is found therein, of course. Elsewhere there are pastures, fields, and vineyards and orchards.

Invasions forced the people of the mainland to take refuge in the coastal region of streams, lagoons, and islands around the time of the Fall. In a relatively short period, the City of Venice was established and its naval power apparent. The islands and lagoons of Venice hardly need comment here. The S-shape of the Grand Canal, the temples, large and small canals, bell towers, cisterns, piazzas, water tunnels, palaces, the Arsenal where the galleys are constructed, the glass factories, and cloth mills are so well known as to conjure images by mere mention.

The folk of Venice are of typical Italic sort, but those of the north of the republic are Tyrolean in nature, i.e., with a culture influenced by Teutonic society. Few serfs or villeins exist in the state, most people being free citizens, but the peasantry is large nonetheless. Whether communal agriculturalists or laborers, birth, occupation, education, and wealth tend to amply define the tiers. Thus, the moderate-sized middle class consists basically of the more prosperous citizens. The aristocracy is generally comprised of nobility and old, wealthy families.

For the agriculture of the area see Tuscany, for there is little difference in crops and livestock between the two states, although considerable rice is grown in Venice's river regions, especially near the Po. Timber harvested is insufficient to meet the needs of building



the Po. Timber harvested is insufficient to meet the needs of building and the naval yards of Venice, so a considerable quantity is imported. Copper, coal, passable marble, building stone, and brick clay are the products of mining and quarrying in the republic. Its principal exports are glass, cloth and garments, weapons, armor, and some small quantity of food and livestock. Mercantile trade and shipbuilding are the lifeblood of the state.

Vlachia

Government: Kingdom

Pantheon: Slavonic

Ruler: Vlad IV

Capital: Bucharest

Population: 50,000

Other Cities (and populations):

Brăila: 15,000

Buzău: 15,000

Craiova: 25,000

Giurgiu: 10,000

Ploesti: 40,000

Coinage: Grecian Standard.

Important Persons: Dukes of Arges, Dobrogea, and Oltenia, priests, nobles, officials, etc.

Alliances: Servia, Transylvania.

Hostilities: Roumania.

Open Warfare/Skirmishing: None at present.

Intrigues: Bribery of Constanta (Bulgaria) to become a vassal of Vlachia, ceding Danube delta to Roumania if successful, to buy peace there. Pro-Bulgar faction pointing out that enemies on two sides might spell disaster for Vlachia—either through being dismembered or swallowed up by Servian "allies." Many court intrigues.

Magickal Devices: The *Prism of Eight Rays* and the *Seeking Dart* are thought to be held by this state. The Crown and various of the powerful factions of Vlachia certainly have some numbers of minor objects of magickal nature.

Thumbnail Sketches: Vlachia is by no means a large kingdom, but it is a fairly wealthy one. Its territory is of something over 30,000 square miles between the Danube, its general southern boundary, and the Transylvanian Alps-Roumania-Mouths of the Danube to the north. The Mare Ostrum is its eastern border, Servia the western. Mountain wildlands, forests, and wetlands occupy about one-half the state. All manner of game—bears, great lynxes, wolves, stags, boars, deer, etc.—roam in these places, but much of the wilderness is reserved as royal and noble hunting preserve. The social structure of Vlachia is typical of the Eastern Æropan, with a strong aristocratic class, small freeman one, and a large peasant class. Mountain bandits in the northwest are most troublesome to the Crown.

Grains such as oats, barley, wheat, maize, and rye provide for ample food. So too are

Location: Æropa

Language: Vlach

Population: 3,000,000

Flag/Emblem:

Flag: A pair of white wings volant on a red escutcheon bordered ermine.

fields of peas, beans, potatoes, turnips, cabbages, etc. Flax, hemp, jute, cotton, tobacco, sugar beets, and madder bring cash. Viticulture produces a fair wine. Garden produce includes melons, watermelons, cucumbers, etc. Mulberries are grown for silk production. Orchards are mainly of plum, apple, and cherry, although pears, peaches, and apricots too are grown. Sheep, cattle, horses, mules, asses, sheep, goats, swine, and poultry are raised. Bees are kept for wax and honey production. Fishing in rivers is fair, but good catches are brought from the sea. Timber production and paper are important to Vlachia.

Mines of gold, silver, copper, salt, iron, coal, lead, zinc, manganese, and saltpetre are active. Quarries yield good marble and all manner of building stone.

Wildedge

Government: Lordship (Marquisate, Sov.)

Pantheon: Keltic

Ruler: Laird

Capital: Penstock

Population: 5,000

Other Cities (and populations):

None.

Coinage: None.

Important Persons: Sar Cowan the Steward (Regent), the High Druid of Wildedge, officials, priests, leading landlord freemen, etc.

Alliances: None.

Hostilities: Undeclared war with Grandmark Iroukia, native tribes.

Open Warfare/Skirmishing: Continual skirmishing on northeastern frontier against Grandmark. Raids and counter-raids by natives—Lenni-Lenapi and Iroukians.

Intrigues: Seeking alliance with Falcondonia against Grandmark. Seeking new colonists from Avillonia and continental Æropa to bolster manpower. Possibly some subversive plots fostered by Grandmark.

Location: Vargaard

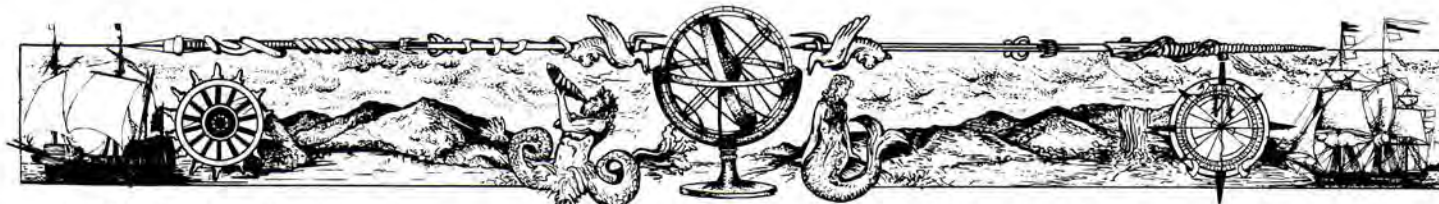
Language: Vardish dialect

Population: 25,000?

Flag/Emblem:

Flag: A stag head cabossed and antlered red, on a green field.





Magickal Devices: None known to us.

Thumbnail Sketches: This is a very small state just to the west between southern Jarlesheim and northern Falcondonia. The scarcely larger state of Grandmark lies to its northeast. Agents are currently en route to or in Vargaard to make a careful study of the lands there. We will furnish data from these studies as it becomes available.

Wipoona

Government: Kaviate (Sov. Duchy)

Pantheon: Lemurian

Ruler: Owidri Tu'u

Capital: Capooni

Population: 105,000

Other Cities (and populations):

Ita Awa: 55,000

Wordirdi: 60,000

Coinage: Lemurian Standard.

Important Persons: Uncertain.

Alliances: Ahuke.

Hostilities: Muavinapu.

Open Warfare/Skirmishing: None at present.

Intrigues: The fertile hill and mountain valleys of Wipoona make it a very desirable territorial acquisition, so it has played off Ahuke against the Muavinapuan princes for generations. A change of alliance now seems in order. Further alliance with Mountain tribesmen to build military forces available in case of attack. Faction desiring marriage to a prince of Muavinapu to merge and create new oniate (kingdom). Plotters born, the capitol and court is filled with intrigues.

Magickal Devices: Unknown.

Thumbnail Sketches: Only recently have cartographers been able to locate this nation on the map of Lemuria. This independent ducal state is supposedly very rich in gems, precious metals, and other things, so that it maintains its sovereignty by paying off and playing off its neighbors, one against the other.

Xalissa

Government: Tirinly (Kingdom)

Pantheon: Atlantian

Ruler: Chartol Alzza

Capital: Xaliss

Population: 145,000

Other Cities (and populations):

Chusa Tan: 35,000

Klat-toz: 70,000

Rechuti: 40,000

Xolon: 305,000

Coinage: Atlantian Standard.

Important Persons: Xebal of Ogygia, nobles, admirals, priests, officials, etc.

Alliances: Lantlan Compact, Dakhlan.

Hostilities: None at present.

Open Warfare/Skirmishing: None at present.

Intrigues: The lords of Xalissa, most being part Berber, or married to them, are more and more leaning towards a scheme which would

Location: Lemuria

Language: Lemurian-aleffa

Population: 500,000

Flag/Emblem:

Flag: Two jaguars combatant, crowned silver, on a purple field.

center a new empire on the Afrikkan continent, with Atlantl in the west and all northeast Afrik as a base. The former would reach to colonies in Amazonia and Vargaard, the latter into southern Afrik. Æropa and Azir would be ignored. Plotting thus, the reunion of Atlantl and a weak Berber Union are both desirable. Numerous court intrigues and palace machinations, of course!

Magickal Devices: The Crown holds the *Pandemonic Rod*, *Beoctal's Hatchway*, the *Folio of Non-Dimensional Folds*, the *Antikau Current*, and the *Primal Planetary Models*. Other items of lesser sort are also possessed by Xalissa and its leading powers.

Thumbnail Sketches: This southernmost state of the Atlantian island is about 45,000 square miles in extent, including the three islands of the western shore, its land extending from the mountain spine of the north to the southern plateau. With the province of Ogygia added, an extra 35,000 square miles of territory is ruled by the Crown. Although rainfall is scanty in the south, early spring and autumn rains provide for vegetation there. Only some 10 percent of the country is arid desert, and perhaps an equal amount semi-arid wasteland. A bit over a fifth of Xalissa is forested, a quarter or so scrub and plain grasslands. Wildlands constitute a considerable portion of the whole state despite its long occupation and civilization, and all manner of game typical to the island is found there, as well as in the hunting preserves of the Crown and nobles.

Chartol Alzza is said to be one of the most beautiful of all Atlantian cities, with a look and style exemplifying that of the southern type. Xolon, of course, is the other side of the coin, being one of the worst and most disreputable metropolises of the island, and attracting the lowest from all of Atlantl, Afrik, and Æropa to itself. The territory of Ogygia is generally more productive than that of Xalissa proper, for it is more humid and has better soil in the northern portions. The society and culture of the state are much as those of Atlantis/Cholcan, and so too its agricultural produce, livestock, commerce, and industry.

Mining in this land is quite important. Iron, coal, and salt are the chief common products. Oricalcum is taken in small quantities from the northeastern mountains. The mines of Xalissa also produce Ærth's finest large diamonds and a fair quantity of smaller stones as well.

Yarbay

Government: Kingdom

Pantheon: Babylonian

Ruler: Akbar Sultan

Capital: Al 'Aqabah

Population: 110,000

Other Cities (and populations):

Gaza: 30,000

Kinana: 75,000*

Mina Sa'ud: 25,000

Yambu' el Bahr: 20,000

Yathreb: 40,000*

Coinage: Babylonian Standard.

Important Persons: Royalty, priests, nobles, sheikhs, officials, etc.

Alliances: Palu-Ea.

Hostilities: Ægypt (and Phillistia), Farz, Ophir, Sheba.

Location: Azir (Near)

Language: Sumerian

Population: 5,000,000

Flag/Emblem:

Flag: Crossed silver scimitars separating three golden crescents (l., r., above), on an orange field.



Open Warfare/Skirmishing: Desert raids (Nejd and Phillistia) and sea skirmishing (Ægypt and Farz) only at this time.

Intrigues: Yarbay schemes to replace Shamish influence in Babylon by whatever means it can, including overlordship of its rival, control of the whole of its peninsula, conquest of Phillistia (and thereafter Ægypt) etc. In addition, there are rampant intrigues revolving around the throne, chief priesthood, and noble and official positions, as well as monetary ambitions, and so forth.

Magickal Devices: There are a number of major magickal devices in Yarbay. These include the *Sequala Ineffable*, *Sulmunem's Tapestry*, the *Infinitely Faceted Crystan*, and the *Lionblades of Yathbir*. **Thumbnail Sketches:** The territorial extent of the Kingdom of Yarbay is at least 350,000 square miles, from its narrow share of the shores of the Mare Librum and the long western coast along the Mare Rubine, to its seacoast on the Babylonian Gulf in the east. One might almost say that it is a long strip lying between the Assyrian Desert to the north and the Red Desert to the south, save that there are many sorts of arid lands in Yarbay, and its shape is more that of a crescent than a bar. While there are black stone deserts, sand, and wastes included in this territory, there are also old mountains, hills, plateaus, grasslands, and forests. Wild and uncultivated lands and wastes cover some four-sevenths of the country, and in Yarbay's wildernesses are found lions, leopards, hyenas, wolves, wild camels, antelopes, wild sheep, gazelles, wild goats, ostriches, wild asses, and other smaller creatures as well. The famous Red Desert is harsh only in the worst times, and even then contains all manner of wells, springs, and oases, so there is much habitation of the fringes and traffic across it. (Compare the Golden Desert of Nejd under the heading of that state.)

Al 'Aqabah stands on the left bank of the Arabah River (which rises as the outlet for the Lake of Gallil, and continues on into and drains the Vivid Lake, to empty into the Aqabah Gulf). It thus has a fine deep-water harbor and is a port for both river and sea traffic, being only a few miles from the salt waters of the gulf separating Yarbay from Ægyptian Phillistia. It is also a major caravan city, so the capital is both large and thriving. It is exceptionally well fortified and well constructed, and has many places of note. Its public buildings and college are of considerable interest.

The population of the kingdom is nearly all of pure Yarban race, with some slight admixture of Babylonian and Shamish blood in the eastern and western verges. This type is seen exactly in the Bedouin desert nomads who crossed into Afrik and now roam (and plague) the Sahara, while the Musyarban type in that area is known as the Bagara. The Yarbans came into the peninsula from the north, passing through the Babylonian Empire, and were brought into the faith of that state in ancient times. In turn, the Yarbans took it southwards and westwards, and for this they were granted a special order of priesthood by Babylonia. Thus the great temple cities of the state, and its influence in the affairs of the Palu-Ea. Despite this, the cleverness and power of Shamish leaders continues to frustrate the hopes and dreams of Yarbay, and there is a very ambivalent relationship between these old allies. Even though Yarbay has its client states of Nejd and Axxum (to a lesser extent), it longs for total control of the western portion of the alliance. Perhaps a third of the population is of nomadic tribesmen. There is a well-defined aristocracy in

Yarbay, the upper tiers being typical of Babylonian society, the lowest one comprised of tribal leaders (sheikhs), the very wealthy, and chief warriors of settled or tribal sort. The middle class is of warriors, general officials, merchants, and so forth. The large peasant class is comprised mostly of settled artisans, agriculturalists, laborers, and slaves.

While there are large portions of the land which receive slight moisture, many other places have sufficiently abundant rainfall to enable the soil to bear regular crops, rather than seasonal vegetation suitable only for nomadic grazing. Wheat, barley, maize, millet, and durra (sorghum) are the staple food crops, along with vegetables such as potatoes, turnips, onions, leeks, radishes, cucumbers, eggplants, marrows and pumpkins, melons, and the like. Cash crops are of coffee, khat, hemp, tobacco, cotton, sugar cane, sesame, henna, and roses, jasmine, lavender and other aromatics, plus many sorts of cultivated and wild herbs and plants for cooking and medicinal use. Orchards and groves are of major importance. The date palm is everywhere, and of critical nature for those of desert-like habitat. Other fruits such as figs, apricots, nectarines, peaches, almonds, carobs, bananas, pomegranates, oranges, lemons, limes, quinces, and plums and apples (in the elevated lands with cooler climate) are grown in quantities to provide for the populace and export as well. The famed Yarban horse is the chief animal with respect to riding and war use, and horses are sometimes employed for draft work, too. Camels of this land are not comparable to the superior sorts found in Nejd, save for some coming from the Hejaz region of Yarbay. Other livestock includes great herds of sheep and goats, with some smaller numbers of passable cattle being raised.

Mineral wealth of this land includes salt, naphtha, gold, silver, copper, and iron. Stone for building is plentiful. Yarbay produces pearls of exceptional size and quality, lustrous and of many tints and hues, from fine white to black. One of pink sort of just over one-inch diameter is in the Ishtar Crown of Babylon, and many others have found their way to the four corners of Ærth.

Yarban gums are exported as widely as its pearls, balsam and myrrh being the best known and costliest.

*City of special holiness due to its temples and historical personages.

Ys

Government: Lordship (see Brettony)

Pantheon: Keltic

Ruler: Lady Margot Sidhe

Capital: Ys

Population: 125,000

Other Cities (and populations):

None.

Coinage: None. (See Brettony.)

Important Persons: Various officials, of the city and its institutions.

Alliances: Neustria, Francia.

Hostilities: Lyonesse.

Open Warfare/Skirmishing: None.

Intrigues: Plot to set Ys atop Brettony as ruler of state. Negotiations

Location: Æropa (Brettony)

Language: Keltic dialect

Population: 150,000

Flag/Emblem:

Flag: Golden maul standing in "T" form, on a field of six horizontal bars of green and blue.



with Pohjola regarding uncertain matters. Others unknown.

Magickal Devices: Through its long history, the City has managed to gather for itself the *Moon Pearl*, the *Flux Lever*, and the *First and Sixth Objects of Entropy*. Inordinate numbers of lesser magickal devices are also thought to be in Ys.

Thumbnail Sketches: The city has existed from before the time of the Atlantians' discovery of the Bretton Peninsula, for the Atlantian chronicles tell of finding black and weathered stone buildings and ruins on the site of the city, savages dwelling amongst the ancient edifices. The city has, of course, been rebuilt, with the work of Atlantian, Gallic, and Keltic architects and builders apparent against the subtly different form of the remaining portions of the prehistoric structures and walled portions of Ys. The spit of land upon which the city is built juts northward into the Avillonian Channel, a narrow neck with a cyclopean protective wall 100 feet high, shielding a broader portion shaped something like a griffon's head, two goggling eyes pointing east, with the mouth open, upper beak pointing west. In the open "beak" of the griffon is the harbor, a small but deep anchorage for a dozen large vessels and a score or two of coastal ships and barges, too. Some considerable amount of commerce passes through the port despite many drawbacks. Coal is its chief import. A wattle-like projection from the main bulk houses the walled Academie Sorcerie d'Ys. From the neck to the beak is about four and a half miles distance, from eye bulges to the lower portion of the beak, four miles, and the wattle is about a mile long and half as wide. Because of the steep hills upon which it is constructed, Ys has many levels, aerial bridges, stairways, and so on. In all, the walls of Ys enclose 12 or 13 square miles, but if the land were flat, the area might be twice again that size! The mazes therein, and the dangers of being on those twisting streets after dark, are legendary.

Two little islands, one just under a square mile area above the hooked beak, the other of almost two square miles extent, lie about eight miles eastward in the channel. The city owns some 200 square miles of land on the main peninsula south of its site. This territory is quite rugged, and only one real road runs northwestwards to Ys. This area is remarkable for the menhirs and megalithic monuments of unknown origin found on hilltops and hidden valleys alike. Some cultivation is practiced around the villages, and crops of buckwheat, rye, barley, oats, and wheat actually feed much of Ys' population. So too garden crops of potatoes, rutabagas, parsnips, onions, salsify, asparagus, artichokes, carrots, etc., come into the city from the suburban farms. Some flax and hemp fields are seen. Livestock is grazed in pastures and the wild meadows of the hilly lands. Cattle, sheep, horses, swine, and poultry are the main animals kept. Bees are everywhere, as many forms of flowering plants and trees (mainly apple and pear) provide them with their needs, while yielding excellent honey and wax in surprising quantities. Cider and brandies are produced from most of the fruit yield. Fishing is the occupation of all along the coastal portion of the free city. Lumbering is not widely practiced, although the ancient, tangled forest might well benefit from proper cutting and clearing. There are three active mines belonging to Ys—one producing considerable silver, another fine lead ore in considerable quantity, but nothing is known regarding what is taken from the third. Quarries for slate, dark potter's clay, granite, and the obsidian-like gneiss found only around the city

provide for internal need and some export.

The people of the city and the surrounding land are neither Keltic nor Gallic in appearance. Perhaps it is a case of being a hybrid of these races, plus isolation, which gives them so different a look. It is easy to tell the aristocracy of Ys from the others, for they are tall, very pale, and have narrow, almost cruel features. The freeman class is of average appearance, by and large, although tending towards the peculiar look of the nobility in its gentry, while the peasantry is on the whole, thickset and dark. As the upper class is haughty and arrogant, the middle is scheming and avaricious, and the lower is sullen, surly, and prone to violence. The folk of Ys are accused of piracy, wrecking, banditry, and murder.

The city has industries which produce metal products, foundries and forges, chemical manufacturers, candle works, textile mills, and various leather works.

Zanzibar

Government: Sultanate (Kingdom)

Location: Afrik

Pantheon: Babylonian

Language: Babylonian dialect

Ruler: Sultan Yamshaid

Population: 150,000

Capital: Zanzibar

Flag/Emblem:

Population: 100,000

Flag: Blue and green with a white bar (fess) between. Above is a silver crescent, below are crossed.

Other Cities (and populations):

None.

Coinage: None (use Yarban, etc.), elephant tusks.

Important Persons: Royal family, priests, officials, chiefs

Alliances: Palu-Ea.

Hostilities: Punt.

Open Warfare/Skirmishing: Piratical and bandit raiding wherever and whenever possible.

Intrigues: All of minor sort, although they concern who will rule, wield major power, have precedence, grow rich, etc.

Magickal Devices: Uncertain as to nature and number, although a recent report claims that this state has somehow managed to steal or buy the wondrous *Moonflowers Tomb!*

Thumbnail Sketches: The island of Zanzibar has an area of about 800 square miles, and together with Pemba and several smaller islands (approx. 12,500 square miles) constitutes the whole of the sultanate. It is about 20 miles distant from the Afrikan mainland. Some 35 miles distant to the northwest of the island can be found the ruins of the ancient city-state of Mombassa now hidden by mainland jungle. Zanzibar is a relatively flat island, covered with jungle save where plantations have been cut for crops. It is hot and humid, and diseases there are deadly unless checked by Heka. It is the main port for the triangular sea trade involving Afrik, Yarbay and Azir-Hindic Subcontinent shipping.

The only city on the island is also called Zanzibar. It is on the western shore of the island. The channel is generally calm, the waters incredibly blue, and as one approaches the port city, the lovely white coral sand beach and intense emerald of the vegetation is striking. That belies the actuality. The city stands on a triangular peninsula projecting from the mainland to the west about a mile and a half, with a bay which is safe and large, the minimum depth of this roadstead being five fathoms (30 feet). Zanzibar is surrounded by a low wall (15 feet high, including parapet) with taller, hexagonal



towers of grayish-white coral blocks, the only building stone available. Behind are big, multi-storied buildings (of three to five floors) and lower, flat-topped structures. The larger are the turreted forts, temples, government palace, and warehouses. The smaller are factories, offices, halls, and major residences. Inside are many closely packed structures of mud brick—the businesses, houses, and hovels of the bulk of the inhabitants. In the harbor are typically found a dozen or more Yarban dhows of 50 to 500 tons burthen, along with occasional Hindic vessels, Chinsungese junks, and even Atlantian and Æropan ocean craft which have sailed around the Horn of Afrik and the Mozambique Hammer on long trading voyages.

An inlet of the Malagash lagoon has been made into a canal and water barrier which separates the southwestern third of the city to form the royal and military (*casbah*) quarter from the remainder. Here there are several broad avenues and two squares, in addition to the major buildings of government, a great temple, etc. In the other quarter the streets are barely 20 feet wide, winding, and filthy. They are filled with streams of workers, peddlers, vendors, and beggars, crowded with passing slaves, idlers, and shoppers. So too the small market squares where vegetables, fruits, and all manner of goods are heaped or arrayed in displays to attract purchasers.

The population consists of a mixture of peoples. About 20,000 Yarbans rule the place. Their main support comes from the Swahili, a Yarban-Black hybrid people who comprise about 40,000 of the total inhabitants. There are also some 5,000 Babylonians and Shamish dwelling in the city. Various Hindics also add 5,000 to the total. Outcasts and renegades from Ægypt, Ætheope, Farz, and other states in Afrik, Azir, and Æropa contribute about 5,000. Halfcasts of all other sorts number 10,000, and there are about 15,000 Black race slaves there to round out the 100,000 citizens of Zanzibar. However, the slave markets there will have from 1,000 to 3,000 more at any given time, on their way to some buyer elsewhere. On the island proper the plantations use slave labor to raise copal, copra, and cloves for export. Of the 30,000 slaves so employed, it is thought that as many as 20 to 30 percent die from disease and abuse each year!

Agriculture raises some grain, many sorts of vegetables and fruits for consumption on the island, and export items. Fish is a staple in the diet of the common population, as are coconuts.

Zanzibar grows cloves, red pepper, gum copal, and copra for export. It also passes through its port slaves, ivory, hides, tortoise shell, beeswax, seashells, ambergris, hides, animals, etc., most from either mainland Afrik, Yarbay, or the Hindic lands.

Zimbabwe

Government: Kingdom (Tribal)

Pantheon: Vodoun

Ruler: Ndewayo

Capital: Great Zimbabwe

Population: 40,000

Other Cities (and populations):

None.

Coinage: I: mbeas.

Location: Afrik

Language: Bantu

Population: 500,000

Flag/Emblem:

Flag: A lion passant with black horns (eland), on a green field.



Important Persons: Royalty, chiefs, witch doctors, captains, etc.

Alliances: None.

Hostilities: With surrounding native tribes.

Open Warfare/Skirmishing: Raiding and counter-warfare common.

Intrigues: Unknown.

Magickal Devices: No reliable information exists at this time as to such items.

Thumbnail Sketches: This interior Afrikkan state is known to us only through word of mouth, a few scanty written accounts of questionable sort, and traders' reports and materials said to originate from Zimbabwe. We therefore decline to publish what could very well be erroneous or misleading information, pending documentation from serious explorers and recognized authorities. The interested reader can expect to gain intelligence in this matter over the coming years, as publication of factual material is warranted.

Ziva

Government: City-State (Principality)

Pantheon: Phoenecian

Ruler: Prince Eshman Barca

Capital: Ziva

Population: 100,000

Other Cities (and populations):

Bodnith: 25,000

Gabastart: 15,000

Reshak'el: 20,000

Coinage: Phoenecian Standard.

Important Persons: Shakes, merchants, priests.

Alliances: Phoenecian Coalition, Ægypt.

Hostilities: Western Sea Alliance. Darfur, Lybbos.

Open Warfare/Skirmishing: Only on land against both Lybossan regulars and Darfuran tribesmen.

Intrigues: Convince Ægypt to expand westwards across southern Lybbos, with some territory of the latter state then becoming Zivan, and the city-state becoming a client of Pharaoh.

Magickal Devices: Ziva holds the *Text of the Sphinxes*, *Malcul's Measure*, the *Seafire Projector*, the *Oasis Compass*, and the *Devotional Service Implements*. Some few minor items are in private possession in the city-state.

Thumbnail Sketches: The reader is referred to Botris for this information. Ziva is essentially the same as that Phoenecian city-state in all respects, so in the interests of time and space we use this strategem for ease and conservation. The notable difference is the actual Zivan populace, which is of a considerable admixture of Red Ægyptian race in addition to the usual Berber, Bedouin, Yurban, and Grecian. This extends to the upper classes.

Zuivan

Government: Tirmaly (Kingdom)

Pantheon: Atlantian

Ruler: Alphonxal II

Capital: Huscel

Population: 240,000

Other Cities (and populations):

Mados: 50,000

Neuava: 25,000

Location: Atlant

Language: Lantlan

Population: 3,000,000

Flag/Emblem:

Flag: A lozenge of purple and gold, on a field parted per pale and counter-colored.

Pati'cha: 30,000

Sarmae: 60,000

Coinage: Atlantian Standard.

Important Persons: Xebals of Zuivan and of Tenedas, other nobles, officials, priests, generals, etc.

Alliances: Iberian-Atlantian Concord, Lantlan Compact.

Hostilities: Colzuivan, Xalissa.

Open Warfare/Skirmishing: Some slight skirmishing on border with Colzuivan, more serious highland fighting with Xalissa.

Intrigues: Zuivan is more interested in extending its borders and gaining status as the paramount Tirmaly to the Island than it is in any exterior matters, so all intrigues of state are of that nature. Many palace plots, of course, and all manner of lesser intrigues.

Magickal Devices: The King has the powerful *Lavastick*, the *Well of Probability*, and the *Host of Unseen Messengers* (upon which he bases his plans). Some trifling objects are in the hands of various powerful groups and individuals.

Thumbnail Sketches: The kingdom extends around the Gulf of Tinedas and across the Jaqual River to encompass Zuivan, and so has about 50,000 or so square miles of territory. It is of typically Atlantian terrain, with the high mountains along the northern border, verdant plains and river valleys, scenic hills, and great old forests. Flora and fauna is that commonly found on Atlantl.

The Menagerie of Huscal is generally granted status as one of the Twelve Wonders of Ærth. The place has thousands of acres of grounds, augmented by magickal extensions, so that hundreds of incredible exhibits are open to inspection by visitors. The exotic, rare, and huge specimens of beasts on view, including marine exhibits and subterranean settings, are not to be believed! Other typical wilderness settings seem to encompass endless veldts, woodlands, plains, jungles, marshes, rain forests, and so forth.

In other respects, this state is the same as Atlantis and Colzuivan, and the reader is referred to the treatment of those kingdoms for general information.

Zulu (Sotho)

Government: Empire (Tribal)

Pantheon: Vodoun

Ruler: T'chwayo

Capital: Kraal Sotho

Population: 20,000

Other Cities (and populations):

Various kraals of lesser size.

Location: Afrik

Language: Bantu dialect

Population: 300,000

Flag/Emblem:

Flag: Bicolored red and black splotches parted per pale, on a white field.
Emblem: Elephant tusks.

Coinage: None.

Important Persons: Royalty, generals, witch doctors, chiefs, officials etc.

Alliances: None.

Hostilities: With all surrounding tribes.

Open Warfare/Skirmishing: Expansion warfare by imips (regiments of infantry) on regular schedule.

Intrigues: Unknown.

Magickal Devices: Unknown.

Thumbnail Sketches: As is typical with remote and primitive areas, the information available to us regarding the Zulu state is almost nonexistent. If and when we gain worthwhile data, it will be provided for interested readers.

PHÆREE

THE COUNTER-ÆRTH

Phæree is a counter-Ærth in all senses of the word. That is, it is a mirror image, set on an exactly opposite vibratory pattern, and is as chaotic as Ærth is ordered. Similarly, although both are ruled by the Laws of Magick, Ærth has ordered Heka, while on Phæree magick is wild and quite unpredictable. Because the two are images of each other, it is an easy matter to have Gates and Doors linking them. In other respects, however, the similarity, or counter-similarity, ends.

This is most true in regards to the physical boundaries of the world of Phæree. The planet itself is definable, but the terrain and conditions of the world are not so measurable. Generally speaking, the seas and lands are the reverse of those of Ærth; there is a Subterranean Phæree, and there is an interior world. Exact places, shapes, and other measurements aren't always too firmly fixed, or exact, however. It can be said with general assurance that the outer world is the realm of the Færies and the domains of the race of the Seelie Court. The underground maze is the realm of those who border benign and malign, neither Seelie nor Unseelie, betwixt the two aspects, "Borderers," as these Hobgoblins are called. Finally, the interior space of Phæree is the domain of the Goblin sorts, home of the Unseelie Court, and where the Evil nature predominates. The rest is a matter of uncertainty.

There are many ramifications of the above. First, let us address the lands and waters. Although the planet is basically the mirror image of Ærth, Phæree is not constant...even to its reflection. Parts of shores sink away to become water, islands too disappear. Or the same might occur in reverse, with new ground rising from the waves, hills standing where there was a lake but moments ago, and even the outlines of seas being altered by sudden, capricious alterations of terrain. Yet there are some fixed points. This brings us to the second of the branches. While there are centers where things remain relatively constant, the places around them shift with a randomness which is most disturbing to humans. The Kingdom of the Moon Elves, for instance, might extend for 200 leagues in all directions from its capital city, Celuna, one week, and in the next be but half that size. Even the boundaries fixing the Seelie, Borderer, and Unseelie portions of Phæree are not absolute. The subterranean may, for a time, be terranean and vice versa. In truth, portions of the Unseelie might be found bordering upon the Seelie. How can that be? The answer is magickal Gates and Doors.

If there are many fixed Gates, unfixed ones, and alternating Doors set on Ærth, there are twice as many such places on the world of Phæree. Some are so massive that their extent allows virtual rifts in all the planet's dimensions, so that it is like a Möbius strip and a Kline bottle all in one, a place with no inner or outer portion, a world which is inside itself. More cannot be said, for there is no scientific explanation for a place which defies all laws save that of irrationality. That in mind, let us return to the Gates and Doors present on and in Phæree.

On Ærth, there are no fewer than 26 Gates giving onto the world of Phæree. There might, indeed, be more. There are also many Doors leading to the counter-world which open and close randomly, at set times, or by the design of some practitioner of Heka dwelling on Ærth, or some whim of any of Phæree's folk. Portals leading from Ærth to its chaotic sister world might always be true, but on Phæree the same Portal in an exact, fixed locale might lead back to someplace alto-

gether different! Without magickal intervention, one could enter into Phæree and never find one's way back to Ærth again—although that would not necessarily consign oneself to the chaotic planet forever. The many Portals on Phæree lead somewhere.... As a rule of thumb, there is a 1 in 10 chance of constancy at any given time with respect to the functioning of a Ærth-Phæree Portal, so that if one operated with 100 percent certainty going from Ærth, then on the Phæree side there would be a 10 percent chance that it would return the traveller to Ærth. Who can say where the unfortunate would land the other 90 percent of the time? A good question indeed. With respect to less Heka-active worlds, the probabilities become even less promising. A 100 percent functional Earth-Phæree Portal, for instance, would have a reverse probability of only 1 percent. It is no wonder, then, that those on Earth know so little about the chaotic world of Færies, Hobgoblins, and Goblins.

Alterations in the framework of Phæree are not always sweeping ones, as those used above to illustrate its unpredictable nature. In various places and at irregular times, there are changes which range from the miniscule, through moderate, to extreme in random fashion. Time, for instance, might run very slowly in one place, at Ærth-rate elsewhere, and at an accelerated pace yet another place on the planet. In fact, it might actually run backwards or stop! Other dimensions might shift or disappear entirely, and one could experience the fact that there is neither up nor down. Yet while that would be a fact (for a time), it would not otherwise affect anything else and would not be unduly disturbing nor intrude on other affairs of the place so affected. The elements, senses, flora, fauna, directions, colors, distances—in short anything—might mutate a little, vary radically, or disappear in swift or slow sequence, for a brief or extended period, in a geographically large or small area. That is Phæree.

It is worthwhile to note that many of the races inhabiting this strange world are as changeable as their planet. The Færie races might be benign in nature, but they can be capricious and cruel too at times. The Hobgoblins shift between malign and benign as readily, while the Goblinfolk might show kindness and generosity. So too the shape and appearance and Powers of any given individual, group, or even race. It is never absolutely certain on the world of Phæree. It is not possible to say that there is a "real" form for some races while others there are actually mundane in our terms, and have little or nothing of the magickal or uncertain about them. That too is part of the random nature of the place.

Before we enumerate the inhabitants of Phæree, it is useful to deal with the insubstantiality of what we consider fixed laws there. Gamemasters can utilize the following tables, in whole or in part, to alter so-called fixed conditions in order to enable their individual campaign milieux to reflect the changeableness of Phæree when Heroic Personas venture there. Of course, these are suggestions, and the reality of any peculiar campaign world is subject to the whim of the GM, not the dictates of this work.

As a word of advice, note that most alterations will not have any long-term impact on any major (or even possibly minor) effect on any aspect of the once-affected area. Things entering by Gates/Doors, or purposeful movement by sapient life forms, however, should persist and have normal operations thereafter.

TYPICAL PHÆREE REALITY CHANGES

2D6 Roll	Occurrence	1D5 Roll	"Reality" of Change
2-9	No change	1	Full and actual
10	1 change	2	Fluctuating*
11	2 changes	3	Phantom image "overlay"
12	3 changes		

*Change(s) may come and go at regular or irregular intervals; they may alter between actual and phantom at similar intervals, or both persistence and actuality may fluctuate.

1D10 Roll	Area of Change	1D10 Roll	Duration of Effect
1	1-mile radius	1	1 hour
2	3-mile radius	2	2 hours
3	5-mile radius	3	4 hours
4	12-mile radius	4	8 hours
5	25-mile radius	5	12 hours
6	50-mile radius	6	1 day
7	Entire country	7	3 days
8	Entire continent	8	7 days
9	Entire hemisphere	9	14 days
10	Entire surface*	10	28 days

*This applies to the outer, subterranean, or inner portions of the world.

TYPE OF CHANGE

You may choose whichever you like among the various tables below, or determine by die roll on the following table. (Roll 1D6 twice, first for "High/Low," then for actual result.)

1st 1D6 Roll High:

2nd 1D6 Roll	Table
1	Colors
2	Heka
3	Daytime/Nighttime Sky
4	Distance Alterations
5	Flora & Fauna Alterations
6	Gravity, Direction, & Terrain Alterations

1st 1D6 Roll Low:

2nd 1D6 Roll	Table
1	Miscellaneous Oddities
2	Portals & Gates Alterations
3	Sensory Alterations
4	Time Effects
5	Water Color & Condition
6	Wind Sounds

Colors

1D10 Roll	Dominant Color Scheme
1	All black & white
2	Red, orange, yellow
3	Blue, indigo, violet
4	Red, green, violet
5	Sepia and pearl
6	All metallic hues
7	Rainbow polychromes
8	Iridescent & opaline
9	Duotone (red end)
10	Monotone (green)

Heka

1D10 Roll	Heka Power Change
1	No Heka flow
2	Half strength
3	Half strength or none
4	Double strength
5	Double strength or normal
6	Normal strength
7	Normal strength or half
8	Half strength or double
9	Roll again (no Heka)
10	Roll again (double Heka)

Sky, Daytime*

1D10 Roll	Result
1	Sky color pale green with red clouds
2	Sky color pale yellow with purple clouds
3	Sky crystalline with rainbow-hued clouds
4	Sun path direction reversed
5	Sun path tracks north-south
6	Sun replaced by 4-6 different hued suns, each trailing the other
7	Sun replaced by vari-colored, whizzing, comet-like luminaries
8	Sun iridescent, metallic, opalescent, and/or pearlescent
9	Sun red, green, blue, violet, maroon, or brown
10	No sun or day (night persists)

Sky, Nighttime*

1D10 Roll	Result
1	Sky has no luminaries
2	Sky is velvety sepia or purple hue
3	Sky has double ordinary luminaries
4	Stars are bright, multi-colored and/or move as do swimming fish
5	Moon path direction reversed or north-south
6	Moon crystalline and transparent
7	Moon crystalline and of ruby, sapphire, emerald, or amethyst hue
8	Multiple, varicolored crescent moons perform slow dance in sky
9	Sky has auroras and comets intermittently blazing like fireworks
10	No night occurs at all (daytime persists)

*The day and night alterations are not applicable to the subterranean or inner portions of the planet, of course.

Distance Alterations (Height/Width/Depth)

1D10 Roll	Result
1	Distance traveled is 100 times normal and perceived rate
2	Distance traveled is at 10 times normal and perceived rate
3	Distance traveled is one-half normal and perceived rate
4	Actual distances between places is halved
5	Actual distances between places is doubled
6	Depth doesn't exist in water, height in terrain (all is flat)
7	All travel is circular (can't really go anywhere)
8	All movement is from-to, outside-inside (no horizontal travel)
9	Only straight line travel possible
10	Only zig-zag movement progresses toward desired direction

Flora & Fauna Alterations

1D10 Roll	Result
1	Flora mobile
2	Flora sapient and speaking
3	Flora giant-sized
4	Flora dwarf-sized
5	Flora odd-colored; blooms huge and strangely and strongly odored
6	Fauna immobile
7	Fauna sapient and speaking
8	Fauna double-sized
9	Fauna pygmy-sized
10	Fauna misshapen, oddly colored, and wrongly skinned*

*Fur instead of feathers, scales instead of fur, etc.

Flora Subtable: Color/Pattern Alteration*

1D10 Roll	Result**
1	Orange-red; striped; fruit enlarged and riotous
2	Blue-indigo; whorls; fruit enlarged and abundant
3	Pink-violet; blotches; fruit enlarged but sparse
4	Silver-gold; spots; fruit dwarfed but in riotous abundance
5	Red-blue; flame (zig-zag); no fruit, but enlarged leaves, etc.
6	Yellow-purple; dotted; flowers enlarged but less fragrant
7	Bronze-fuchsia; rings; flowers enlarged and more fragrant
8	Ebony-ivory; striations or veins; flowers tiny, riotous, & fragrant
9	Maroon-citron; bands; flowers normal but with varying fragrance
10	Rainbow; frills, fronds, and edges; flowers wildly shaped

*Roll once for each category of alteration if desired.

