

# Pelbar Campaign Resource Supplement for the PA RPG Genre

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## BOOK 2 of 7

### The Pelbar Cycle

by: Paul O. Williams

#### Biographical Information

Paul Osborne Williams, was born in 1935, lives in Belmont, California, and was originally from New Jersey. He received his Ph.D. in English from the University of Pennsylvania. He has taught at Duke University, Principia College (over 20 years), and DeAnza College. He had two (?) children by his wife, Nancy.

He founded the Historic Elsay Foundation in Elsay, Illinois, and was president of the local volunteer fire-fighters in this small Illinois community. He was president of the Thoreau Society from 1977 to 1978.

Williams has written poems, science fiction (8 novels; 7 in his "Pelbar" series -- he won the "John W. Campbell Award For Best New Writer" in 1983), essays and reviews (many for the Christian Science Monitor).

He recently published *Outside Robins Sing: Selected Haiku*. He was the 1999 Haiku Society of America's president and helped form the Tanka Society of America in 2000.

#### The Pelbar Cycle

published by: Ballantine Books; a Del Rey Book

1. The Breaking of Northwall
2. ***The Ends of the Circle***
3. The Dome in the Forest
4. The Fall of the Shell
5. An Ambush of Shadows
6. The Song of the Axe
7. The Sword of Forbearance

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#### Introduction

Book 2 begins two years after the end of the first book of the series. Some information from the previous document has been included for continuities sake. Where there is a dividing line, information below that line is strictly of book 2 origins, those above are book 1. All information will be consolidated into the final document when all books have been converted. This document was compiled and intended as a source material for post apocalyptic role playing games. No specific task resolution system is recommended or preferred by the compiler. Simply plug in whatever task resolution system best meets your needs.

Each book should be considered a historical and sociological step in an extended campaign. A campaign may be begun at any step, or before the books happened or after, whichever best suits the needs of your players and campaign. They may involve the major characters or not. Each book represents a new generation of characters as well as new social and technological advances. This document is the first in a series, each one detailing the world that each individual book from the series builds upon.

The material presented here is a compilation of material provided by the author within his books and unless noted is not extrapolated in anyway. The characters and events detailed herein are copyrighted Paul O. Williams, and are only compiled within this document for entertainment purposes. Trademarks and copyrights are cited in this document without permission. This usage is not meant in any way to challenge the rightful ownership of said trademarks/copyrights. All copyrights are acknowledged and remain the property of the owners. This game supplement is for entertainment only.

Any conflicts of material are either inherent in the story or potentially an error on my part, though I will self-edit as best I am able.

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## **The Background and Setting:**

Known:

- Due to events in the previous book and the travels of the primary character Jestak, many peoples and lands are now known of.
- The tribal peoples of the Heart River, the Pelbar, Shumai and Sentani are now allied and no longer attempt to kill each other on site.
- Some new technologies have been learned from other peoples mostly benefiting the Pelbar who have the resources to exploit the new knowledge.
- It is more widely understood, though still unbelievably in most cases, that all the peoples of the known lands were once one people and that the time of fire destroyed the culture of the ancients and scattered the people into rival tribes.
- This book digresses from the others in that it has less universal conflict and tells a more personal story. Although it does reveal more information about new peoples, it does not advance the overall social or technological level of the Heart River peoples.

Unknown:

- Jestak's travels of the previous book revealed much knowledge of the peoples to the East of the Heart R., and some of the near West, but little is known of the far West or farthest South and North.

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## **Events:** (synopsis of book)

- The story begins with the seemingly attempted murder of Stel, husband of Ahroe a member of the traditionalist Pelbarigan family of Dahmen. Stel survives the attempt on his life and sets off West to explore the lands and peoples he may find.

- Ahroe, for reasons unyet clear even to her, sets off in pursuit of Stel, with a smitten Shumai hunter hounding her, seeking her attentions. She suspects that she is pregnant with Stel's child, because she shows early signs.