**Fruit* hereunder includes fruit, berries, nuts, seeds, and whatever else will add exotic quality.



Gravity, Terrain, & Direction Anomalies

1D10 Roll	Result
1	Gravity only one-quarter normal
2	Gravity fluctuates between half and twice normal
3	Gravity one and one-half times normal
4	Water flows backwards and uphill
5	Objects in air (thrown up or otherwise) not affected by gravity
6	Perspective from elevations/depressions reversed
7	Rock/water properties reversed*
8	With concentration, ærth can be swum in as if water
9	Forwards/backwards reversed (must move opposite way)
10	Left/right reversed (walk right, go left; walk left, go right)

*Typically only with respect to large and isolated areas, and not with regard to flow, so that a mountain won't run down to seek the lowest level. Form stays the same, but one could drown in a boulder or stand atop a pond.

Miscellaneous Oddities

1D10 Roll	Result
1	Fire doesn't harm living things
2	Fire is invisible but extra hot
3	Water is breathable
4	Water is alcoholic in varying degrees
5	Food is poison, poisonous things nutritious
6	Sleep overcomes all in area
7	Nobody in area needs to eat, sleep, or drink
8	Everybody is always hungry and thirsty in area
9	Delicious foods literally grow on bushes and trees
10	Up and down perception is reversed (there's a sky below!)

Gates & Doors Alterations

1D6 Roll	Result
1	None now exist
2	All move erratically over short distances (20 to 120 feet)
3	Double to quadruple number exist
4	Each is double former size
5	Each is triple former size
6	Each is dectuple former size

Sensory Alterations

1D10 Roll	Result
1	Microscopic visual capacity present (100x to 1000x)
2	Telescopic visual capacity present (20x to 200x)
3	X-ray visual capacity exists
4	Vision is 360° (all around) or tunnel-like
5	Vision is half normal
6	Hearing is double normal
7	Hearing is half normal
8	Olfactory sense is double normal
9	Taste and touch are double normal
10	Smell, taste, & touch are half normal



Time Effects

1D10 Roll	Result
1	Reversed and running backwards
2	Moving at 10 times faster than normal rate
3	Moving at quadruple normal rate
4	Moving at triple normal rate
5	Moving at double normal rate
6	Moving at one-half normal rate
7	Moving at one-sixth normal rate
8	Moving at 1/30th normal rate
9	Moving at 1/365th normal rate
10	Stopped (but otherwise subject to duration of time alteration)

Water Color & Condition

1D10 Roll	Result
1	Crystalline and absolutely clear
2	Crystalline and of pale rose color
3	Crystalline and of pale orange color
4	Crystalline and of pale violet color
5	Translucent and opaline in hue
6	Normal, but of gold, silver, or copper color
7	Normal, save that it has luminescence throughout
8	Spotted with dark, opaque and phosphorescent light "clouds"
9	Heavier, viscous, and darkly hued
10	Lighter, as easy as air to move through, and rainbow-hued

Wind Sounds*

1D10 Roll	Result
1	Bells and/or chimes
2	Flutes
3	Harps
4	Horns and/or other brasses
5	Lutes, mandolins, etc.
6	Pipes
7	Singing and/or chanting
8	Strings (bowed)
9	Whistling (melodic)
10	Woodwinds

*In the Goblinrealm the sounds are often dissonant, discordant, disquieting, or downright disturbing to the human ear.

SHORT DURATION ONLY ALTERATIONS*

1D10 Roll	Result
1	Weather rapidly changes from clear to cloudy to rain etc.
2	Season reverses (summer-winter, spring-fall)
3	Elevations and depressions reverse
4	Land and water reverse
5	Desert or jungle conditions prevail
6	Cold temperature, but all else tropical
7	Tropical heat, but all else arctic
8	Land floats as clouds high in sky
9	Fog clouds of varying hue appear and disappear continually
10	Breathing requires ærth, fire, or water rather than air

*While the special short-term condition prevails, life forms, places, etc., might seemingly be destroyed, ruined, altered, etc. However, when the duration of the alteration expires, all returns to normal—i.e., life forms, places, etc., were as if what occurred never happened.



INHABITANTS OF THE WORLD OF PHÆREE

The major races or types of inhabitants of the counter-world of Ærth are divided into three general groups. Note that the boundary between these three divisions is vague and ill-defined at best, for as with humans, they shade gradually from nature to nature. But at the extremes and mean there are clear archetypes. The Peris stand at the head of the Seelie, Centaurs are archetypical of the Borderers, and the vile Deeves and Drakes epitomize the Unseelie Goblin realm. All the rest fall somewhere between the two extremes, to right or left of the median of the Centaurs.

Readers will have noted that we utilize the Avillonian nomenclature for defining the benign and malign natures of Phæree. That is, we have adopted the terms "Seelie" for the basically Good sort, the Færies; we use "Hobgoblin" (as they themselves do) to name those natives of Phæree who are Neutral in nature; and we employ "Unseelie" for the Goblins of malign temper. Put another way, the following terms are generally synonymous:

Seelie, Færie, benign, Good
Borderer, Hobgoblin, betwixt, Neutral
Unseelie, Goblin, malign, Evil

There are actual races of Færies (or Fays), Hobgoblins, and Goblins, and in truth these races could have been used in place of those of Peris, Centaurs, and Deeves and Drakes in the example given above to show the extremes and mean of the natures of Phæree life forms. Because of possible confusion, we elected not to do so, but rather to bring up the matter at this point in order to be as clear as possible. The inhabitants of the counter-Ærth have adopted the terms of Færie, Hobgoblin, and Goblin as identifying appellations, and we but follow suit, as it were. To keep proper perspective, we have resorted to capitalization for the nature-identifying term; thus "Goblin" denotes all Phæree creatures of malign nature, while "goblin" stands for that particular race of inhabitants of the world of Phæree unique from all of the others of malign, Evil, Unseelie sort.

This is not applicable in the alphabetical listings of inhabitants which follow hereafter. In these, we have utilized all capital letters to indicate intelligent life forms. Those inhabitants with limited mental capacity (from semi-intelligent to mere reactionary capacity) are written normally, i.e., "ALFEN" and "Wyrms." Although many of the races and species are called by more than one name, we have used the most commonly known one for each. If several are equally used, we have included them in brackets after our first choice. Because of the uncertainty of things in regards to Phæree, we have not attempted to give exact geographical areas, ranges, distributions, etc., for these beings.

Where applicable, some general comments regarding these factors are made, and with the map of the world of Phæree to serve as an added guide, the gamemaster and players will be able to get as exact a picture as is possible for such a mutable milieu. Remember that the exterior of the planet is generally the realm of the Seelie Court, that the maze of Subterranean Phæree generally is the place of the Borderers (and although that sort of Phæree might dwell on the outer surface or interior of the world, the Subterranean realm typifies the Borderer nature), and the interior sphere belongs to the Unseelie Court, by and large. Thus, the lists being divided into natures—benign, neutral, and malign—also divides the planet's regions as well.

Note also the use of the term "troop" among the entries, meaning "asso-

ciate with other Phæree races." If a particular race "troops," that means that it associates and/or cooperates with other races, often a particular one or group. If it does not "troop," that means that it keeps to itself.

Space herein does not allow us to give you full details of each being inhabiting Phæree. The reader is referred to the *Mythus* book for examples of beings with more details shown. Amongst the other things, don't forget to consider *Susceptibilities* and *Invulnerabilities*, too. Ferrous metals, silver, and some few other things are the major Susceptibilities of Phæree beings, while many have Invulnerabilities of one sort or another. Again, see the game rules and other works for more information—or decide for yourself.

After each particular name listed below is a brief descriptive paragraph. Therein we give as much information as space permits, but as this is a general work, we must confine ourselves to the barest minimum. Human norm is the assumed base for TRAITS and Heka use. Variations from that base are usually noted. We have used the following terminology to generalize variance:

"Low" means near the bottom of the human-norm scale (3 to 7 per ATTRIBUTE).

"High" means near the top of that scale (14 to 19 per ATTRIBUTE).

"Superior" means at or above normal maximums for humans (20 to 25 per ATTRIBUTE).

"Limited" refers to Heka use and indicates Power which is roughly commensurate with an average, non-Full Practitioner human or of innate sort restricted to certain areas (such as is Psychogenic Power when converted to magick/Heka).

"Moderate" also refers to Heka, indicating usage of typical human Full Practitioner sort.

"Considerable" indicates Heka Power nearing human maximum.

"Great" indicates Heka use of from the best human practitioner to well beyond that.

"Utmost" is used to denote Heka Power in the Supernatural range and in some cases verging on the Entital (i.e., wielding Heka or Powers equalling thousands of Preternatural factors in effect, possibly even tens of thousands in extreme cases).

With that stated, let us get on to the three classes of listings for the native and/or unique inhabitants of Phæree. Remember, however, that to these lists must be added the typical fauna found on Ærth. That is, there are apes, bears, camels, dolphins, eagles, foxes, and so on found on Phæree as well as on Ærth. There are animals which are common to both worlds, and we have not listed them because their nature, range, habitat, and so forth is already known in general.

We must point out that there are some rather strange "sports" amongst even these common sorts of creatures, though. For instance, a Phæree lion might have small antlers or long horns, a horse six legs, etc. It is also necessary to point out that just as some creatures native to Phæree have established themselves on Ærth, so too has humankind managed to find habitat on the counter-world. There are, then, humans, part-humans, subhumans, and super-humans now native to the Phæree world. Those of very unusual sort, such as the Goblin race of the Slauch (q.v.) are treated separately below, but otherwise the presence of humankind is not remarked upon in the listings.

Similarly, many of Færie sort are absolute vegetarians, eating no animal flesh—avian or piscean included. However, on Phæree such plants as bull thistle, cowslip, chickweed, gooseberry, henbane, oyster plant (salsify), pigweed, and so forth are said to be of a flavor similar to



the corresponding animal and furthermore provide the nutritional value commensurate with that creature's flesh! It is a strange world indeed...

FÆRIES: The Seelie Court

ALFEN: A race of small elfin folk intermediate between ELVES and DWARFS (qq.v.), and of build similar to the former, stature on par with the later. They are mundane in terms of Phæree and have only Limited Heka Power. They are friendly towards humans and might actually once have been natives of Ærth. Alfen enclaves are spotted across much of Phæree.

ALFAR: The Alfar race is a branch of the ELVES (q.v.) inhabiting the northern portions of the world. These elfin folk are aloof, more so than most of their kind. They are the Liosalfar of the Norse.

AIZI: Jungle GREENFOLK (q.v.).

ASRAI: Asrai are water FAYS (q.v.) who are like their land-dwelling kin in all other respects.

AZIZI: Jungle GNOMES (q.v.).

BAJANG [BADJANG]: A jungle-dwelling PHOUKA (q.v.) of Oriental habitat.

BAKU: Oriental creatures resembling long-bodied, short-trunked elephants with lion-like limbs and aspects of the dragon in regards to head, back, and tail. In fact, these Oriental beings are sometimes called elephant dragons, but this is too confusing, considering the dragon elephants. Baku have High to Superior TRAITS and Considerable to Great Heka Power. Baku are relatively few in number, however.

BARBEGAZI: This Færie race is quite similar to the BROWNIE/SILKIE (see below), but they are cold-loving and dwell only in mountainous regions. Barbegazi are found in the Occident. They are helpful to strangers wandering in their lands, although the Barbegazi seldom actually reveal themselves, let alone have dealings with any non-Færie races.

BIERSALS: Biersals are those DUNNIES (q.v.) dwelling in the central portions of the Occident, and reported as seen in Ærth's Germanic states.

BROWNIES: The males of a small, humanoid race of Færies, the females of which are called SILKIES (q.v.). They are tan/brown-skinned, industrious, trooping folk who utilize Limited to Moderate Powers to frequently visit other spheres (notably Ærth, of late; Earth being shunned for centuries). Their sort is common on much of Phæree.

BUCCA [BOOKA, BWCA]: Closely akin to brownies, the race of bucca tend to be more solitary and less benign than their cousins. However, they are more obstreperous than malicious, prone more to observation than action, and so are benign rather than neutral. They love fun, though, and sometimes that gets all concerned in trouble.

Caitshee: The big-dog-sized Færie cats typically associated with elfin folk if not wild. They have intelligence in the Low range in some regards, and the caitshee are able to exercise some magical Powers in the Limited and Moderate ranges.

COATL: A race of Superior-intelligent, Considerable-Powered winged beings. The coatl are serpentine and feathered on wings and backs, scaled elsewhere. These 10- to 15-foot long creatures dwell in the warm, equatorial and sub-tropical regions of Phæree. They are few in number.

Cushee: The pony-sized Færie dogs usually associated with the elfin folk. Although there is no affinity between these two species, the cushee otherwise are like the caitshee in intelligence and Power.

DJINNI: This race of Oriental beings is related to the element of ærth. In natural form, a typical djinn is large (12 feet tall), but all are shape-shifters. Of average to High intelligence, djinni wield Moderate Heka but have restricted forms of Utmost magick.

DOBIES: Another race closely akin to the brownie/silkie, the dobies are industrious, trooping folk. They are rather dull-witted Færies, however, and not so prone to travel as are their other cousins.

DRAGON BUFFALO [CONTRAMNU'O'C]: An Oriental race which has the habits and habitats of common water buffalo, the dragon variety has High intellect and Superior abilities otherwise. These creatures have Great Heka Power and Considerable use. A single hair from a dragon buffalo confers water-walking ability on its possessor, although the Heka fades after a few weeks, so the hair becomes useless soon. Dragon buffalo are reclusive, and they are at odds with dragon tigers, of course.

DRAGON CARP: The race of dragon carp are Oriental, a minor sort of fish dragon, but with Superior intellect, and great shape-shifting Power as well as Considerable Heka use. They typically grow to 30-foot length.

DRAGONS: In order to avoid possible confusion, the reader is referred to this same listing under HOBGOBLINS, and "DRAKE" under GOBLINS, as well as to the section, Special Note Regarding Dragons, page 209.

The races of dragonkind are confined to the Oriental portions of Phæree. All are serpentine-bodied with massive scaling, have five legs (each of five talons), and regardless of whether or not possessed of wings are volitant beings. Horns generally are present and are of eland or deer sort, although some have a single horn as would a unicorn. All have Superior or better M, P, and S TRAITS. There are three great races of dragons, each of which has three species:

Air: Cloud, sky, and wind species.

Ærth: Clay, metal, and stone species.

Water: Fresh, marine, and rain(storm) species.

The habitat of each race is according to its name, and thus Air Dragons dwell in air, Ærth Dragons in ærth, and Water Dragons in water, although any might roam elsewhere.

DRYADES: These are tree-dwelling NYMPHS (q.v.) of exceptional Attractiveness but Limited Heka Power. They prefer warm-temperate woodlands of sylvan sort.

DWARFS: This race is somewhere intermediate between human-kind and elfin folk, and are sometimes classified as parahuman even if indigenous to Phæree. They are shortish, broad, and powerfully built with musculature of High to Superior sort. Within restricted areas, they wield Heka of Great Power, but have usage in the Moderate range. Dwarfs are found in hilly and mountainous regions of a cool to cold temperate range.

ELEPHANT FISH: An Oriental race of creatures which resemble giant groupers with heads similar to the pike-tusked elephant. Elephant fish have High intellect and Considerable Heka Power and use, including minor shape-shifting ability. They are communal and strong supporters of the Seelie.

EFFRITI: Near-relatives of the DJINNI (q.v.), effriti are related to the element of air. In nature, a typical Effrit is very large (21' tall) but is a shape-shifter. These Oriental beings are prone to neutral temper, have High to Superior TRAITS, and wield Utmost Heka Power within restricted areas.

Elfin Animals: The elfin folk, notably the Elves proper, breed and keep a wide variety of livestock. All such animals are of very fine quality, and certain types are much superior to human sorts. Elfin animals include: cattle*, falcons*, geese, goats, hawks*, horses*, sheep, and swine. *Superior stock.

ELVES: These folk of Færie are certainly parahumans and might have migrated from the human home world long ago to establish their realms



on Phæree. They are from five to seven feet tall, slender of build, and are wide ranging throughout temperate and sub-tropical climes. They have High ratings on average and are capable of Great Heka use.

Færie Animals: This refers to the fauna (and animal-like flora) indigenous to the world of Phæree. Some few types have separate listings herein, but most are not so detailed, for they are the same, or nearly similar, to Ærth species. That is, there are apes, aurochs, bears, etc., on both worlds. To a lesser extent, the same is true in relationship to Subterranean Phæree and Subterranean Ærth, and Inner Phæree and Inner Ærth. In both latter cases there is less incidence of such animal life, but when such life occurs it is of like nature.

Færie: A Færie is any inhabitant of Phæree whose temper is benign. Most belong to the Seelie court. All are basically Good.

FÆRIES: This race is of distant kinship to Elves (or perhaps Elves have some færie blood now) but is of greater Attractiveness, has Superior TRAITS on average, and wields Considerable (commonly) to Utmost (rarely) Heka Power and magick. They are found in warm temperate, idyllic places by and large. (See also FAYS and PERIS.)

FANTINES: Occidental mountain-dwelling PIXIES (q.v.). These benign and helpful beings have been reported in the Alps on Ærth.

FAYS: The greatest of færies, possibly a separate race unto itself. Fays are the most beautiful, ablest, and most powerful of all the fair folk. They are Occidental in habitat and are mortal foes of the Unseelie race of the Slaugh.

FERRISHYNS: A race akin to the BROWNIES (q.v.) and very much like the DUNNIES (q.v.). Ferrishyns are of Low intelligence, Superior strength, and have Modest Heka Powers in addition to shape-shifting. They are

attractive, however, unlike their cousins, loyal to the Seelie Court, and frequently serve as soldiery therein. Of course, Ferrishyns troop.

FONG ONHANG: A race of PHCENIX-like (q.v.) creatures of high intellect and medial Heka Powers.

FOO: The race of foo is Oriental, and the three types known are of excellence in all regards, including their undying enmity for all things baneful, particularly beings of malign intent. Abilities range from human average through High/Superior; and Heka Power/use runs from Moderate through Considerable to Great. The gradations apply to the three types as follows:

Foo Dogs: Least able and Powerful.

Foo Lion-Dogs: Medial ability and Power.

Foo Lions: Most able and potent of all.

FRIDIANS: The race of fridians is mineral and its individuals resemble ordinary rocks and boulders of smallish size, i.e., two feet or so in diameter. They are mobile, intelligent, and have Heka Powers along the lines of the human norm. They grow slowly over centuries, and the eldest of this race are very large indeed. They are found mostly in the Occidental portions of the world.

GAHES [also GA'N, HACTL, HACTCN, KATCHINA]: Far Occident-dwelling DWARFS (q.v.). The names given are of the groups, i.e., community states. They have been reported seen in the Rocky Mountains of Vargaard on Ærth.

GARDSVOREN: Northern Occidental BROWNIES/SILKIES (q.v.).

GIANTS: Although there are varieties of giants to be found amongst the Hobgoblins and Goblins, two races are of Seelie sort. Both are humanoid, of great height, and span the gamut of abilities and Heka Power as do humans.





Ærth Giants: This race is about 12' tall, of Low or better intellect, and has very Superior strength. They tend to be solitary, reclusive, and prefer isolated heights as a habitat. Note in this context "ærth" pertains to the elemental association.

Pretermatural Giant: The race refers to itself as "Gigas," and its members are of High to Superior abilities and have Considerable to Great Heka use and Powers. They are aloof, non-social and very reclusive. They are prone to shifting habitats, and that is about the only time one is likely to be seen. A typical specimen stands nine to 10 feet tall but otherwise resembles a normal human.

Wandjims Giant: These are Oriental giants of some 16-foot height and great muscular power. In addition, wandjims have Superior intellect and Moderate Heka Power and use. They are friendly and helpful to those of benign sort, but they are isolationist by preference. There are three races of these giants—black, red, and yellow—each having its own king and government. They have been seen on Ærth's Magmur.

GNOMES: This Færie race is akin to the Dwarfs, but they are slightly smaller in stature and of slighter build. They are clever, but overall conform to human norms. However, in some restricted aspects they can wield Great Heka Power. They are frequent travellers to other spheres, and likewise inhabit and travel around most of the exterior of Phæree.

GREENFOLK: These wild, forest- and woodland-dwelling Færies are smallish humanoids who seem to be part plant and part human. They have slightly better than Low abilities and but Limited Heka Power. They resent intrusion by outsiders but are comfortable with SATYRS (q.v.) and their ilk who generally dwell in the same regions as do the greenfolk.

Grifunicorn: This race of near-intelligent creatures appears as if it were a cross between a griffin and a unicorn, with the forelegs and wings of the former and the remainder of the latter. They are swift and wild, possessing some of the Heka Powers of unicorns, but in smaller extent. A few have been tamed and used by fair folk as steeds.

GRIGS: This is a race of very small færies (about one foot tall) who have humanoid form but legs similar to grasshoppers and wings of that same sort as well. They are basically friendly, very merry, and trooping fellows, but they dislike laboring and occasionally enjoy pranks.

Hippocampi: These creatures are freshwater seahorses of slightly smaller size than their marine counterparts (see seahorses). They inhabit large, relatively deep bodies of water. They are tamable and usable as steeds by aquatic humanoid færies.

HSIEN: The race of Oriental FAYS (q.v.).

KI-LIN (KIRIN): These Superior, Great-Heka-Powered beings are truly dragon-horses and are only slightly inferior to the great Færie dragons of their Oriental habitat. Ki-lin range the air and above into the Æthereal and Celestial, but establish their domiciles on mountain peaks.

LAMASSU: Another of the highly beneficent races, the lamassu are as inimical to Evil as are baku, coatl, dragons, foo, and ki-lin. These lion-bodied, eagle-winged, human-headed beings are of High abilities and Considerable to Great Heka Power. They are found in the mid regions between east and west.

LEPRECHAUNS: The race of leprechauns is related to the brownie/silkie. They are little folk with homely faces, mischievous expressions, and a great love for pranks and commotion-causing of all sorts. Although they personally employ only Limited Heka, they have very restricted Powers in the Great range. They also possess a limited shape-shifting ability.

NAGUMWASUK: This race of Færies is cousin to the leprechauns but is less mischievous and more helpful. They are reddish of skin but

otherwise appear much the same as do LEPRECHAUNS (q.v.). Nagumwasuk have average abilities, Moderate Heka Powers and are able to do some small shape-shifting. They are of the Far West and have been reported in Ærth's Vargaard in the northeastern woodlands.

NAIADES: NYMPHS (q.v.) whose habitat is fresh, clear water which never grows so cold as to freeze over.

NECKS [Males are NIX, females are NIXIES]: SPRITES (q.v.) inhabiting freshwater of nearly any sort as long as it is large and deep enough to accommodate them. As with all of their sort, necks can shape-shift. They can dwell in air for short periods of time without resorting to magical aid.

NISSE: A variety of brownie/silkie inhabiting colder regions and mountainous places. The nisse have some Moderate Heka Powers.

NYMPHS: Nymphs are all females, and their race reproduces by mating with (human-like) males of other sort (elfin, færie, etc.). They have High intellect, average strength, low-average metaphysical capacity, and Superior Psychic ability. They have Considerable to Great Heka use and Power, but it is limited to their relatively small area of habitat. The nymphs also tend to be somewhat isolationist, self-indulgent, and uninterested in others. They inhabit idyllic sylvan regions.

OREADES: NYMPHS (q.v.) inhabiting warm, lovely mountains.

PECH: Smallish-bodied, long-limbed and gangly Færies of homely countenance and hard-working disposition. Very strong but dull of wit, Pech have Limited Heka Powers and no use of magick by Casting. They often spend time in the subterranean world and tend towards neutral disposition.

Pegasi [Winged Horses]: Of good animal intelligence, or possibly semi-intelligence, these creatures are scattered in herds across the outer world wherever there are mountains near to plains, steppes, or similar grasslands. There are varieties which are pony-sized and massive in addition to the normal riding horse-sized sorts which are most common. They can be tamed and ridden, and a typical specimen can bear a load when in flight which is equal to one-quarter its own weight.

PERIS: The race of Peris are Mid-Oriental cousins of the FAYS (q.v.). They have High to Superior abilities and Great to Utmost Heka use and Power. They are as beautiful as Fays, most beneficent and Good, but are generally not involved with mundane concerns, for they are in a continual struggle against the dark Evil of the DEEVs (q.v.).

PHENIXES (BENNU): These fiery beings are avian in appearance and have Superior intellect and Utmost Heka Power. As shape-shifters, they often take another form, always female where applicable. They are highly benign and continually oppose the malign. Their favorite hue is red, their habitat spring-like, and their influence that of Yin.

PHOUKAS: Similar to the pech to whom they are kin, the phoukas are smallish, gangly, odd looking, and strong. They are solitary, however, and seldom if ever troop with other Færies. They are mischievous and will sometimes allow pranks to go too far, so they are approaching neutral temper. They are around human average and have only Moderate Heka Power other than shape-shifting.

PIXIES [PESKIES, PIGSIES, PISKIES]: Small (one foot or so high), winged Færies of trooping sort. They tend towards prankishness, boisterousness, irritability. They have High intellect and Great Heka Power. Although generally benign, they are not particularly well disposed towards færies, Fays, and Peris considering them sober-sided and dull. In truth, pixies are the archetypal capricious Færie.

POPPYKETTLES: These are a race of Western beings similar to the Gnomes but less adventuresome and commercial. Poppykettles are



found in the the mountains of Ærth's Amazonia. They are otherwise the same as GNOMES (q.v.).

PORTUNES: The race of portunes is similar to the brownie/silkie sort of Færies. They are agricultural, strong and very hard working, but they find much amusement in mischief, too. They have Low or slightly better intelligence and Minimal to Moderate Heka use/Power. Portunes are found in the West.

Seahorses: Marine hippocampi (q.v.) of large size, much strength, and great speed. Other than habitat, they are as hippocampi.

SeaLions: Creatures nearing semi-intelligence which resemble maned lions whose hinder portion is that of a porpoise. Sea lions are large, a typical specimen being 15 feet long. They are of Neutral temper, save in regards the fair seafolk whom they guard and serve.

SELKIES: Seal-like marine Færies with shape-shifting and WERE-THERION (q.v.) Powers. They resent intrusion, and are not altruistic.

SHEDDU: Oriental beings who resemble bulls, with eagle-like wings and human-like heads. The sheddu are very similar to the LAMASSU (q.v.) in all other respects.

Shee (Sidhe): A general name for humanoid beings of various sorts and tempers, including Hobgoblin and Goblin.

SILKIES: Female brownies (see BROWNIES).

SIRINES: Marine NYMPHS (q.v.) of exceeding loveliness and alluring song vocalization. They are prone to being capricious, self-centered, and uncaring.

SPHINXES: Huge, lion-like bodied creatures of High to Superior Abilities and Moderate to Great Heka Power and use. The head of the creature indicates its species and thus its strength and temper. (There are Hobgoblin and Goblin sphinxes.) Those of benign, Færie sort are: baboon-headed (middle Power range), beetle-headed and winged (lower Power range), bennu-headed and winged (upper Power range), bovine-headed (lower Power range), dog-headed (middle Power range), falcon-headed and winged (upper Power range), human-headed (upper Power range), ibis-headed and winged (upper Power range), owl-headed and winged (middle Power range), ram-headed (lower Power range), sphinxes are generally of Occidental and southern habitat but frequently travel to other regions.

SPRIGGANS: Moderately sized, trooping humanoid Færies of Superior strength but only Limited Heka Powers. They are sometimes tricky and prankish, but generally are involved with duties of guarding and soldiery for the fair folk such as Fays.

SPRITES: Small, winged Færies of High intelligence, great cleverness, and Moderate Heka Powers. They are trooping and frolicsome, love mischief, but appreciate beauty.

SWANFOLK: These Færies are of swan-like form and human-like abilities and Powers, save that they possess WERE-THERION (q.v.) capacity. In general the swanfolk are not social and seek isolated places of beauty to inhabit.

SYLPHS: Winged NYMPHS (q.v.) of keener intellect and better Heka capacity than is typical of their sisters. Sylphs dwell in the clouds and draw their power from them (and from the air to a much lesser extent). They seldom involve themselves in affairs of those below them.

THUNDERBIRDS: These are avian-like beings of Superior abilities and Great Heka Powers. An average specimen is as tall as a human and has a wingspread of 20 feet. Thunderbirds can summon storms and control lightnings. When utilizing such Powers, the sound of their wings is indistinguishable from the clap and roll of thunder. They are of highly beneficent nature and frequently serve great deities of such disposition.

TRITONS: Marine, humanoid Færies of large size (eight feet tall) whose hind legs are scaled and finned for swimming. They possess High abilities and Considerable Heka Power and use.

UNICORNS: A race of hippocine Færies with human-norm intellect and Heka capacity. All have WERE-THERION (q.v.) ability, and some have shape-shifting Power as well.

WOODWOSES: Occidental creatures of semi-savage sort with Low to human-average abilities and Moderate Heka Powers. Woodwoses are human-like Færies who inhabit wild woodlands and remote forests.

HOBGOBLINS: The Borderers

Many of the Hobgoblins are Færie-like, just as there are numbers who are Goblin-like. However, in general they form the middle range of neutral temper and are no more Good than Evil. Some are denizens of the Subterranean realms during only set periods of time, day or night or other period, and then venture outside or into the interior of Phæree for some period. Thus, some might associate or troop with the Seelie or Unseelie Court—or both on different occasions. Non-listed life forms of subterranean sort exist. These are the same as those of Subterranean Ærth (q.v.), so a repetition here was not desirable. Remember also that there are various human and part-human peoples included in the lands of the Borderers but not specifically listed here.

ACHACHILAS: A race of Far Western Occidental Hobgoblins who inhabit high mountain caverns. They have High abilities, Great Heka Powers and Moderate use, with most Heka of the sort related to precipitation and related weather. They have very limited shape-shifting ability. The achachilis do not troop, but tend towards the benign. They have been reported in the Amazonian mountains on Ærth.

ADHSHEES: This race of Hobgoblin Fays has High abilities and great beauty, and employs Heka with Moderate ability. The adhshees also have Great Heka Powers. Although the adhshees are reclusive and prone to a highly neutral posture, they dislike deceit and injustice. If any are of malign temper and Evil disposition, the adhshee will do their utmost to destroy them. Thus, this race is held in high esteem by the Seelie Court and all Færies. The adhshees are of Occidental habitat.

AHL AT-TRAHS: These are desert-dwelling BOGIES (q.v.). The ahl at-trabs enjoy pranks such as tripping camels, drinking small water holes dry, and appearing as sand-devils during a storm so as to fling grit. They have been reported frequently in Ærth's Afrikkan and Near Azirian deserts. The ahl at-trabs are otherwise the same as bogies.

AMAZONS: These female humans are typical of Homo sapiens who have deserted Ærth to take up habitat in Phæree in that they are smart, tough, organized, and independent. Most amazons have High abilities and some Minimal Heka Powers. Of Borderer nature, they choose to live in the Mid-Orient and remote West of the world. They have few dealings with any of the other races of Phæree, save some of the Shee and certain groups of (male) humans periodically. Their leaders are typical of very able humans, and amazonian warrior women generals are quite adept. Because of their frequent sighting in the jungles of Ærth's continent of Amazonia, that land was so named.

APUKUS: Jungle-dwelling POOKAS (q.v.). These creatures have been frequently reported in the Afrikkan jungles.

ATOMIES: Tiny, sprite-like Hobgoblins of trooping sort. They have middling intellect and only Limited Heka Power. They are mischievous and frequently ill-tempered. Atomies are nocturnal, and exit to the exterior at dusk. Few ever associate with the Unseelie Court.



AUKIS: Solitary Hobgoblins of the Shee, these Far Western Occidental beings are of Superior intellect and abilities. They have Moderate Heka Powers and use. Aukis inhabit remote mountain valleys where they keep flocks. They use birds of prey as scouts and dwell harmoniously with CCOA CATS (q.v.). Aukis have been reported in the mountains of Ærth's Amazonia.

BANSHEES: Hobgoblins of Shee type with High abilities and Moderate Heka use and Power. They have the capacity to use sonics (their wailing cries) to inflict death upon humans. Banshees are solitary and nocturnal.

BENDITHY MAMAU: These ugly Hobgoblins are Gnome-like, with average and better abilities. The bendithy mamau have Moderate Heka Powers and use, but they seldom involve themselves in any matters not relating directly to their own interests. They are Occidental and prefer dwelling in wild, rugged areas.

BILWIS (PILWIZ): These are very destructive and wild Hobgoblins of Occidental sort. Solitary and tree-dwelling, the bilwis have average abilities and Moderate Heka Powers only. They resemble BOGIES (q.v.), but bilwis are larger and have a sickle-like great claw on their feet which they use to climb, slash vegetation, etc. They love mischief, cause great distress at times, but do not troop with the Unseelie.

BOGGARTS: This sort of Hobgoblin is a cousin to the BROWNIE/SILKIE (qq. v.), but they are more prankish and enjoy confusion. They range from day-active to night-active, and are as likely to be found in the subterranean realms as above. They seldom venture into the Goblin interior.

BOGIES (BOGLES, BUGS): Dwarf-like but hairy creatures who delight in riotous revelry, tormenting mischief, and the like. They are of average abilities, but have High strength, and their Heka Power is Moderate. They will as often troop with Goblins as Færies. There are enclaves of bogies close to the exterior surface, in the depths of the subterranean realm, and in the interior world.

BOREANDRILLS: Furred, baboon-like Hobgoblins inhabiting cold climes in all regions of Phæree. They have Superior strength but Low intellect, and Limited Heka Power, and tend towards vile disposition so lean to association with the Unseelie.

BUCENTAURS: Bovine-bodied, human-torsoed and headed form of otherwise unremarkable sort. They possess Superior strength but Limited Heka Power. They herd, spending their days on plains and steps, their nights sheltered in the subterranean mazes.

BUCHAUNS (BOGANS): This is a race of solitary, tricky, and potentially dangerous Hobgoblins who are prone to meddling. They aren't too bright, have only Moderate Heka Powers, but are able to shape-shift. Buchauns spend the spring and summer above, migrate down in the autumn to the interior realm, and then move back outwards.

CCOA CATS (CCOA-AM): Slightly larger than ocelots, with a shortish tail and horizontal stripes, the race of ccoa are of Low intellect but have Great Heka Powers. These include the ability to discharge electrical bolts by their directed gaze and to send forth streams of hail as if blasted from a catapult. Ccoa cats are solitary and reclusive. They inhabit high mountain areas of the Far Western Occident, and many reside cooperatively with AHUKIS (q.v.).

CENTAURS: Hobgoblin race of part-horse and part human sort which dwells in the same habitat areas as do bucentaurs, leocentaurs, and the like. They have only Moderate at best Heka Powers.

CHANQUES: Far Western Occidental BUCHAUNS (q.v.). Chanques differ from their Eastern cousins only in their Power to feed off the

Spiritual force of intelligent creatures who are frightened by them. This they will do if given the opportunity, so chanques can be quite harmful and dangerous to the unsuspecting. They have been seen in the Teclan Empire and environs of Ærth's Vargaard.

CLURACAN: A Hobgoblin form of LEPRECHAUN (q.v.), burrow dwelling and inordinately fond of wine, spirits, and beer and ale.

COBYLNAUS (KNOCKERS): These beings are almost entirely subterranean in habitat. They are average at best, possess Limited Heka Powers, and are trooping. They are mischievous, lazy, and enjoy mimicking industry they observe while not actually performing any work at all.

Cornoleons: Lion-like beasts of great size with forward-projecting curved horns on their forehead. They are nocturnal, but some seldom venture forth from the subterranean realm.

DAB-IHAS (DAS): A race of Oriental beings of human-like sort—possibly once humans. They appear for battle in gold-washed mail, carry adamantite spears enchanted so as to flame, and ride white pegasi. Each dab-ih warrior has a black wardog and bear which are trained to fight with him or her. Each also has a yech "esquire"—of the monkey-like race of yeches who is armed and fights alongside. (See YECHES, below.) The dab-ih are of Superior abilities and have Moderate Heka Powers and use, including the ability to summon once each day a lion and/or a tiger. They are stern but tend towards the Seelie, though their lust for vengeance places them in the court of the Borderers. The race is attuned to Ærth's Orient, and is frequently reported assisting those of the Himalayan region there.

DACTYLES: A human group of the Near Orient of Phæree. They are uninterested in most outside affairs, so the dactyles are classed amongst Hobgoblins. However, they are not of Unseelie nature, albeit they will consort with those of the Goblinrealms for knowledge and profit. Dactyles are all alchemists, Heka users, and of scholarly bent. They have few warriors amongst their kind but instead employ various sorts of Hobgoblins as guards and soldiery. They are avoided by most Færies and Goblins alike because of their power and nature.

DERRICKS: These Hobgoblins are very similar to Gnomes. They have average to High abilities, Moderate to Considerable Heka Powers and use, and are fond of trooping forth from the underground at night. They never troop with the Goblins, but individual derricks certainly associate with the Unseelie sort.

DJANNI: A race of large (10 feet tall), powerful Mid-Oriental humanoids associated with shadow. They have High abilities, Considerable Heka use and restricted Utmost Heka Powers and shape-shifting as well.

DOGAI: The race of dogai are prankish Hobgoblins of small size. It is known that they can become quite aggressive and nasty if excited or provoked, and they troop with any court passing. Dogai have Low intellect, are stronger than humans (despite their small size), can shape-shift, and have Minimal Heka Powers otherwise. A dogai appears to be a small, hairy human with elephant-like ears and sharp teeth.

Dracofalcons: Hawk-footed, hawk-headed near-dragons with an intellect approaching Low and Moderate Heka Powers. They dwell in the mountain portions of the underground, coming forth in the evenings.

DRAGONS: As with those of Færie sort, the Borderer dragons are amongst the most potent of Hobgoblin ilk. All are winged, with four legs, and each leg is four-clawed. Albeit of neutral temper, these dragons serve the greater, more powerful Seelie sort. Hobgoblin nature dragons have High intellect, Superior abilities otherwise, Great Heka Powers, and possess some shape-shifting capacity. There are three types of them:



Cold: Marked by silvery scale sheen and frills

Fire: Marked by scaly points and ridges

Shadow: Marked by smoky hues in scale edges. All of these beings are Oriental in habitat. Large dragons of this ilk attain a length of 80 to 100 feet.

DRAGON ELEPHANTS: This species of Hobgoblin is a cousin of dragonkind and possesses a serpentine, dragon body with a hugely tusked elephantine head. All have massive, leathery wings and can fly. On average they are of middling intellect, Superior strength, and have Moderate Heka Powers. Rather than a true breath weapon, dragon elephants trumpet sonic blasts. They inhabit tropical forests and jungle regions. They war continually with DRAGON TIGERS (q.v.).

Dragonnes: These Hobgoblin beasts somewhat resemble dracofalcons in that they are limbed and headed in lion-like form while their bodies are similar to the dragon's. They have a roar which paralyzes or slays their foes.

DRAGON STAGS: Dragon stags are another of the races of beings related to dragons, and are thus dragons of a minor kind. They have the hind hooves and great, branching antlers of a stag, but the remainder of their form is dragon-like. They have Great Heka Powers and use and snort twin lances of fire rather than breath flames. They favor more open woodlands of the East, but will mingle with dragon elephants. There is enmity between dragon stags and dragon tigers.

DRAGON TIGERS: With massive, tiger-like legs and heads, these minor dragons are as fearsome in appearance as they are in disposition. The race of dragon tigers is of High intellect but average spiritual quality. They have Considerable Heka Powers, paralyzing gaze, and a roar which induces weakness. They are solitary, brooding, changeable, and always at odds with dragon elephants and dragon stags.

DRAGON TURTLES: Another sort of minor dragon, the turtle-dragons possess Considerable Heka Powers and shape-shifting ability, and use steam as a weapon which jets from their massively beaked maw.

DRAGON TORTOISES: A terrestrial form of the dragon turtle species. Dragon tortoises are not so intelligent, breath fire, and spend much time sleeping in subterranean grottoes.

EGBERES: A group of jungle-dwelling GROGACHES (q.v.). Egberes have been seen in Afrikkan forests regularly.

FIR DARRIG: These small, ugly Hobgoblins are rather monkey-like and have tails of simian sort. They are average in abilities and possess moderate Heka use and Power, plus they are shape-shifters. Frankish and prone to be rude, the fir darrig are neither absolutely solitary nor devoted to trooping.

GIANTS: There are four races of Borderer giants. All are humanoid.

Chenoo: These Far Western giants are 15 or more feet tall and very strong, but they are not at all bright or clever—in fact, they are rather stupid! The chenoo dwell in remote hills and mountains and love to throw rocks at one another, have fun bashing one another with clubs, and so forth. They generally avoid contact with other races, and they can be somewhat dangerous. Chenoo have been reported in northern and western Vargaard.

Firbolg: Of about 14-feet height and Superior strength, the misshapen race of firbolgs seem quite malign, but in fact are neutral. They are reclusive, have Great Heka Power and Considerable Heka use, and some shape-shifting ability.

Sea: These marine giants are 20 feet tall or larger and look human save for blue-green or green skin and deep green to purple-green hair. In all other aspects they like firbolgs.

Stone: Although these giants are 10 to 12 feet tall, they are broad and

muscular as Dwarfs, so they resemble exaggerated versions of the latter. They are subterranean in habitat, love minerals, and dislike the exotic (anything outside their particular sphere). Very Superior physically, but of average at best intellect, stone giants have only Limited to Moderate Heka Powers.

GIGANTES: This race is giant-like, but their lower appendages are snake-like. Despite this they move very rapidly—as would a snake, of course. They have High to Superior abilities, and Moderate Heka Powers and use. Gigantes are Occidental in habitat and freely associate with giants.

Griffins [Gryphons]: Creatures of animal intellect with lion-bodied form and head, legs, and wings of hawk-like form, griffins are larger than the largest lion and inhabit caverns and hunt in mountainous regions.

Grifforyxes: These are a species of exceptionally large griffins which are distinguished also by the long, ibex-like horns on their heads. Grifforyxes are slightly more intelligent than their cousins the griffins but are otherwise the same in disposition and habitat.

GRIMS: The race of grims are canine in form but are able shape-shifters. Of average intellect at best, they are prone to be highly opinionated and judgmental, but the greater folk of Faerie often enlist them as guardians against Evil, and in such role the grims are staunch. Exacting and harsh in guardianship, they are also quite benignly disposed towards the good folk, and even helpful. But they must never be annoyed, for grims have Considerable Heka Powers.

GROGACH [GROGAN, GRUAGACH]: These are Hobgoblins of Dwarf-like appearance and of rather solitary nature. They prefer to dwell in caves and subterranean places. Grogach have great strength, but are slow-witted and wield only Moderate Heka Powers.

GROTESQUES: The race of grotesques have wildly varying appearances, but despite the seeming differences between each individual, they are all of the same species. They range in abilities from Low to Average, and their Heka Powers are generally Limited but might be greater. A grotesque can be from one to three feet tall, winged or not, and if winged, have bird, butterfly, insect, or bat wings. Arms and legs can be like those of humans, cats, frogs, crickets, crabs, and so forth. Body form can be stick-thin, moderate, or round as a barrel (with skinny limbs or some equally absurd grotesquery). They might be tailed (chipmunk, monkey, bird, squirrel, deer, etc.) or not. Their heads are human to humanoid, and one or more feature is always distorted, enlarged, out place, animal-like, and so on. That is what makes them grotesques, in fact!

GWYLLION: This is a species of Shee (q.v.) who inhabit mountainous regions. They are of High intellect and have Great Heka Powers and use.

Hippogriffs: These creatures are like horses with the forelimbs, talons, breast, head, and wings of eagles. They are fierce and raptorial things, but they can be tamed and used as steeds which are nearly as swift as the fleet pegasi (q.v.). Hippogriffs inhabit rocky upland areas, lairing in caves there.

Hobgoblins: The name Hobgoblin indicates a class of inhabitants of the world of Phæree with neutral disposition and such mischief and temper which range from near-benign to near-malign. Many dwell in the subterranean portion of Phæree some or all of the time. There are also creatures whose race is called HOBGOBLIN (q.v.).

HOBGOBLINS: The hobgoblins resemble ugly gnomes with round heads and frightening visages. They love to scare others and are prone to be bullyish, but if confronted are actually not terribly fierce. Of Low to Average abilities and Little Heka Powers, these trooping creatures gener-



ally shun the Unseelie and rollick with the wilder ones of the Seelie Court.

HU HSIEN: A race of Oriental fox WERETHERION (q.v.) of High abilities and Considerable Heka Power and use. They are less fierce than many others of their ilk, tending to be social, scholarly, and wine-loving. If befriended, they will typically be more benign than malicious. The hu hsien are frequently reported in Ærth's Far Azirian states (Ch'in, Po-hai, Sung, etc.).

JOTENS: A group name for several races of northern giants of Goblin nature. (See GIANTS under GOBLINS hereafter.) Otherwise, they are giants of Borderer nature sometimes mistakenly referred to as jotens. These beings are about 14 feet tall, of average intelligence and Superior strength, and able to employ Considerable Heka, although they have only a Limited innate Heka Power. These Hobgoblin-type giants are quite human in appearance but rather morose and solitary. Because they dislike intrusion they are classed as neutral.

KAKAMORAS: Far Oriental BOGIES (q.v.). The kakamora have been reported frequently in Liang and Nippon.

KELPIES: A branch of the faerie race which is marine, of Borderer temper and nature, and verging on the Unseelie. Kelpies are quite attractive in appearance, have High abilities, and wield Considerable Heka Powers. They are shape-shifters prone to mischief and dark pranks running from dangerous to lethal.

KILLMOULISES: A race of Hobgoblins with exaggerated features and appendages. They are dull-witted and have Limited Heka Powers. Solitary sometimes, otherwise trooping, the Killmoulises seem bent on poking into everything. In temper they are between DOBIES (q.v.) and BOGGARTS (q.v.).

KOBOLDS: Sprite-like Hobgoblins of northern habitat, kobolds are kin to boggarts and have like temper and prankish ways. As with the Killmoulises, they are sometimes solitary but more frequently troop with others of the Hobgoblin sort or with the Seelie or Unseelie Court as opportunity presents.

K'uei Niu: This is a sort of semi-intelligent beast which is distantly related to dragons. Not too bright, but very strong, the K'uei Niu resemble rhinoceri with a six-foot long unicorn-like horn set on the forehead and claws like those of a sloth. These Oriental creatures are wild and very aggressive. They have the powers of long endurance (so they can run or fight for extended periods) and can move over water or through the air as if it were land (cf. YETH under the listing of GOBLINS below).

LANNANSHEES: Very much like Fays in all respects save temper, this branch of the Shee race is very attractive and able, and wields Considerable Heka Power/use. The lannanshees tend towards self-interest and are too willing to use any others to get what they want, so at times they are quite malign in action. They have the ability to vampirically feed on Spiritual force.

LEOCENTAURS: A race of Hobgoblins with lion-like bodies, and upper torsos and heads which are human-like. (Cf. BUCENTAURS and CENTAUR). They have Low intelligence but are swift and strong. Leocentaur Heka is Limited. These creatures dwell in caves and come forth to roam plains and veldts. They often war with the other centauroid races.

Leoserpis: Beasts of huge size with lion-like bodies, and heads and necks which are python-like. Some dwell above in the southern wilds,





others inhabit the underworld. They are fierce predators so must be considered neutral at best.

LESHEYS (LESHIYE): These are truly neutral creatures of Hobgoblin nature. They dwell in northern forests, hibernating underground in the frigid weather. They have abilities of human-norm sort, Limited Heka use, and Powers of Moderate sort, including chameleon ability and sound mimicry.

LUNANTISHEES: Hobgoblins who are very much concerned with flora, particularly trees. They are Occidental and inhabit forests and woodlands. Lunantishee have High abilities, Great Heka Powers, and Moderate Heka use.

LUTINS: This is a race of FAYS (q.v.) who are of Neutral disposition. They do not associate with either the Seelie or Unseelie Courts but keep their own. With them are the Shee, for both races are much alike and have similar interests.

MARIDI: The race of maridi is of huge (18 feet tall) humanoid sort. They possess High abilities, with Superior strength, but they are ugly and prone towards cruelty. They are shape-shifters with Considerable Heka use and certain restricted Heka Powers of Utmost sort. These Mid-Oriental beings are of marine habitat and associated with the element of water.

MERFOLK (MERMEN and MERMAIDS): A marine Hobgoblin race of humanoid sort whose lower torsos resemble those of dolphins (cf. TRITONS). They are human-sized and have the same range of abilities and Powers that humans do, only they are less spiritual. Merfolk are strongly communal, but they tend towards isolationism, and dislike intrusion.

MERROWS: A form of Hobgoblin water FAY (q.v.) whose natural appearance is rather fish-like (including mouth and teeth!) but who possess shape-shifting Power. Abilities range in the average to High area. Heka Powers are of Considerable sort, Heka use Moderate. They are both fresh- and saltwater dwellers and prefer deep abodes. Merrows are sometimes curious, sometimes cruel, and tend to be reclusive.

NAGAS: This race of beings appears to be huge snakes with the upper torsos and arms and heads of humans. They range from near-benign to near-malign. All have intelligence in the low Superior range, and Heka use of Considerable sort, but nagas' Powers of Heka vary from Considerable to Great by race. There are three races of Borderer nagas:

Jungle Nagas: These 20-foot-long beings are the lowest of their race in all aspects, including that of temper, for they verge on Evil. Cunning and sly in extreme, jungle nagas use other species for their own ends and whims. Their habitat is warm, Oriental forests and jungles.

Storm Nagas: These 30-foot-long beings are the most powerful, benignly disposed, and rarest of the three varieties of their race. They are introspective and reclusive, however, so are seldom involved in things outside their own sphere. Storm nagas inhabit Oriental mountains with warm, temperate climate.

Water Nagas: Water nagas are medial between jungle and storm species. They are 25 feet long and are aquatic, although they can survive outside of water for days or even weeks. They are the most common of nagas. They have a fondness for luxury and wealth which causes others to regard them with just suspicion.

NATS: The Hobgoblin race of shape-shifting nats is quite common in southern Oriental jungles. They are very unpredictable, and (as typical of Hobgoblins) can be helpful or destructive, depending on their whim. Their abilities range from Low to High by individual, and Heka Power is of Minimal to Moderate sort in the same way. Some few nats also use Heka

in Castings at Moderate-range levels. Nats tend to be solitary or dwell in small groups, but they do not associate with other races, nor do they troop with Seelie or Unseelie.

NINGYO: The name for Far Oriental MERFOLK (q.v.).

OHADOWS: This race is simply a Far Western sort of TROW (q.v.). There are reports of ohadows in the eastern part of Vargaard.

Oliphants: These creatures are a form of Phæree elephant which is quite similar in form to its cousins on other worlds, but with many differences as well. The oliphants are tall (12 feet high), longer bodied, and four-tusked—with the lower pair only two to four feet long and projecting laterally from the jaw. These animals are near semi-intelligent, aggressive, and bellicose, so they are used in warfare with great success.

Onagers: Zebra-like animals with three-toed hooves, the onagers inhabit rough and stony hills by preference. If fleeing predators, they use their hind feet to hurl large stones behind them. Such missiles are delivered with some considerable accuracy and surprising force (4D6 damage).

OPINICI: A chimerical sort of highly intelligent Hobgoblin, opinici resemble camels with legs ending in lions paws, and eagles' wings and beak at shoulders and head. Desert-dwelling opinici have speech, Moderate Heka use, and Considerable Heka Powers. There are both two-humped (Bactrian) and single-humped (Dromedary) varieties. They tend to take the role of disinterested observers in Phæree affairs.

POOKAS [PWCAS]: This race of diminutive Hobgoblins is solitary and nocturnal—or else remaining in the subterranean mazes, as is in accord with each individual's choice. They have average abilities, Limited Heka use and Powers, and will o' the wisp generation to mislead. They find amusement in mischief and trouble-making.

POULTERGEISTS: The Hobgoblin race of poultergeists is simply a kind of pooka which is normally invisible to all creatures using the normal light spectrum for visual sensory input. They have the ability to create a Gate to parallel spheres, but lack the pooka-normal will-o'-the-wisp light generation capacity. Poultergeists are otherwise the same as pookas.

Rukhs [Rocs]: These monstrous birds with wingspan averaging 100 feet look something like a cross between an eagle and a vulture. They are found in the Mid-Orient and south where there are prey species of sufficient size to support them. They inhabit mountain summits but easily fly hundreds of miles distant from their nests to hunt.

SATYRS (FAUNS, URISKS): This species of Hobgoblin resembles a humanoid with the loins and hind legs of a long-haired goat instead of normal legs. They are bearded and have small, pointed ears, love music and frolicking, and are of highly libidinous nature. Satyrs are of low average intellect but are fast and strong. They have only Limited Heka use but Moderate Heka Powers. They dwell in Western and Mid-Oriental woodlands of warm temperate climate, and favored sylvan habitats are of idyllic sort. They are typically associated with Centaurs, fauns, nymphs, dryads, and so on. They are not friendly with others and are prone to violence.

Scorpeoleons: These creatures are fearsome predators resembling a huge, maned lion whose rear half has been replaced by six legs and the tail of an equally gigantic scorpion. They are found in southern arid regions.

SCORPIONTAURS: A centaur-form Hobgoblin race combining human and scorpion. These beings dwell in the same regions as do scorpeoleons, or underground in warm regions there. A typical scorpiontaur is four feet



tall, of Low or slightly better intellect, and with Limited Heka Powers. The race relies on its speed, aggressive nature, and fell sting. They are more suited to the Unseelie Court than the Good.

Seawolves: These are marine predators who roam the seas in small packs. They are about 12 feet long, with wolf-like heads and porpoise-like bodies. They are semi-intelligent, but few have been domesticated by sapient marine races.

SPHINXES: As has been noted previously under the heading of FÆRIES, The Seelie Court, there are sphinxes of all three classes of temper. These Hobgoblin varieties are of the same size as all others, but their abilities are all Superior, and their Heka use and Powers range from Moderate to Considerable. The head-identifiers for this group are: frog-headed (lower Power range), hippo-headed (upper Power range), ibex-headed (lower Power range), jackal-headed (upper Power range), vulture-headed (middle Power range), wolf-headed (middle Power range).

Shees: Various sorts of Fay-like Hobgoblins with somewhat less Heka and worse (Neutral, sometimes nearly malign) temper. The Borderer Shee include: adhshees, banshees, gwyllion, lannanshees, and lunant-ishees.

TENGU: The tengu are a race of FAYS (q.v.) who inhabit the Far East. They are most adept shape-shifters, and tengu are in avian form as often as that of human-like one. They prefer to dwell in lovely woodlands away from others, and this remoteness is what makes them of Borderer nature.

TIGER HORSES: These creatures are similar to KI-LIN (q.v.), although their Heka Powers are only Moderate, and use is Limited with respect to Casting. A tiger horse looks very much like a huge draft horse with a dragon-tiger's head. They are intermediate in range between the Occident and Orient.

TROW: A race of ELVES (q.v.) with High to Superior abilities and Heka use in the Considerable to Great range, possessing Limited Heka Powers independent of Casting. These are Hobgoblins because trow tend towards unfriendliness and short-temper. They are a "grey" race, so called because of silvery hair being common in both male and female trows.

Tygers: Although the name is confusingly similar to the feline species known as tiger, these creatures are truly of Phæree origination. A typical specimen is as large and nearly as heavy as a brown bear. The head is eagle-like, the body shaped and colored similar to that of a tiger, but the tail is more bear-like and so are the very long, non-retractable claws. Tygers have habitats similar to bears and tigers, although they prefer hill and mountain regions to other sorts of terrain. They are predatory carnivores of animal intellect and disposition.

ULDRAS: Although the race of uldras is big (seven feet tall), hairy, and possesses fangs as large as tigers', it is not malign. Very strong but quite dull-witted, uldras inhabit the cold and mountainous Occidental regions where they dwell in the underground labyrinths and come forth at various times to despoil themselves. They can be very dangerous if provoked—or even if hungry—but these rather solitary creatures are otherwise typical Hobgoblins and do not troop with either the Seelie or Unseelie.

UNDINES: Riverine NYMPHS (q.v.) of very great beauty whose temper is prone to mischief and even manslaughter if annoyed or thwarted in some manner. Because they will not support Unseelie, they cannot be considered as Goblin folk.

Vermes: Vermes are monstrous fish dwelling in the deep waters of largest rivers of Phæree. They resemble giant dogfish, have many teeth in their gaping mouths, and grow as long as 60 to 80 feet. Fortunately,

vermes are sluggish bottom feeders and seldom attack surface traffic (such as boats).

VETALAS: Nearly a Goblin, because of the fact that these beings are so cruel in their pranks. They conform to the Hobgoblin race of BOGIES (q.v.) in all respects save for being more malicious. The vetalas often enter and animate corpses to frighten or attack, and they feed from fear (draining Spiritual energy from those affrighted at 1 to 10 points per CT). They will, however, sometimes assist those who dwell near to them, so the vetalas are not totally malign. They inhabit the warmer regions of the Orient and have been reported in the Hindic Subcontinent of Ærth.

WERETHERION: There are many races able to assume human or humanoid form because of Power other than shape-shifting *per se*. Selkies and swanfolk (qq.v.) are Færies with such Power. Intelligent species of Hobgoblin nature able to do this are classed together as weretherions. Abilities range from human average to High, and all have Heka Powers of Moderate to Considerable sort, albeit in few numbers by individual species. The animal-like forms of these weretherion are: badger, bear, buffalo (includes the blson), coyote, fox, lynx, owl, stag.

Yale: A species of massive, oxen-like creatures with High animal intelligence. Yale have four long, sharp horns on their heads and can move them into different positions for use in attack and defense. They stand seven to eight feet high at the shoulder and roam the temperate grasslands in herds.

YECHES (YAKSHAS): Yeches are spriggen-like Oriental Hobgoblins. Although trooping, they tend to prefer isolated places for habitat. Yeches are of human-normal abilities save for their Superior strength. They have only Limited Heka use but Great Heka Powers in limited scope and number, one of which is shape-shifting. They love play, revels, and the like, but yeches are also greedy and can be cruel. They seldom associate with the Unseelie, however. The females of this race, yeches (yakhshis) are sometimes malicious and may be fond of human flesh. The king of all yeches is Kubera.

YETI: Large, hairy humanoids of eight feet or so height, yeti are rather dull-witted but cunning in animal ways. They have only Limited Heka Powers. They rely on their cunning and Superior strength to survive in isolated habitats. Various individuals or tribes of these creatures will serve Seelie or Unseelie masters.

ZASHIKI WARISHI: These are Oriental POULTERGEISTS (q.v.). Many of them have been reported in the Far East of Ærth, especially on the islands of Nippon.

GOBLINS: The Unseelie Court

As you read, keep in mind that there is fauna inside Phæree, just as there is in interior Ærth. However, the Goblinrealm of inner Phæree is not a place filled with dinosaurs and weird reptiles and quasi-reptiloids. There are the wide range of prehistoric mammals there, and it is possible that an isolated area or two might contain dinosaurs and/or the therapsid-cynodont group, but in general, the inner world is a place of relative civilization...if any Goblinrealm can be thus termed. There are some humans and part-humans there in addition to the SLAUGH (below), but as previously stated, they are not specifically detailed unless of special significance. Species and numbers are large, because the lands are about twice as large as those of the outer world.

ABIKU: The race of abiku are ugly, malformed humanoids of average



intellect and High strength. They wield Moderate Heka Power such as invisibility and mind possession (used to drain away Mental energy, thus killing the victim). They are jungle-dwelling, and have been reported on Ærth's Afrikkan continent.

ACHERI: The acheri are Oriental ABIKU (see above). Numbers of these Goblins have been reported molesting humans in Hindic lands.

ADLETS: The race of adlets are ice-loving VAMPIRES (q.v.).

Afancs: A vicious sort of freshwater, semi-aquatic predator with a terrible sort of cunning which ranks it as semi-intelligent. Afancs resemble flat-tailed crocodiles covered with patches of bristles growing from their scaly hides. They use lurking ambush or whirlpools created by their swimming and tail strokes to gain prey. Afancs inhabit temperate climates, but will use marshes, rivers, or lakes.

AFRITI: A typical afrit is a 15-foot tall humanoid of fuliginous complexion and frightening visage. These shape-shifting beings are of High or better abilities, with Superior strength, and have Moderate Heka use and Powers, but also highly restricted Powers of Utmost sort. They are of fiery association and despise their kin of other associations (djinni, effriti, djanni, maridi, and even ifriti, although they are fearful of saying so to the last-named beings) but happily serve the DEEVs (q.v.) as mercenaries. As with all of this ilk, afriti are of Oriental habitat.

AHUIZOTLS: Creatures of Low intellect but High strength, members of this race are aquatic and carnivorous. A typical specimen looks like a big dog with a monkey's face and long tail, but hands and feet are gorilla-like and sized, and the ahuizotls have a fifth such member at the end of their tail. They lie in wait for their prey and then drag them underwater to drown. These Goblins can use Moderate Heka Powers such as illusion and vocal imitation. They are of the Far Occident, and have been reported as preying on humans in southern Vargaard and the Narrow Land connecting it to Amazonia.

AIGAMUXAS: These are southern Occidental OGRES (q.v.). Some aigamuaxas have the ability to see via areas of skin, so they are particularly dangerous in this regard. They have been reported in middle Afrik on Ærth.

AIRIS: The name of the once-human SLAUGH (q.v.) who inhabit the southern Orient and occasionally appear to plague Ærth's Hindic Subcontinent.

AKATHASO: This is a species of creatures able to assume corporeal form when not a part of the tree they dwell in (cf. Dryad). Powers are of medial sort. They are found in tropical forests.

ALS: The Goblin race of als is of humanoid sort, with an average specimen seven feet tall, snake-haired, fiery-eyed, and with huge teeth and iron-hard nails of talon-like sort. Als have Low intellect but Superior strength. They have Moderate Heka Power and Low Heka use. The als are the servants of the deevs.

Amphisbænas: Vipers of potent toxin, and growing to lengths of 20 feet or longer, amphisbænas are one of the most dangerous forms of snakes found in interior Phæree. They have a head at either end of their hard-scaled body, can strike with both at the same time, and one or the other is always alert. Intelligence is of keen sort for an animal, which makes them even more deadly.

ANNIS: The race of annis is of huge stature, eight to 10 feet tall, and humanoid form. They are Phæree hags of blue, gray, or green skin, possessed of talons on hands and feet, and with pointed teeth as hard as iron. Annis are equally at home in water or on land. They have human-normal abilities, save for strength which is High or better. Their Heka use

is Considerable, and they have Powers of like sort in addition. Their habits are as vile as any of the races of hags—Preternatural or Supernatural—and they are strong supporters of the Unseelie Court. Annis reproduce by mating with trolls or that ilk.

ATHACH: The race of athach is most hideous, each individual being a monstrous thing of unique appearance. All are at least as large as a hippo, somewhat amorphous, and have portions which are humanoid in appearance. To this mass add such other things as pincers, mandibles, tentacles, arachnid-like eyes, crocodile-like jaws, etc. Athach are solitary and seek marshy pools, bogs, and similar places to inhabit. They come forth at night to hunt when hungry. There are subterranean athach, of course, and the Goblins utilize these things as guardian monsters, too, for they have Low intelligence and can wield Moderate Heka Powers. Some are bipedal and humanoid, others tripedal, quadrupedal, etc.

BAKEMONOS: This is the race of Far Oriental GOBLINS (q.v.). They have been reported as being seen in Nippon.

BAKRUS: These are Southern Occidental WOODWOSES (q.v.). Some numbers have been reported in Afrik.

BAYKOKS: These monstrous creatures are Goblin ghaunts of Far Western habitat. They are skeletal, covered with pale, translucent flesh, and have glowing visual organs which seem to the observer as green, burning eyes. With Superior strength and other abilities of average sort, the baykoks are dangerous, for they use weapons, have Moderate Heka Power, and also are able to discharge energy darts. They troop with the Unseelie, and a few have been reportedly encountered in the forests of Vargaard.

BARGUESTS: This intelligent Goblin is of canine form, although the appearance of the race is hideous: a mongrel mixture of hound, hyena, and toad. They are four to five feet tall at the shoulder and will hunt alone or in packs. Barguests can hypnotize by gaze, can shape-shift, and have other Powers of Moderate sort in addition.

Basilisks: These reptilian creatures resemble a monitor lizard/alligator cross. They are multi-legged however, with eight such members, and have shortish tails, so average length is only seven to 12 feet. These animals gaze at a victim for a brief period of time, and the visual emission turns living tissue into a petrified substance. Once prey is thus immobilized, the basilisks proceed to devour the stony result. Petrification spreads from any small area of exposed tissue, so the gaze of basilisks is extremely dangerous.

Behemoths: Huge terrestrial animals generally found only in the interior of the world, which somewhat resemble a mixture of elephant, hippo, and rhino. Although herbivorous, these beasts are very aggressive and horrible in temper.

BEITHIR (BEHIR): The beithir are a species of intelligent wyrms (q.v.) of subterranean habitat. They range in size from 30 feet to as large as 140 feet long, have a very evil disposition, are solitary, and discharge bolts of lightning at any foe. Range of this electrical attack is equal to the beithir's own body length, and its Power is likewise a factor of size (1D6/10'). These wyrms have Limited Heka Powers in addition.

BISCLAVETS: These are a sort of WERETHERION (q.v.) of lupine sort as malign and powerful as the Loup Garou.

BODACHS: The race of bodachs are gray-skinned, humanoid Goblins of human-normal abilities. They have only Moderate Heka use and Powers, other than the capacity to cause (cell) death in living things by gazing fixedly at a subject. They are not numerous, but bodachs are a powerful part of the Unseelie Court.



Boobries: These avians are black, hook-billed, long-taloned creatures which hunt in wetlands. They can dive or take prey from flight. Boobries are a species of rukh (q.v.), but they have higher cunning and a perverse love of killing. Average wingspan is 60 to 70 feet.

BORAROS: These are solitary goblins of vilest sort, favoring the jungles of Amazonia when they appear on Ærth. In form, boraros are humanoid, with hideous visages and long, sinewy arms. Mentally they are Low average; Physically they are Superior; and Spiritually boraros are Superior. These things are multi-vampiric. They use an aural field to drain Mental force, while their Physical vampirism acts to likewise drain the Spiritual energy of the victim. Physical assault can include a crushing/pulping of the prey so as to drain by their hollow fang inserted in the top of the skull all substances from the skin of the victim, leaving only bones inside. A totally devoured victim can be re-formed internally through the breath of the thing—again employing the hollow fang—and thus animated, the once-human automaton will perform as a servant of the slayer, a golem-like thing barely distinguishable from a normal human. Thus, although Boraros have only Limited Heka, they have Considerable innate Powers. Each Boraro has a crystal, a Soul Object and Heka Reservoir. If this is taken, the being is helpless, typically fleeing the encounter but always seeking to regain its crystal. Also, these creatures can be distracted by quantities of milk and honey so as to avoid confrontation.

BRAGS: The race of brags are human-sized cousins of true goblins. They have Low intelligence but possess shape-shifting Power and Limited Heka use. Brags are malicious and cruel, and fond of inflicting pain and death.

BROLLACHANS: Akin to the athach, brollachans are of huge, evil, and of monstrous nature. They have no exact shape or form, and seem shadowy but are actually substantial and exceptionally strong. The brollachans have shape-assumption Power and Moderate Heka Powers of other sort as well.

BUGBEARS: This race of Goblins are similar to ursine humanoids with large, round craniums and wide, small-fanged mouths. Intelligence is Low but strength is High. Heka Powers are of Limited sort. They are communal and troop with the Unseelie Court, serving as soldiery.

BUGGANES: One of the more evil sorts of Goblin races, and actually a species of goblin, bugganes have human-norm abilities and Limited Heka use plus Moderate Heka Powers.

Bullbeggars: A species of sly and cunning animal monster with semi-intelligence, bullbeggars have the Power to mask their actual appearance with illusion, and thus disguised, lie in wait for prey. These creatures are very strong and have fearsome fangs and claws. An average bullbeggar specimen is as large as a brown bear.

BUSOS: A form of Far Oriental GHILAN (Ghullaz) (q.v.). The busos are

of two varieties, the amber-eyes (with a gaze causing fear), and the ruby-eyes (with a gaze inflicting Physical damage). They have been seen in Shrijavti and Panay Sulu on Ærth.

CAERBS (KOREDS): One of the racial varieties of goblins (q.v.), with a reputation of being nasty, vile, and murderous in the extreme.

Catoblepases: Goblin beasts with agnu-like head, a giraffe-like neck, and a bloated, crocodilian body. They are stupid, marsh-dwelling predators with the ability to cause (cell) death by gaze. They also have a poisonous breath of very limited range. Not surprisingly, they are carnivores.

Cerberi: These animals are pony-to horse-sized beasts of canine form with three heads. Each head has a long, fanged mouth of huge size. They are not particularly intelligent, but have great strength and swiftness.

CEROPES: Hairy, brachiating (capable of swinging from treelimb to treelimb) humanoid goblin pygmies of Low intellect and minimal Power. They are cunning and prone to thievery. Ceropes chief habitat is tropical forest, where they dwell in large, loosely organized bands.

CHIMERA: This is a diverse species of drake-like monsters of varying appearance. The average specimen is about six feet high at the shoulder and 12 feet long excluding tail. All are intelligent, although some chimera tend to be dull-witted and others most cunning, depending on head combinations. The Powers of a given chimera depend on its heads, and an individual can have from two to four different ones. The following sorts of heads are commonly found: beetle-like, with huge mandibles; bull-like, with very long horns; catoblepas-like, with gaze weapon; cobra-like, with venom; crocodile-like; dragonne-like, with sound weapon; Drake-like with varying breath weapon; eagle-like, with razor-sharp beak; elephant-like, with long tusks and trunk; frog-like, with long, tough, adhesive tongue; goat-like, with poisonous horns; gorgoxen-like, with breath weapon; lion-like, with enlarged mouth and fangs; yale-like, with horns which stab out one to three feet. Other sorts of heads are, of course found amongst these Evil creatures. All chimera are winged and able to fly.





CIUPIPILIN: A form of Supernatural vampire found in hot, dry regions (cf. HAMTU-PENYARDIN).

Cockatrices: These are smallish, reptile/avian animals resembling a big rooster with the tail of a wyvern. The poison of their talons causes petrification; their long, stabbing beak inflicts wounds; and their tail stinger injects a deadly toxin. They are stupid, fortunately, and have a high susceptibility to sonic damage.

Crottas: Crottas are vicious, hyena-like predators able to run fleetly and dig as do badgers. Large males are the size of a pony. They are near semi-intelligent and hunt in packs. (Cf. LEUCROTTA.)

CYCLOPSES: The goblin race of cyclopes are monoculated humanoids of giant size (approx. 18 feet tall). They are akin to OGRES (q.v.), having Low intelligence but very Superior strength. Heka use is Minimal, but cyclopes have Considerable Heka Powers. They are solitary and so are of no great service to the Unseelie Court.

DHARMAPALAS (CH'OS-SKYÓN): This race is sometimes called the Demon Generals. Dharmapalas are huge (12 feet tall), broad, and of Superior strength. They have High intellect. Dharmapalas wield Considerable Heka Power and have Moderate Heka use. Their heads are very big and have three eyes, huge tusks, and a protruding tongue.

DEEPHAGS: Although not properly of the race of hags at all, these monstrous creatures are as vile as any annis which ever lived. Deephags appear to be formed by melding the torso of a hag to the lower two-thirds of an octopus, so that where the eyes of the latter would normally be, the hag-like torso begins. Intelligence is High and strength is Superior. Deephags have Considerable Heka Powers, can shape-shift, and are able to use Heka of Great sort. They are solitary dwellers in waters of some considerable depth, where they find undersea caverns to construct their lairs.

DEEVS: The race of Deevs is the Goblin counterpart to the PERIS (q.v.) and are sworn to unending war against those fair folk. Deevs are amongst the most powerful of all the Unseelie, just as are the peris amongst the Seelie. The Deevs are as dusky as the peris are fair, as evil as their foes are good. They have Superior abilities, Great Heka use, and Powers of restricted Ulmost sort. Even the ifriti fear to anger the lords of this race.

DONGHUS (BUNYIPS, KINE PRATIES, TUNATABAHS, WOWEE): The Goblin race of aquatic donghus is vile and disgusting. In natural form they are bipedal, with a huge, lizard-like head terminating in a beak, but toothed. They have a long, serpentine neck and a tail which is also snake-like and can constrict. The donghus have a scaled, vaguely humanoid torso, and long limbs which terminate in webbed, clawed hands and feet. A typical specimen is eight feet tall and weighs 600 pounds. Donghus are stupid but have Great physical ability. They have only Limited Heka Powers other than shape-shifting ability. These Goblins have been reported on Magmur.

DRAKES: These are the Occidental counterparts to Oriental dragons (q.v.). They are of evil and malign temper and generally neither as intelligent nor powerful as their Færie and Hobgoblin relatives. All Drakes, regardless of their species, are four-legged and winged. The range and strength of their breath weapons is a factor of their size (cf. BEITHIR), so that one 100 feet long would be able to range its breath that far, and the general result of the use of that breath/blast/gush would be of 10D6 strength. Actual Heka casting/use by drakes is Limited to Considerable. Heka Powers possessed vary from Moderate to Great.

The races of Drakedom are:

Cold-Breathing Drakes: White to pale hues of violet or blue, 110 to 200 feet long, inhabiting northern and cold areas.

Fire-Breathing Drakes: Maroon to orange in hue, 130 to 220 feet long, preferring cold temperate habitat.

Gas-Belching Drakes: Ochre-yellow to olive green, 70 to 160 feet long, inhabiting sub-tropical and warm regions.

Grit-Blasting Drakes: Brown, gray-brown, through terra cotta, 160 to 250 feet long, preferring cool to cold desert habitat.

Lightning-Breathing Drakes: Deep blue, indigo, or dark purple, 120 to 210 feet long, inhabiting mountains.

Web-Cushing Drakes: Black with possible undertones of red to violet, 90 to 180 feet long, inhabiting jungles and forests.

Drakespiders: Drakespiders (also known as spiderdrakes) actually appear to be huge spiders of web-building sort with Drake-like wings and serpentine tails. Drakespiders can fly, and the prehensile tail is used for grasping or directing the web stream, for it contains four spinnerettes. The sound produced by these things is painful to all creatures whose auditory capacity ranges into the ultrasonic, and it will slow such creatures' reaction time (to last action in a CT). This is most useful to drakespiders, for they prey on bats as well as any other life forms they are able to capture. A typical specimen of drakespider is two feet high, four feet across, 12 feet to the tip of its tail, and has a wingspan of 15 feet. They have paralytic poison.

DROW: The race of Unseelie Elves are known as drow. These dark Elves are otherwise little different from their Seelie cousins. (See ELVES under FÆRIES, above.) The race of drow actually ranges all over the entire world of Phæree, from the exterior, through the subterranean, into the interior portion.

DRUJES: The Goblin race of drujes is of Oriental habitat. They are of High abilities and have Considerable Heka Power but only Limited use. The drujes are ugly humanoids, with horns, fangs, and talons. They love flesh, whether newly slain or carrion. Although normally solitary, numbers will gather to cooperate in special efforts.

DUEGAR: These are the Unseelie race of Dwarfs, their dark complexions and scowls marking them as such. The duegar are stronger but less spiritual than are Dwarfs of other nature. They are less likely to troop, and many are of solitary sort. There are individuals amongst the duegar with Heka use of Great sort, but the racial Heka Powers are of restricted Moderate kind. Not to be confused with the non-Phæree Dwarf race of Dockalfar.

DUNNIES: As their name implies, this type of true Goblin is drab. They are evil and can shape-shift, gladly trooping with the Unseelie Court. See GOBLINS, below, for other details.

ETTERCOPS: This is a species which resembles a nightmare combination of human and spider, for to a human-like body, ettercops seem to have added a wolfspider-like head, complete with the poisonous mandibular fangs of that sort of arachnid. (Thus their name, "etter- (spider-) cop (head).") They have Low intelligence but possess High strength and Superior reflexes, and are empowered with Moderate Heka capacities. They are solitary or in small groups.

ETTINS: A race of two-headed GIANTS (q.v.).

FORMORIANS: Another of the races of Unseelie GIANTS (q.v.).

FUATHANS (VOUGHS): An aquatic race of Goblins who are possibly evil offshoots of ASRAI (q.v.). Fuathans are tall (seven feet), strong and handsome. They have Moderate Heka and are shape-shifters. Loving



dark jokes and wickedness, these beings have been known to do such things as to turn themselves into a horse with adhesive back, and drown the luckless who sought to ride, or seem a lost lamb and then devour sheep when placed into the fold. They can survive out of water for long periods, and will occasionally troop.

GARGOYLES: These are goblins closely related to the GROTESQUES (q.v.). Gargoyles, however, are larger and thoroughly Evil. They range in size from about that of a large dog to that of a lion. Intelligence is Low, strength is Superior, and they are horribly ugly in appearance. Some have wings, others lack the natural power of flight. Gargoyles have no Heka use, but all possess Limited Powers of Heka, and some few have Moderate Heka Powers. Some gargoyles are solitary individuals, but by and large the race troops with the Unseelie Court.

GAUNTS: These humanoid Goblins are thin and terrible, as their name implies. Gaunts are vile nighttime predators of great stealth and cunning. These relatives of the gargoyles have Limited Heka Powers.

GHILAN: Those corpse-eating Goblins similar to the ghouls (of Earth and Ærth), ghosts and grues, but of greater horrible nature and greater power, are styled as the ghilan. There are two races of them, both of which are of Low intellect:

Gholles: These are larger than human-sized, very strong and quick, and possess Heka Powers of Considerable sort. Their visage is a mixture of hyena, baboon, and human, and from them arises a nauseating odor.

Ghullaz (Ghules, Ghulles): These are human-sized cousins of gholles, and only slightly inferior, possessing Moderate Heka Powers. They appear to be a mixture of rat, bat, and human in terms of cranial features. A race of Far Eastern ghullaz known as the kashas are different only in their extremely high PNSSpd. These latter things are known to harass the Nipponese of Ærth. In addition there are BUSOS (q.v.).

GIANTS: The races of giants of Goblin nature are numerous and of great variety. All serve the Unseelie Court, although some are solitary and others troop. The types are:

Acromegilians: Twelve feet or more in height, with oversized head, hands, and feet, these vile and ugly humanoids are possibly the strongest giants of Unseelie temper. They have Considerable Heka use but only Moderate Powers. They are usually solitary.

Ettins: The race of ettins are two-headed monsters who are 15 feet tall. Although they are stupid, ettins have a sly, murderous cunning and possess Moderate Heka Powers. Ettins tend towards solitary behavior.

Formorians: Hideously deformed humanoid giants of but eight feet or so height, the formorians are perhaps as strong as the average acromegalian, more wily, and able to use Considerable Heka. Furthermore, they possess Moderate Heka Power without resorting to casting magick. All formorians are marked by misplacement of features or appendages, extra appendages or sensory organs, enlargement or diminution or malformation of body parts, and so forth. In short, they are a horror to behold. They are highly solitary.

Hill Jotens: These 12-foot tall, powerfully muscled giants are nearly as dull-witted as ogres. They are able to employ only Limited Heka Powers, but their brute force and stone-throwing makes them dangerous nonetheless. Hill giants look very much the same as big, ugly humans. They are tribal and troop as ordered by more powerful and intelligent Goblin leaders.

Mutians: This race might be nothing more than a larger but less Heka-Powerful offshoot of the formorian. A typical specimen is about 11 feet tall, three-headed, four-armed, and with extra fingers and toes, too few such digits, five eyes, and so on. Some appendages might be taloned or

clawed, have pincers, a bony knob, tentacles, etc. Not all are useful, let alone deadly, but many are. The race is average for giantkind, but possesses odd and different sensory abilities. Heka use is Limited at best, while Powers range from Limited to Moderate.

GLASTIGS: This race might be part Shee, part hag. Its members are quite attractive, save that their lower limbs are hairy and goat-like. The glastigs are very much Goblins, too, in that they are evil and vampiric/carnivorous Færie/human-eaters. They have High abilities, Moderate Heka Powers and use, and tend to be solitary.

GNOLES: These creatures are relatives of both (true) goblins and orcs. They are similar in appearance to GNOMES (q.v.), but their very evil nature is apparent from their countenance, for it plainly discloses their vileness. They have High Intellect and use only Moderate Heka but possess Considerable Heka Powers.

Goblins: Any of the creatures or beings of the Unseelie Court or of malicious, evil, and vile nature, possessed of violent and murderous tendencies. In general, these are dwellers within the interior realm of Phæree, or at least native to that place. The appellation must not be confused with the specific race of humanoid creatures after whom the rest of such like-tempered ones are called. (See GOBLINS, below. Also compare Færie and Hobgoblin.)

GOBLINS: A race of evil humanoids with an average height of 4.5 feet. Goblins have relatively long and spindly limbs, gnarled digits with claw-like nails, and rotund, bloated-seeming bodies. They appear to have no neck, for the round and oversized head sits squarely on the shoulders. The mouth is ringed by hideously twitching, nearly prehensile lips, and is very large, filled with long canines and many small, pointed teeth. Ears and tongue are long and sharply pointed; the nose is flattened and often hooks at the tip or else is bulbous; and the eyes are typically too small, closely set, and beetle-browed or else very round, too far apart, and bulging. Despite this appearance, goblins have human-norm abilities, Considerable Heka use and Power, and are numerous. They are trooping, and often large hordes of them take to the field to run rampant. Only very powerful creatures—things such as Drakes, groups such as the Slaughter—do not dread and fear such masses of goblins.

GORGONS: A race of female humanoids (cf. NYMPHS) of Goblinkind who might be of Shee (q.v.) origination. Gorgons have a gaze which causes cell death; asp-like hair of two- to three-foot length, each strand of which is fanged and envenomed just as if it were an actual asp; and breath which causes petrification (in a limited area of about three feet). They are seven feet tall, have High intelligence and strength, and Heka use in the Moderate to Considerable range, while Heka Power is Limited. They are solitary.