- Hagen and Ican, Shumai hunters, were asked by the Pelbarigan to track Assek for fear that he may harm Ahroe.

- Ahroe confronts Assek two times without killing him, even though it is clear that he will not leave her be. The third confrontation Assek creeps upon her during her sleep, but she prepared traps and he was mortally impaled upon one of them.

- Ican arrived to hear Assek's dying breath and Hagen later. Hagen agreed to accompany Ahroe on her journey to find Stel.

- Hagen explains that he and his group were near Pelbarigan to watch and help Assek because of his mental problems surrounding his wife and child's departure.
- Hagen convinces Ahroe she needs to go to Black Bull Island until the child she is with is old enough for travel, and then to resume their search for him.
- Stel meets the strange Roti who treat him differently because of his blue eyes. They try to get him to have 'relations' with a blue eyed local, but he binds her and makes his escape while a ceremonial party is going on. They pursue him relentlessly despite his best efforts to elude them (some strange mental ability perhaps) into the Ozar lands.
- Stel lived with the Ozar, a group of sickly elderly people, and cared for much of their needs. Internal politics and misguided behavior on the part of the Ozar put him in jeopardy many times. After they fell ill from eating too much meat that Stel had provided him, they captured him by deceit and a net and tried to throw him in the stew to die. After this he left the Ozar killing 5 Roti who had been waiting for him on his way.
- Ahroe had wintered at Black Bull Island with Hagen and in spring walked to a small western Shumai settlement called Ayase, where she had her baby. Since Gareth was too small to travel with, they spent the summer and following winter there as well.
- Hagen and Ahroe encountered the Roti as did Stel, but were saved by Quen and his group who had followed them knowing the Roti would be trouble. They also encountered the Ozar at this time and learned of Stel.
- Stel continues his journey west, which is largely uneventful. He sees some new animals, one of which he describes sounds like a bear. He used an ancient roadway in a large pass to begin his ascent of the western mountains. After climbing for two days Stel came upon a Pelbar waymarker in a meadow. The marker indicated a Pelbar site 14 ayas further up the ancient roadway.
- The waymarkers led to a Pelbar dwelling in the built into the side of a hill by a man who called himself Skule. Skule was actually Soole an old criminal who had fled Pelbarigan and ended up in the western mountains. Skule imprisoned Stel by deceit and held him for several months, with many deprivations. Eventually Skule was attacked by a giant bear in his dwelling which allowed Stel to escape. Skule was mortally wounded in the attack and died in Stel's arms. Stel left shortly after the worst snow falls of the season and continued his adventure.
- Stel continued on until he met a small girl child with her injured mother. Stel brought them back to their people the Goat People or Herders, a little to the South and escaped death or inflicting death by his wit and then continued on west.
- Ahroe had to leave Hagen with Fitzhugh of the Ozar due to a back injury as she continued her search for Stel westward. Quen, Wald and Omar returned to Shumai lands. She eventually made her way west beyond the mountains, but further south from where Stel had made the pass at Skule's Home.
- Ahroe met the Jahv a matriarchal society and because she feared for Gareth's sake fled in the night but was pursued by Rabe, a fanatical man hater. She overcame Rabe and moved further west.
- Stel met the Commuters in the form of a sister and two brothers. The brothers were overly protective of the sister, and having learned that the ocean to the West was called the Pacific Ocean, he left again to see it.
- The brothers followed Stel with other Commuters and convinced him to come with them to the Center of Knowledge to teach them some things he knew, such as paper making.
- Ahroe meets and befriends the Originals (known by the Commuters as Rockpilers) though the priest Ilage attempts to drive her off initially.
- Ahroe teaches the Originals some simple defensive and combat techniques and Stel teaches the Commuters the same, because the two peoples are in conflict for water sources during dry years when the Commuters need the water that the Originals deny to them. Stel accompanies the Commuters on their raid to get water from the Originals.
- The conflict has been recorded 4 times in the memories of the Commuters each time the Originals have fled with only a little determined effort by the aggressors.
- Ahroe hear of Stel's presence with the Commuters and went out to meet him, things were confusing, but everything was reconciled between the Commuters and the Originals and Stel and Ahroe. Stel and Ahroe stayed awhile to teach the Commuters and Originals some basic technologies that would enhance both their peoples and to ensure they established a lasting peace.
- They began their journey back to the Heart R. territory together with their son Gareth who was 2 ½ .