Gorgoxen: These aurochs-like beasts are true goblin animals. A typical specimen stands six feet tall at the shoulder, is covered with horny scales as hard as tempered bronze, emits a bellow which has the property of slowing nerve impulses, and emits a cloud of noxious breath which causes living animal cells to become hard and calcified (petrification). Gorgoxen can devour and assimilate calcified flesh.

GORSKA MAKVAS: A race of ANNIS (q.v.). The gorska makvas are of Mid-Occidental habitat, and inhabit deep forests. Otherwise they are identical to annis, Phæree hags.

HAGS: See ANNIS (q.v.).

HAMTU-PENYARDIN: This is a race of Supernatural vampires, feeding on blood and fear (Spiritual energy). They can assume human-like form, have strong Heka, and possess moderate Powers.



HANON-TRAMP: A particularly ugly sort of elementary (to the world of Phæree) goblin which feeds on the dying Mental and Spiritual forces of those victims it manages to suffocate. It is of minimal Powers otherwise.

HARPIES: The harpies are a race of creatures who resemble human-torsoed vultures. They have human-like heads and arms, but also have vulture-like wings and legs with long-taloned feet. They are the most malign Goblins, ranging in size from five to seven feet tall (15- to 21-foot wingspan), and inhabit rocky heights in the warm temperate regions of inner Phæree. They have human-norm abilities, Moderate Heka use, and Limited Heka Power. They are communal and troop with the Unseelie Court.

Hydrae: Hydrae are snake-like monsters whose body consists of a thick, eel-like torso with a sphincter-like, toothed maw of huge size, the mouth being ringed by from four to 12 feet long and snake-necked heads. These heads are also mouthed and fanged and can bite, and what they swallow goes to the central gut. If these portions are traumatically removed, cells regenerate at incredible speed to restore the lost members. All hydrae are aquatic. There are two varieties:

Common: 42 to 60 feet long, with non-poisonous crocodilian-type heads.

Poisonous: 22 to 40 feet long, with envenomed, monitor lizard-like heads.

Hydralizards: Possibly a species of hydrae, but lacking the central maw. The body is rather crocodilian, but more rounded, and each neck is as long as the body-tail portion of the individual. They have regeneration similar to that of the hydrae. All species of hydralizards range in size

from 35 to 60 feet in length. There are three kinds of hydralizards:

Hydrakes: These are Drake-like and have breath of fiery or (poisonous) gaseous discharge.

Hydroplepas: These have heads which somewhat resemble that of the catoblepas, and have a (cell) death-causing gaze.

Toadhydrae: Huge-headed, great-mouthed beasts that can swallow prey whole.

IFRITI: This race of Mid-Oriental humanoids is 15 feet tall, swarthy, and vicious in the extreme. They are Superior in abilities, have Considerable use of Heka, and employ Heka Powers of Great sort. They are associated with the Netherplane and are near-demonic in both mind and power. They vie with the DEEVS (q.v.) and the SLAUGH (see hereafter) for mastery of the Goblin realms, as well as continually opposing those of Hobgoblin and Færie nature.

JADIAN: Tropical forest WERETHERION (q.v.) race of Moderate Powers which is tiger-like in form.

KAPPAS: The race of Oriental kappas is aquatic. The creatures are Goblins of terrible ferocity but dull wit. A typical specimen is larger than a human, green, scaled, and has long, very sharp talons on hands and feet. The creatures cannot remain out of water for long, for if their skin dries, they suffer physical pain and harm. Kappas are carnivorous and particularly relish warm-blooded flesh. They have been reported in and around Nippon, but only in large bodies of fresh water.

KASHAS: A Far Oriental GHILAN (Ghullaz) (q.v.).

KILYAKAI: The kilyakai are simply a sort of GOBLIN (q.v.) which is of southern Oriental habitat. Other than being even uglier than goblins,



they are the same as those creatures. Kilyakai have been reportedly encountered in the jungles of Magmur.

KRAKENS: These horrifying beings appear to be sea monsters or perhaps giant squids, but they are 13-tentacled cephalopoidian evil. In truth, krakens are the Unseelie counterpart of dragons. They have Superior intellect, use Heka of Great sort, and have Considerable to Utmost Heka Powers as well. The krakens dwell in deep, cold waters, and only the constant efforts of such as the sea dragons and the like keep them from ruling all the seas of Phæree.

KUEI: The Goblin race of kuei are Oriental beings of average to High intellect and High Superior strength. Their natural form is ox-like, but they are very able shape-shifters. They have Heka use and Powers in the Moderate to Great range.

LAMIAE: The race of Lamia appears to be rather centaur-like, for the upper torso is humanoid, and so is the head and arms, but the four-legged body is panther-like in front, deer-like behind. Lamiae are swift in the extreme, have human intelligence, and possess Considerable Heka Powers. They are carnivores of vicious nature, and they enjoy torment of helpless prey.

Leucrottas: Another of the beasts of Goblin sort, leucrottas are active hunters in all temperate to tropical regions. They are semi-intelligent, fast, cunning, and relentless carnivores with deer-like legs for fleetness, a badger-like body for flattening into easy concealment, and a hyena-like head of huge proportions for attacking prey. The mouth has multiple bone ridges instead of teeth, and this enables leucrottas to both inflict ghastly slash wounds and crush the thickest bones their jaws can close upon. Leucrottas have a vocal ability which allows them to project sound so as to make it seem as if it were coming from elsewhere, and also to imitate sounds so as to lure prey near them. Animal cries, bird sounds, calls of human speech, etc., are all possible for them, and their cunningness makes them most proficient at this mimicry.

Leviathan: The largest of sea monsters, a whale-like creature which seems to have the jaws of an ichthyosaur and the flippers and tail of a nothosaur. Even the kraken fear such monsters in physical combat.

LOSELS: The race of losels is akin to the goblin, but they are quite gorilla-like (capable of brachiating travel), and not much more intelligent than are apes. They have Superior strength and great ferocity, but only Limited Heka Power. Losels dwell in cold to hot forest regions and troop with the Unseelie. They have been seen on Ærth from the Æropan forests to the shores of the Yarban Sea.

MAKARAS: The makaras are a race of terrible, crab-like monsters inhabiting the marine depths of the Orient. They have Great Heka Powers and Considerable Heka use. A typical specimen is 40 feet across, 20 feet high when standing, and has claws whose pincers are 10 feet long. The shell is one foot thick on such a creature's back. Makaras are as evil as krakens, but the two races are always at odds.

MANDRAGORA: A race of part-vegetable, part-animal Goblins of humanoid form and but Low intellect. They have natural Powers of Moderate Heka sort, however, and utilize them to work malign things. The mandragora dwell in dirt burrows dug amidst heavy vegetation. They hate all Færie and Hobgoblin species of similar habitat—such as dryades, woodwoses, etc. They begin at only one foot or so size but grow one inch each year they live. One mandragora is reputed to have attained a height of 19 feet. Such a giant would have terrible strength indeed.

MANTICORES: A separate species closely related to sphinxes, the race of manticores is slightly larger than lions and have lion-like bodies.

They are winged with vulture-like pinions, and have human-like heads of huge size. Their mouth is over-sized, with huge, square teeth set in triple rows. Once their jaws are set, they do not let go of the victim. There are three types of manticores known:

Common: These have a thick, segmented tail which has a score or so chitinous spikes on it. This six-foot tail can be used as might a flail, or it can be flicked to send one to six dart-like spikes flying as if discharged from an arbalest.

Scorpiocore: This manticores species has a tail whose single spike is set as a sting. The spike is envenomed with a deadly poison, and the tail is elongated to enable longer-range stabbing, so that the average is 10 feet.

Scorpiocorarcher: A seeming cross between the other two types, where the tail contains multiple stinging darts which can be discharged. All are envenomed!

MAROOLS: These are aquatic monsters of piscine form growing to as large as 30 feet in length. They have multiple sets of eyes, gaping, toothy mouths, and sharp-spined fins of metallic nature which they can cause to become red-hot at the edges. Most are found in saltwater, but some marools are adapted to fresh water. They have intelligence and are shape-shifters.

MIMIS: These Goblins are thin, rock-dwelling creatures of seven-foot height but only 50 pounds or so weight. They have Low abilities and Limited Heka Powers and use. However, their numbers and cunning make them dangerous, particularly near their dens, where there are hundreds of them. Mimis are of the southern Orient and don't troop. They have been seen in wastes of Magmur.

Montegres: These are huge, tiger-bodied, bat-winged carnivores with visages resembling human faces, but whose jaws are massive, mouths wide, and dentition that of a giant feline. They have only animal intellect but a cunning which makes them ferocious predators. A typical montegre specimen is as large as a cave bear, and as savage in nature.

NAGAS: The Unseelie species of nagas appear just as do their less malign kin listed under the Borderers of Phæree—i.e., they appear as huge snakes with the chest, arms, and head of human sort. Goblin nagas are likewise of High to Superior abilities and have Heka use ranging from Limited to Considerable, Powers from Moderate to Great. Evil races of naga are:

Fire Nagas: These are very evil beings of 25-foot length, with High abilities, Limited Heka use, and Great Powers. They inhabit only very hot places, and normal flames are a comfort to them.

Mountain Nagas: These are malign nagas of up to 45 feet in length, with very High abilities, Moderate Heka use and Considerable Heka Powers. Jungle highlands are their preferred habitat.

Subterranean Nagas: Of an average 35-foot length, these darkly malicious beings have Low Superior abilities, Considerable Heka use for magick and Castings, but only Limited innate Heka Powers. They range into all underground portions of Phæree.

NHANG: These vaguely sea-like Mid-Oriental sea dwellers are vampiric. Nhang have only moderate physical potential but fair Heka Powers.

Nightmares: Nightmares are bat-winged, horse-like creatures with an average size equal to the largest horse. Although of animal intellect, they possess Heka Powers of Moderate sort. Nightmares are nocturnal, strong fliers, and the favored steeds of the host of the SLAUGH (q.v.).

Night Ravens: These are near semi-intelligent predators ranging over much of Phæree exterior and interior. They are about six feet tall, have a wingspan of 15 feet, and a wicked beak. The owl-eyed night ravens haunt



the dark by preference, but hunt well in any conditions. They have minimal Heka Powers. Night ravens are frequently used by Unseelie races as scouts, messengers, and agents.

NOCNITSAS (KRIKSIYL, PLAKSIYL): These are Mid-Occidental ANNIS (q.v.). Nocnitsas are typical dark hags (as are the others) and conform to their kind.

OGRES: These huge humanoids range from 11 to 16 feet in height and have physical strength in the High Superior range. Ogres are dull-witted but cunning, and all are ferocious combatants and carnivores. Heavily built, hairy, and warty, ogres are ugly in the extreme, with fanged or tusked maws and leering visages adding to their horrid appearance. Few giants are willing to confront these creatures. The race is nocturnal, for certain high frequency radiations (notably from sunlight) have the effect of calcifying their tissue and effectively petrifying them. Despite Low intelligence, ogres have Moderate innate Heka Powers. They are solitary, but individuals or small bands serve and troop with the Unseelie Court.

OGRILLONS: These are small, ape-like ogres ranging in size from seven to nine feet tall. They are less strong but far more agile than their larger cousins, and are as fiercely carnivorous and evil as any ogre. They are also somewhat less susceptible to radiation, so only light similar to the exterior midday sun causes petrification of ogrillons. They possess only Limited Heka Powers, but are both more numerous than ogres and tribal, so their numbers make them as dangerous. Bands of ogrillons troop on occasion with the Unseelie.

ONIS: The onis are a race of Oriental Goblins of potent sort. Onis are cousins of the DEEVS (q.v.) and have High abilities. They use invisibility and shape-shifting, and have other Heka Powers of Moderate sort. Onis can employ Moderate Heka for Castings and magick as well. They generally align so as to retain a balance, for they are not so numerous as to themselves be a major faction as are the Deevs, Slaugh, etc.

ORCS: Orcs appear to the observer as slightly more human goblins with shorter legs, but long-armed still. They are more stupid than their kin, but have slightly more strength. Possessed of only Limited Heka use and Powers, the orcs make up in numbers what they lack in other capacities. They are communal, troop, and frequently take to the field as do the goblin hordes—sometimes allied with them, sometimes to war against the goblins. Orcs are found throughout all the regions of the interior, in the underworld, and even on the exterior of Phæree (and elsewhere).

PAIGOELS: These are Mid-Western goblin creatures of the race of Onis (q.v.).

Panthuraei: Beasts looking as if they were created by adding the upper portion of a huge spitting cobra to the body of the largest leopard, panthuraei are predatory carnivores of the warm regions of the interior. They are as wily as any of the great cats, and their virulent poison is likely to prove fatal to any victim of their attack.

Perytons: Perytons are semi-intelligent, near-chimerical beasts. A typical individual is about 15 feet tall, has a 30-foot-plus wingspan, and is strong enough to carry off prey of 300 or more pounds in weight. In appearance, perytons look like vulture-bodied, wolverine-headed, stag-horned monstrosities. These things possess illusion Power, so that they can appear to be some other sort of creature, thus lulling prey into a false sense of security, or luring it near to them. The illusion cloaks the peryton's form, but the clever observer will see through it by noting the shape of the shadow cast by the creature, for the magickal Power does not alter their true form.

PISACHAS: The Goblin race of Oriental pisachas are as vile and great as the Deevs with whom they are at enmity. Pisachas are as large as water buffaloes, have three legs and two arms, possess three horns on their heads, have sharp talons, and are red or orange in color. However, they are shape-shifters able to inflict disease by gaze, death by touch, and they employ Great Heka Powers and use Heka likewise. Their intelligence is High, and pisachas have Superior strength.

Rocoserpises: These are monstrous creatures with rukh-like head, beak, and wings, and SERPIS (q.v.) body form. Even though the rocoserpises have no poison, their manner of attack by entwining and beak strike makes them dangerous in the extreme. They are of animal intellect and Evil nature.

SASABONSAMS: These are jungle-dwelling OGRILLIONS (q.v.). They have been reported in both Afrikkan forests, in the jungles of Ærth's southern Azirian islands, and in northern Magnur.

Sea Monsters: This is a general classification which includes all manner of huge, marine beasts. All have animal intelligence, massive physical powers, and but Limited, if any, Heka Powers. The least of them is 50 feet long (or whatever is comparable, if they are of unusual shape), while average length is 175 feet, and record specimens have attained 300 feet. The following sorts of animals have species which fall under the classification of sea monster: amphibians (marine mud puppy, for example); cephalopods (cuttlefish, octopi, squid); crustaceans (crab, lobster, etc); eels; fish; jellyfish; saturations (mosasaurs, plesiosaurs); sea snakes (the Occidental species known as the Cirein Croin has some limited intelligence and grows to fearsome size, being a near match for even kraken or leviathan); sharks; snails (imagine a giant coneshell!); and whales (especially orca and sperm whales). These denizens of the oceans tend to swim through undersea Portals and plague oceans of the exterior of Phæree and of other worlds too, of course. (Details of sea monsters are purposely left to gamemasters.)

SERPISES: These are serpent-like creatures of Low intellect and Limited Heka Powers. However, they have deadly poison and terrible teeth, and can swallow a small human whole. Serpises have scales as strong as the finest tempered bronze and huge, mirror-like eyes which enable them to fascinate intended prey, should victims make the mistake looking into them. A typical specimen is 40 feet long, thick of body, and fast-moving in attack.

Scorpythons: Goblin beasts resembling a mixture of giant python and scorpion. Their upper body and head is python-like, the rest scorpion-like, with fore-pincers, legs, shell, and sting-tipped tail. They are from 12 to 30 feet long and move with great speed. They will use their snake-like body portion to entwine prey, biting with fangs and grabbing with their pincer forelegs, maneuvering their victim so as to strike with their deadly tail stinger. Scorpythons inhabit hot, dry regions.

SLAUGH: It is thought that the Slaugh are a race of most evil humans who migrated to Phæree in a distant age and evolved to become what they are now. The Slaugh are of Superior intelligence and strength but average spirituality. They possess Moderate innate Heka Powers and have the human range of Heka use and magick. They are devoted to the various arcane arts, all of malign employment, naturally. The organization and skills of the Slaugh make them particularly feared, and when their host comes forth, mounted on all manner of fearsome beasts, with yeth in packs and other warbeasts ready, even the Deevs take notice.

SPHINXES: There are a number of Unseelie sphinxes, the species as vile as their Seelie counterparts are good. The huge beings of this nature



have High abilities, Moderate to Great Heka Powers, and Limited to Considerable Heka use. The Evil sphinx species are: ass-headed (upper Power range); catfish-headed (lower Power range); cobra-headed (middle Power range); crocodile-headed (lower Power range); goat-headed (upper Power range); mantis-headed (lower Power range); parrot-headed (upper Power range); scorpion-headed (lower Power range); stork-headed (middle Power range); warthog-headed (middle Power range).

Stymphalians: These are avian-like creatures with intelligence equal to the crow or raven. They grow as large as eagles and gather in flocks numbering from 20 to 200 individuals. Their plumage is metallic, and they can discharge feathers with range, accuracy, and the effect of arrows shot from short bows (up to six such missiles from each stymphalian in the flock!). This makes them highly dangerous predators. They attack ground-dwelling prey. Stymphalians are inhabitants of Occidental regions of warm temperate climate.

SUPAYS: These are Far Occidental ANNIS (q.v.). The supays have been reported in the Amazonian mountains and jungles on Ærth.

THERIOCEPHALI: The race of theriocephali has many separate types within it. All have humanoid bodies and animal-like heads. Intelligence varies from Low to human average, but physical abilities are High to Superior. All possess Limited to Moderate Heka Powers, most with the former sort, and little or no Heka use or magickal capacity. They dwell in tribal groups and provide masses of combat troops for the armies of the Unseelie Court. These Goblins have numerous species classified by head type: aurochs-headed; bear-headed; beetle-headed; crab-headed; elephant-headed; fish (pike)-headed; gavail-headed (crocodilian); gnu-

headed; hound-headed; hyena-headed; lizard-headed; mandrill-headed; mosquito-headed; opossum-headed; raven-headed; rhinoceros-headed; snake-headed (pit viper); spider-headed; stag-headed; swine-headed; toad-headed; tiger-headed; turtle-headed; vulture-headed; weasel-headed; wolf-headed; wolverine (glutton)-headed; and yak-headed. There might be other varieties of theriocephali in addition to those listed above. There is some speculation that these Goblins were created by the Deevs in mockery of the mighty Egyptian deities.

TROLLS: The Goblin race of trolls has several different species in its group. The various sorts of trolls are not necessarily in harmony with one another, but they will frequently be found in association. All have Low intelligence but Superior strength. In addition to Limited Heka Powers, trolls have capacity for cell regeneration, appendage regrowth, and restricted shape-shifting.

Most trolls tend to be solitary and seldom troop. Because of sensitive vision, all species other than the

trollikins (see the types, below) are strictly nocturnal, for bright light makes trolls quite blind. The trollikins sort is able to see in light less bright than full sunlight, so they can be considered diurnal.

The five types of these vicious beings are:

Drikopfen: These are nine-foot tall, three-headed monsters of particularly savage and vile disposition. One or more heads of an individual is always alert, and when hunting prey, they are able to see/scan all around as they go.

Grosstrolls: Towering to 12 feet or more in height, these huge trolls inhabit the same general areas as do the Unseelie Jotens.

Nabbens: This species of troll is about eight feet tall and has two pairs of arms, one being very long and sharp-taloned for seizing and holding prey.

Svarts: Trolls of only five-to six-foot height but almost as wide as they are tall. Svarts are typically on good terms with ogres and that ilk.

Trollikins: The smallest of trolls, this species is only about three to four feet tall, but as broadly built as are Dwarfs. They are a bit more intelligent than are their fellows, and trollikins' animal cunning is of legendary sort. Some are even able to make use of Moderate Heka Castings and magick. They have a lust for kidnapping, thievery, and the accumulation of wealth.

VAMPIRES: These dreaded Goblins are quite similar to their once-human counterparts on Ærth (and on Earth too, of course). They have abilities in the High range, can use Heka as would a human, and have also Powers of Moderate sort, in addition to a potent form of full invisibility which enables them to actually attack when so unseen. Phæree (Goblin) vampires are also



predators able to feed on blood by physical contact, or on life force at a distance through a Link (individual's MRSpd ATTRIBUTE score as a distance in feet, doing damage to Spiritual TRAIT—at a rate of 1/CT).

VODYANIYI: A race of aquatic (fresh water) humanoid Goblins of vilest sort. These monsters dwell in relatively shallow, still waters. They love warm-blooded flesh. Of average intelligence and High strength, vodyaniyi have Heka Powers and use of only Moderate sort, but are shape-shifters able to survive out of water for several days. They are solitary but associate with annis. (The race is Occidental, but some dwell in other portions of the world. (Singular of vodyaniyi is *vodany*).

WENDIGOES: A race of solitary, human-like Goblins of the Far West, the wendigoes are most cunning and malign. They possess average abilities, but can employ Moderate Heka Powers to hunt their prey, for wendigoes feed vampirically on Spiritual energy expended from fear in the victim. One will follow its victim, beset it with fear, and keep on draining it until the prey falls dead, totally drained. Wendigoes can be invisible, physically displace themselves, move silently, and so on to help in their fear-building attacks. Many have plagued the northern forests of Vargaard for decades.

WERETHERION: (See this class under HOBGOBLINS.) The Evil weretherion of Unseelie nature include these animal sorts: apes, hyenas, leopards, octopl, sharks, tigers, swine, wolves, and wolverines (gluttons). As with weretherions of Hobgoblin sort, the Unseelie creatures have average to High abilities and can use certain Heka Powers of Considerable sort. All are most malign, bloodthirsty, and cruelly murderous.

WILL O' THE WISPS: These are Goblins of diminutive size, kin to atomies. They use such Powers as generation of varying sorts of illumination, sound mimicry, shape-shifting, and invisibility to lure victims to places where they find death—bogs, mires, and so on. The will o' the wisps then feed on the corpses.

WILLOWFOLK: The willowfolk are a species of vegetable intelligence and possess mobility, cunning, and great strength. They must root to feed periodically, but at other times (at night outside the interior world) they may slowly move about. They possess Considerable Heka Powers and are able to employ Limited Heka Castings and magick. Willowfolk sometimes use their roots to grab prey, utilize smaller limbs to bludgeon victims, or open their trunk (mouth) to seem as if it were a hollow, sheltering place.

Wyrms: The wyrms of Goblkind are distant, degenerate relatives wyverns (q.v.), Drakes, and dragons. They are wingless, flightless, scaled reptilids inhabiting dark places and deep, dark waters. They have animal intelligence but great strength. Wyrms range from as small as 20- to fully 200-foot length (in ancient specimens). If their body is wounded, its cells regenerate at a slow rate (1 PD point/ET), and if severed, the hinder portion will writhe and move until it touches its other half, and at that instant rejoining to form a whole wyrm (healing 10 percent of all PD at that moment). There are no less than three sorts of wyrms:

Acid-Spitting: Wyrms which expectorate their highly acidic saliva to kill opponents/prey.

Adhesive-Disgorging: Wyrms which vomit a gluey sort of mucous onto prey. This substance is of revolting odor which tends to weaken the victim.

Poison-Vomiting: Wyrms able to regurgitate toxins from their intestines. These wyrms also secrete poisonous slime from their pores, so contacting one can be fatal.

Wyverns: This is a relative of dragonkind, midway between it and wyrms. Wyverns are semi-intelligent, roc-taloned, and bat-winged bipeds which vaguely resemble carnivorous dinosaurs such as allosaurus and gorgosaurus. A typical specimen stands about 12 high and is 36 feet long. All have arrowhead-like barbed tails, with poisonous secretion insinuated through any wound caused by tail. The varieties of wyverns are the same as for drakes (cold-, fire-, gas-, grit-, lightning-, and web-breathing sorts), but they lack the range and deadliness which drakes have. Breath weapon range for wyverns is but half that of drakes, and the same is true for damage inflicted by such attack.

YAHWE ZOGBANUS: Jungle-dwelling, many-horned OGRES (q.v.). They have been reported frequently in the Afrikkan forests.





YAKHUS: Oriental Goblins with a most malign disposition and the ability to inflict diseases upon warm-blooded life forms. They resemble thin, sickly GOBLINS (q.v.) in appearance. Yakhus have Low abilities, but they have Moderate Heka Powers in addition to their disease-inflicting capacity and shape-shifting ability.

YETH: These Goblins are of hound-like form and temper. Of only minimal intelligence, they are strong and swift as the largest of dogs, and yeth are able to run on water or through the air as if their pack were racing over smooth, firm fields in pursuit of hapless prey, baying all the way. In fact, the sound of their baying causes fear to surge in the mind of the listener. When desired, the yeth can alter their vaguely humanoid head shape into a more efficient form to attack, so that when hunting, these Goblin things might have heads resembling true hounds, hyenas, or even lizards. The race has certain other Heka Powers of Limited sort. The yeth are literally the running dogs of the SLAUGH (q.v.).

YOWIES: These monsters are of animal intelligence but bestial nature and ferocious in the extreme. They are semi-aquatic, have long, lizard-like heads filled with needle-like teeth, and use their six legs to pursue prey. Yowies are scaled, and their long, snake-like tails are useful to them in seizing and/or holding prey. They dwell in ponds or marshes, preferring stagnant water and mud to clear, running water. A number have been seen on the continent of Magmur, but their native habitat is Phæree's interior, of course.

ZIZ: The largest of all flying creatures, a thing which is part pterosaur and part bird, with a wingspan of 200-250 feet. In comparison, a rukh seems to be a hawk flying beside an eagle when seen near a ziz.

Special Note Regarding Dragons

As can be seen from the sections above, all actual dragons are of either Færie or Hobgoblin sort—i.e., Seelie or Borderers. This is stated so as to avoid possible confusion between dragons and the Goblin species which resemble them: Drakes, wyrms, and wyverns.

These dragons are mostly of Oriental habitat; the latter—Goblin—races are of Occidental range. That established, let us turn back to Dragons. Dragons may be of nearly any color, shade, hue, or metallic tint. The greatest and most Powerful sort, however, have but six basic hues; and each one of these colors will alert the informed observer to the nature, station, and charge of the individual in question. Here are the six colors and their determinants:

Black: This is the color of guardianship. It betokens mysterious things, hidden places, and clandestine affairs; so the black dragon is a guardian, scholar, and agent.

Blue: This is the color of duty. It indicates service, wardship, and care; so the blue dragon is an official, counsellor, or governor.

Green: This is the color of positive change. It is active and shows good joss; so the green dragon is a messenger, general, or special representative.

Purple: This is the color of the heavens. It betokens the astral and celestial as well as major affairs. Thus, the Purple Dragon is an emissary or viceroy, one in charge of great matters.

Red: This color betokens Power. It is the hue indicative of wealth, prosperity, health and vigor. However, the Red Dragon is one who serves with Power, in peace or war, so the observer will know that one is a mighty servant bringing justice, peace, or the ravages of fighting in untiring manner.

White: This is the color of virtue. It betokens obedience, purity, and trustfulness. The White Dragon is likely to be serving in any capacity because of this.

Yellow: Naturally, the great dragons command the lesser ones of Hobgoblin nature. All are, in turn, subject to the mightiest, that of the seventh and highest color. That is yellow or gold. Yellow designates wisdom, intelligence, and magical force. A dragon of this hue is the lord of its race, the Dragon King.

Note Regarding Other Phæree Denizens

A few of the denizens of the world of Phæree, sapient and non-sapient, are of such variable form that they are quite impossible to even briefly describe herein. The grotesques are a prime example of such a race. The reader is referred to the Phæree bestiary book for further details.

Note Regarding Phæree Denizens and Iron

Most, though not all, of the life forms of the world of Phæree are unable to bear the touch of iron. To such, the mere proximity of ferrous metal is sufficiently irritating to cause a skin rash after an hour or so time if the quantity is large and they are within 10 feet or less of the stuff. Because of this, they will not use weapons or armor containing ferrous metal, for contact with iron or steel will cause irritation, illness, and even Physical damage if the contact is prolonged. Iron weapons, in fact, actually inflict poisoning (+2 per die), while steel ones are half as harmful (+1 per die). This affects their armaments considerably. To replace ferrous metals, the various folk of Phæree have used:

Brass: Basically a copper-tin alloy, brass is employed for armor only by those of more barbaric sort. The metal tends to fracture easily, and it has only about 50 percent of the armor value of steel (and takes only five hits to destroy).

Latten: A very hard alloy, brass with bismuth and zinc added, which is suitable for some solid weapons, but is otherwise nearly similar to that metal in regards to its armor value: 60 percent of steel (and six hits to destroy). Latten is used only by primitives or those with ferrous metal Susceptibility.

Bronze: Alloyed of copper and tin, with various other metals added, bronze can be as strong as steel in many regards, but at its best it can come to but 70 percent of the protective value offered by steel (and is destroyed by seven hits).

Bradanteen: This brass-adamantine alloy is widely used for its shining yellow color and general low cost and serviceability; it gives 70 percent the protection of steel (and takes seven hits to destroy). This metal is used by Inner Phæree races, for tin is not common inside the planet.

Adamalten: Similar to bradanteen, this latten-adamantine alloy provides protection value of 80 percent of steel (and takes eight hits to destroy), and it very much resembles steel in appearance, although it cannot be brought to a high sheen by polishing. This is also employed widely by Inner Phæree races.

Mantronze: Most of the great and powerful races make their arms and armor of this bronze-adamantine alloy. The usual mantronze is almost the equal of steel—90 percent the protection (and destroyed by nine hits), while special, rare alloys can be up to 110 percent the quality of fine steel. Thus, the warrior folk of the planet are not at any great disadvantage when facing human armies.



THE LEADING RACES OF PHÆREE

Details of the geopolitical relationships of the various denizens of Phæree are given in the sections that follow.

The Seelie Courts

You will note that court was used in plural, for in this case we must speak of several great seats of power.

Occidental: The Occidental Seelie Court is presided over by the FAYS. Its other major members are: Alfar, Dwarfs, Elves, færies, giants, Gnomes, and sprites.

Blazon: The flag of the Occidental Court is of violet and gold. The device is a crown.

Far West: The Far West is the place of the thunderbirds.

Mid-Oriental: The Mid-Oriental Seelie Court is presided over by the PERIS. Its other major members are: djinni, effriti, lamassu, sheddu, and sphinxes.

Blazon: The flag of the Mid-Oriental Court is blue and silver. The device is a full moon.

Oriental: The Oriental Seelie Court is presided over by the DRAGONS. Its other major members are: baku, foo, hsien, ki-lin, phoenixes, and wandjins.

Blazon: The flag of the Oriental Court is green and gold. The device is the sun in its splendor.

Miscellaneous Blazons: The fair folk use the same tinctures, metals, and furs commonly used on Ærth. Similarly, the devices employed on flag and/or shield are of the same range as used on their counter-world.

Other Notes: There are rivalries within each court and between courts as well, of course. The other Færie races associate with (troop) or not, more or less as they choose by whim, or are committed to do through vassalage, agreement, pact, or threat (typically from outside the Seelie).

There are small enclaves of humans within the Seelie realms. None is so numerous in populace as to be a true power, although a few of these petty states have potent defenders welding Great Heka.

In the seas, tritons rule the Seelie Occident, while dragons maintain the waters of the Orient. There is some degree of rivalry between the two.

A glance at the map of Phæree will show you that the general geographical distribution of Færies is the reverse of Ærth in that as the mirror image of each other, directions are latitudinally reversed. On Phæree, the "Orient" is the West, the "Occident" the East. The realms of Færies commonly appearing in Avillonia and the west of Æropa, for instance, will be found on reverse Azir's "west" coast—i.e., Nippon, Po-hai, Manchuria, Liang, Ch'in, and Sung. Ærth's Atlantl and Western Afrik, then, are Phæree's Indochina (Tongking, Annam, Camcham, etc.), Indonesia (Atlantl), and the continent of Magmur. Eastern Æropa and Near Azir fall into Phæree's middle portion, with the Hindic Subcontinent and the area "west" of it northwards, the general region of habitat for denizens known to Middle Eastern peoples of Ærth. The "Orient," the Far West in Phæree's case, is Avillonia (Nipponese Færies) and Æropa (Ch'in's, *et al.*, Færies' realms areas).

This brings us to an interesting point in question. Because of the occurrence of geographically related Færies on Ærth, do the Gates and Doors common to Phæree operate on a physically attuned vibration? That is, are they simply "holes" in the vibratory pattern of each world? We think the answer is both "yes" and "no." It is affirmative in that the transsphere connections are often accidentally occurring weaknesses—or ones caused magically without any particular reason other than ease of so doing—of greater (Gate) or lesser (Door) sort. In all such cases there

is a geographical relationship inherently involved. Some distortion of the dimensions of length and breadth is bound to take place, of course, because of the accidental or inexact nature of the channel. A Gate or Door will span to its closest approximation on the subject sphere or plane unless purposefully targeted and fixed to a different sort of point. But the answer is negative in that the nature and employment of Heka in an area is as much a factor as its topography. Let's look at an example.

A Portal created in the Himalayas of Ærth, left generally undirected, would tend to fix itself to Phæree's mirror-image equivalent, the "Appalachian Mountains" as it were. However, the nature of Heka there is quite foreign, so the actual point of contact is shifted and foreshortened so as to "bend" to the corresponding region of Phæree, the mirror-image Skandian Peninsula.

So geographical proximity plays a lesser role than does similarity of Hekau, and this is demonstrably provable in respect to Ærth/Phæree Amazonia/counter-Amazonia and Vargaard/counter-Vargaard. Both are exactly the same with respect to appearance and inhabitants of the counter-Ærth. Lemuria seems to be an exception which throws doubt on the hypothesis, but then one must consider the Ærth area, the Madagascan Peninsula, where Færies occur from counter-Lemuria. There is a paucity of incidence of fair folk in Lemuria, and the same holds true for the region on Phæree which corresponds to it. Where Hekau similarity is weak, geographical influence seems to grow correspondingly stronger.

The incidence of Hobgoblin and Goblin life forms is likewise a supportive case for the reasoning. The appearances of these sorts of Phæree life forms is nearly perfectly coincidental with the magical forces at work and Heka employment of the Ærth's regions. Although geography is applicable only in general terms, the Hobgoblin incidence is closely related to that of Færies, and Goblin appearance is generally divisible by interior division—under-Occident, under-Orient, under-counter-Vargaard/Amazonia. To make the case stronger still, *incidence is on the surface or in the Subterranean Realm, not the interior.* This proves amply the Hekau factor in the equation of the linkage of accidental or uncontrolled channels between spheres.

Kingdoms: The realms of the Occidental Færies stretch from what would be Ærth's northernmost Azir southwards to Magmur. They extend eastwards to what is the Hindic Subcontinent on Ærth. The lands of the Hindic Subcontinent, the Phæree Himalayas, counter-Yarbayan, and even the northern tundra is the land which is ruled over by the Mid-Oriental Seelie Court. Finally, in counter-Æropa and Afrik lie the kingdoms of the Oriental Seelie Court.

The Far West, that is the continents of counter-Vargaard and counter-Amazonia, and the great island of Lemuria, are as wild and scarcely populated as they are on Ærth. There are, however, some small states of Færie nature here and there upon these lands. The thunderbirds, for instance, have a great aerial realm there, but only minor palaces on mountain peaks.

Capitals: The seat of the Great Court of Occidental Seelie is Cleopolis, and the capital of the Fays proper is Troynovant. Other thrones are set as follow:

Alfar: Hvergelmir.

Dwarfs: Angvarburg where King Andvari rules.

Elves: Elphinia where King Alberich rules.

Færies: Mommur.

Giants: Gygæus.

Gnomes: Noskos.

Sprites: Ariel.



The capital of the Mid-Oriental Great Court is Xanadhu, and the three seats of the race of Peris are Amberabad, Gauhr-Abad, and Shad-u-kan. The lesser courts of the other Mid-Oriental Seelle races are:

Djinni: El Ziafar, the "City of the Wind."
Effriti: Al Bramkhyia, the "City of Brass."
Lamassu & Sheddu: Hesakkis.
Sphinxes: Om Thibankhen.

The Great Court of the Orient is in the mountain city of Shangri la which overlooks the Lake of Jewels. There are also three lesser seats of the Oriental Seelle Court, one of the sky, another of the land, and the last of the waters of that realm. The three minor capitals are:

Ao Kangsi: The marine capital of dragon carp, dragons, and many minor sorts of other beings (such as the race of elephant fish).
Tein-feng: The aerial capital and home to dragons, hsien, ki-lin, and phoenixes.

Kumi-no-Yama: The terrestrial city which is of baku, dragons, foo, and wandjins.

The under-ocean capital of the tritons is Posidæ. There will be found all manner of benign and neutral marine folk as well.

The Borderer Lords

There are no great Hobgoblin courts. Instead, the more potent races of neutral nature have their own "national" ones. However, these are sometimes almost as great as the Seelle and Unseelle, with many other sorts of Hobgoblin folk attending gatherings. The leaders of the Hobgoblins, the "Borderer Lords" are: achachilas & aukis, amazons, bogies *et al.*, Centaurs (with bucentaurs and satyrs), dab-ihä, dactyles, djanni, dragon elephants & stags (with k'uei niu), dragon tigers, gigantes & giants, lutins and Shees, maridi (with merfolk and merrows), nagas, sphinxes, tengu and yeches, trow & ohdows (with derricks and grogaches), and weretherions.

The bogies have a riotous court which is attended by boggarts, buchauns, grotesques, hobgoblins, Killmoulises, kobolds, phookas, and poultergeists...amongst others. However, these are fickle "vassals" at best, and some or all of one sort or another might well be elsewhere at any given time. Such is the nature of true Hobgoblins.

It should be noted that the dragons of neutral sort are generally committed to service to the greater Oriental Seelle Court, and so they are omitted from the list above, even though they are most certainly formidable Borderer Lords in their own right.

Blazons: Borderers have flags of purple, indigo, deep green, and rose. Devices are typically of gold or silver on a field of the flag, or on golden, yellow, silver, or white ground with device color of the flag's field.

Other Notes: Oceans and seas are kept by merfolk and the Borderer dragons not directly committed to the Lung Wang (Oriental Seelle dragons) with respect to the neutral kingdoms, but the Goblin denizens of the waters being as they are make these Hobgoblins far more aligned towards the Seelle. Thus, the merfolk (including the ningyo) stand with the tritons, the Borderer dragons with the great Seelle ones against the krakens, deephags and all the rest of the foul evil which would gladly enslave or destroy them.

Miscellaneous Blazons: Those members of the Borderers dwelling outside or inside of Phæree use the tinctures, metals, etc. in the same manner as do the Færies, albeit the colors tend to be less pastel and the devices adorning flag or shield more stark or harsh. The subterranean courts and lords wear devices and emblems, seldom if ever flying

banners. These emblems are of plain and stark sort, for they must be discernible in conditions which assume visual sensing through ultraviolet radiation. Ordinaries, simple divisions of the field, and simple charges on plain fields are commonly utilized. Thus: annulet(s) (ring(s)), bar(s), bend(s)/bend(s) sinister, billet(s), border, canton, checks, chevron(s), chevron couched, chief, cross, flanches, gyronny, inescutcheon, lozenge(s)/lozengy, mantele, mullet(s) (star(s)), parted (bi-colored) per bend, chevron, fess, etc., pile(s), point, quartered, roundel(s), saltire

There are many others, of course, but these should suffice to illustrate the matter.

Kingdoms: The lands of the Borderers are both of subterranean sort and surface kingdoms. They are sprinkled here and there on the counter-continents of Æropa, Afrik, Azir, and Magmur. They tend to be located in desert, mountainous, steppe, or forest/jungle regions; but that is not uniformly so. Borderers also have realms which lie within interior Phæree, of course.

Capitals: The amazons' throne is situated in Themiscyra, a walled city hidden somewhere in the jungled mountains of northern counter-Amazonia.

The djanni have a palatial capital known as Wa'rashid.

There are numerous citadels of the lords of the Borderer giants, so no single place can be named as their seat. Some are well-made towns, others but rude keeps.

The city midway between the lutins and the various Shee realms is called Bellegarde, and it is the joint capital. The court of the lutins proper is at Lilyonaise. The Shee sovereigns hold their grand court in Si'sidhe, and their lesser castles are Magmell (the place of the adhshees and banshees), Tirfo Thuinn (the seat of the gwyllion), and Tirnanoc (where the lannanshees and lunantishees foregather).

The maridi have a many-tiered capital named Mansarmaz which is under the waves of the counter-Titanic.

All of the various Borderer nagas can be found in their great underground city, Bhogavita. It is located in a sub-Oriental cavern of huge size, and around it are flowing streams of warm water, pools, and even small lakes. The strange gardens of subterranean flora are of incredible beauty. The King of nagas (of Borderer sort) is Vasukd, and his marvelous palace is located in Bhogavita.

The sphinxes have a small capital known as Rakephu. Few other than sphinx-kind have ever seen it.

The long stretch of territory belonging to the tengu and yeches (on Ærth from the Avillonian Isles to the Carpathians) has its chief citadel and capital at Kharishou. The tengu's capital is Zobosatsu. The yeches mountain city seat is called Qanparvivor.

The trow and their kin, the ohdows, inhabit those portions of Phæree which are counter-Vargaard's north and western coast, and counter-Azir's north and eastern coast. Their chief place is Susulathier. The trow capital is Norbane; that of the Ohdow, Ha-ga-hino.