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## Miscellaneous Info:

### - Time

The Pelbar have their own name for the months of the year:

-Rainmonth = the month of the truce to trade

-Longmonth = 2nd month of year

-Colormonth

-Buckmonth

- Heatmonth – hottest month of summer

fall Truceweek = in the fall sometime, when the Shumai trade with the Pelbar. May be in 'Rainmonth'.

Trade is pretty much anytime now that piece has been brought to the Heart R. peoples.

The Commuters keep track of time and numbers as the ancients did

- years/decades/centuries and millennia. (presumably they would keep track of seconds, minutes, hours and months if they had a time keeping device).

### - Numbers

The Commuters track numbers by ones, tens, hundreds and thousands, etc as the ancients did.

### - Distance

The Heart R. people use their own system of measurement:

Finger

Hand

Arm – Measurement of distance, similar to a yard or meter

Ayas – roughly equivalent to a mile, or 2000 arms.

Kilom – a measurement of distance the Ozar use, they themselves are not clear how far this is as they seldom actually travel.

The Commuters also remember the ancient ways of measuring distance, inches, feet, yards, miles and centimeters, meters and kilometers.

### - Flora and Fauna

- caracajawat(Pelbar name) or flat-horned deer as the Sentani call them

- Zi as the Shumai call them, are small deer with white rumps

- phoebe, a bird.

- mice are called mice

- tanwolf, a wolf like canine that is widely scattered(they may actually BE wolves)

- many wild cattle types roam the countryside, generally referred to by their primary colors

- prairie chucks, a small burrowing animal a little larger than ground squirrels but smaller than the woodchucks of which the Pelbar are familiar

- the people of the west have goats

- Shumai star names: every star in the sky has a name for it by the Shumai. A game they play is for different people to call out stars within a pattern and then for others to call out stars related to that pattern in some way.

Stars:

-mu	-caro	-lide	-setts
-okli	-lecta	-essa	-eddo
-evek	-ounek	-okliu	-vertha
-spear	-arly	-skig	-ilat
-iox			

Star Groups:

-histo the mat weaver                      -lace the horn

-Olleg (in the Southern sky, forms an arc)

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## **The Tribes:** ( by order of appearance )

### 1. Pelbar

- Touching palms is like swearing a minor oath or taking a promise between individuals
- Leaders of Pelbarian cities are known as Protectors and are exclusively women.
- Pelbarian goods are traded only to the Sentani, Shumai and occasionally to the Tusco from the Pelbar city of Threerivers with great difficulty and careful truce.
  - Through the Pelbarians, all the tribes benefit from trade. Shumai, and Sentani materials and goods are all traded through them.
  - Only the Pelbar fish using the line and hook method among the known tribes.
  - worship a god they call Aven, Mother of All and think of her in feminine terms. Pray by placing the heel of the hands against the eyes with the fingers curled to the forehead. after death they believe their spirits go to a place of peace called Armon.
  - use a system of standing stones called 'message stones' where outsiders summon Pelbarians for trade or communication. Typically a horn is sounded to indicate a truce meeting is requested. The wearing of a 'trucecape' is customary when dealing with the outside tribes during truce periods.
  - the Pelbar maintain a series of secret trails and hidden waylays with emergency caches that they use when attempting unseen movement otherwise they often use the Heart R. or known trails for casual travel.
  - Pelbarian travelers often carry a small metal whistle that is used to identify themselves when attempting access to Pelbarian cities.
  - the Pelbar are ruled by Protectors which only rule by acceptance of the council which comprises 4 council members each named for a primary compass point as in Northcouncil, Southcouncil, etc. Each council represents a number of families within their sphere of influence and is usually the head of the politically strongest families within that sphere.
  - the judgment hall is the official meeting place of the council and is the center of government in each Pelbarian city.
  - the Pelbar Protectors and council members dress in a dark red mantle when officiating any act of office.
  - all must bow before the Protector before addressing or being recognized by the Protector and each sentence must recognize the Protector by ending in an acknowledgement 'Protector'. The Protectors rule is absolute in theory but is rarely practiced as such, as the council is often called on for advice and has some influence on decisions.
  - the Pelbar never violate a confidence, though Jestak did by concealing a weapon at a truce meeting outside the Northwall gates to return three Shumai dead to their people.
  - due to limited space within the cities and the Pelbarian's social system, births are strictly controlled.
  - Pelbarians have a matriarchal social system where men for the most part are subject to women. Men are in charge of child rearing in large nurseries. Part of the wedding ceremony is for the woman to place her foot on the man's back as a symbol of his submission to her rule. a divided apple is brought and each take a bite of there halves then trade and repeat.
  - Pelbar years are measured from the founding of Pelbar by Pell.
  - Pelbar history notes that their origins are from the Ruins of Peo.
  - the Pelbar have a game they call tati played with a layout of squares and stones for playing pieces and another similar to chess.
  - the head physician is called the Mejana, which is headed by the family Mejan. It should be noted that most skills are carried on from one family to another and to call someone a Mejana or Jestana is generally synonymous with certain skills that any other Pelbar would recognize as well as a familial name.
  - the second month of the year is called Longmonth, winter.
  - The Pelbar have a distinctive hairstyle cut in a 'bowl' manner.
  - Ursa on the day before her wedding wore a long red robe with rich black embroidery, specked with small leaves done in tiny metal beads and carried a large tooled leather bag which she had gifts. During her wedding she was dressed in a simple black dress with no adornment and barefoot.
  - the Pelbar guard training includes long and short sword, shortbow, longbow and rigorous physical training. The can march in step which is unknown to the other tribes and seems to slightly disconcert them when they see it.
  - The Pelbar temple at Northwall has bronze doors (whether just shod in bronze or completely bronze is not indicated). Carved wood and colored glass adorn the interior of the temple and is quite beautiful to see.

- the Pelbar know how to make plate armor consisting of a breastplate, gauntlets and some leg armor as well as visored helmets. Typically this is only worn by their elite guard squads not their regular guard members.
- the Pelbar have an elite guard unit that is better trained, armed and armored for emergency deployment. These elite troops know acrobatics and can perform this skill even while fully armored.(WOW! a bit unbelievable)
- horses were unknown to the Pelbar until Stantu described them during his questioning by the council.
- know that wounds heal better if water is first sterilized with boiling, this is generally unknown by the rest of the Heart River peoples.
- the Pelbar do not rely solely on their imposing interlaced stone walls for protection, they use a myriad of defensive strategies and devices that have proven quite effective over the centuries. Trap tables, creek dam, for field ditch trap, steam thrusters...etc.
- the Pelbar are said to be good swimmers