The Unseelle Courts

Occidental Court: The Occidental Unseelle Court is divided into two factions. The red faction is led by the Slaugh, the black by the drow. The two divisions are thus:

Black Faction (Slaugh): Duegar, gargoyles, giants (ettins & mutians), theriocephali, vampires, and yeth.

Red Faction (Drow): Annis, gaunts, jotens, ogres, orcs, and trolls.

The Slaugh in their pride (*hubris*) demand to be called the *Lords of Darkness*, meaning that as evil, of course They would extend their



Phæree Denizens' Heka Powers

The reader is urged to consult the **Mythus** and **Mythus Magick** books for additional Heka-engendered Powers which are possessed by the inhabitants of Phæree.

General Powers

Accelerate natural process (fermentation, rot, etc.)
 Accelerate normal movement capacity of living thing
 Accelerate ongoing movement of non-living object
 Acid precipitation (rain)
 Affect sensory organs in minor way (double vision, sneeze, itch, etc.)
 Air like stone (solid, impassable)
 Airy ærth (breathable and as movable a medium as water)
 Alter substance (within kingdom—animal, mineral, vegetable)
 Amplify existing emotion/emotional state
 Armor skin (toughen, thicken, grow heavy pelt, scales, plates, etc.)
 Augury
 Ball lightning production and control
 Blackwind (a gloomy gale filled with piercing darts)
 Blazes & bursts of colors and sounds (pyrotechnics display)
 Burning water (consumes as would hot flames when touched)
 Chameleon form (appear as other things around individual)
 Cause individual to tell truth when speaking
 Cause infantile behavior mode (make childish)
 Cause minor, temporary insanity
 Cause mirth
 Change appearance
 Clean (garments/gear)
 Cleanse (body)
 Close door/window by gaze
 Cold generation
 Converse with animals
 Death (killing of cells in massive numbers)
 Diminution
 Disintegration (of singular material by kingdom class)
 Divination
 Drink (produce liquid of varying sort for one or more average individuals)
 Dust cloud generation
 Ærth-walking (walk through dirt-clay as if air)
 Electrical bolt generation and discharge (lightning)
 Electrical field generation
 Emotion insertion (into a subject's feelings/mind)
 Energy bolt (arrow, dart, etc.)
 Emotion-reading
 Enlarge interior dimensions (one, two, or all three)
 Escape hatch (a small, instantaneous Portal to get back home)
 Evaporate water
 Exhaust air
 Extinguish fire
 Fall gently as a leaf
 Fear (urge to flee by running away)

Fellow summoning (bring like individuals to immediate proximity)
 Fire production
 Fire terminating in a burst (explosion, roar, blast, flames, heat)
 Flame production, small and touching body
 Flame projection from body (hand, breath, etc.)
 Flight (aerial)
 Float in air
 Food (nutrients for one or more average individuals)
 Force field, blade-like and small
 Force field, cloaking individual as armor
 Force field, dart(s) projected as missile(s)
 Force field, plane, horizontal or vertical
 Gaseous water (breathable and as movable through as air)
 Gasify ærth (destroy form of ærth or stone)
 Generate webs
 Gloom cloud generation (darkness in a small radius)
 Glow of illumination (as a candle, lantern, of bonfire in brightness)
 Gate opening (create new Gate)
 Gate operation (work existing Gate)
 Gigantism
 Gloom cloud (darkness in diameter equal to M TRAIT in feet)
 Groom (human, animal, etc.)
 Habitable fire (not harmful to normal flesh and won't burn things)
 Hall, icicles (pointed, dart-like missiles)
 Hall, stones (ice) precipitation
 Heal Mentally
 Heal Physically
 Heal Spiritually
 Horror (causing loss—usually temporary—of Mental TRAIT)
 Hypnotize by gaze
 Ice coating
 Ice plane (as thick surface or wall)
 Illumination, phosphorescent spheres/spheroids
 Image replication, self (illusory)
 Image replication, others (illusory)
 Image replication, things (illusory)
 Immunity, acids
 Immunity, cold
 Immunity, electricity
 Immunity, elemental sort by element type
 Immunity, falling and/or impact from falling objects
 Immunity, Heka by type (Preternatural, Supernatural, Entital)
 Immunity, heat
 Immunity, Mental assaults
 Immunity, paralysis
 Immunity, poisons
 Immunity, weapons (any)
 Immunity, weapons, blunt
 Immunity, weapons, edged
 Immunity, weapons, natural (claws, fangs, etc.)



Inflict bee-like sting from a distance	Sleepiness enhancement (intensification of existing state)
Inspire confidence	Slow natural movement potential of life form
Inspire camaraderie/liking	Slow ongoing movement of object
Intuition	Shadow-walking (move from patch to patch of shadow instantly in visual range)
Invisibility	Shadow-cloaking, self (invisible in shadows)
Jump as a frog	Shadow-cloaking, objects
Levitation	Smoke cloud
Lightning (see Ball Lightning, Electrical Bolt Generation)	Smoke generation
Lightning summoning and direction (during storm)	Solid air (support weight, applies to cloud as well)
Light rock (little weight, easily movable, same mass)	Solid fire (stone-like, fixed, and burning without fuel)
Lock/bar exit by force closure	Sound mimicry and replication
Long endurance (Physical, Mental, etc.)	Steal Heka energy
Mend (fix minor breakage, sew tears, repair leaks, etc.)	Steam generation
Natural weapons (grow tusks, fangs, talons, claws, etc.)	Stickstone (rocks become adhesive)
Noisome odor (as a skunk or worse)	Stone passage (walking through rock as if through air)
Object duplication	Storm creation, darkness & precipitation
Opaque water	Storm creation, full thunder & lightning with darkness & precipitation
Panic (combines Fear, Horror, and Terror (qq. v.))	Storm summoning
Paralysis, Mental	Tangle small strands (thread, hair, etc.)
Paralysis, Physical	Translucent air (screens visibility but is unnoticeable)
Paralysis, Spiritual	Transparent ærth (dirt, rock, metal)
Perfume (fragrance)	Temperature tolerance (cold or hot)
Petrification	Terror (loss from Spiritual TRAIT, usually temporary in nature)
Physical displacement (of individual's body—i.e., here now, there instantly thereafter—typically to avoid threat)	Thought insertion (into conscious)
Piper's Prance (cause to jig and prance as if dancing to a tune)	Thought-reading
Play on subconscious dread/fears	Transmutation of gold to lead
Poison by wound (claws, fangs, nails, sting, etc.)	Treasure-locating in near vicinity
Poison by mere touch (contact poison)	Ultrasonic sound production (to annoy or confuse, or to break crystal)
Poison by breath	Vegetation alteration (strange, unnatural, etc.—such as huge snapdragons with steel teeth)
Poison by gaze	Vegetation growth stimulation
Precision craftsmanship	Vegetation volition (grass entangling, canes moving to hook with barbs or lash with them, vines grabbing, branches lashing or grasping, etc.)
Quickærth (ground to quicksand-like surface)	Voice projection ("throw" sound to make it seem to come from some other location than individual's actual one)
Quicken movement to twice normal rate	Water-breathing
Regenerate body parts	Waterfire (fire which runs as water and will burn in water)
Regenerate cell damage	Water jet generation
Restore object to new/like-new condition	Water, precipitation (rain)
Return karma (cause individual good or bad according to what that individual had done predominantly in past year or so)	Water plane generation (instant puddle/pond)
Reverse Heka effects	Water wall generation (remains vertical and bounded)
Rust ferrous metal	Wind blast (gale which blows)
Scorpionfire (moving wall of flames with scorpions of fiery nature flying within it, and these sting!)	Wind funnel (tornado/whirlwind)
Shape-shifting, to animal	Windstorm generation
Shape-shifting, to any	Wind travel (movement through air at speed of wind then blowing)
Shape-shifting, to like/similar one	
Shape-shifting, to larger like form	
Shape-shifting, to mineral	
Shape-shifting, to smaller	
Shape-shifting, to vegetable	



Powers Of Bestowal/Cursing

Animal appendages (ass ears, monkey tail, etc.)
 Animal form (transform into frog, deer, etc.)
 Anti-Joss
 Attractiveness (overall)
 Confer Considerable Power possessed
 Confer Great Power possessed
 Confer Limited Power possessed
 Confer Moderate Power possessed
 Confer Ulmost Power possessed
 Forgetfulness
 Grant minor wish (involving non-living, material objects)
 Healing of self (Mentally, Physically, and/or Spiritually)
 Illusory items
 Immunity (see above for all the various sorts)
 Insanity
 Intelligence
 Joss

Lustfulness
 Memory
 Memory capacity
 Real items (clothing, jewel, money, weapons, etc.)
 Regeneration of lost body parts
 Restoration of limbs and organs to full potential
 Restoration of life
 Shape-shifting
 Stamina
 Strength
 Stupidity
 Time acceleration
 Time reversal (minor)
 Tranquillize
 Ugliness
 Vision capacity for invisible/spirit things/beings
 Weakness
 Wisdom

Power Area of Effect

Unless otherwise stated, or obvious from the Power itself, a given Power must be assigned an Area of Effect. The areas suggested include:

One individual subject, living
 Two or more subjects (number and area restrictions applicable)
 2 to 4 subjects
 2 to 7 subjects
 2 to 12 subjects
 2 to 20 subjects
 All subjects within the Area of Effect
 5-foot radius
 10-foot radius
 15-foot radius
 20-foot radius
 25-foot radius
 One individual subject, non-living (size restriction applicable)
 Total volume of area
 Area surrounding cubic area
 Surface (square footage) of area
 Only affects area above
 Only affects area below

Delivery of Power

Thought
 Gaze
 Gesture
 Word
 Word and gesture
 Material and gesture
 Word, material and gesture
 Missile discharge (natural or artificial)
 Precipitation*
 Breath
 Spray (as skunk)
 Expectoration (spitting)
 Touch

*Rain or other bringing magickal effect down into area. This form of delivery typically requires some preliminary such as gaze, gesture, etc.

Power Range

Where necessary use the following as rules:

Size of large creature's longest dimension in feet = range in feet*
 Applicable TRAIT score in feet = range in feet*
 Applicable CATEGORY score in feet = range in feet*
 Applicable ATTRIBUTE score in feet = range in feet*
 Casting Distance Table ranges
 Missile weapon range distances

*When logical, adjust to yards, rods, chains, furlongs, miles, or even leagues.

Example: The range for Expectoration delivery is Size or PNPow, whichever of the two is higher. A human spitting would use the latter, while a snake might use either, and a wyrm would surely use Size. Thus, a human's range would be around 15 feet, a cobra's the same, but the wyrm would range 140 feet on average.



kingdom from the interior to cover all Phæree and Ærth, too. The Red Faction has the same goal, but a different idea as to who should be the chief overlords of the conquered territories, as well as strategies and tactics at odds with the Black Faction.

Blazons: Flags are black and rust red (Slaugh) and red and purple-black (drow). The device of the Slaugh is a winged skull. That of the drow is a sword in flames.

Goblins: To add to this factiousness, the goblins have their own rival court, bolstered and practically run by bodaks and formorians (ruled by King Balor, of course), and it consists of brags, bugganes, caerbs, dunnies, gnoles, kobolds, and losels.

This court is set on making inroads into both Subterranean Phæree and Ærth, thus gaining power, wealth, and new allies (such as gargoyles, orcs, etc.).

Blazon: The banner of the goblins' court is dark maroon and rotten gray. The device is a horned demon head.

Drakes: And, finally, the evil Drakes, along with their barguest allies, sit in uncommitted position so as to make the most of their Power. Thus, a trooping of the Occidental Unseelie Court is a matter fraught with discord and trouble, and it is almost impossible to field a united horde.

Blazon: The drakes and barguests neither fly banner nor utilize any form of emblem or device, for their mere presence is sufficient to identify them to friend and foe alike.

Mid-Oriental Court: The Mid-Oriental Unseelie Court is ruled by the Deeves. Their often reluctant subordinates are: afriti, als, druj, ghilan, ifriti, manticores, sphinxes, and yakhu.

Blazon: The flag of the Unseelie Court of the Mid-Orient is of mud brown and ochreous yellow. The device is a flail from whose head radiates six long spikes.

Oriental Court: The Oriental Unseelie Court is also divided into two competing factions. One is ruled by the onis, and under them are bakemono, giants, kilyakai, kuei, nagas, and yeti. The second is the court of the airi and pisachas and is served by Acherai (a race more aligned to the airi) and Dharmapalas. It must be noted that there is great rivalry between the airi and the pisachas, and the dharmapalas themselves would rule the court if they could.

Blazons: The banners flown by the Oriental Unseelie Court of the onis are of dull orange and moss green. The device is a staring eye. The flags of the dual airi-pisachas empire is of dull yellow and rusty-brown with a bi-colored devil head of black and white.

Other Notes: The krakens, being wholly marine, are seldom directly involved in matters on land. When needed, they will support any of the courts if it is in their interest and they receive payment or spoils.

The deephags, being what they are, tend to organize and lead the lesser marine Goblins, usually in hidden and indirect opposition to the krakens, for deephags hate the latter and are most envious of the krakens' power and ability. However, they manage to war against the tritons and merfolk despite preoccupation with usurpation of the might of the krakens. In this they are aided by the marool, and the combination enables the two to survive the wrath of the krakens.

In Oriental waters, the makara rule the Unseelie depths, and they will cooperate with the deephags, for they fear the krakens.

Miscellaneous Goblin Devices: The groups of Goblins and those dwelling with them and of their temper use, in addition to variations of the devices stated above, the following sorts of emblems on their flags

and/or shields: barbed whips, bat heads, bat wings, bones, broken bones, centipedes, cleavers, cooking spits, fauchards and similar pole axe heads, flayed corpses, hooks, hyenas, leeches, lizards, military forks, pincer tongs, rats, runes of evil and vile sort, saw-toothed blades, scythes, skeletons, severed body parts, severed heads, spiders, spiked clubs (morningstars), teeth or tusks, toads, viper heads, and worms:

Note Regarding The Goblinrealm "Sun": Readers will recall that the Interior Ærth is illuminated, warmed, and benefited by a burning sphere of Hekalite called the hekorona, the Inner sun. The Goblinrealm of Inner Phæree likewise has its own sphere inside the planet, but what it is cannot be said with any degree of certainty. It is not Hekalite—at least as we know it.

The Goblinrealm is illuminated with a radiance from the plum-hued orb which hangs in the center of the inner sky. The light there is of odd and disquieting sort. It is almost as if the air itself shed a radiance because of stimulation from the rays of the purplish ball in the center. In any event, the light is violet-like, yet quite different. The reader might imagine things seen under so-called black light (ultraviolet light) as they fluoresce, and then mentally combine that with an overlay of green, red, and and the sickly hues shed by sodium and helium lamps (such as are common in large cities on Earth) to even begin to visualize the illumination of Inner Phæree.

Periodically, but randomly, the counter-hekorona wavers, seeming to expand and contract, then changes its radiance so that a disgusting brown illumination prevails, or else a radiance of sickly gray is present. Regardless of the color, light gradually fades thereafter, until the place inside becomes as dark as pitch, and only vision below or above the human-normal spectrum then enables any seeing at all. It might be remarked that perhaps this condition, the illumination of the Goblinrealm, is what encourages these folk to so aggressively attempt to accede to the other places of Phæree, for no mind could remain sound for long having to exist under the rays of that inner globe.

Kingdoms: The Occidental Unseelie Courts kingdoms are in the vast stretch of land which lies between the continental ocean of Vargaard-Amazonia on the one hand and Azir-Magmur on the other.

The Mid-Oriental kingdoms are located on the landmass which is above the counter-Hindic Ocean, i.e., between the Afrik-Azir-Magmur portions of the interior ocean. In the long reach of land between the waters which cover what is above Æropa-Afrik and Vargaard-Amazonia are the states of the Oriental Unseelie Court.

These lands are so extensive as to be more than twice the space of the exterior of Phæree, and this is fortunate for the Goblins. Their numbers are great, and such as Drakes and giants demand huge amounts of territory.

Capitals: The Slaugh make their capital in the pinnacle-castle of Shubblagh near the teeming city of Chazzor-hedoth. The drow, in turn, sit on the great keep of Rilthundu which is close to Yamaelpa. The would-be rival citadel and capital of the goblins is the sprawling fortress of Gogalch and Kek.

The Mid-Oriental Unseelie Court has its center in Eblistan of the Deeves. The chief city is Zogumurbad, and the palace-citadel is Junnatazol.

The Unseelie Oriental Court of the onis sits in Yamazoga, while the dual court of the airi-pisachas has its throne in Aklahyingi and the chief of its cities is Gz'iuga. The malign nagas, spurning Bhoavita (see BORDERS, Capitals, above) have a minor capital of their own called Durasiviyashish, a subterranean place of evil beauty in which many other races of the Unseelie can be found.



PHÆREE POPULATIONS

The various kingdoms, states, and communities of Phæree have uncertain population numbers. At best we can but estimate how many dragons and Drakes, for example, inhabit, respectively, the exterior and interior surfaces of the world. When it comes to Elves, goblins, and the rest, the task becomes nearly impossible. Because of this we do not give even approximate numbers for any race or species. Instead, we offer the following guidelines:

Humanoid Racial Populations: A density of from 2 to 20 per square mile based on climate, soil, flora and fauna, culture, habitat preferences, and predators/enemies. Adjust by size and disposition of the group in question, for the density range given above is based on human norm. Thus, for example, a one-foot tall species of humanoid sort would have up to six times the density numbers (12 to 120 per square mile), while an 18-foot tall, giant humanoid species would have from 0.2 to 2 inhabitants per square mile using a roughly cubic multiplier to adjust for size needs (i.e., one 18-foot humanoid equals about nine six-foot ones, while a 12-foot tall one is roughly equal to four). In all cases, be sure to round down and assume lower densities because of lack of agriculture and similar things that higher human-like populations possess.

Communities, of course, have higher population density, but there must be sufficient land and/or support for all such aggregations of the species in question.

Remember to adjust for geographical considerations. Gently rolling hills will accommodate higher populations, mountains will be less favorable. With aquatic species, be sure to consider the added dimension of height. That is, for every multiple equal to twice the subject species height or length, double the available space.

Example: A lake which has a surface area of 100 square miles and an average depth of 120 feet. In the case of a six-foot-tall/long species, the actual available area for habitation is 100×10 square miles—i.e., 1,000 square miles, for twice six feet is 12 feet, divided into the 120-foot depth is 10, and that is the multiplier used to compute available habitat area. Even a creature 30 feet long would have a habitat of 200 square miles, so waters, and particularly seas and oceans, offer immense spaces.

Dragons, Drakes, etc: A figure of from one to three per 1,000 square miles, assuming slightly higher numbers for dragons, slightly lower populations for the malign and highly predatory Drakes.

Other Populations: Herbivore populations will be more dense than carnivore ones, while omnivores will have higher populations than carnivores. Use population figures of a similar animal species to find reasonable levels.

Total Populations: Naturally, there

will be multiple species inhabiting the same general areas in most cases, even when considering such species as Drakes, wyverns, etc. However, whenever a particular species is highly predominant—due to numbers, Powers, etc.—there will be fewer cohabitants in fewer numbers, save pest species such as rats in a human/humanoid urban community, for example.

PHÆREE LANGUAGES

There are three major Phæree tongues: the Fair Speech, the Hobgoblin Tongue, and the Goblintalk. Within each major group there are various racial and individual languages and dialects too, of course.

Finally, the major races of Phæree have some skill in Ærth's tongues, so it is likely that conversation is possible between individuals from the two worlds when they chance to meet.

PHÆREE TRANSPORTATION

The humanoid races of Phæree utilize all of the basic modes of transportation common to Ærth. That is, they have riding beasts (asses, camels, elephants, horses, mules, etc.), drawn conveyances (carts, coaches, wagons, etc.), and watercraft.

Seagoing vessels are quite similar to those of Ærth, although the Phæree ships tend to be more fanciful in design and are usually larger and of superior design and construction when of Fay or similar origination. (See the Ærth Milieu for details of ships.)

In addition to all of the foregoing, the races of Phæree have other forms of transportation, including winged steeds (griffins, hippogriffs, pegasi, etc.), aquatic mounts, and vehicles such as ambulatory platforms (closed such as a hut or not), flying carpets, swimming boats, and so on.





TRADE BETWEEN PHÆREE AND ÆRTH

While gold, silver and copper are more common on Phæree than on Ærth, tin and iron are less plentiful. Certain Phæree races are also poisoned by ferrous metal, so mining and working of iron is much less practiced there. Thus, exportation of ingots of pure tin and iron pigs from Ærth is one of the main trading activities. Also valued there are oricalcum, adamantine, and Hekalite. In return, Phæree pays in bars of gold, silver, and copper ingots, as well as many other sorts of things too—from their spices and produce, to goods of their manufacture. The latter sorts of things likewise are imported. For more details of spices and foodstuffs, see Færie Flora, below.

Various sorts of things are imported by Ærth for alchemical Materia, medicines, perfumes, and so on. However, there is no space to deal extensively with that in this work.

PHÆREE FOOD AND DRINK

There is no great dissimilarity between the fare of Ærth and that of Phæree, save in a few areas. Foodstuffs of unusual sort are detailed hereafter in the flora section. Comestibles are not remarkable, for no Phæree race seems to produce chefs of the same caliber as does the human. In fact, many courts of the world employ humans as cooks (some of the Goblin races, however, prefer to cook humans, but that is not our topic *per se*). While banquets might be elaborate and varied, some having a dozen or more courses, none is outstanding unless a human chef and cooks are involved, even with magickal aid—a most common occurrence in Phæree courts, even more so than on Ærth. However, when the combination of human and Færie is combined, the results can be so marvelous as to rank as a near-wonder of the world.

Potables on Phæree are also much the same as those of Ærth. Unlike with viands, however, certain Færie races are renowned for their skill in creating drinks. Alfar mead is superb. Dwarven brewmasters are unmatched in their ale, beer, and stout. The Hobgoblin race of Lutins are vintners extraordinary. Elfin and Fay spirits and liqueurs are quite justly held as the finest obtainable on any known sphere. Also, certain Goblin races are known for their liquor distillation—gin-like, rum-like, vodka-like, whiskey-like. The resultant liquids are different from the outer-surface (Phæree or Ærth) ones due to the differences in light and substances used in creating them, but each is of merit despite dark character or oddness. There can be no question that the initial processes were brought to interior races by humans, and there may be some human involvement in the distillation even now, but these are now Goblin liquors.

PHÆREE FAUNA

As related previously, there are many kinds of animals native to Ærth which are likewise native (or introduced native) to Phæree. The various species range from armadillos to zebu. Certain genetic changes and mutations have occurred, so that a variety of ape might have four arms, or a sort of zebu grow to rhinoceros size. Most of these sports are not distinct, however, and can breed with normal individuals. There are also new species from such mutations, but we cannot detail them herein.

In general, species, range, habitat, and numbers are similar to on Ærth where populations of other Phæree life forms do not preclude such. The main exception, already noted preceding Goblin species, is that interior Phæree does not host archosaurs and the like in vast numbers over much

of its surface. (This must be principally due to the non-functioning of Heka-induced Gates and Doors with respect to the interior of Ærth.) In addition, many outer species have been brought into the interior, i.e., cattle, griffins, horses, etc. These life forms are used for domestic purposes, transportation, beasts of chase, and so forth.

PHÆREE FLORA

The various sorts of plants found on the world of Phæree will be discussed in brief here—more is impossible, for this is not a botanical treatise. Flora will be grouped by Færie (outer), Hobgoblin (subterranean), and Goblin (inner) types.

Færie Flora

The majority of vegetation found on the exterior of the planet is very similar to that of Ærth (and thus, of course, something like Earth's). There are differences of many sorts. There are natural Dwarf species, and some grow to gigantic size under the hand and Heka of Fays or other fair folk. Otherwise, boles or stalks or stems might be very thick, quite thin, strangely twisted, and so forth; leaves may be larger, smaller, or bushier; roots might protrude, be aerial, and so on.

Flowers tend to be more beautiful, finely hued, more fragrant, larger, longer lasting, and varied in shape. Fruits too tend to be finer, larger, better flavored, more succulent, and more attractive to the nose and eye. (This explains, in part, the superior quality of Færie beers, wines, etc. which has been touched on heretofore.) There are, in fact, many different forms of flowering shrubs, bushes, and plants found on the world. So too a number of fruits, berries, and vegetables unknown to Ærth are common on Phæree's exterior. Suffice it to say that where any such sort of plant has bearing, we will give a brief detail of it. We will treat large vegetation, though as well as those special forms of flora which are so remarkable as to need some comment herein.

Before doing so, however, take note of the forms of plants/plant products not found on Phæree, the importation of which stuffs from Ærth forms a major trade between the two worlds: apples (other than crab-apples), chocolate, cinnamon, chili peppers, maple sugar/syrup, peacans, peanuts, rosewood, and vanilla.

Trees: Trees such as alder, ash, birch, blackthorn, elder, elm, hazel, oak, rowan, whitethorn, and yew are especially cared for by Occidental faeries. Some are used as sites for dwelling, and such trees are lovingly cared for so as to grow to two or three times Ærth-normal girth and height. An oak, for example, might be 22 feet in diameter, 120 feet tall, and grow and have attached to it dwellings for several families of one or another sort of fair folk. The unique trees are:

Argenta: A birch-like growth about the size of an alder. The wood, when sanded and polished, glows as old silver with a patina increasing with age, so it is highly prized for inlay and fine work. The species is rare.

Bronzewood: A tree similar to the giant mahogany, whose cured lumber is almost as dark as bronze and is as hard as that metal. Bronzewood is used in construction of all manner of strongholds as well as fighting sail.

Ceraboral: A semi-tropical, palm-like tree which produces small quantities of nuts bi-annually. When green, these nuts are deadly poison; and even when ripe they cause a comatose state which persists for about one hour per nutmeat consumed. The nut, however, yields a substance which is most beneficial to the brain, and Mental vitality (of 1-6 points) is restored from eating one.



Darthorn: Related to the thorns, this tree grows to the size of a yew, has low-growing limbs and branches, and is covered with needle-sharp thorns which can attain three feet in length. Besides providing protection individually or as stockade fencing, the darthorn spikes are used as arrows, bolts, and even javelins and spearpoints by some races. These thorns are as tough as horn, and the tree name might well be derived from that fact rather than be a contraction of dart thorn.

Fulgentic: Also called flamewood. This is another rare species of Phæree tree used in fine cabinetry and inlay. The polished wood of fulgentic trees glows as might a torch when in bright light, its color being golden to fiery red.

Fuliginoak: The smoke oak. The lumber from this tree is of a naturally dark, sooty hue, and when properly treated is nearly as dark as ebony wood but with a pearlescence when smoothed and waxed. Thus the fuliginoak's wood can range from a pearl gray to something resembling dark, polished marble.

Hornlimb: An ash-like tree which grows to great size over centuries of time and rivals the sequoia. Saplings are prized because their wood is as tough and pliable as animal horn used in laminate bows.

Ith: A tree similar to the baobab of Afrik but native to northern climes. It is of larger size and harder wood than the baobab. These trees produce a sour but edible fruit and are much liked by tree-dwelling Færies.

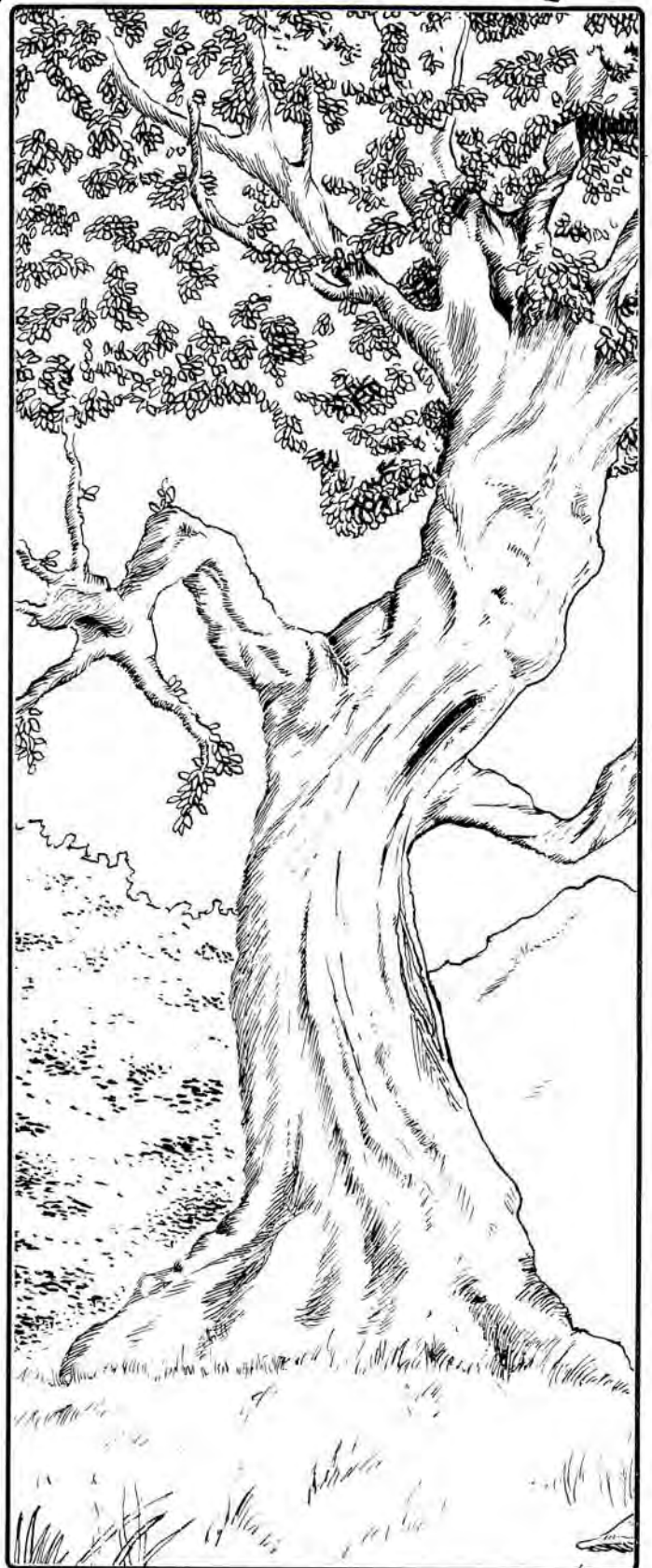
Leathertrunk: A species which resembles the poplar in form and growing much thicker and taller, this is a most useful tree. The bark is quite like tough hide, thus its name. The bark is up to an inch or more in thickness and can be stripped in large sections. Left alone or thinned, the stuff is very much the same as elephant hide when cured, but with oiling can be made as flexible as a much finer leather. Its leather-like qualities make it useful for all sorts of things, including reinforcement of doors and gates, serving as a sort of cuir bouilli, etc.

Lunalaurel: The moon laurel, distinguished from the common laurel by its silvery leaves. If picked on the night before midsummer's day in the light of a full moon, the leaves restore lost youth and add to life. This potency lasts for one year after picking, and each leaf brings a year of time, half in youth, half in longevity. However, with each leaf consumed there is a 1 percent cumulative chance of instant death.

Mynon: Commonly called silkflower, it is a sub-tropical species similar to the olive. Its blooms are both lovely and fragrant. The petals may be picked and treated with a liquid mixture which forms them into a cloth which is finer in most respects to silk. Mynon-petal material is stronger than finely woven silk cloth but cooler. Its texture is more smooth and lustrous. It is always of the hue of the petals/creative mixture, however, for the stuff will not take dye. Colors known are ivory, pale peach, pink-white, pale fuchsia, and pale lavender.

Petridia: The stone bole tree, so called for its hardness, weight, and resistance to fire. These trees grow where forest fires are frequent, so that competition is reduced, as petridias are slow to mature. They are valued for their beauty and strength in both construction and interior furniture.

Shieldwood: A yew-like tree whose bole is both long and cross-grained. Initially quite tough and difficult to cut because of this, the well-dried lumber from shieldwood does not splinter or crack. Although it requires special drying conditions and several decades to make it perfect, it is much used for shields and weapon hafts/shafts. Such wood is as light as seasoned pine but as hard as ironwood or even tempered bronze.





Thallon: The thallon is commonly called the "blanket leaf" because its foliage is so large and is used as a covering and blanket. Once the very tough and leathery stem is cut, a leaf (of from approx. six to eight square feet size) will provide protection from wet and cold for a week or more before drying and crumbling away. Several can be sewn together to make a true blanket with insulation quality similar to a heavy cloth quilt.

Trinut: This tree produces a curious, triple-globed nut, the meat of which is distinct in each third. It is nearly universal that any species consuming them will find one, at best two, portions of the nut palatable. By leaving one or two parts unconsumed, the tree is assured seeding. When dried and ground, the trinuts yield an odd meal which is exceptionally nourishing. A handful will sustain a 200-pound person for a full day of heavy exertion.

Usk: A species similar to the Hindic banyan, which grows in the warm temperate climes of Phæree. The usk is the principal tree used by those species building shelters in trees, for its auxiliary trunks and huge limbs provide excellent space for them.

Xillagoes: Commonly called the winefruit palm, this tree has gourd-shaped fruit which are doubly useful. When green, the flesh and thumb-sized seeds are tasty and quite nourishing with flavors rather like raspberry, grape, and apple blended. As the fruit ripens, the flesh ferments, for the seed cases are thus softened. The resulting liquid is rather like wine and has a similar alcohol content when fully ripe (about two weeks time).

Shrubs: Shrubs (small, low-growing, and/or multi-trunked vegetation) and bushes are remarkable for the number of flowering varieties unique to Phærie. Those which can be noted here, though, are of the more prosaic sort.

Bannerleaf: This shrub is most prized for the dyes which its leaves yield. The plant is breathtakingly beautiful in itself, for its foliage changes color four times each year: saffron in the spring, emerald in the early summer, blue in late summer, and a pale violet hue in autumn. Foliage steeped in a saline solution develops a dye of the leaves' color.

Butterberry: As the name implies, the blueberry-like fruit of this bush has a flavor closely resembling that of chilled, springtime butter. It is not a waxy berry, however, and it does well when mixed and cooked with other foodstuffs.

Esmeralda: The coolberry bush. The lovely, deep green berries of the esmeralda are cherry-sized and refreshing. They have a flavor which somewhat resembles minty, sugared sour cream.

Grannyplant: The common name for a shrub which produces clusters of bad-smelling, acidic fruit. The fruit can be crushed, the liquid strained, and after standing for a few days all bad odor departs. The liquid is then used as a tenderizer for tough meats and vegetables, for which purpose it is absolutely unmatched.

Meditant: This is a large bush which blooms in the spring, and again in the early fall in warmer climes. The perfume of the meditant's flowers is conducive to restoration of Spiritual vitality. If alive and inhaled, the effect is to double normal revitalization of the the individual's capacity. Even after picking, however, the flowers' remaining essence will give aid to recovery of lost Spiritual Power.

Peacock Plant: A low-growing but broad shrub which is also known as the featherflower or plume plant. The blooms of this shrub are more colorful by far than a peacock's fan, being larger and more ample, too. Some varieties are plumed in the manner of ostrich feathers, others more quill-like, but all are both bright and beautiful. If picked before maturity, the flowers remain vivid and fresh-looking for up to five years,

but then pale to a silvery hue over the next several decades. Thus they remain valuable, and centuries-old ones have the luster of polished platinum.

Rainboa: The semi-tropical shrub produces fruit which is horizontally striped in rainbow hues—red, orange, yellow-green, blue-green, and violet, from stem to bottom. Each colored portion yields a pulp of different and highly pleasing flavor. The range of tastes varies from a peachy pineapple to a persimmony banana, so the fruit is one most demanded outside its growth area.

Salt Bush: Another rather plain-seeming growth which is most useful, for it flourishes in places where the sodium chloride content in soil and/or water would kill most other plants. The salt bushes thrive by extracting the salt, and small amounts of these crystals are then deposited out of large vacuoles at stem bases.

Villarian: The shrub known as the rubber-root, for the soft flesh and sap of the plant becomes as soft and more elastic than rubber when properly treated and cured. It is widely distributed in the milder parts of temperate regions.

Woolpod: As the name implies, the inner portion of the dried seed-pods of this bush have fibers which closely resemble wool. The one-foot long body yields a handful of fibers with a length of about 10 feet per strand, and it can then be carded and spun quite easily.

Xandura: A tropical shrub which is rare, the xandura has a bark which yields a marvelous spice from its inner portion. Because flavors of spice are unique, we must resort to describing it using knowns. Xandura imparts a subtle taste which combines hot and sweet best described as peppery red currants with a seasalt tang.

Garden Plants: Garden plants are very similar to those of Ærth, but the following exceptional ones must be remarked upon.

Armatilla: A tropical plant whose seeds can be cured so as to last for years and still impart a strange and pleasant sensation when bitten. So-called fleet-sweet seeds are a spice which is rare in distant lands. They deliver a burst of great sweetness to the palate, but the sensation is of very brief duration, and then the other flavors of the food being consumed return.

Beebonnet: A temperate plant with small, tomato-like fruit which are quite firm and taste rather like sweet-and-sour dressing on celery root. Too much of this stuff causes rather bizarre behavior—as if one had imbibed too much or were slightly mad.

Cloudcumber: A species of plant in the cucumber family which produces melon-like growths with frothy texture and but faint flavor—rather as if one were actually eating clouds. The flesh of the cloudcumber is filling and has some food value despite its airiness. It serves well as a vehicle for daintier, flavorful things too, besides being a stomach-filler for the very hungry.

Deliatum: Known as purity plant or clean-taste, its young shoots are harvested and served immediately. They have a slightly musky taste, but after one or two minutes, that disappears, and the mouth is left fresh and clean, the palate absolutely clear and responsive to new substances. Although very delicate and difficult to grow, it is much in demand by sophisticated beings. (If it could be brought back to Ærth and cultivated successfully, the individuals purveying it would soon make large fortunes!)

Extripia: The so-called marching plant. Found on low slopes in cool regions, the extripia has seeds which, when husked and especially prepared, can be eaten to induce non-fatigue. A half-dozen of these



maize kernel-sized seeds will sustain a person in alertness and activity for as many hours. They cause no harm if used in moderation, and they deliver a feeling of exhilaration and euphoria if ingested when relaxed and rested.

Ghiquin: An herb which is obtained from the mature flowers of the ghiquin, a plant of the temperate regions of Phæree. The herb is one which is best described as having a flavor similar to cherrywood smoke, clover, and a hint of taste like the crisp skin of a roast goose.

Heavensgift: A berry bush whose fruit is quite bland and unremarkable except for its property of effervescence. It is thus admixed with many other things and imparts its minute bubbles to such drinks.

Lendleaf: A common plant resembling chard, the lendleaf has almost no discernible flavor of its own, but when mixed raw or cooked with other vegetable or animal products, it intensifies one or more of the associated foods' tastes. Unfortunately, this can be quite startling if mixed with the wrong sorts of things or in wrong proportions...

Moly: This small herb is very difficult to grow. It has silvery flowers and a black root, the latter being the astringent herbal portion most valued, for it strengthens the mind against all influences of magical and Heka-based sort. Moly flowers are employed as perfume and in tea. The leaves taste similar to watercress and violets.

Moonbean: This vegetable must be harvested only at night in near-full and full moonlight in order for it to deliver its marvelous tastes and effect, for if otherwise gathered, it is rather ordinary. The properly harvested vegetable looks rather like a miniature oyster, and it is cooked and eaten whole. Upon breaking the pod, a rush of heady vapors rolls through the mouth and into the nasal passages. Then the palate is bathed in a mixture of flavors (sweet corn, young peas, butter, cream, mint, rosemary, etc.—the combinations being different according to the locale and variety) as the heady rush slowly disappears. Best of all, the palate then has an aftertaste which lends to the flavor of game and wild fowl.

Nykovvos: A spice obtained from the dried buds of a tropical plant of the same name. The powder has a taste something like evergreen needles and cloves, but is more subtle than either and blends well with other spices and herbs in cooking.

Pimmator: This herb is easily grown and very popular. Its tender upper leaves impart a flavor which is like a mixture of chives and both hot and sweet paprika.

Shobanik: The so-called snail plant. The bulbous root of this small, low-growing vegetable has a calcious skin, and this becomes even harder when boiled. Cracked open, the soft interior is about the size of a large prune and has a flavor very similar to that of escargot.

Tawitaw: The bitter melon. Quite palatable to those who have accustomed themselves to its flavor, the bitterness is absolutely a perfect balance against a sweetening used with the fruit. The liquid squeezed from these melons also makes exceptional juice or sherbet.

Ullasatus: An herb whose leaves impart a flavor something like maple syrup and garlic, which is used for cooking meat and fish.

Other Plants: Of other plants not as large as bushes and outside the garden vegetable sort there are a few of note.

Aldelight: A very rare tropical plant which produces a fine sap. This is a milky product which is very soothing and has a heady perfume odor. When rubbed on exposed flesh, it tingles and seems to have an aphrodisiac effect on male and female humans/humanoids.

Chorkrepia: The common line-vine whose stem is as supple as a braided leather rope and stronger than a hempen rope of sextuple its

girth. As the line-vine grows up to 100 feet or more in length, it is hunted and harvested from the warm temperate forests in which it grows.