- the Pelbar cut ice in winter off of the Heart R. and put in chambers below their cities to preserve food and cool drinks during the summer months.
- at least the Dahmen (and probably others) of Pelbarigan used patches on sleeves to identify familial bonds. Ight was said to have worn one identifying him as a member of the Dahmen family.
- the Dahmen family of Pelbarigan are archtraditionalists, believing that males should surrender completely to women's rule. They have excluded more males from the Pelbar society than any other family, 9 in 32years, not including Stel who was not officially excluded.
- each Pelbar family may set their own rules and members of that family are subject to them.
- Pelbar Songs: Aven, My Wall, My Unreachable Tower / The Song of Iri / The Guardsman's Anthem / Song to Aven Source of Joy /
- the Pelbar use a system of waymarkers to indicate safe locations and such. The first waymarker would contain distance information, the second waymarker would be 4 ayas from the first, and the third in another two. (there was no indication of what the pattern would be after that, except that there were no more waymarkers the rest of the way for Stel, 8 ayas)
- apparently an 'unspeakable' crime for the Pelbar is adultery, which Skule and/or Visib were accused of. (it may mean a same sex affair which was hinted at later in the book with Skule's dying breath to Stel)
- there is a prescribed period of waiting before a Pelbar can remarry. (not stated how long this is, but must be more than a year, because it had been a year when Stel made this assertion)

## 2. Sentani

- The Tall Grass Sentani
- Koorb Sentani
  1. Northern Starband led by Mokil and befriended by Jestak.
- Long Lake Sentani
  1. Nokush: a clan of the Long Lake Sentani that took Jestak in and tattooed him.
- formal greeting or acceptance or swearing: touch two palms upright then touch foreheads.
- Always arranged into seven bands of 49 men, represented by a governmental symbol and band name these bands are grouped into what are called a star points and consist of a total of 343 men. Women are apparently not counted toward the total.
- each starband seems to be named for a compass direction, Northpoint(Northband), Southpoint(Southband), etc., Mokil's star point is Northpoint.
- A strict and ordered society with much discipline in everyday life as well as combat situations.
- Typical diet consists of mostly meat with gathered nuts, berries or roots
- The Ordeal( or preparatory ordeal) is a way for the Sentani clans to 'adopt' outside members and is painful and often leaves scars.
- to the left of a Sentani leader is a place of honor in social setting.
- A response to a bow and a thanks is a bow and a murmur of something and the lifting of the left hand with the last two fingers together.
- The Sentani are a people of great honesty of mind.
- The saving of a Sentani life incurs a life debt, that must be returned if able, not necessarily with a life, but with something of some value, such as the marking of the saving sign on Jestak's forearm which amounted to an adoption by the clan.
- provide some textile materials for trade with the Pelbarians who then make cloth for use and trade.
- Gather wild rice for trade with the Pelbarians.
- Provide animal pelts for trade with the Pelbarians.
- Worship Atou in much the same way as the Pelbar worship Aven though their god holds little sway in the day to day lives of the Sentani. They are considered the least religious of the Heart R. peoples.
- the Sentani circumcise their men.

- the Sentani of Koorb have a place they call the 'Fastness of Koorb' that may be a fortified village in their territory and consists of log houses.
- The tall grass Sentani next to the Bitter Sea grow rice with which they trade to the Pelbar.
- The wedding ceremony of Winnt and Ursa as held by the Sentani, following the Pelbar ceremony was in some ways more elaborate, despite it not being the 'full version' since the Sentani were on a hunting expedition and consisted of only men. Part of the ritual including the sharing of blood through a shallow cut on the thumbs then each other mate removing the blood of the other from the thumbs, then the Starpoint leader taking some blood from Ursa making her an official member of the band. Each thumb scare indicates how many times a Sentani has married. Each starpoint leader filed by kissing Ursa's hands and she each of their cheeks, following this each member of each starband filed past placing their hands on her shoulders and she on theirs. The starpoint leader wearing a black sash and placing his hands upon her shoulders in the same way as before represents the recently dead.
- it is well known by the Heart R. peoples that the Sentani have an aversion to torturing people.
- the lake Sentani was thought by Jestak to be even better runners than the Shumai. They cannot travel as fast but can last longer.
- the Sentani are able to communicate long distances using horn signals

### 3. Shumai

- mine copper for trade to the Pelbarians
- the Shumai slaves in Ginesh weren't afraid to eat rats, so maintained their strength better than other slaves.
- Nomadic, follow the woolly deer migration South in the fall and back North in spring.
- never known to migrate past Northwall.
- the Shumai are known to keep dogs.
- provide some textile materials for trade with the Pelbarians who then make cloth for use and trade.
- they say that 'no one outruns the Shumai' and can run for many hours every day without rest.
- make a rough skin-covered boat like canoes
- the Shumai honor their dead and will go to great lengths to see the return of a body for burial. To honor the dead herbs are placed on each wrist and ankle and around the waste. a piece of jewelry of note is then placed on the body (this is the Northeast Shumai way). A broken spear is also part of the internment.
- Shumai leaders are known as 'axemen' and lead by consensus.
- note: The Shumai seem fond of insults, often referring to swine, pig or fish parts. Note: the rearing of pigs would be a pastoral function which is the complete antithesis of the Shumai's nomadic lifestyle. Pigs, other than wild ones, would probably not be well heard of in the Shumai culture and except for insults are not mentioned in connection with the Shumai.
- a parting ritual is right hands out, palm up and placed together three times with the second man
- the Shumai do not know the use of bows in the beginning of the series. They use spears with spear throwers almost exclusively and think the use of other weapons somewhat unmanly, especially the bow.
- the Shumai worship a god they call Sertine.
- the Shumai pride themselves on their ability to take physical deprivations. They will not speak even their name under torture.
- typically a fair skinned and dark eyed people though there are variations.
- the Western Shumai near the Emeri know and have the use of horses.
- Stantu is a member of the Bowbend Shumai
- the Shumai's knowledge of the heavenly bodies far outstrips any of the Heart R. peoples, and they have very impressive math skills as well, though multiplication and division is something that Jestak had to teach Thro's band.
- the Shumai play the star naming game and a game called na na, played with 4 different colored cylinders and a limited set of repeated words which somehow represent musical patterns which must be repeated or built upon in a set rhythm. na ta ga is a game where the same cylinders are used but you simply add or subtract numbers according to the pattern of cylinders. Another game was a poem recitation game requiring the knowing of 300 Shumai poems. Someone would recite a line from one poem and another person would follow with a line from another poem that fit, either by rhyming or by intent, and this continued until someone faltered.
- Shumai that are too old to run with the bands anymore settle at a place in Western Shumai territory called Oldtree. Because many elderly Shumai end up dying there it is a revered place as well. Hunting bands that pass through the area bring fresh meat and other items to give to the residents. In the center of the village is a learning circle where tribal stories learning, and legends are passed on and remembered.
- Eastern Shumai customarily grows beards but keep them trimmed short. The Western Shumai allows their beards to grow wild.
- the Shumai have been known to check for a woman's virginity before marrying or when there is doubt.
- the Shumai have a fermented drink that they have on special occasions called Rotha
- Shumai band: Goose Lake possibly on Brask R.

- Shumai band: Weasel Bend
- Shumai band: Green Hollow
- The Epic of the Dust: a long recitation that takes 4 peoples memories and about 12 sun quarters to recite.
- the Shumai are generally known to be unable to swim or not swim well

#### 4. Tusco

#### 5. Peshtak

- a very cruel people. The only ones whom Jestak said enjoyed the pain of others for it's own sake.
- captured Jestak and the other 3 Pelbarians right after their crossing of the long grass east on their trek to the Eastern Cities. They killed all but Jestak, and tortured one (Brus) to death because he had killed one of them during the attack.
- considered a treacherous people by Jestak.

#### 6. Coo

- fierce and incredibly cruel according to Jestak.

#### 7. Siveri

- encountered by Stantu during his trek West after his escape from the Eastern Cities.
- live in some of the deep valleys of the mountains of the region.
- the Siveri are a peaceful people who farm, herd and hunt.
- Stantu saw some items that he thought might have been from the time before the great fire.
- they make several types of alcoholic drink, which they drink and then often become violent, breaking things, which must then be paid for, usually by labor.
- they are a thin people with hair and skin varying from light to dark, but there is much intermarriage so many variations of the extremes.
- Stantu was taller than most of the Siveri, but the Shumai overall are a tall people.
- they are very good trackers
- Stantu reported 9 villages, though they often live quite scattered.