Drunkard's Bane: The small tubers found at the roots of this plant are bad-tasting but have an enzyme which breaks down alcohol. They are used to prevent drunkenness or to terminate it, but it requires a very strong stomach to keep from regurgitating the tuber.

Golden Truffle: This wild fungus is certainly a relative of the normal truffle, but it is slightly larger and even more flavorful. (Cf. Grotto Truffle, below.) It is found in slightly warmer forest regions, and hunters locate it in the same manner they do the black sort.

Jawbulge: The weedy plant whose seed pods are very chewy and rather tasteless, but the nutrients of husk and seeds contained therein are of considerable sort. Those unable to find better can sustain themselves by masticating large mouthfuls of the stuff, and thus the name, for it is plainly seen when so doing, and develops heavy jaw muscles in addition.

Never-Leave-Me: Simply an insect-catching plant utilizing sweet sap to attract and entrap its prey. This resinous stuff can be thickened and then combined with other substances to make a wood glue which is invisible and bonds so well that the joined area is stronger than the remainder of the product.

Vitala: The goodroot. Actually a tuber, vitala is a rare and valued wild plant, because it produces growths which are tonic-like. That is, when cleaned and properly prepared, the tubers of the goodroot aid the body in healing, fighting off disease and sickness, etc. One potato-sized tuber restores from 2-6 Physical points when so prepared and consumed. Unfortunately, these tubers do not remain potent for more than one month after being harvested.

Hobgoblin Flora

The flora of the underground of the counter-world of Ærth is very similar to that of Subterranean Ærth. There are, however, many very strange and beautiful forms of garden vegetation developed by the powerful Hobgoblin races such as the nagas and certain Shee. These include vegetables, fruit trees, berry bushes, flowering shrubs, and flowering plants of garden variety. Large blooms or exceptional shape, color, and fragrance are typical of these latter forms of flora. Some plants are partially crystalline, and a few actually grow gem-like blooms and/or fruit of hard mineral sort—i.e., amethyst, beryl, corundum, etc.

One vegetable product is so prized, however, that it must be noted in particular.

Grotto Truffle: This fungus is found in the humus of caves and caverns bathed in Hekalite radiation. It has a flavor superior to any other truffle, but it is the rarest of all, so that its worth is calculated against an equal weight in platinum on Phæree, against oricalcum on Ærth.

Goblin Flora

The flora of the interior is often as dark and as malign as its fauna, and thus many seemingly plain and harmless plants are poisonous, flesh-eating, etc. The grains, for instance, are nutritious enough there, but their taste is wrong to the palate of a non-Goblin. Even the Goblin races seem to prefer Færie cereals to their own, saying that they seem more filling and satisfying than the barley, wheat, etc., of their own place. Nonetheless, there are some exotic varieties of flora not found on Phæree's exterior, and the Goblins prize all such plants and their products and guard them carefully—undoubtedly a sign of the intense



jealousy they feel and the rivalry evidenced in their continual warfare with the outer world.

Strange poisons, exotic fragrances for perfumes and incenses, rare woods, Materia for Castings, ambers, resins, oils, saps, drugs—these are the flora-based commodities which are sent forth by interior merchants for the goods of the world above—and of Ærth.

PHÆREE GEMS

In general, the gemstones of Ærth are those of Phæree. Elemental jewels are not known to occur on Phæree, and the variability of the reality there makes them uncertain. Thus, the various races of the place, while prizing other sorts of gems, find no particular value for the elemental sort, save as things to trade for more desirable items.

There are, however, certain jewels of native sort which are highly prized on Phæree and on Ærth as well. We list these for you below. Note that all three kinds are found in Færie (the outer part of the world), not elsewhere except as taken to such place.

Astarlite: This gemstone is in hexagonal crystals a varied as snowflakes. It is found in rock veins of various minerals exposed to Hekalite, but few specimens of astarlite are more remarkable than crystal or zircon. Some 1 percent of all astarlites mined are of gem quality. These all have excellent form, are of three or more carats weight, and appear as clear crystal in bright light. As light decreases, these astarlites grow more brilliant, and in full darkness they are as luminous as are distant stars, and thus their name. Gems of this sort will have a white or pale tint to their light—violet and blue being the most prized, with green, yellow, orange, and red decreasingly valued.

Gagates: A translucent gem of either russet or black. It is mirror-like on its surface, with an inner glow when exposed to soft radiance such as candle light. Gagates are as hard as corundum, but they only can be cut in rounded form—i.e., cabochon cut to show both surface and inner beauties.

Lucidia: These are true moonstones, and they are engendered by the light of the full moon upon dewdrops which have been washed by Heka while otherwise unexposed to strong light or other radiation. As dewdrops are intrinsically small, one can imagine the value placed on a lucidium of even so much as a carat in weight! Yet there are some few of much greater size engendered over the centuries by fluxes in Phæree environment. In daylight, a lucidium appears to be an orb of purest silver, but at night it is as if it were filled with shimmering moonbeams.

Sunorb: This gem is engendered in much the same manner as is a lucidium, only the dewdrop must be caught in the center of a golden flower and then caught by the first rays of the rising sun. The resulting jewel appears as if it were liquid gold at night, but in daylight it has a clear and dazzling clarity as amber as the gold of the newly risen sun, but somehow as pale yellow as the blazing noonday disc.

PHÆREE MAGICKAL DEVICES

There are many and varied sorts of items of magickal sort on and in the world of Phæree. Many are very potent, but otherwise they are of the same sorts as those found on Ærth, for many find their way there via various means, from purchase to theft. Of course, many of Ærth's great magickal devices are coveted by Phæree races, just as those of Phæree are sought after by humans, so the dwellers of that world too buy or make off with things crafted on Ærth.

APPENDICES

FOR THE GAMEMASTER

APPENDIX I: Your Own Personal World

Ærth is here to serve. Within this work, you are provided with a milieu which is as complete as we can make it with considerations of space taken into account. Many will find it quite suitable, but the gamemaster who wishes to alter it a little or a lot is not wrong or somehow varying from the prescribed. This work is a complete plan, a blueprint, a working model, or a mere outline, according to your wants and needs. You can change anything, from the name of a state or its population, to alterations which include different pantheon, history, and population. After all, the campaign belongs to the gamemaster first, and then the players. You can have a sort of alternate Ærth if you so desire. That is, you can take the material herein, using it as an outline and base, and create from it another alternate world which suits your ideas more perfectly. You can change the worlds around, so as to have more than one "Phæree," none, or something entirely different. Ærth need not be hollow, or you might wish to delete the subterranean complex. Continents can be done away with or changed radically. Oceans might well have different forms on your own world. There is no right or wrong set down for you herein. We have presented you with a campaign milieu—how you employ it is up to you.

With that said, please note one thing: Because of obvious reasons, we will have to assume an unvarying basis for future **Mythus** material. Adventure scenarios, expansions, and accessories of other sorts too will all have to work from a single premise, and that is Ærth as it is presented here. There will be quite a number of such accessories, for there is much to detail and add, plus the normal action settings of adventure scenarios to provide. If your campaign uses a milieu which is radically altered from the material herein, it will mean that the material forthcoming from us will frequently need similar effort to be usable in your world. The less alteration, the easier it is to fit in new releases. There are two courses you can take in such cases: Ignore new work, or utilize it. Taking the latter approach, make your alterations so as to access as broad a range of accessories as possible while remaining absolutely unique. This is desirable, of course, for who amongst gamemasters wishes to have a personal milieu altered by whim or dictate from some game publisher? Certainly not this GM!

What are immutables in such a case? They are the two worlds and their pantheons, with the states as shown. Obviously, we'll be detailing the counter-Ærth and various nations, putting adventurers into place in one or another state, and having scenarios which take the Heroic Personas into the underworld or interior worlds. Likewise, the system fairly cries out for more on pantheons and what is associated thereto, and the want is being fulfilled as expeditiously as possible. To differ, add another counter-world, bring new places into being, create new states in "unmapped" areas, etc.

Well, that's enough said. Even this sort of direction is not what is desirable, so think of it as advice from one gamemaster to another, rather than a dictum from on high.

APPENDIX II: RACES OF ÆRTH

Basic Racial Stocks

There are five basic racial stocks which comprise the human population of Ærth. These five are: Black, Brown, Red, White, and Yellow.

Black: There are two varieties of the Black race. One is the typical found in southern, middle, and eastern Afrik (and elsewhere to the east in Azir and Magmur), and is designated in this appendix by the bold letter **B**. The second is a type with wavy or curly rather than kinky hair, a more aquiline nose, and thinner lips, which is of Abyssinian heritage (also seen in the Afar and the Masai) and is designated herein by the plain **B**.

Brown: Again, we recognize two basic varieties of this race. The distinction is that of the Lemurian and Titanic Ocean islands group whose stock is indicated here by a bold **BR**, and the Brown racial type of southern Hindic and Malay origination indicated by the plain **BR** designation.

Red: The Red race has two different representations as well. The paler, almost blue-haired Atlantian typified by gray to black eyes is indicated by a bold letter **R**. The Ægyptain specimen of the Red race, with green, hazel, or brown eyes and somewhat fuller features is indicated by the plain capital **R**. (The tribes native to Vargaard seem to be an equal mixture of Red and Yellow (**Y**) race.)

White: There are also two typical models of the White race. The taller, paler-haired, lighter-eyed sort generally found in the north are given the bold **W** designator. The generally shorter, brown or black haired, darker-complected sort usually of the southern regions around the Æropan shore of the Mare Librum and in the Far East of Azir, are indicated using a plain capital letter **W**.

Yellow: Finally, we distinguish two extremes in this race as well. The eastern one with slanted eye and straight black hair, the typical Chinsungese or Nipponese, we indicate by the bold **Y**. To show the western Azirian Yellow race, with only traces of pigmentation in the complexion, and hair which can be curly or wavy brown, such as the Phoenecians, we use the capital letter **Y**.

Population Relations

There is probably no absolutely "pure" specimen of any racial type to be found in any civilized nation, and few in other parts of the world. When all is said and done, races are merely varieties of the same species, and interbreeding occurs continually, with the result of mixture of genes. An isolated population will tend to develop towards a recognizable variety, while populations brought into contact will tend to meld into an admixed group. Such admixing is happening all of the time in most places.

However, identification of racial base helps us to understand population movements and to identify select populations so as to distinguish national races. Let us consider some examples by examining Central Azir's vast northern reaches, from the eastern verge of the Mare Ostrum to the shores of the Titanic, where the peoples, excluding the Tibetans who are included as a measuring stick, so to speak,



have generally similar cultures of nomadic sort, and with the addition of the Khazirians, another measure against the nomadic peoples, once of this region but now settled into a position between Azir and Æropa.

The racial admixtures in the following list are given as parts of a whole, with each whole comprised of four, eight, or 16 parts.

Khaziria: This state has the broadest admixture of races, with: Yx3, Wx2, Yx1, Wx1, BRx1.

Khitai: This people has a very great variety of race. Its basic stock is that of the Y. To this is infused W and Y and BR, so that by percentage the mixture looks like: Yx4, Wx2, Yx1, BRx1.

Liang: This mix is predominantly of the Yellow race, but with some infusion, thus: Yx12, Yx3, Wx1.

Manchuria: This group is similar to the Liangese, only with less of the Y racial factor dominant: Yx4, Yx3, Wx1.

Mongolia: The Mongols have redeveloped a unique mixture which is generally Yx1, Wx2, Yx1.

Tartary: The Tartar tribes are typically thus: Yx4, Yx2, Wx1, BRx1. Thus they are similar to the Khitain.

Tibet: The predominant mixture is the Yellow and Brown with some White, so: Yx11, BRx4, Wx1.

Turkistan: A mixture of the three races thus: Wx4, Yx3, and BRx1.

Conclusion

By examining the location, movement, invasions, and neighbors of a people, their racial composition can be determined with some degree of accuracy, even though an intermixture of two types in antiquity might have produced an "uncertain" race, for the components are known and traceable to one of the five bases and its two variations.

APPENDIX III:

Effects of Education Quality on Heka Use

This is an adjustment which is strictly up to the gamemaster but which adds both variation and a realistic flavor to the campaign. After all, learning depends on the quality of instruction, and some schools and teachers are better than others. While we can't rate the latter, it is not difficult to give a general gauge for the former—the forums (or mentors) schools, colleges, and universities in a state, and what they are best able to impart in the way of knowledge. Simply put, the better the instruction, the higher the STEEP of the student, and the more likelihood of the individual knowing all of the Archtypical and Tutelary Castings. Simple or not, time and space are concerns, so what has been done is a brief rating system using five numbers. If a dash (—) appears, then the persona could *not* learn the K/S in that state.

Here is what each number means:

Chance to Know

Number	Description	STEAP Adjustment	Each Casting
1	A first-rate state	+3 to STEAP	90%
2	A fine education	+1 to STEAP	80%
3	Good schooling	+0 to STEAP	70%
4	Fair at best	-2 to STEAP	60%
5	Questionable	-4 to STEAP	50%

As the player completes a Heroic Persona's Profile Sheet, note the national origin and then have the player write down if the HP went outside the state for schooling and, if so, where. Be sure to disallow any excess travel, and be especially careful for those personas who are not of SEC Level 6 (freeman 3, the gentry) or higher. Perhaps a Gypsy can reasonably be said to have travelled to places several hundred miles distant, but such mobility is the exception for the peasant class.

The Knowledge/Skill Areas in question have been broken down as logically as space permits. Dweomercraft-Magick, by College, is stated first. Then come the charts for other powerful Areas: *Sorcery*, *Witchcraft*, *Spellsongs*, *Alchemy*, and *Heka-Forging*. Following those are the Priestcraft-Religion breakdowns, and with that are the associated studies: *Pantheology*, *Demonology*, *Exorcism*, *Apotropism*, *Divination*, *Metaphysics*, and *Mysticism*. Finally we have the miscellany of other Heka-producing Areas: *Astrology*, *Conjuration*, *Fortune Telling*, *Herbalism*, *Necromancy*, *Occultism*, and *Yoga*.

The discerning reader will understand why a few K/S Areas were omitted. *Endurance*, for example, is not a subject of schooling, *per se*. *Mediumship* is likewise not so much taught as something innate. Neither *Musical Composition* nor *Poetry/Lyrics* are so important as to their individual instructional merit, the virtuosity and artistry of the individual, but as their application with the Spellsongs ability, so with the last named the rest is assumed. Thus, a 1 indicates an addition to both associated areas in regards to STEAP.

The various rankings for states will not always jibe exactly with these, and there are a number of reasons for this. First, it is always in the gamemaster's purview to alter the game system, and in this case it's done for you purposely, should you elect to use this portion of the work. Second, there is the intangible of "national temperament," something observable on Earth in the incidence of scientists of one sort or another. There are additional things also, but the two given will suffice. Let's get on with the matter at hand!

There are, then, four classes of rankings:

- A. Dweomercraft-Magick
- B. Major Areas (other than Dweomercraft-Magick/Priestcraft-Religion)
- C. Priestcraft-Religion and Associated Areas
- D. Other Heka-Generating Areas

With these things in mind, consult the tables.

QUALITY OF HEKA USE EDUCATION
Class A: Dweomercraeft-Magick Colleges, Æropa

State	Black	Elemental	School— Gray	Green	White
Achaëa	3	3	3	3	3
Alblon	4	2	3	2	2
Aragon	4	4	3	3	3
Aries	4	2	2	3	3
Bohemia	4	2	3	4	3
Brettony	1	4	4	3	5
Bulgaria	4	4	4	4	4
Burgundy	4	3	4	4	3
Caledonia	4	3	3	2	3
Carinthia	4	4	4	4	3
Castile	4	3	4	3	3
Corsica	4	4	4	4	4
Crete	4	4	4	4	4
Cymru	3	3	3	3	3
Dalmatia	4	4	4	4	4
Danmark	4	4	4	4	4
Epirus	5	5	5	5	5
Finmark	3	4	4	3	4
Flanders	4	2	3	4	3
Francia	3	1	3	4	3
Genoa	4	4	3	4	4
Germania	3	2	3	3	3
Gotland	5	5	5	5	5
Granada	4	4	4	4	4
Helvetia	4	3	4	4	4
Hibernia	3	3	2	1	3
Kalevala	3	3	1	1	2
Kiev	4	4	4	4	4
Lappland	5	5	5	4	5
Leon	4	4	4	4	3
Lituania	4	4	4	4	4
Livestonia	4	4	3	4	4
Lombardy	4	4	4	4	4
Lyonnesse	3	3	2	2	1
Macedonia	4	4	3	4	3
Mago	5	4	4	4	5
Magyarla	4	3	2	3	3
Milano	4	4	4	4	3
Moldavia	4	4	3	3	4
Moravia	4	3	4	3	4
Naples	4	4	3	4	4
Navarre	4	3	4	4	4
Neustria	4	4	4	4	4
Norge	5	5	4	4	5
Ostria	3	3	4	4	3
Pohjola	1	4	2	4	5
Poland	4	4	4	4	4
Portugal	4	4	4	4	4
Rome	3	3	3	3	3
Roumania	4	3	3	3	3
Russ	4	3	4	4	4
Sardinia	5	5	5	4	5
Savoy	4	4	4	4	4
Saxony	4	2	3	4	4
Servia	4	3	4	3	4
Svergie	5	4	4	4	4
Slovia	4	5	5	5	5
Talmark	5	5	5	5	5
Teutonia	4	1	4	4	3
Thrace	4	4	3	4	4
Thuringia	4	2	4	3	4
Transylvania	3	5	4	5	5
Tuscany	4	4	4	4	4
Ukrinia	5	5	5	5	5
Venice	3	3	3	4	4
Viachia	2	3	1	3	3

Class A: Dweomercraeft-Magick Colleges, Afrik

State	Black	Elemental	Gray	Green	White
Adal	4	4	4	4	4
Egypt	2	1	1	2	1
Etheope	4	4	4	3	4
Axxum	3	5	4	5	5
Benin	5	5	5	5	5
Berberia	5	5	5	5	5
Botris	4	4	4	4	4
Carthage	2	3	3	4	4
Dakhlan	5	5	4	4	4
Darfur	—	—	—	—	—
Kargebal	4	4	4	4	4
Keshu	5	5	5	5	5
Kongo	5	—	—	—	—
Lybbos	4	5	5	5	5
Maghreb	5	5	5	4	5
Marrakech	5	5	5	5	5
Mauretania	5	4	5	5	5
Meroe	5	5	5	5	5
Numidia	4	4	4	4	4
Punt	5	5	5	5	5
Sargona	4	4	4	4	4
Senegal	5	5	5	5	5
Thapsis	4	3	5	4	4
Tripolis	3	4	4	4	4
Zanzibar	—	—	—	—	—
Zimbabwe	—	—	—	—	—
Ziva	4	4	4	5	4
Zulu	—	—	—	—	—

Class A: Dweomercraeft-Magick Colleges, Atlantl

State	Black	Elemental	Gray	Green	White
Alzorax	4	4	4	4	4
Atlantis	2	3	3	3	3
Cholcan	3	3	3	3	3
Colzuvar	3	3	3	3	3
Xalissa	4	3	3	2	3
Zulvan	3	3	3	3	3

Class A: Dweomercraeft-Magick Colleges, Amazonia

State	Black	Elemental	Gray	Green	White
Ily Braseal	3	1	3	2	2
Inca	4	4	4	4	4

Class A: Dweomercraeft-Magick Colleges, Azir

State	Black	Elemental	Gray	Green	White
Near Azir:					
Armenia	5	5	5	5	5
Babylonia	1	3	1	3	3
Byzantium	2	2	2	4	4
Cyprus	5	5	5	5	5
Farz	4	3	3	3	2
Galacia	5	5	5	5	5
Hasur	3	3	3	3	3
Hyrkania	5	5	5	5	5
Ionla	4	4	3	4	3
Khazria	3	3	3	3	3
Khwarizm	4	3	4	4	3
Lydia	4	4	4	4	4
Medis	4	5	4	5	4
Nejd	5	5	5	5	5
Ophir	4	4	4	4	4
Parthia	5	5	5	5	5
Phillistia	5	5	5	5	5
Phrygia	4	4	3	4	4

State	Black	Elemental	School Gray	Green	White
Shamash	2	3	2	3	4
Sheba	4	4	4	3	4
Sinope	4	4	4	4	4
Scythus	5	5	5	5	5
Trebizond	4	3	2	4	4
Turkistan	5	5	4	4	5
Yarbay	4	3	4	3	4
Middle & Far Azbr:					
Annam	4	4	4	4	4
Assam	5	—	—	5	—
Bactrokush	5	5	5	5	5
Bengal	3	4	4	4	3
Bhutan	3	5	3	5	4
Bihar	5	4	5	5	5
Burma	4	4	4	4	4
Camcham	5	5	3	5	5
Ceylon	4	3	3	4	4
Ch'in	2	1	1	2	2
Delhi	3	4	3	4	4
Hind	3	2	1	1	2
Kabul	4	4	4	5	4
Kara	5	5	5	5	5
Kashmir	5	4	4	3	4
Katehar	5	5	5	5	5
Khital	4	5	3	4	4
Kutch	5	5	5	5	5
Liang	4	5	5	5	5
Manchuria	5	5	5	5	5
Mongolia	5	5	5	4	5
Nanchao	4	3	3	4	4
Nepal	3	4	2	4	4
Nippon	3	3	3	3	3
Oudh	3	4	3	4	3
Panay Sulu	—	—	—	—	—
Po-hal	3	3	4	4	3
Samarkand	3	3	3	3	3
Shrijavti	4	5	4	5	4
Siam	3	4	3	3	3
Sindraj	3	3	3	2	3
Simmur	4	5	5	5	4
Sung	2	2	1	2	2
Tartary	5	5	—	—	5
Tibet	1	3	1	1	3
Tirhut	5	5	5	5	5
Tongking	4	5	3	5	4
(Magmur)	—	—	—	—	—

Class A: Dweomercraeft-Magick Colleges, Vargaard

State	Black	Elemental	School Gray	Green	White
Cherokia	—	—	—	—	—
Falcondonia	—	4	5	3	4
Grandmark	5	—	—	—	—
Hellotep	4	3	5	4	4
Hispaniola	—	5	—	5	—
Iroukia	—	—	—	—	—
Jarlesheim	—	—	—	—	—
Lakota	—	—	—	—	—
Maderlos	—	—	—	—	—
Mandan	—	—	—	—	—
Muya	3	5	5	4	5
Nova Scotia	—	—	—	—	—
Relanti	—	—	—	—	—
Suskehankia	—	—	—	—	—
Tecia	3	5	4	5	4
Wildedge	—	—	—	—	—
Grossniffen	—	—	—	—	—
Niffen	—	5	—	5	5

Class A: Dweomercraeft-Magick Colleges, Lemuria

State	Black	Elemental	—School— Gray	Green	White
Ahuke	2	3	3	3	4
Boridarl	3	4	3	4	3
Hiluo	3	4	3	3	4
Kulaklu	4	4	4	4	4
Lem-Lemu	2	3	2	3	4
Mu	1	3	2	2	3
Muavinapu	2	2	2	2	3
Rowona	3	3	3	3	4
Tonula	3	2	4	2	4
Vekanu	3	3	3	1	3
Wipoona	3	3	4	3	3

Class B: Major Non-Mage, Non-Priest Areas, Æropa

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Achæa	4	3	2	3	3
Albion	3	3	1	2	2
Aragon	3	3	3	2	2
Arles	4	3	3	3	4
Bohemia	3	4	3	2	1
Brettony	1	3	3	3	5
Bulgaria	5	2	4	4	4
Burgundy	4	3	3	3	4
Caledonia	4	3	2	3	3
Carinthia	4	3	3	4	4
Castile	3	3	3	2	2
Corsica	3	3	4	4	4
Crete	3	3	4	4	3
Cymru	4	3	1	3	3
Dalmatia	5	3	5	4	5
Danmark	5	3	2	3	4
Epirus	—	3	5	5	—
Finmark	3	3	2	3	2
Flanders	3	4	3	2	2
Francia	2	3	3	1	1
Genoa	3	3	4	2	2
Germania	3	4	4	1	1
Gotland	—	4	3	—	—
Granada	3	3	3	4	3
Helvetia	4	4	4	3	1
Hibernia	4	4	1	3	3
Kalevala	4	4	1	3	2
Kiev	4	2	4	3	4
Lapland	—	5	3	5	4
Leon	4	3	3	2	3
Lituania	3	3	4	3	4
Livestonia	4	3	2	4	4
Lombardy	4	4	4	5	—
Lyonnesse	3	3	1	2	3
Macedonia	5	3	4	5	—
Mago	—	3	—	5	—
Magyaria	4	3	4	3	4
Milano	3	2	4	3	3
Moldavia	5	3	5	4	5
Moravia	4	4	5	3	3
Naples	3	2	4	4	5
Navarre	4	3	2	4	—
Neustria	5	4	4	4	5
Norge	5	4	2	4	5
Ostria	3	3	3	2	2
Pohjoia	2	1	4	3	5
Poland	4	3	5	4	5
Portugal	4	4	4	4	4
Rome	2	3	4	3	3
Roumania	3	3	4	3	3

<i>State</i>	<i>Sorcery</i>	<i>Witchcraft</i>	<i>—K/S Area— Spellsongs*</i>	<i>Alchemy</i>	<i>Heka-Forging</i>
Russ	5	2	3	3	4
Sardinia	5	3	5	4	—
Savoy	5	4	3	3	4
Saxony	4	3	4	2	3
Servia	3	3	4	4	5
Svergle	4	4	3	4	4
Slovla	4	3	—	4	4
Talmark	5	5	3	5	—
Teutonia	3	3	4	2	3
Thrace	3	3	—	3	4
Thuringia	4	2	4	3	2
Transylvania	3	2	5	4	4
Tuscany	4	4	4	4	4
Ukrinia	4	4	—	5	—
Venice	3	3	4	2	3
Vlachia	2	1	5	4	5

Class B: Major Non-Mage, Non-Priest Areas, Afrik

<i>State</i>	<i>Sorcery</i>	<i>Witchcraft</i>	<i>—K/S Area— Spellsongs*</i>	<i>Alchemy</i>	<i>Heka-Forging</i>
Adal	5	5	—	5	—
Ægypt	2	4	4	2	2
Æthiopia	4	3	—	3	4
Axxum	3	2	—	5	—
Benin	4	4	—	—	—
Berberia	—	5	—	—	—
Botris	4	4	—	3	5
Carthage	3	3	5	3	4
Dakhlan	5	4	—	5	—
Darfur	—	4	—	—	—
Kargebal	4	4	—	4	5
Keshu	5	5	—	—	—
Kongo	—	—	—	—	—
Lybbos	5	3	—	5	5
Maghreb	5	5	—	—	—
Marrakech	—	4	—	4	5
Mauretania	4	4	—	4	5
Meroe	—	4	—	3	4
Numidia	5	3	5	5	5
Punt	5	4	—	5	5
Sargona	4	4	—	4	5
Senegal	—	3	—	—	—
Thapsis	5	3	—	4	5
Trlpollis	3	3	5	3	4
Zanzibar	—	5	—	—	—
Zimbabwe	—	4	—	—	—
Ziva	4	5	—	4	4
Zulu	—	5	—	—	—

Class B: Major Non-Mage, Non-Priest Areas, Atlantl

<i>State</i>	<i>Sorcery</i>	<i>Witchcraft</i>	<i>—K/S Area— Spellsongs*</i>	<i>Alchemy</i>	<i>Heka-Forging</i>
Alzorax	3	4	4	5	—
Atlantis	2	3	5	3	5
Cholcan	3	1	5	4	5
Colzuva	2	2	5	4	5
Xalissa	3	3	5	3	4
Zulvan	2	3	5	4	5

Class B: Major Non-Mage, Non-Priest Areas, Amazonia

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Iy Braseal	—	5	5	2	1
Inca	5	4	—	4	5

Class B: Major Non-Mage, Non-Priest Areas, Azir

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Near Azir:					
Armenia	5	4	—	5	—
Babylonia	1	3	5	5	5
Byzantium	2	2	4	5	4
Cyprus	5	5	—	—	—
Parz	3	4	—	4	4
Galacia	5	4	—	—	—
Hasur	3	3	5	4	5
Hyrkania	—	5	—	5	—
Ionla	4	4	5	5	4
Khaziria	5	4	—	3	4
Khwarizm	3	3	—	4	—
Lydia	4	4	—	5	—
Medis	—	5	—	—	—
Nejd	—	5	—	—	—
Ophir	5	4	—	5	—
Parthia	—	5	—	—	—
Phillistia	—	5	—	5	—
Phrygia	4	4	—	4	5
Shamash	2	2	5	3	5
Sheba	3	3	—	3	4
Sinope	5	4	5	4	5
Scythus	—	4	—	—	—
Treblzond	3	3	5	4	5
Turkistan	5	4	—	5	—
Yarbay	4	4	—	4	5
Middle & Far Azir:					
Annam	5	4	—	5	—
Assam	5	5	—	—	—
Bactrokush	—	5	—	5	—
Bengal	5	5	—	5	—
Bhutan	4	4	5	5	—
Bihar	—	5	—	—	—
Burma	5	4	—	5	5
Camcham	5	5	—	4	5
Ceylon	4	4	—	5	5
Ch'in	3	5	5	2	3
Delhi	3	4	—	4	5
Hind	3	4	—	3	4
Kabul	3	4	—	5	—
Kara	5	5	—	—	—
Kashmir	5	—	—	—	—
Katehar	5	5	—	—	—
Khital	3	5	5	5	—
Kutch	5	5	—	—	—
Liang	4	5	—	—	—
Manchuria	5	5	—	—	—
Mongolia	5	4	4	—	—
Manichao	4	5	—	5	—
Nepal	2	4	—	5	—
Nippon	3	4	5	4	5
Oudh	4	4	—	4	5
Pangy Sulu	5	4	—	—	—
Po-hal	4	4	—	3	4
Samarkand	3	5	—	3	4
Shrijavti	4	4	—	—	—
Siam	4	5	—	4	5

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Sindraj	4	3	—	3	4
Sirmur	5	5	—	—	—
Sung	2	4	—	3	3
Tartary	4	4	5	—	—
Tibet	1	1	—	5	—
Tirhut	3	1	—	—	—
Tongking	3	4	—	4	5
(Magmur)	5	5	—	—	—

Class B: Major Non-Mage, Non-Priest Areas, Vargaard

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Cherokia	—	5	5	—	—
Palcondonia	—	4	—	5	—
Grandmark	5	3	—	—	—
Heliotepe	4	2	—	4	—
Hilspaiola	—	4	—	4	—
Iroukia	—	3	5	—	—
Jarlesheim	—	5	5	—	—
Lakota	—	—	4	—	—
Maderios	—	4	—	—	—
Mandan	—	—	5	—	—
Muya	3	5	—	4	—
Nova Scotia	—	—	—	—	—
Relanti	—	4	—	—	—
Suskehankia	—	—	4	—	—
Tecla	3	3	5	4	—
Wildedge	—	—	5	—	—
Grossniffen	—	5	5	—	—
Niffen	—	4	5	—	—

Class B: Major Non-Mage, Non-Priest Areas, Lemuria

State	Sorcery	Witchcraft	—K/S Area— Spellsongs*	Alchemy	Heka-Forging
Ahuke	3	3	—	4	5
Boridarl	4	3	—	5	—
Hilluo	4	4	—	5	—
Kulaklu	2	3	—	—	—
Lemi-Lemu	3	3	—	3	4
Mu	3	3	—	3	3
Muavinapu	3	3	—	4	5
Rowona	4	4	5	4	4
Tonuia	3	4	—	3	4
Vekanu	4	3	5	4	5
Wipoona	4	2	—	4	4

*Apply bonus or penalty to *Musical Composition* and *Poetry/Lyrics* as well as to the *Spellsongs* K/S Area.

Class C: Priestcraft & Associated K/S Areas, Ægyptian Pantheon

State	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Adal	3	4	4	3	3	4	5	5
Ægypt	1	1	2	2	1	1	2	2
Ætheope	2	3	4	3	3	3	4	4
Darfur	3	—	5	4	4	4	—	5
Hy Braseal	1	2	1	2	2	3	1	1
Keshu	3	5	4	4	4	4	—	5
Meroe	3	5	4	4	3	4	5	4
Phillistia	4	4	4	4	2	3	4	4
Punt	3	4	3	4	4	3	5	3
Relanti*	4	—	—	—	5	3	—	—

Class C: Priestcraft & Associated K/S Areas, Atlantian Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Alzorax	4	5	5	5	3	4	5	5
Aragon	2	3	4	3	3	3	3	4
Atlantis	3	2	2	3	3	3	4	4
Berberia	3	5	5	5	4	4	—	5
Castile	2	3	3	2	4	3	3	5
Cholcan	1	3	3	3	3	3	4	4
Colzuvan	1	3	4	3	3	3	3	4
Dakhlan	3	4	5	5	4	4	—	5
Granada	2	4	5	4	4	4	4	4
Hellotep	4	5	5	5	4	5	5	5
Hlspanola	3	—	5	4	5	—	—	—
Leon	2	3	3	3	3	3	4	4
Maderios	5	—	—	—	—	—	—	—
Maghreb	3	5	5	5	4	5	—	—
Marrakech	4	—	—	5	5	—	—	—
Mauretania	3	5	5	5	5	5	—	5
Portugal	2	3	4	4	2	4	4	4
Senegal	4	—	—	—	—	—	—	—
Xalissa	1	3	3	3	4	4	4	4
Zulvan	1	4	4	4	4	2	5	4

Class C: Priestcraft & Associated K/S Areas, Babylonian Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Axxum	3	5	5	5	3	3	—	—
Babylonia	1	2	2	3	3	1	4	3
Bacrokush	3	5	5	4	5	4	—	—
Kabul	3	4	4	4	4	3	—	5
Lybbos	3	5	5	5	4	4	4	—
Medus	2	4	5	5	5	3	—	—
Nejd	3	5	5	5	4	4	—	—
Ophir	2	5	3	3	4	3	5	3
Shamash	1	3	2	2	3	2	3	—
Sheba	2	3	3	2	4	3	4	5
Scythus	3	5	4	3	4	4	—	—
Turkistan	4	5	5	4	4	4	—	—
Yarbay	3	3	3	3	3	3	5	5
Zanzibar	4	—	5	—	5	—	—	—

Class C: Priestcraft & Associated K/S Areas, Chinsungese Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Annam*	3	5	4	5	4	5	—	5
Bhutan*	2	4	3	3	3	3	5	3
Camcham*	3	5	4	4	3	4	—	—
Ch'in	1	2	2	1	1	1	2	3
Khital	3	4	3	2	3	4	4	4
Nanchao*	3	5	3	4	2	4	—	4
Po-hai	2	3	3	3	3	3	4	5
Slam*	3	4	4	3	3	2	5	5
Sung	1	2	3	3	2	3	4	3
Tibet*	1	3	1	2	2	2	3	2
Tongking*	3	4	3	4	3	4	5	4

*Tibetan influence.

Class C: Priestcraft & Associated K/S Areas, Greco-Roman Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Grecian:								
Achaea	1	3	2	2	3	1	1	4
Armenia	4	4	5	4	3	2	5	—
Crete	3	4	5	4	4	3	3	4
Cyprus	2	4	5	4	4	3	4	4
Epirus	3	4	5	5	3	3	3	—

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Galacia	4	5	5	4	5	3	4	5
Ionla	2	3	4	3	4	2	2	—
Lydia	3	3	4	3	3	3	3	—
Macedonia	3	4	4	3	3	3	3	—
Phrygia	3	3	4	3	4	3	3	5
Sinope	3	3	4	3	4	3	2	4
Thrace	3	4	4	3	4	3	3	—
Trebizond	4	3	3	3	3	2	4	5
Roman:								
Aries	3	3	5	4	3	4	4	—
Byzantium	2	2	2	3	4	3	2	3
Corsica	4	4	4	3	3	4	5	—
Dalmatia	4	5	4	3	3	4	4	—
Falcondonia	5	—	—	—	4	5	—	—
Francia	2	2	3	3	3	3	3	4
Genoa	1	3	3	4	3	3	4	5
Grandmark	5	—	—	—	—	—	—	—
Lombardy	4	4	4	4	4	5	5	—
Milano	3	4	4	3	4	4	4	—
Naples	2	3	3	2	3	3	4	4
Navarre	3	3	4	3	4	4	5	5
Numidia	3	3	5	4	5	5	5	—
Rome	1	2	3	1	3	3	3	4
Roumania	3	3	3	3	3	3	4	4
Sardinia	4	4	4	4	3	4	5	5
Savoy	4	4	4	4	3	4	4	4
Tuscany	3	4	3	3	3	3	5	5
Venice	2	3	3	3	3	3	4	5

Class C: Priestcraft & Associated K/S Areas, Hindic Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Assam	3	5	5	—	4	3	5	3
Bengal	2	4	4	5	4	4	4	2
Bihar	1	4	4	4	4	4	5	2
Burma	4	5	4	5	5	2	4	3
Ceylon	2	4	4	4	4	3	5	2
Delhi	2	3	4	4	4	4	4	3
Hind	2	3	3	3	4	3	3	1
Kara	1	5	3	4	3	4	4	3
Kashmir	3	5	3	4	3	4	5	3
Katehar	1	5	4	4	3	3	4	3
Kutch	2	5	3	3	3	3	4	3
Nepal	4	4	2	2	3	3	5	3
Oudh	2	4	3	3	3	4	4	3
Panay Sulu	5	—	5	4	4	3	—	4
Shrjjavli	4	5	5	4	4	2	—	3
Sindraj	2	3	3	3	4	4	3	1
Simmur	3	5	3	4	3	4	5	2
Tirhut	4	5	3	3	3	3	5	3

Class C: Priestcraft & Associated K/S Areas, Incan Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Inca	1	—	5	5	5	5	—	3

Class C: Priestcraft & Associated K/S Areas, Kalevalan Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Pinmark	2	4	4	4	4	4	5	—
Kalevala	1	3	4	3	3	4	4	5
Lappland	4	—	—	5	—	—	5	—
Livestonia	3	5	3	4	4	5	3	—
Pohjola	5	—	2	4	5	4	—	—

Class C: Priestcraft & Associated K/S Areas, Keltic Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Albion	2	2	3	3	4	4	2	4
Brettony	3	4	2	3	4	4	4	3
Caledonia	3	4	2	3	3	3	3	3
Cymru	2	4	4	3	3	3	4	3
Flanders	4	1	3	4	4	4	3	5
Hibernia	1	3	3	2	2	3	4	2
Lyonnesse	1	2	2	3	3	4	2	3
Nova Scotia	5	—	—	—	—	—	—	—
Wildedge	5	—	—	—	5	—	—	—

Class C: Priestcraft & Associated K/S Areas, Lemurian Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Ahuke	2	—	2	4	5	5	5	4
Boridari	3	—	3	4	5	5	4	3
Hilluo	1	—	3	3	5	5	4	3
Kulakdu	4	—	2	4	4	5	—	5
Lemi-Lemu	2	—	1	4	5	5	5	4
Mu	2	—	1	5	5	5	5	4
Muavinapu	3	—	1	4	5	5	—	5
Muya	4	—	3	5	5	5	—	5
Rowona	3	—	3	4	5	5	4	4
Tonula	1	5	2	3	5	5	5	4
Vekanu	2	5	2	4	5	5	5	4
Wipoona	2	—	3	4	5	5	4	3

Class C: Priestcraft & Associated K/S Areas, Manitou Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Cherokee	2	—	—	5	—	5	—	4
Iroquoia	1	—	5	4	—	5	—	5
Lakota	3	—	—	5	5	5	—	3
Mandan	3	—	—	5	5	5	—	2
Suskehankia	2	—	—	3	—	4	—	3

Class C: Priestcraft & Associated K/S Areas, Mongolian Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Manchuria	3	4	5	4	5	4	—	—
Mongolia	1	5	3	4	5	4	—	—
Samarkand	2	4	3	3	4	3	4	5
Tartary	4	—	4	4	5	4	—	—

Class C: Priestcraft & Associated K/S Areas, Nipponese Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Liang	3	5	4	5	—	5	—	—
Nippon	1	4	3	4	4	4	5	5

Class C: Priestcraft & Associated K/S Areas, Norse Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Skandian:								
Danmark	1	4	3	4	4	4	4	4
Gotland	4	—	—	—	—	—	—	—
Grossniffen	5	—	—	—	—	—	—	—
Jarlesheim	5	—	—	—	—	—	—	—
Neustria	3	4	4	3	4	4	4	5
Niffen	2	—	—	—	3	—	—	—
Norge	2	5	4	4	3	4	5	—
Russ	4	4	4	3	4	3	5	5
Svergie	1	4	4	4	3	4	5	—
Teutonic:								
Bohemia	4	2	3	3	3	3	3	4
Burgundy	3	3	3	4	4	4	5	5
Carinthia	4	3	3	4	3	4	3	4
Germania	2	3	3	4	4	4	4	4
Helvetia	2	3	3	3	4	4	4	5

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Ostria	3	2	2	3	3	3	3	3
Saxony	2	4	4	4	4	5	5	5
Talmark	4	5	—	5	4	5	—	—
Teutonia	1	4	3	3	4	5	5	5
Thuringia	2	5	4	4	4	5	5	5

Class C: Priestcraft & Associated K/S Areas, Persian Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Parz	1	3	3	3	3	3	3	2
Ilyrkania	3	—	—	—	4	—	5	5
Khazria	2	3	3	3	4	3	4	4
Khwarizm	1	4	3	4	3	4	3	3
Magyaria	4	3	2	3	3	3	3	3
Parthia	2	—	5	5	4	5	—	4

Class C: Priestcraft & Associated K/S Areas, Phoenecian Pantheon

State	Priestcraft-Religion	Pantheology	Demonology	—K/S Area—					Mysticism
				Exorcism	Apotropalsm	Divination	Metaphysics		
Botris	3	3	3	4	3	3	5	—	
Carthage	2	3	3	3	3	3	5	4	
Hasur	1	4	2	3	2	2	5	5	
Kargebal	3	3	3	4	3	3	5	—	
Mago	4	3	4	3	4	4	5	—	
Sargonia	3	3	3	3	3	3	5	—	
Thapsis	3	3	3	3	3	3	5	—	
Tripolis	2	4	2	3	3	3	5	5	
Ziva	3	3	3	3	3	4	5	—	

Class C: Priestcraft & Associated K/S Areas, Slavic Pantheon

State	—K/S Area—							
	Priestcraft-Religion	Pantheology	Demonology	Exorcism	Apotropalsm	Divination	Metaphysics	Mysticism
Bulgaria	2	4	4	4	3	3	4	5
Kiev	3	4	4	4	4	4	4	5
Littuania	3	5	3	4	3	3	4	4
Moldavia	3	5	3	4	3	3	5	5
Moravia	4	3	4	4	4	3	4	4
Poland	2	3	4	4	3	4	4	4
Servia	2	3	3	3	3	3	4	4
Slovja	3	4	4	4	3	3	5	3
Transylvania	2	4	2	3	2	2	5	4
Ukrimia	3	4	4	4	3	4	5	5
Vlachia	1	3	1	2	3	3	4	4

Class C: Priestcraft & Associated K/S Areas, Teclan Pantheon

State	Priestcraft-Religion	Pantheology	Demonology	—K/S Area—					Mysticism
Tecla	2	5	3	3	4	4	5	3	

Class C: Priestcraft & Associated K/S Areas, Vodoun Pantheon

State	Priestcraft-Religion	Pantheology	Demonology	—K/S Area—				
				Exorcism	Apotropaism	Divination	Metaphysics	Mysticism
Benin	3	4	5	4	3	5	5	5
Kongo	2	—	4	4	4	5	—	—
Zimbabwe	3	5	4	4	3	5	5	—
Zulu	4	—	5	3	3	4	—	—
(Minor)*	3	—	5	5	4	4	—	4

*There are many pantheons of minor nature in uncivilized areas of the world. This includes islands and much of Megmur.

Class D: Other Heka-Generating K/S Areas, Æropa

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herbalism	Necromancy	Occultism	Yoga
Achaea	2	3	3	4	3	2	—
Albion	3	2	4	4	2	2	—

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herballism	Necromancy	Occultism	Yoga
Aragon	4	3	3	5	4	3	—
Aries	4	4	4	4	4	2	—
Bohemia	2	4	3	2	3	3	—
Brettony	3	1	4	4	1	3	—
Bulgaria	2	3	1	3	2	3	—
Burgundy	4	4	4	5	3	3	—
Caledonia	4	2	3	4	3	2	—
Carinthia	4	3	3	3	4	3	—
Castile	4	3	3	5	3	4	—
Corsica	5	4	2	4	4	1	—
Crete	4	3	3	4	4	4	—
Cymru	4	1	4	3	3	2	—
Dalmatia	3	4	3	3	3	4	—
Danmark	5	5	4	5	4	4	—
Epirus	5	4	3	4	3	4	—
Finmark	5	5	5	5	5	5	—
Flanders	3	3	5	4	2	—	—
Francia	3	3	4	4	3	1	—
Genoa	4	4	4	5	3	3	—
Germany	2	4	5	5	4	1	—
Gotland	5	5	5	—	—	—	—
Granada	3	3	3	5	3	4	—
Helvetia	3	4	4	4	4	1	—
Hibernia	3	3	3	4	3	2	—
Kalevala	3	4	4	4	5	5	—
Kiev	4	5	2	3	2	3	—
Lapland	—	2	4	5	3	—	—
Leon	4	3	3	4	3	4	—
Littuania	4	4	2	3	3	4	—
Livestonia	3	3	3	4	3	4	—
Lombardy	4	4	4	5	4	3	—
Lyonnesse	3	2	3	4	4	2	—
Macedonia	4	4	3	3	3	3	—
Mago	—	3	3	4	5	5	—
Magyaria	3	3	3	1	3	1	—
Milano	3	2	4	5	4	3	—
Moldavia	3	4	2	3	4	5	—
Moravia	3	3	3	3	2	1	—
Naples	4	4	3	4	3	2	—
Navarre	2	4	4	5	4	2	—
Neustria	4	3	4	5	4	3	—
Norge	5	4	5	4	5	5	—
Ostria	3	4	4	4	4	3	—
Pohjola	3	1	4	5	1	5	—
Poland	3	3	2	4	2	3	—
Portugal	3	3	3	4	3	4	—
Rome	2	3	3	5	4	1	—
Roumania	2	3	1	3	3	3	—
Russ	4	2	2	3	2	3	—
Sardinia	3	4	3	4	4	1	—
Savoy	4	4	4	4	5	2	—
Saxony	3	5	4	4	5	3	—
Servia	3	2	2	3	2	3	—
Svergie	4	5	4	4	5	5	—
Slovia	3	2	2	3	2	1	—
Talmark	5	3	4	3	3	4	—
Teutonia	4	4	3	4	4	3	—
Thrace	3	4	3	4	4	5	—
Thuringia	4	5	3	4	4	3	—
Transylvania	2	2	1	2	2	4	—
Tuscany	4	4	4	4	4	2	—
Ukrinia	3	1	2	4	3	3	—
Venice	3	4	3	4	4	3	5
Vlachia	3	1	1	3	1	4	—

Class D: Other Heka-Generating K/S Areas, Afrik

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herballism	Necromancy	Occultism	Yoga
Adal	4	4	4	3	5	5	—
Agypt	2	3	3	4	2	1	4
Atheope	3	4	4	3	4	1	—
Axxum	3	5	5	3	3	3	—
Benin	5	2	5	1	2	2	—
Berberia	5	4	3	3	4	3	—

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herbalism	Necromancy	Occultism	Yoga
Botris	4	2	1	4	2	5	—
Carthage	3	2	2	5	2	4	—
Dakhlan	4	4	3	3	3	4	—
Darfur	5	1	4	3	2	2	—
Kargebel	4	2	1	5	2	4	—
Keshu	5	3	4	3	3	3	—
Kongo	—	1	—	3	2	2	—
Lybbos	4	4	4	5	3	4	—
Maghreb	5	4	3	4	2	4	—
Marrakech	5	4	3	4	3	4	—
Mauretania	4	4	3	5	4	3	—
Meroe	3	3	4	3	3	3	—
Numidia	4	4	5	5	4	3	—
Punt	3	2	4	4	3	5	—
Sargona	4	2	2	5	2	4	—
Senegal	5	3	3	3	3	3	—
Thapsis	4	3	1	4	2	5	—
Tripolis	3	1	2	5	2	5	—
Zanzibar	5	4	5	4	4	3	—
Zimbabwe	—	1	5	3	2	2	—
Ziva	4	2	2	5	2	5	—
Zulu	—	2	—	4	2	3	—

Class D: Other Heka-Generating K/S Areas, Atlantl

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herbalism	Necromancy	Occultism	Yoga
Alzorax	3	3	1	4	2	5	—
Atlantis	1	2	2	5	1	5	—
Cholcan	2	1	2	5	1	5	—
Colzuvan	3	2	2	5	1	5	—
Xalissa	1	3	1	4	2	4	—
Zulvan	2	2	1	5	2	4	—

Class D: Other Heka-Generating K/S Areas, Amazonia

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herbalism	Necromancy	Occultism	Yoga
Hy Braseal	1	3	4	1	3	3	5
Inca	2	4	5	2	4	2	—

Class D: Other Heka-Generating K/S Areas, Azir

State	—K/S Area—						
	Astrology	Conjuration	Fortune Telling	Herbalism	Necromancy	Occultism	Yoga
Near Azir:							
Armenia	3	4	3	4	—	4	—
Babylonia	1	3	1	4	4	1	4
Byzantium	2	3	3	5	3	4	—
Cyprus	3	3	4	5	4	4	—
Farz	2	3	3	2	4	2	3
Galacia	4	4	3	4	5	5	—
Hasur	2	2	2	5	2	5	—
Hyrkania	5	4	3	4	—	3	—
Ionia	3	4	4	5	5	4	—
Khaziria	3	4	1	4	5	3	—
Khwarizm	2	3	3	5	2	4	—
Lydia	3	4	4	4	5	4	—
Medis	4	4	3	4	5	3	—
Mejd	4	3	3	4	—	4	—
Ophir	3	3	3	5	5	4	5
Parthia	4	4	3	4	—	2	—
Philistia	5	5	4	4	—	—	—
Phrygia	3	4	3	4	5	5	—
Shamash	2	3	2	5	4	5	—
Sheba	2	3	3	5	5	4	—
Sinope	3	4	3	5	5	4	—
Scythus	4	3	3	4	—	5	—
Trebizond	3	4	4	5	5	5	—
Turkistan	4	3	3	4	3	3	—
Yarbay	2	3	2	4	4	4	5
Middle & Far Azir:							
Annam	4	4	3	1	3	5	4
Assam	4	5	3	2	4	—	3
Bactrokush	5	4	3	5	5	5	—

State	—K/S Area—						
	Astrol.	Conjur.	Fort. Tell.	Herbal.	Necro.	Occult.	Yoga
Bengal	4	4	3	3	5	—	2
Bhutan	2	3	4	3	5	4	3
Bihar	4	4	4	3	—	—	2
Burma	4	4	2	3	3	—	3
Camcham	5	3	3	1	3	5	3
Ceylon	4	4	2	1	4	4	2
Ch'in	1	4	1	1	3	3	4
Delhi	2	4	3	2	4	5	2
Hind	2	3	2	1	4	4	1
Kabul	3	3	3	4	5	5	3
Kara	4	4	3	3	—	—	2
Kashmir	3	5	3	3	—	—	3
Katehar	4	4	3	3	5	—	2
Khitai	3	2	3	3	1	4	4
Kutch	4	4	3	3	5	—	2
Liang	5	5	3	2	1	4	4
Manchuria	4	2	3	3	2	2	5
Mongolia	5	1	3	3	2	3	—
Manchao	4	4	3	1	3	—	3
Nepal	2	4	3	3	4	5	3
Nippon	3	3	4	2	3	5	3
Oudh	3	4	3	2	4	5	2
Panay Sulu	5	1	2	1	1	—	5
Po-hai	2	4	3	2	3	4	5
Samarkand	2	3	3	4	3	2	—
Shri-jayti	4	2	2	2	3	—	—
Siam	4	3	2	3	3	5	3
Sindraj	3	4	1	1	4	—	1
Sirmur	4	5	3	3	—	4	3
Sung	2	3	3	1	3	3	3
Tartary	4	2	3	4	2	3	—
Tibet	1	2	4	1	3	3	4
Tirhut	3	3	3	2	—	—	3
Tongking	3	3	3	2	3	5	3
(Magmur)	—	—	5	4	—	—	—

Class D: Other Heka-Generating K/S Areas, Vargaard

State	—K/S Area—						
	Astrol.	Conjur.	Fort. Tell.	Herbal.	Necro.	Occult.	Yoga
Cherokia	—	5	—	3	—	2	—
Falcondonia	5	5	5	3	—	4	—
Grandmark	5	—	5	4	—	5	—
Hellotep	4	5	4	4	—	—	—
Hispaniola	5	—	4	4	—	—	—
Iroukia	—	4	—	3	—	2	—
Jarlesheim	5	—	—	5	—	—	—
Lakota	—	5	—	3	—	2	—
Maderios	5	—	5	4	—	—	—
Mandan	—	5	—	3	—	2	—
Muya	3	1	3	2	—	5	—
Nova Scotia	—	—	4	3	—	5	—
Relanti	5	—	5	4	—	—	—
Suskehankia	—	—	—	3	—	3	—
Tecla	2	2	2	3	—	3	—
Wildedge	4	—	5	3	—	4	—
Grossniffen	5	—	—	4	—	—	—
Niffen	5	5	5	3	—	—	—

Class D: Other Heka-Generating K/S Areas, Lemuria

State	—K/S Area—						
	Astrol.	Conjur.	Fort. Tell.	Herbal.	Necro.	Occult.	Yoga
Ahuke	5	2	4	4	1	5	—
Boridari	4	3	4	5	2	5	—
Hilluo	5	2	4	3	2	5	—
Kulakiu	5	2	3	4	3	—	—
Lemi-Lemu	4	4	4	4	1	5	—
Mu	5	3	5	5	1	4	—
Muavinapu	4	1	4	4	1	4	5
Rowona	4	2	4	4	2	5	—
Tonula	5	3	5	3	1	5	—
Vekanu	4	3	4	5	1	5	—
Wipoona	4	3	5	5	2	5	—

Note: The ambitious game-master might well rate other K/S Areas of major game importance (swordsmanship, special riding skill, etc.) by continental area, state, region, or city. If this is done, then the above tables can be generalized or broken down further. Heroic Personas' starting Vocational K/S Area STEEP will be adjusted accordingly. K/S Areas mandated but not offered in the locale(s) of the HP's background are assumed to be gained either through tutoring or a visit to (the nearest) place where the K/S could be learned. Game realism and diverse HP nationality is gained through this exercise, but the reader is cautioned as to the difficulty of rating K/S Areas and the amount of time and effort this will require!



APPENDIX IV: Birth Rates

You will note that the populations of all states are considerably lower than today, and in some instances they are 10% or possibly less than actual populations in the same area of Earth. This is due to the assumption that Heka presence lowers birth rate.

Phæree will have a very low birth rate for all highly Heka-active races.

Ærth will have less of a problem in states, but individuals will be affected.

Partial Practitioners will have a 25% decrease in birth rate if married to a non-practitioner, 50% if their partner is another Partial Practitioner, and 75% if the individual is a Full Practitioner. That's right, gentle reader. If two Full Practitioners are concerned, there will be no offspring from their union. This has a dual effect. It levels off inherited power, and encourages intermixing. It is a game device, but it isn't a bad one. We urge you to seriously consider adapting this suggestion.

The benefits are obvious in relation to the milieu as a whole, too. There will remain unpopulated lands for wildlife, and places to explore; and major wars will be something of some considerable concern, for losses in population will be a bit harder to recoup due to a lower birth rate and slower recovery of numbers. With Heka around, the incidence of death due to starvation and disease is radically decreased. Infant mortality too will be less likely, and only predation, warfare, accidents, and old age (occurring much later in life) will significantly reduce populations. A "2.5 children" per couple will basically maintain a steady or slightly increasing population in a civilized area, while in semi-civilized lands the number will have to be around three to five. For the sake of ease, let's assume that the average human female of Ærth can bear eight children during a lifetime, but with the use of Heka by midwives, priests, etc., from the first birth on, that is reduced to six. If the individual parents use Heka, then the rate will be lowered to four, two, or zero as stated above.

Using this system, very barbaric peoples will tend to have a burgeoning population; but as they become more civilized, the rate of increase will begin to drop; and as they become semi-civilized, things will tend towards a level to slightly growing population, for the more they employ Heka to reduce infant mortality, starvation, and disease, or in warfare, the lower their birth rate will become.

APPENDIX V: Natural Resources, Flora, & Fauna

Precious (and not so precious) metals are maintained at high demand because every developed nation relies in whole, or for the most part, on their monetary system. Oricalcum is rare, platinum and gold scarcely less common, and silver is not in over-abundant supply.

These metals, along with other minerals, including gems, can be and are "Heka-induced." That is, through the application of magickal Castings, minerals can be forced to multiply. This is a time-consuming and expensive activity, however, so on a large scale it is not practiced save where the yield is commensurately valuable. Thus, despite magick, there is no glut of precious commodities, nor will there be. What is so induced goes into the world mainly to replace what is expended or lost. The use of Heka in many sorts of practices, and generally in those of priestcraft, destroys gems and precious metals. Convenient, but this is "historically" accurate.

The flora and fauna of Ærth differ in many ways from those of Earth—particularly in being abundant even in lands which have been civilized for long periods and with relatively large populations of humans. The reason has to do with the deities of the world. Simply put, if you waste flora or fauna, you get wasted. Plants, shrubs, and trees have their Supernatural and Entital protectors. So too insects, mollusks, and so forth. A certain amount of land

and everyone of humanity's domains must always be left in natural state, with its vegetation and animal life in the same ecological balance as existed from primordial times. They can be used, harvested, taken, killed, or whatever; but the amount so considered is limited, and regardless of human "need," it can't be exceeded. Thus, there will always be cedars in the land of Hasur and Shamash, cypress trees on Cyprus, bears in the Balkans, and so forth. A plague of locusts might be destroyed, but there is a cost, and the deltal representative of insects of that sort will have some enmity, perhaps, for the destroyers. "Sport" hunting isn't a very wise course to follow on Ærth, for the tables can be literally turned rather easily.

APPENDIX VI: Fidchell, Ærth's Most Popular Chess Game

History

When the Hindic game, *Chatranj* (from *Chaturanga*), spread in all directions, Great Chess evolved. When that variety of the game arrived in Lyonesse, it was further developed along the lines of the original Fidchell and replaced Chess, the Courier variety, etc. Fidchell is played extensively in the Avilionian Isles, Brettony, Francia, and recently in the Iberian, Italic, and Grecian states as well. It has, in fact, spread as far as Vargaard and Tartary.

The Field of Battle

Fidchell is played on a checkered board of 12 by 12 squares, 144 in all. Squares are alternately of a light and dark color, with each contestant having a light square on the right of the rearmost rank. In addition, there are marked on the board eight special spaces, these squares being called the *Portals*. The Bards' and Druids' squares on each side, plus the four centermost squares, can be evoked as a Portal, as will be explained fully below. Each is marked with a Rune, White's Druid with that for *Astral*, Black's Druid's with that for *Abyssal*, White's Bard's with *Phæree Seelle*, Black's Bard's with *Phæree Unseelle*, and the center four bearing the Rune for *Subterranean*. Each square is usually two inches per side, making the board and playing area at least a 30-inch square surface.

Typically the board is a table top, with inlaid squares of fine light and dark wood or stone such as marble, alabaster, jet, etc.

Portal Squares: A Portal square may be opened instead of making a move. Each side, White and Black, has certain initiatives with regard to "opening" Portal squares. White may initiate openings of its Phæree Seelle square, and then Black may open its Phæree Unseelle square. Black may initiate the opening of its Abyssal square, and then White may open its Astral square. Once either side opens a particular square, then the Portal may be used to bring in the second piece of that type. Either side may choose to open the two Subterranean squares (one at a time) as desired. The Bard or Queen must be adjacent to the Phæree square, the Druid or King to the Abyssal/Astral square for opening. The Subterranean squares may be opened by having any one of the following pieces adjacent to the square: Astrologer, Jester, Noble, Knight, Chaplain.

Opening of the Abyssal/Astral Square: The opening of the Abyssal Portal square brings into play the Fiends (F), while the Astral brings into play the Immortals (I). Each contestant can bring a maximum of two such pieces into play. See Moves and Powers of the Pieces.

Opening of the Phæree Squares: The opening of the Seelle Portal square brings the Unicorns (U) into play. Two can be thus brought into the game. The opening of the Unseelle Portal square brings the Wyvern (Y) into play, and two such pieces can likewise be added thus. See Moves and Powers of the Pieces, hereafter.

(The discerning reader will note that, with the above pieces added, the total



stands at 36, enough to fill all three starting ranks were these extra pieces there at the start of the game.)

Opening of a Subterranean Square: When such a square is opened, the side may bring in any one of the following captured pieces: Warrior, Man-at-Arms, Pike, Longbowman, Serjeant, Engine, Guard, Noble, Knight, Chaplain, Astrologer, or Jester.

Object Of Play

Fidchell is played by two contestants, each seeking to capture and checkmate the opponent's King. A captured King might be replaced by removal of the *Aetheling*, a Noble (if one or both survives), or the Queen (if surviving and if neither Noble remains uncaptured) and replacement of the lost King; but otherwise (if none of the above-named pieces is available) the game is lost. A checkmated King means the game is lost then and there.

Fidchell Pieces

The playing pieces are usually of wood, although there are stone, ceramic, and metal sets, too. There are a total of 32 (initially) pieces placed on the playing board. The most typical set is of square blocks of wood, some (Warriors, Men-at-Arms, Pikes, Serjeants, Longbowmen, Guards, and Knights) with additional insignias on the underside to indicate Promotion (q.v. under Moves and Powers of the Pieces).

The dimensions of the pieces are generally as follows:

Warriors: 1" square by .75" high.

Men-at-Arms: 1" square by 1" high.

Pikes: 1" square by 1.25" high.

Longbowmen, Serjeants, Engines, Guards: 1.25" square by 1.5" high.

Knights, Chaplains: 1.5" square by 1.75" high.

Astrologers, Jesters: 1.5" square by 2" high.

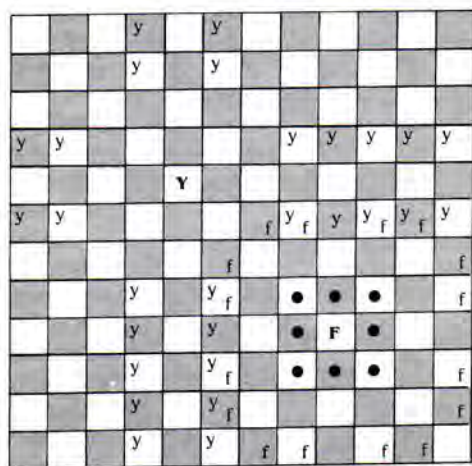
Nobles: 1.5" square by 2.25" high.

Druids, Bards, Queens: 1.75" square by 2.5" high.

Unicorn, Wyvern: 1.75" square by 2.75" high.

Fiend, Immortal: 2" square by 3" high.

Kings: 2" square by 3.5" high.



The Wyvern's and Fiend's moves illustrated. The small 'y's indicate the Wyvern's possible moves this turn. The small 'f's indicate the Fiend's possible moves, and the circles show its area of paralysis.

Black Side

N	T	C	J	D	K	Q	B	A	C	T	N
	L	S	E		G	G		E	S	L	
*	*	*	*	*	*	*	*	*	*	*	*
					S	S					
					S	S					
*	*	*	*	*	*	*	*	*	*	*	*
	L	S	E		G	G		E	S	L	
N	T	C	J	D	K	Q	B	A	C	T	N

White Side

*6 W's, 4 M's, and 2 P's for each side, placed one at a time, White first, then Black
Ab= Abyssal; *As*= Astral; *Se*= Seelie; *Un*= Unseelie; and *S*= Subterranean.

Setting Up The Pieces

The rearmost rank reads left to right: Noble (N), Knight (T), Chaplain (C), Jester (J), Druid (D), King (K), Queen (Q), Bard (B), Astrologer (A), C, T, N.

The next rank has four empty spaces (for maneuvering) and eight pieces in this placement: Empty, Longbowman (L), Serjeant (S), Engine (E), empty, Guard (G), G, empty, E, S, L, empty.

The foremost (third) rank consists of 12 pieces placed one at a time, alternately, by the White side, then the Black side. These are: six Warriors (W), four Men-at-Arms (M), and two Pikes (P).

First Move: As Black places the last piece, the White side always moves first.

Moves and Powers of the Pieces

Warrior: 1 square horizontally or forward.

Man-at-Arms: 1 square horizontally or forward, but also can capture on the two forward diagonals.

Pike: 1, 2, or 3 squares forward.

Longbowman: 1 square forward, or 1 or 2 squares diagonally forward; the piece may vault.

Serjeant: 1 square diagonally and 1 square horizontally or vertically; the piece may vault (same as Chess Knight).

Engine: 2 or 3 squares forward or diagonally forward or 1 space vertically backward; the piece may vault.

Guard: 1 square vertically; 1, 2, or 3 squares horizontally.

Pike Guard: 1, 2, or 3 squares forward or horizontally; 1 square backward.

Longbowman Guard: 1, 2, or 3 squares horizontally or diagonally forward, or 1 space vertically; the piece may vault.

Guard General: 1 square vertically or diagonally; 1, 2, or 3 squares horizontally.

Noble: 1 or more squares horizontally, or 1 or more squares vertically (same as Chess Rook).

Knight: 1 square diagonally and 1 or 2 squares horizontally or vertically; the piece may vault.



Marshal: 1 square diagonally and 1 or 2 squares horizontally or vertically, or two squares diagonally and 1 square horizontally or vertically. The piece may vault.

Chaplain: 1 or more squares diagonally (same as Chess Bishop).

Astrologer: 1 or more squares diagonally or 1 square horizontally or vertically (as if Chess Bishop and King were combined).

Jester: 1 square diagonally and 1 square horizontally or vertically (including vault), or 1 square in any direction (as if Chess Knight and King were combined).

Druid: 1 or more squares horizontally or vertically, or 1 square diagonally and 1 square horizontally or vertically (including vault), i.e., as if Chess Rook and Knight were combined.

Bard: 1 or more squares diagonally, horizontally, or vertically (same as Chess Queen).

Queen: 1 square diagonally or horizontally.

King: 1 square in any direction, plus one Knight (Fidchell) move one time during the game, even if in check.

Unicorn: 1 or more squares horizontally or vertically, plus may vault over any one intervening piece if desired.

Wyvern: 2 or more squares horizontally or vertically and one square diagonally; i.e., a command of the squares to either flank of a movement path beginning 3 squares from the starting position. The piece may vault.

Fiend: 3 squares in any combination of directions, but not straight horizontal, vertical, or diagonal (i.e., a ring of squares 3 spaces removed from the starting position, except those in a straight path from that place).

The piece may vault.

Immortal: 1 or more squares horizontally or vertically or 1 square diagonally and 1 or 2 squares horizontally or vertically; the piece may vault in the latter move.

Promotion of Pieces

Warrior: Any Warrior reaching the enemy's rearmost (12th) rank becomes a Guard (WG) piece.

Man-at-Arms: Each of the four Man-at-Arms pieces on a side is distinguished by its insignia (inscription or depiction). There is the King's Man (Mk), Queen's Man (Mq), Druid's Man (Md), and the Bard's Man (Mb). If one should reach the enemy's rearmost (12th) rank, then it becomes:

Mk: The Ætheling, a King mover which serves as a King in regards to Portal opening, and also may substitute for the King if the latter is captured after the Ætheling's promotion.

Mq: The Royal Princess, a Queen mover, which serves as a Queen in regards to Portal opening, and also may substitute for the Queen if the latter is subsequently captured.

Md: The Seer, a Druid mover, which serves as a Druid in regards to Portal opening.

Mb: The Spellsinger, a Bard mover, which serves as a Bard in regards to Portal opening.

Pike: Any of the two Pike pieces reaching the enemy's rearmost (12th) rank becomes a Guard Pike (PG), combining the moves of the two pieces.

Longbowman: When a Longbowman piece attains the 12th rank, it

promotes to a Longbowman Guard (LG) combining the moves of the two pieces (including the vault).

Serjeant: When a Serjeant attains the 12th rank (enemy's rearmost) then it becomes an Esquire (ES), with the same move as the Knight.

Guard: If a Guard piece manages to get to the enemy's rearmost rank, that piece is promoted to a Guard General (GG), adding the four diagonal spaces around it to its move.

Knight: The Knight receives the promotion which would normally be due to the second-rank piece, the Engine. Upon attaining the 12th rank of the enemy's position, the Knight promotes to the Marshal (R), adding the eight squares of a 2 diagonal, 1 horizontal or vertical, move to its potential.

Consolidated Piece Information

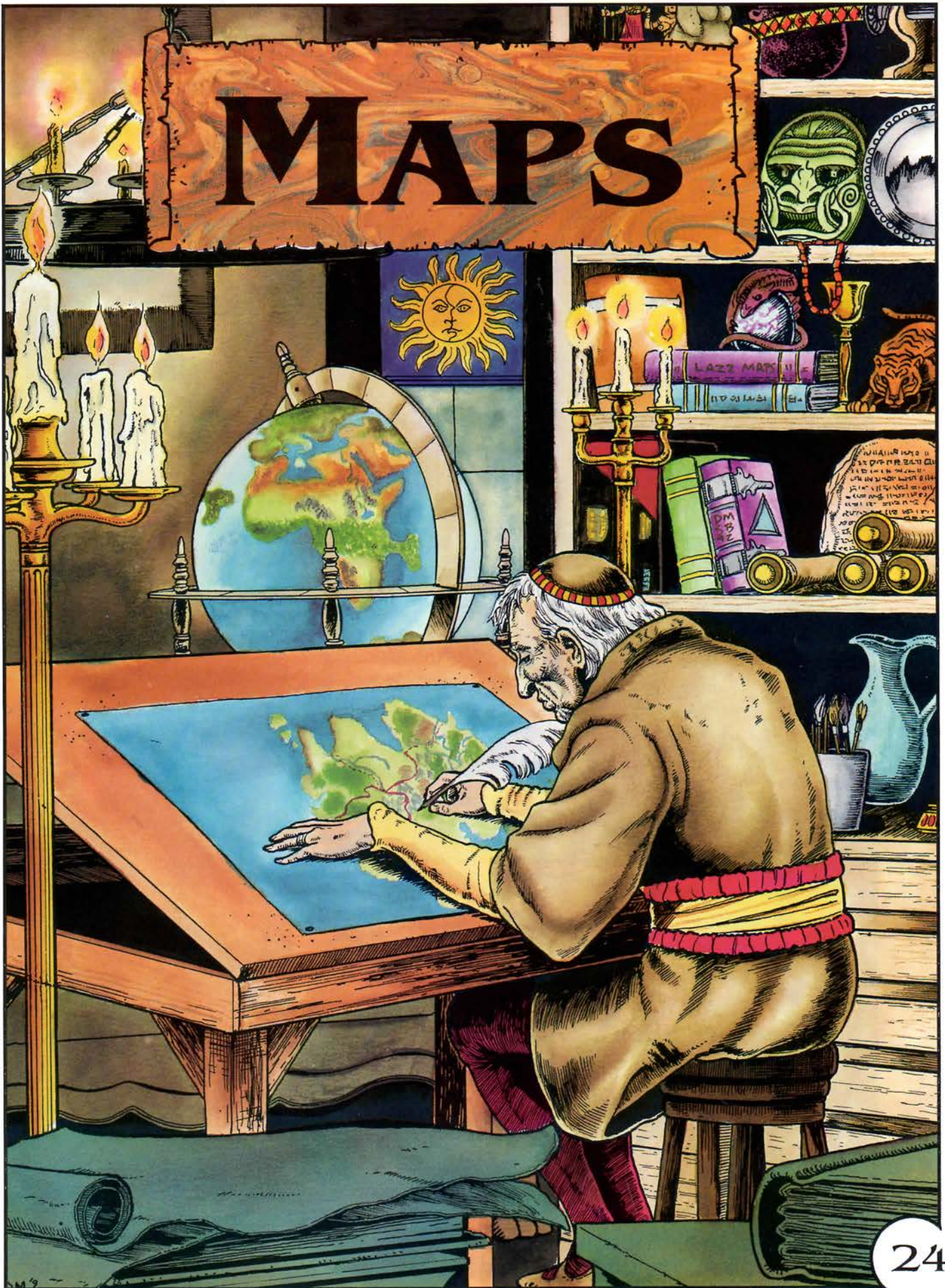
Piece	Abbreviation	Max. Number Squares Cmd.	Vault	Promote	Open Portal or Special	Point Value
Warrior (6)	W	3	no	yes	Promotes to G	1
Man-at-Arms (4)	M	5	no	yes	See text	2
Pike (2)	P	3	no	yes	Promotes to PG	1
Longbowman (2)	L	5	yes	yes	Promotes to LG	3
Serjeant (2)	S	8	yes	yes	Promotes to T	4
Engine (2)	E	7	yes	no	—	2
Guard (2)	G	8	no	yes	Promotes to GG	3
(Pike Guard)	(PG)	10	no	no	—	4
(Longbowman Guard)	(LG)	14	yes	no	—	5
(Guard General)	(GG)	12	no	no	—	5
Noble (2)	N	22	no	*	Open Subterranean Portal	8
Knight (2)	T	16	yes	yes	Open Subterranean Portal	6
(Marshal)	(R)	24	yes	no	—	9
Chaplain (2)	C	21	no	no	Open Subterranean Portal	6
Astrologer (1)	A	25	no	no	Open Subterranean Portal	9
Jester (1)	J	20	yes	no	Open Subterranean Portal	9
Druid (1)	D	38	yes	no	Open Abyssal/Astral Portal	11
Bard (1)	B	43	no	no	Open Phæree Portal	11
Queen (1)	Q	6	no	*	Open Phæree Portal	3
(Ætheling)	(Mk)	8	no	*	—	4
King (1)	K	8	yes**	no	Open Abyssal/Astral Portal	—
Unicorn	U	22	yes	no	—	10
Wyvern	Y	28	yes	no	—	11
Fiend	F	16	yes	no	Paralysis†	13
Immortal	I	51	yes	no	—	12

* May replace a captured King.

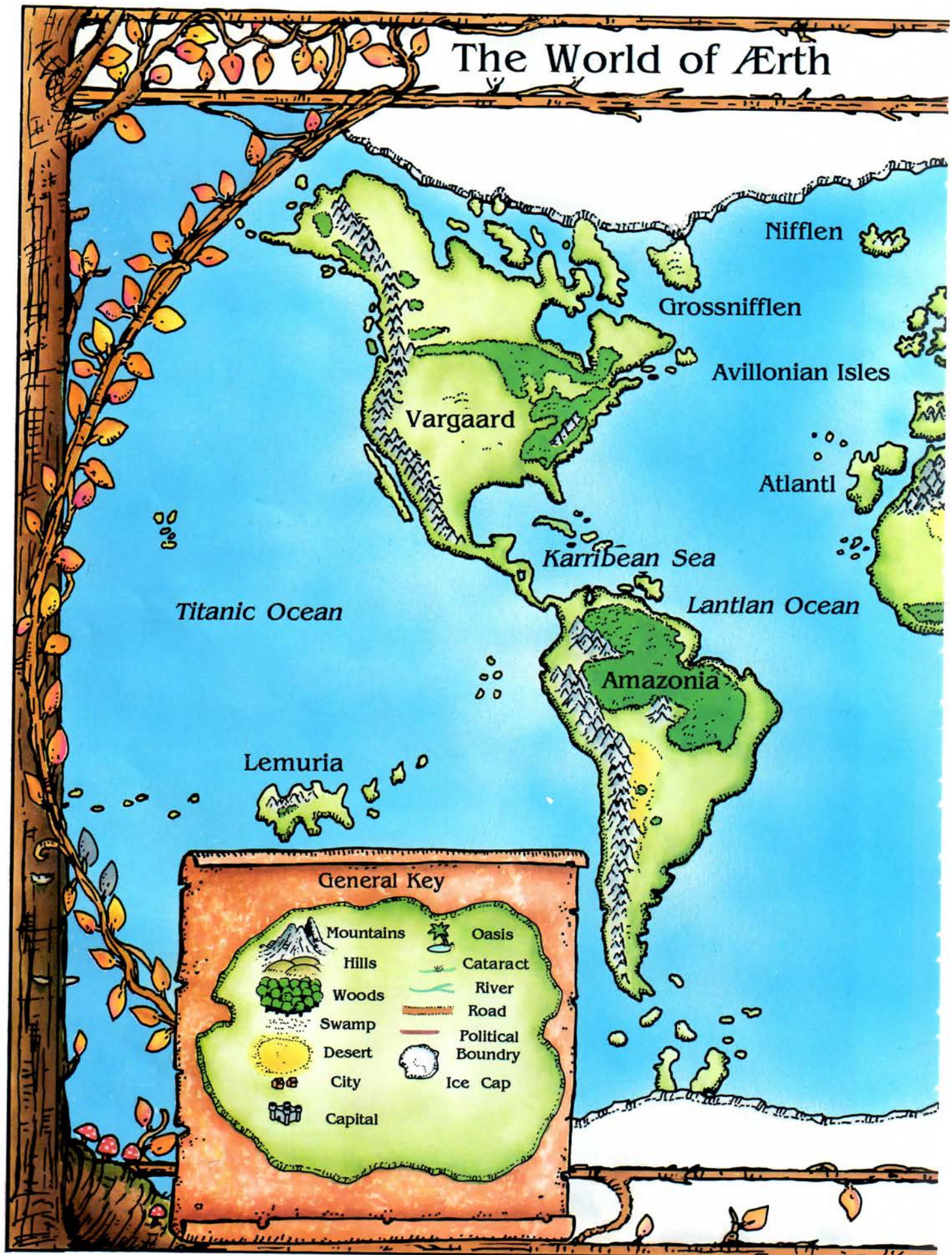
** May use the Knight move once only in a contest.

† Paralysis means that all enemy pieces adjacent to the square in which the Fiend piece stands are unable to move. Such Paralyzed pieces can be taken normally by other pieces.

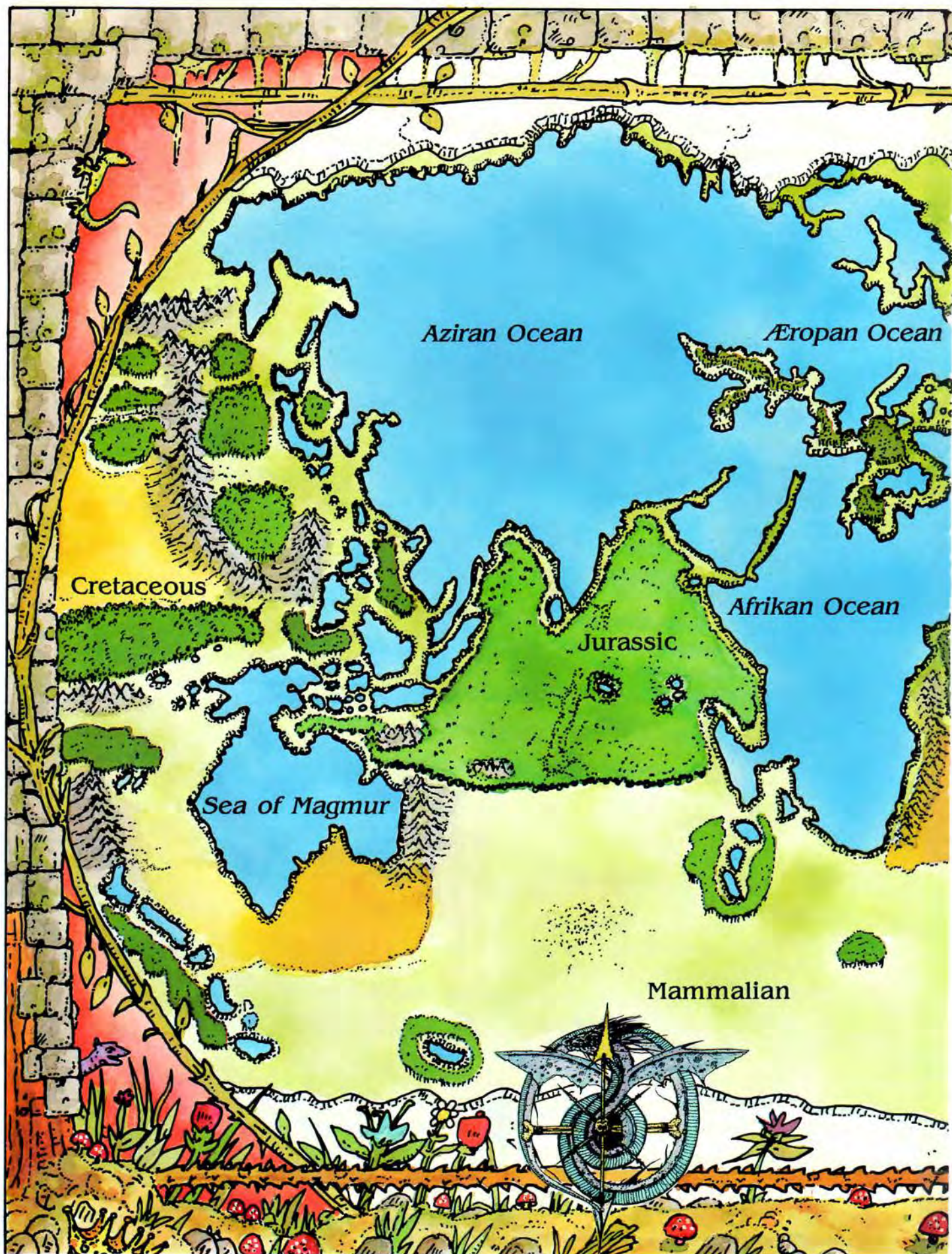
MAPS



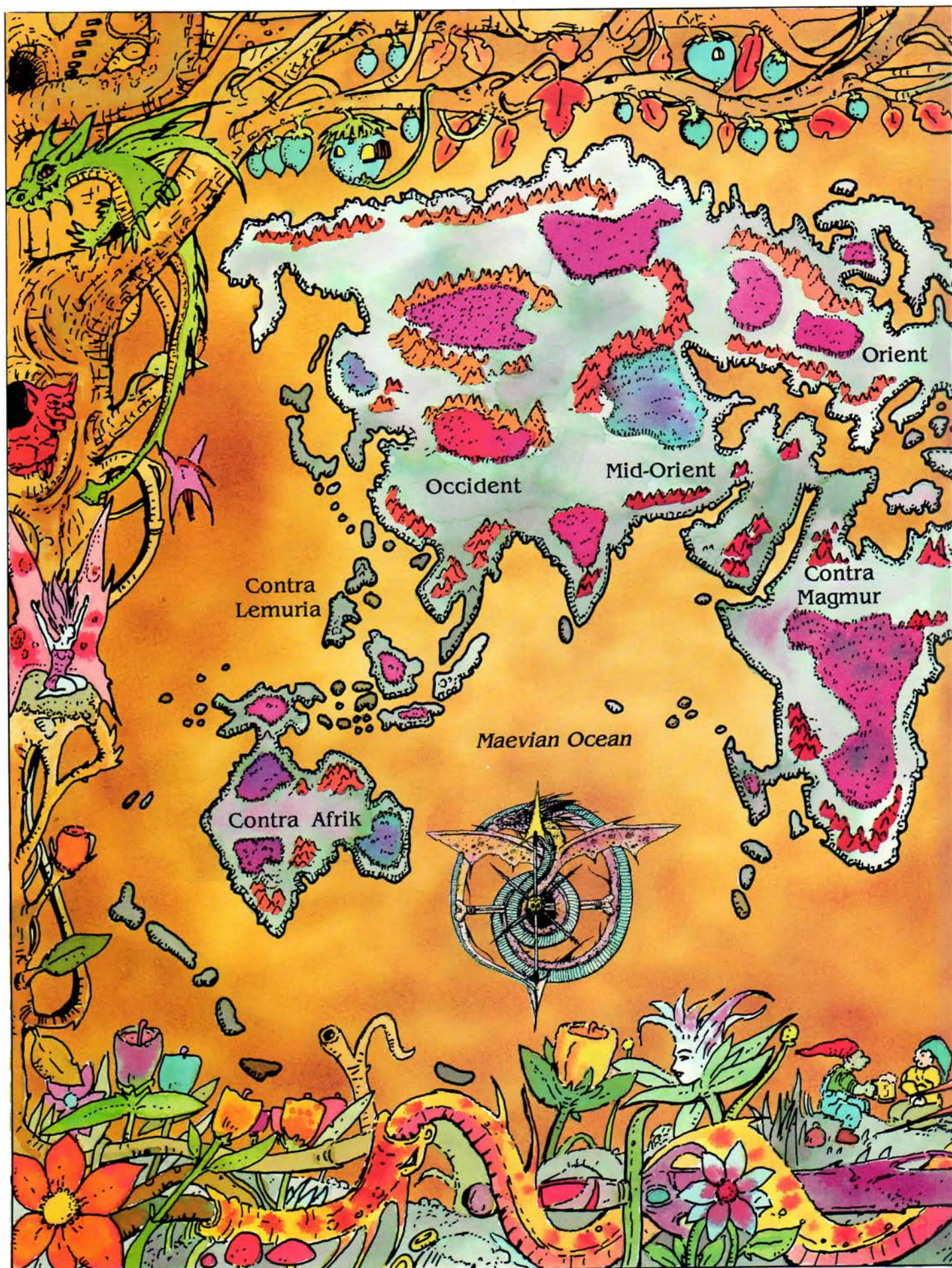
The World of Ærth







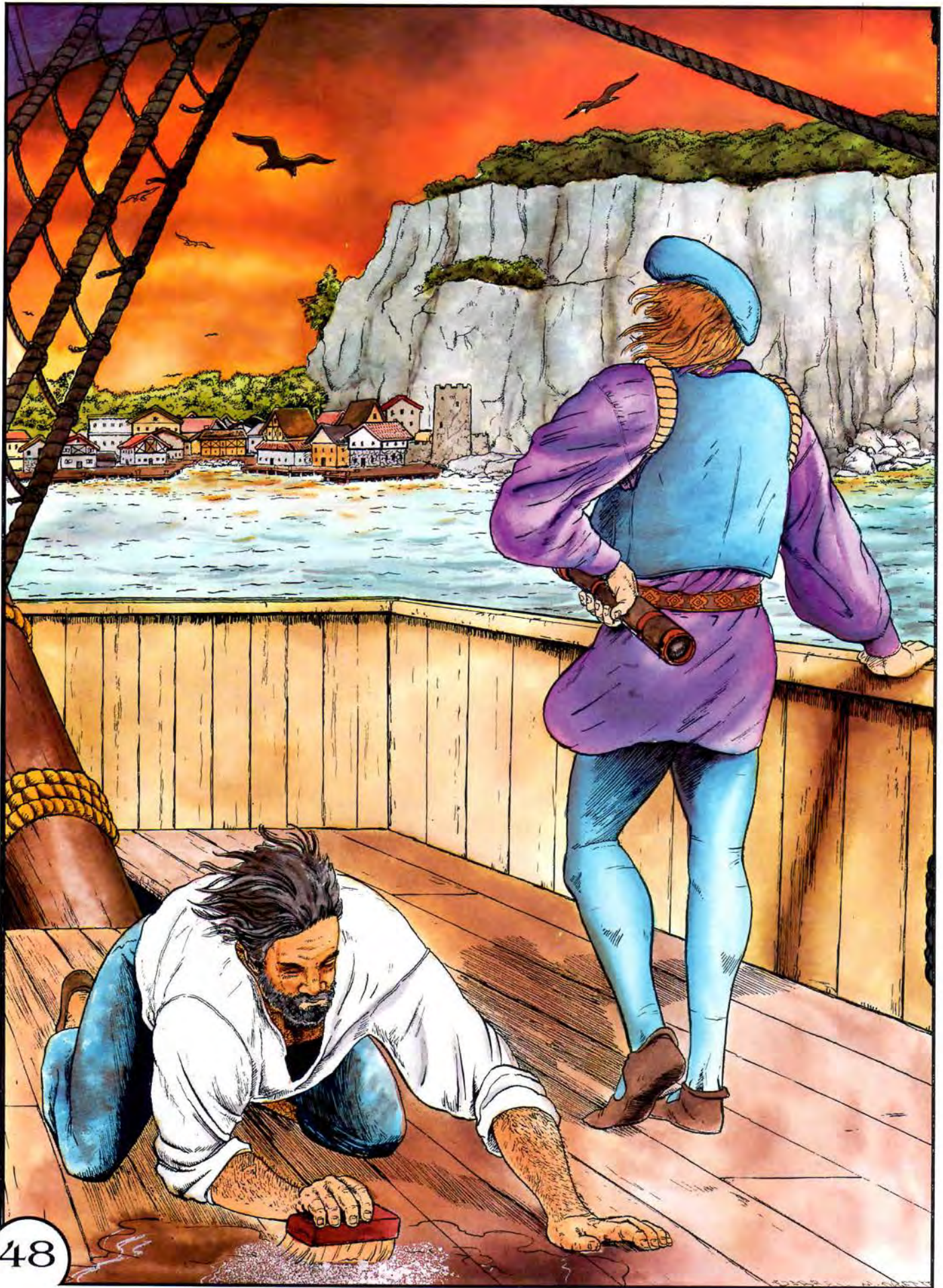


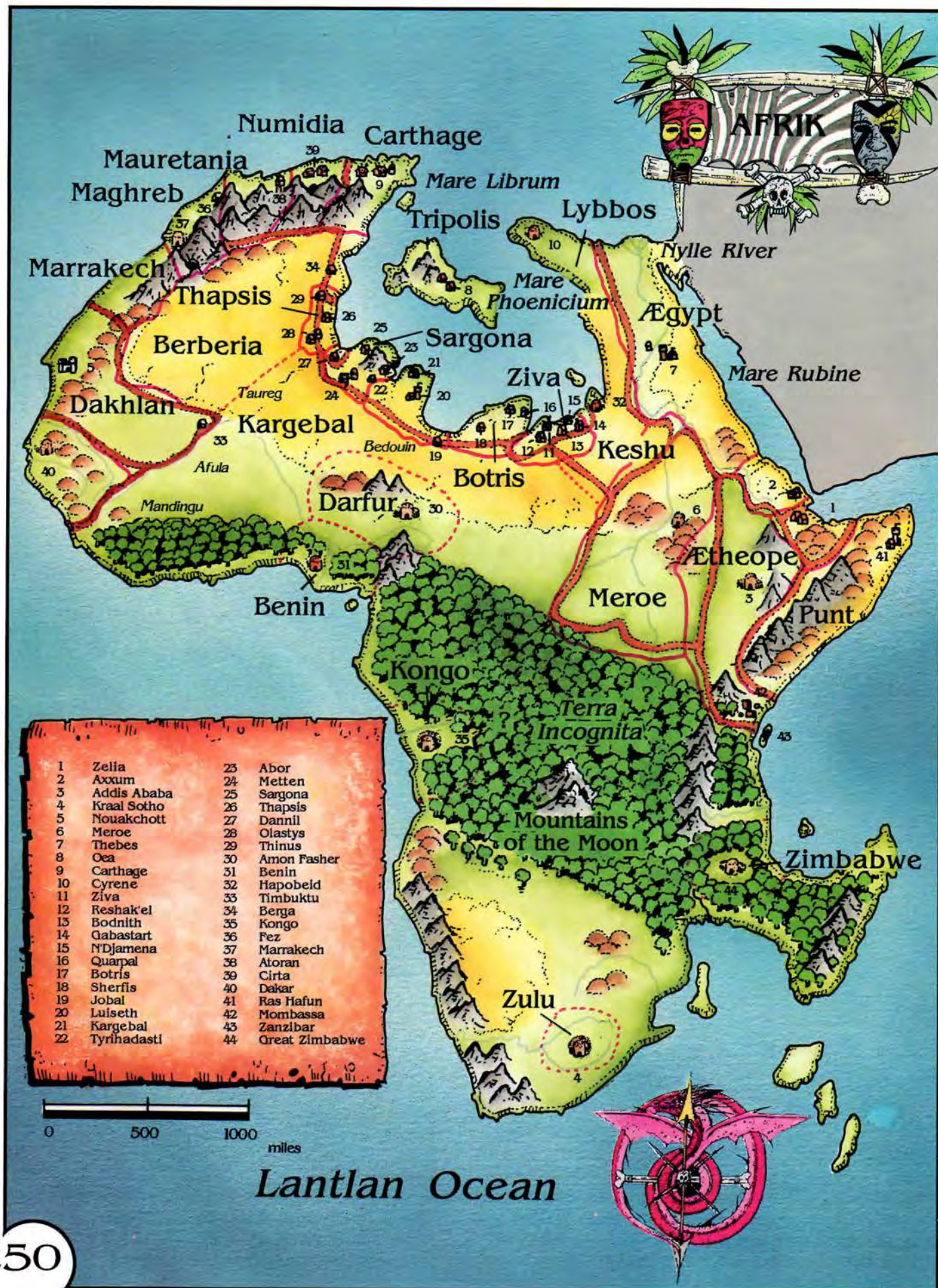


PHÆREE

Nota Bene: The landforms of Phæree, like everything else connected with it, are variable in the extreme — this map, therefore, should be taken only as a rough guide.





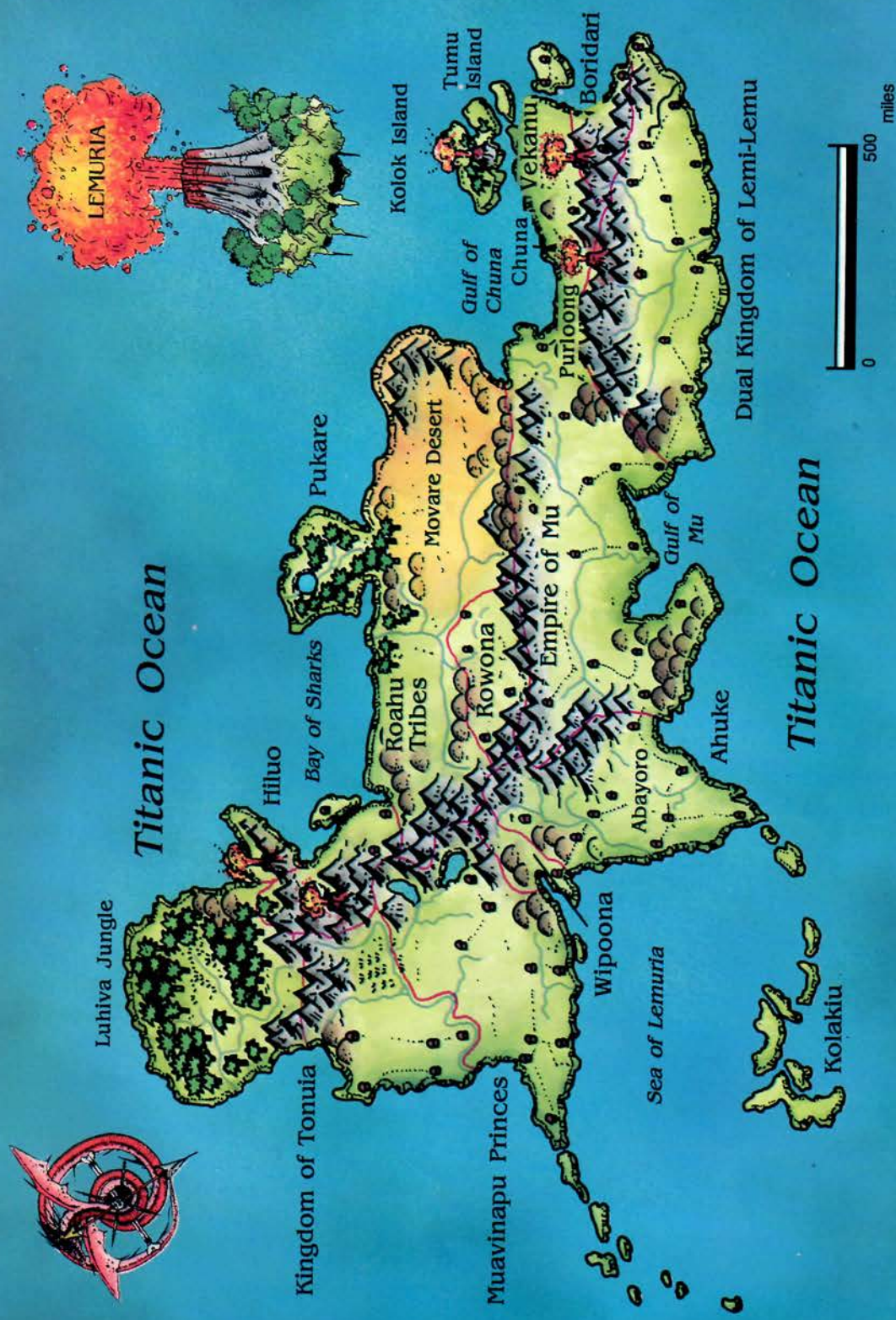


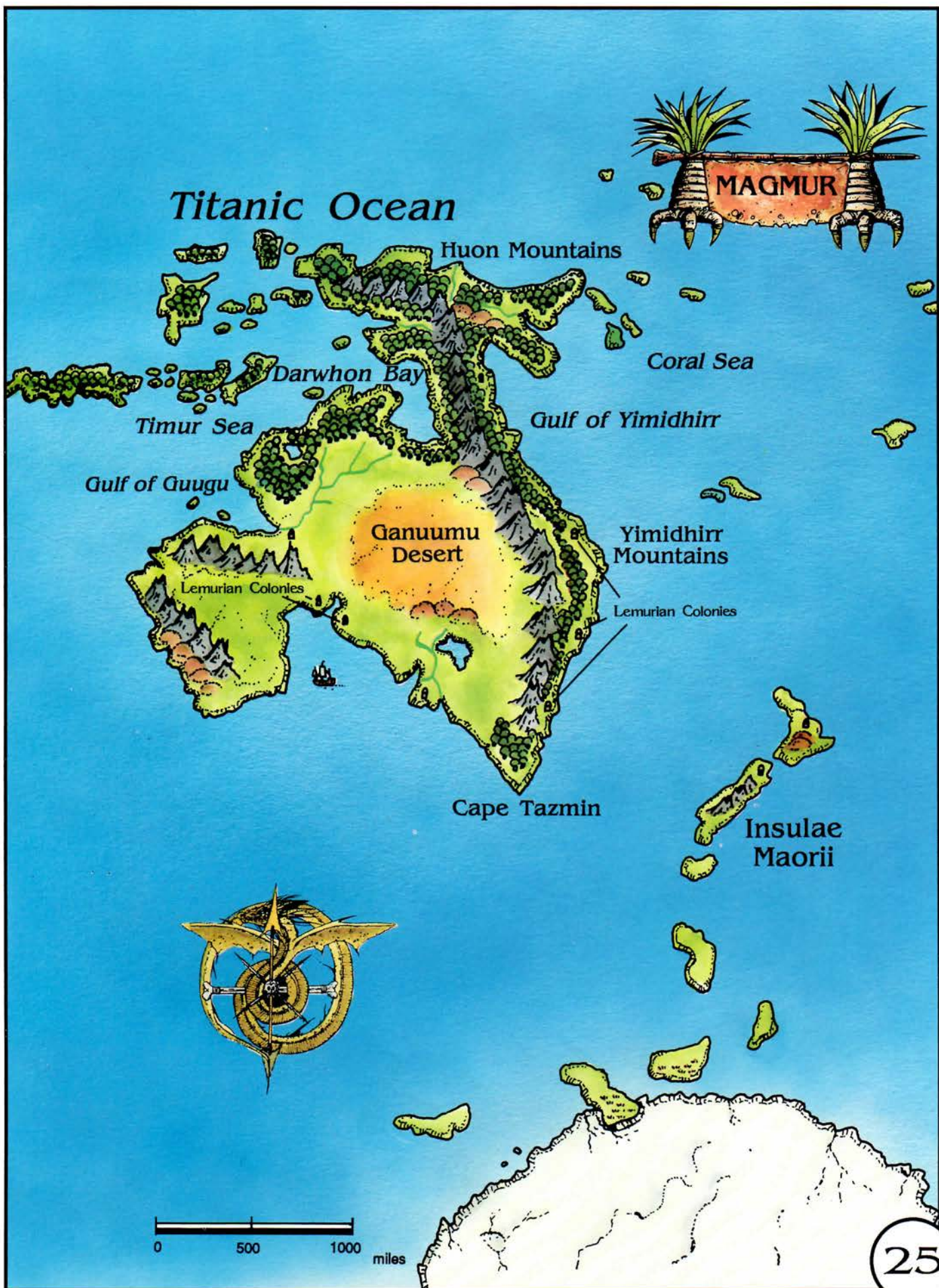






- | | |
|----|-------------|
| 1 | Trebizond |
| 2 | Mosul |
| 3 | Babylon |
| 4 | Persopolis |
| 5 | Tiflis |
| 6 | Tahritz |
| 7 | Baku |
| 8 | Gurgan |
| 9 | Seral |
| 10 | Zandracarta |
| 11 | Merv |
| 12 | Kazalabul |
| 13 | Samarkand |
| 14 | Herat |
| 15 | Kabul |
| 16 | Jodhpur |
| 17 | Delhi |
| 18 | Srinagar |
| 19 | Alma Alta |
| 20 | Simla |
| 21 | Delhra Dun |
| 22 | Lucknow |
| 23 | Kaimandu |
| 24 | Kailijar |
| 25 | Bihar |
| 26 | Rangpur |
| 27 | Thimphu |
| 28 | Imphal |
| 29 | Calcutta |
| 30 | Hyderabad |
| 31 | Kandy |
| 32 | Rangoon |
| 33 | Krung Thep |
| 34 | Angkor Wat |
| 35 | Hue |
| 36 | Canton |
| 37 | Zamboanga |
| 38 | Kunming |
| 39 | Nan-ch'ang |
| 40 | Peking |
| 41 | Sining |
| 42 | Karakorum |
| 43 | Jiangtang |
| 44 | Kirin |
| 45 | Keijo |
| 46 | Kyoto |
| 47 | Muzaffarpur |
| 48 | Lhasa |





Titanic Ocean

Huon Mountains

MAGMUR

Darwhon Bay

Coral Sea

Timur Sea

Gulf of Yimidhirr

Gulf of Guugu

Ganuumu
Desert

Yimidhirr
Mountains

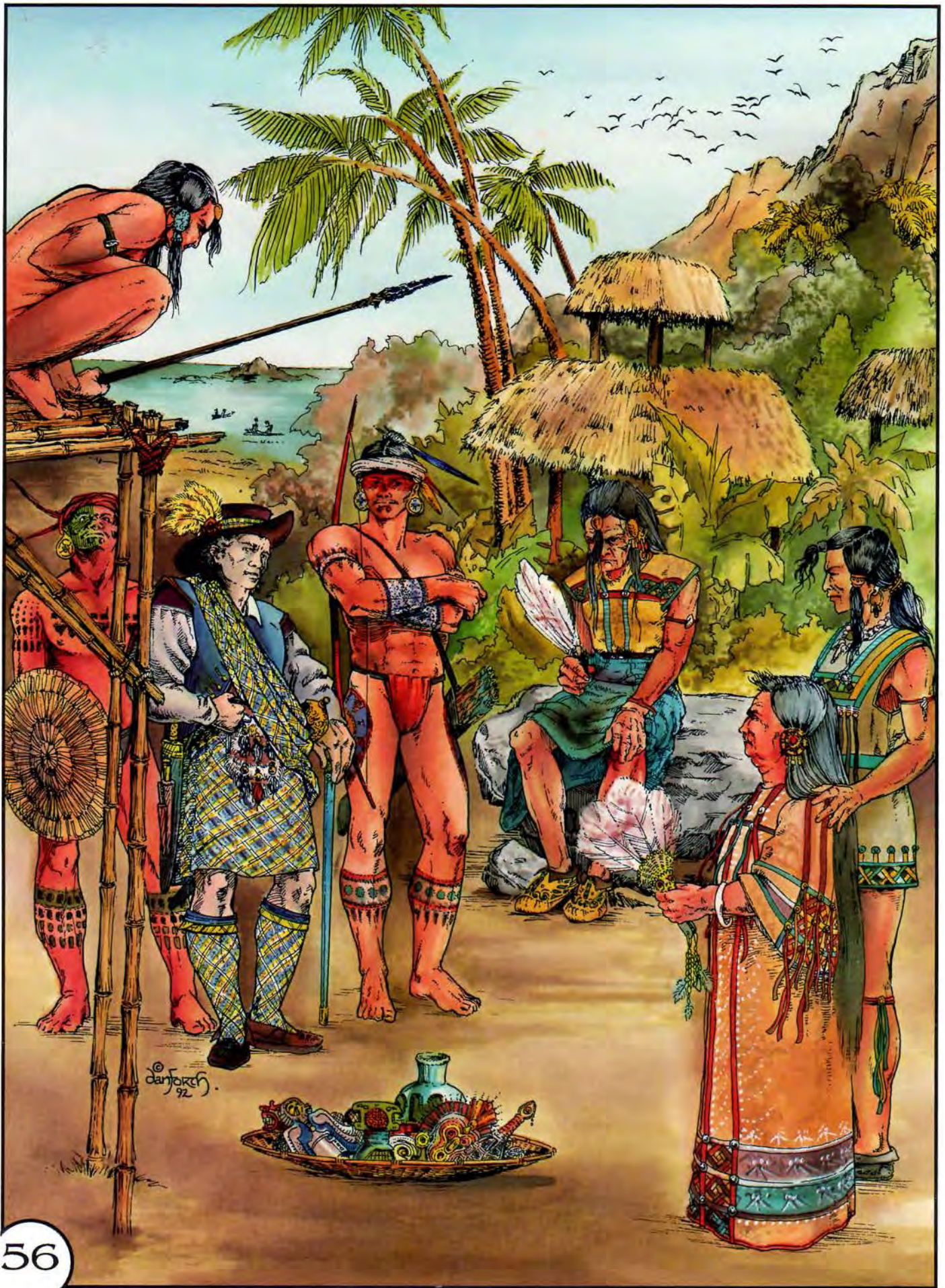
Lemurian Colonies

Lemurian Colonies

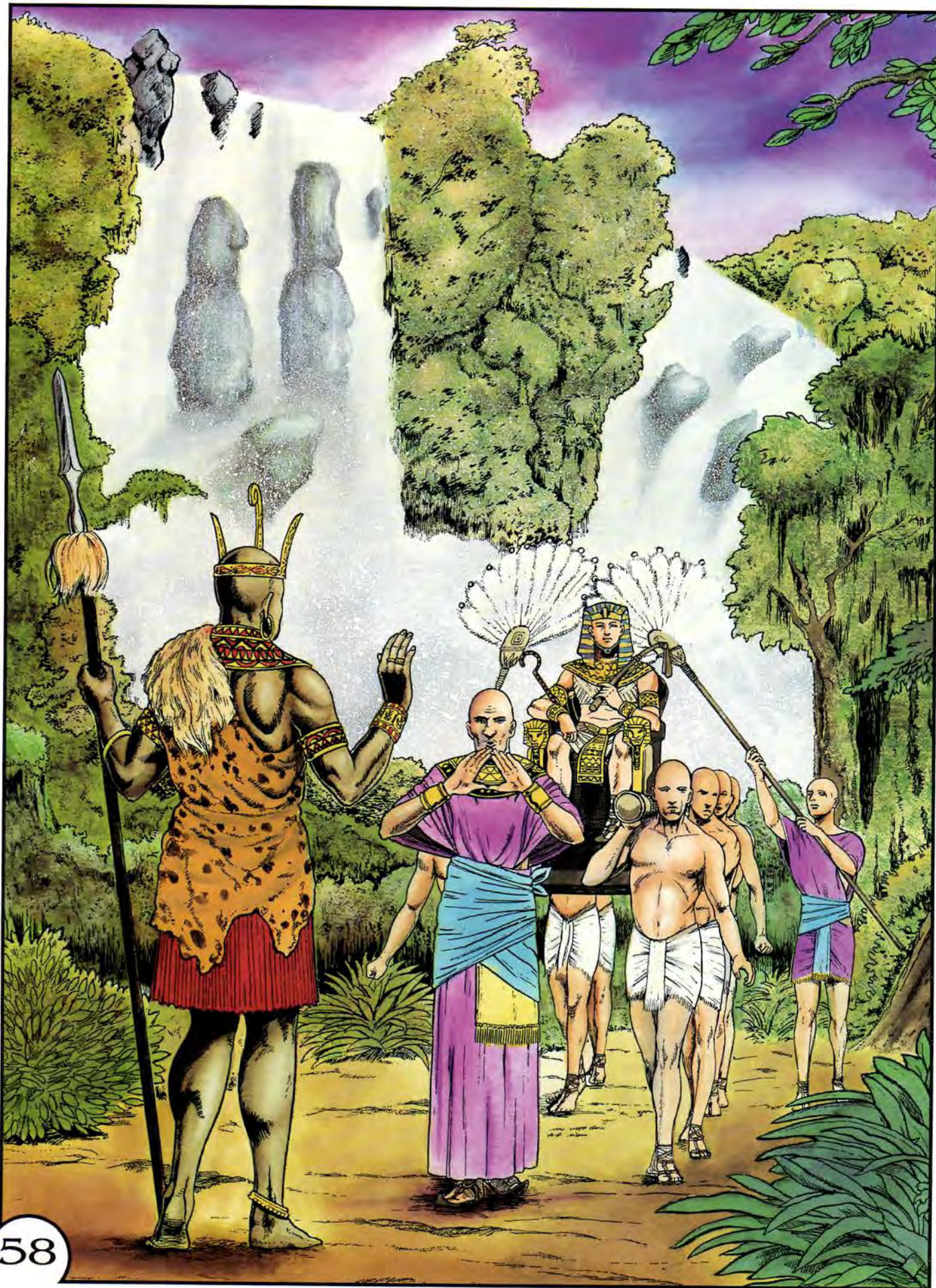
Cape Tazmin

Insulae
Maorii

0 500 1000 miles









After several thousand years of civilization, Ægypt is still a nation to be reckoned with. Thanks to their tradition of practicing and refining the arts of dweomercraft and priestcraft—and being surrounded by desert from three directions—they have managed to keep their culture largely intact from outside intervention.



Shetland Islands

Orkney Islands

Hebrides Islands

- 1 London
- 2 Canterbury
- 3 Cambridge
- 4 Oxford
- 5 Bath
- 6 Bristol
- 7 Caerdyv
- 8 Cardigan
- 9 Birmingham
- 10 Chester
- 11 Liverpool
- 12 Manchester
- 13 Leeds
- 14 Edinburgh
- 15 Dundee
- 16 Glasgow
- 17 Paisley
- 18 Belfast
- 19 Dublin
- 20 Limerick
- 21 Cork
- 22 Shannon
- 23 Galway
- 24 Shellot
- 25 Tullihon
- 26 Camelough
- 27 Caer Mabd
- 28 Pembroke
- 29 Wexford
- 30 Aberdeen
- 31 Peel

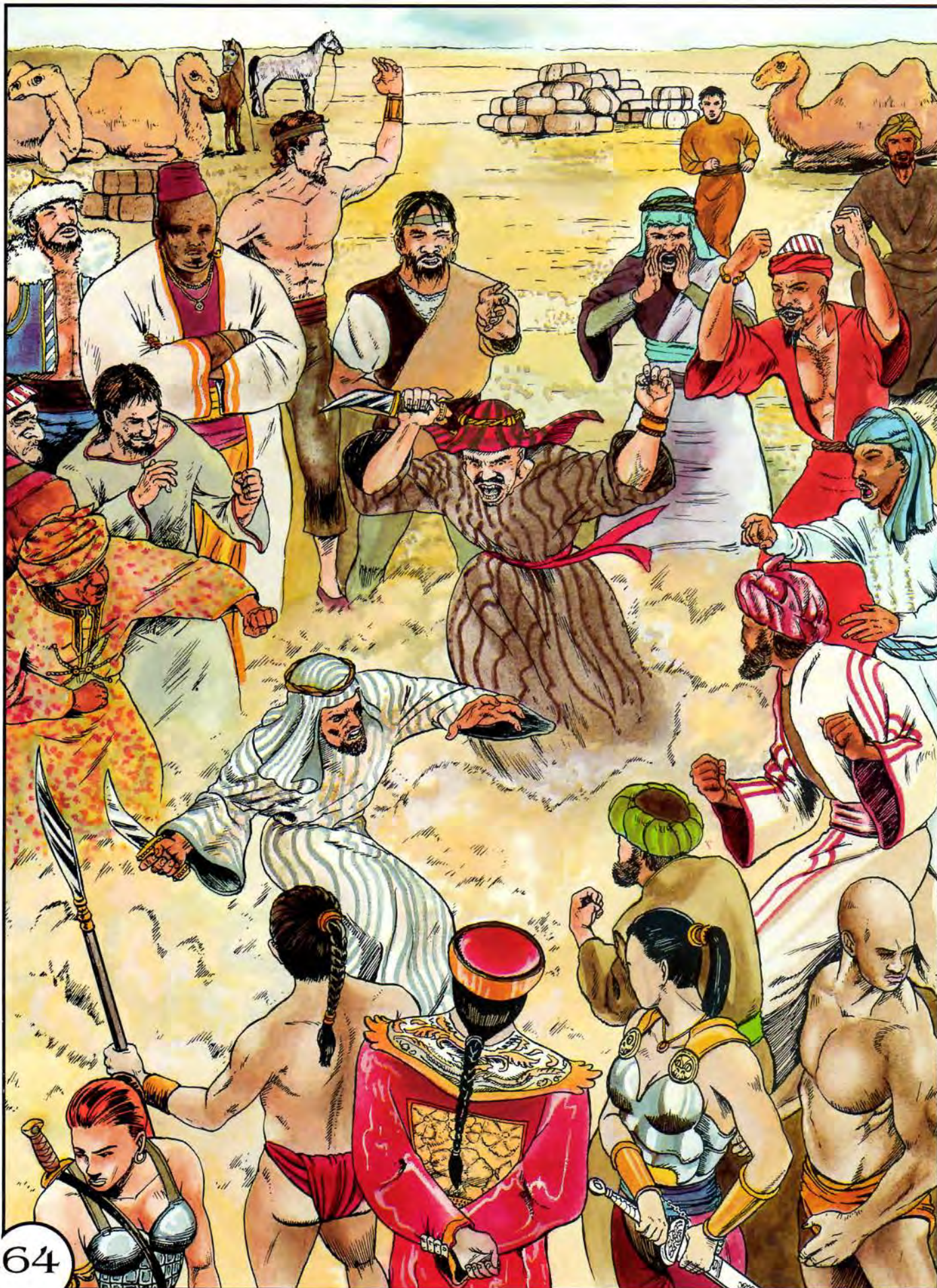


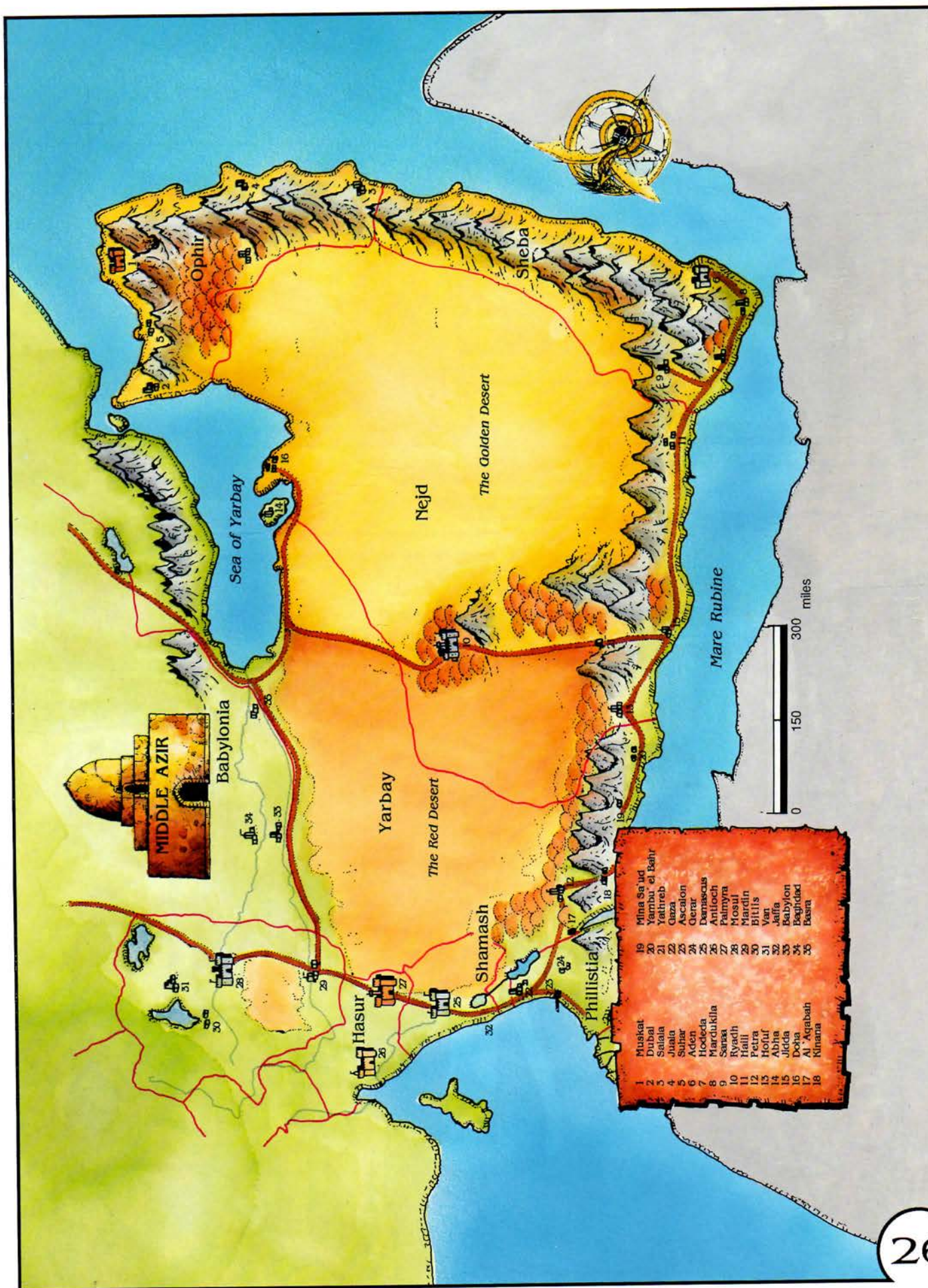
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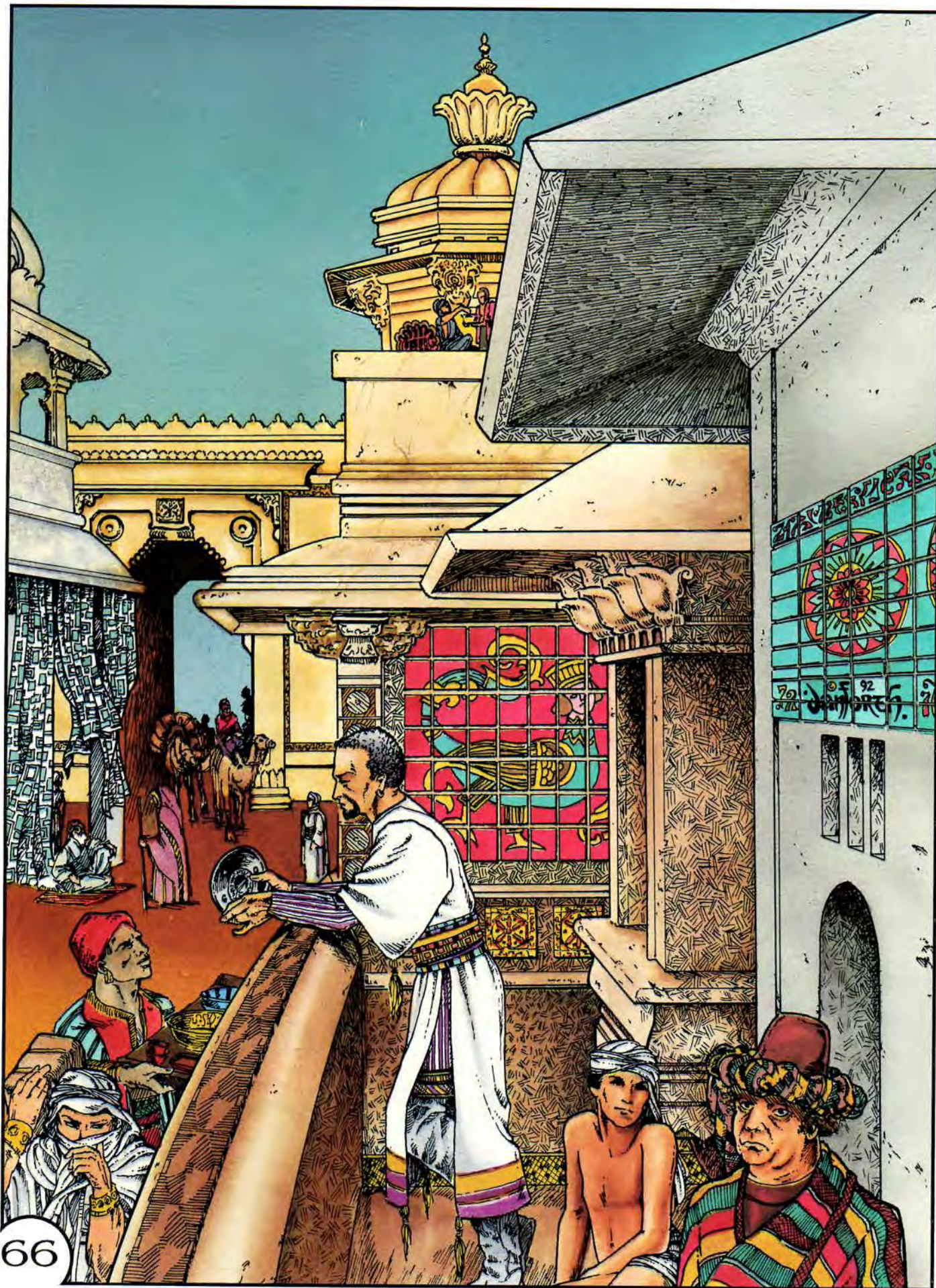




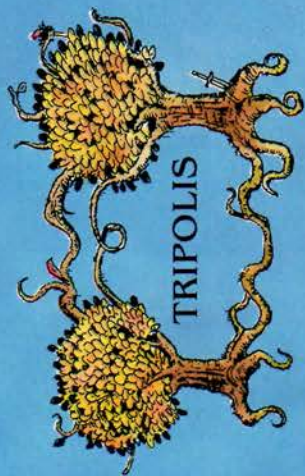












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