#### 8. Tantal

- slavers, inhabit the South coast of the Bitter Sea.
- a numerous people by comparison
- fed slaves a grain mush, which was not very nourishing nor plentiful to keep slaves weak.
- the Tantal know the secret of sail craft and large ship making.
- the Tantal have rediscovered or learned the making of gunpowder and cannon making.

#### 9. The Eastern Cities

- reputed to be forward and sophisticated centers of society. Not actually the case morally.
- control only as far west as the east slopes of the mountains.
- have a convoluted legal system, which mostly only applies to citizens.
- trade with the Alats for rice
- may have a few weapons from before the time of fire for defense, and are said to know the secret of gunpowder.
- the destination of Jestak and his party sent from Pelbar to start trade relations.
- all cities of the East are members of a union called the Eastern League.
- total population of about 20,000 people (whether this is just for Innannigan or all of the Eastern League is not clear)
- the Easterners play a game similar to the Pelbar chess game.

#### 10. The Eastern Isles

- The Saltstream Prophets saw in Jestak a potential demagog for one of their prophecies and asked him many questions to determine if he was the one mentioned in holy scripture.
- a series of 5 islands (2 large) about 1000 miles from the mainland and a haven of peace due to the protection of the vast ocean.
- Saltstream Island is the largest of the group
- Midridge is the tallest of the group and has an active volcano
- the people of the Eastern Isles are very religious and worship a deity they call God. This deity and their methods of worship are said by Jestak to be closely related to the methods the Pelbar use in worshipping Aven.
- they are very devoted craftsmen and workers, working for the joy of work alone and are quite disciplined according to Jestak.

- for the most part the EI's society does not regard gender in any specific roles, each person works according to their ability and inclination regardless of gender.
- females are responsible for child rearing during the first few years after birth.
- they wrestle and play stick games, are considered expert in their use of bows to bird and fish.
- a group of religious people called the Saltstream prophets reside in a temple complex in the hills above Godspalm. These prophets, both male and female are celibate.

#### 11. Emeri

- live in the mountains to the West of the Shumai lands just past the foothills and wide flat grasslands.
- raid into Shumai territory for slaves.
- took nearly the entire Rush Creek band of Shumai off to slavery of which Tia, Jestak's love interest was a member.
- a sedentary people who live in stone cities in the hills. Several agricultural villages scattered around the territory support the primary city of Emerta. There are 4 large farming villages.
- use bows, armor, long curved knives, long swords and horses.
- said to number about 6000 people by the Western Shumai, most of which reside in the capital city. The fighting forces number between 750-800 soldiers.
- the largest building in the capital city is the palace of the Krugistoran, their leader.
- the Krugistoran's personal guards described: dressed in wide flaring blue pants and well polished cuirasses and carrying long swords.
- the Krugistoran played a chess like game using living people in his palace.
- ranks and/or positions
  - a thousoran seems to be a commanding officer of great rank and possibly in charge of all military forces.
  - a hunneran is a military leader of a large group of soldiers
  - a tenoran appears to be a lower ranking cavalryman.
  - a soldier is the lowest ranking military member
- salute with hand up palm flat. Holding the arms straight out from the sides of the body is a sign of resignation.
- the Emeri only kept slaves because of the current Krugistoran's policies instituted 15 years prior to the raid by Thro and Jestak's band. They formerly did not use slave labor. Nor did they after his deposition.
- Alliki may be the Emeri god as the Krugistoran called to him in his distress during his deposition. But Prestinigani mentioned that Ison was there god. Mamtugali is the enemy of Ison and is said to live in the dead lands to the South of Emerta.

#### 12. Forman

- the Western Shumai trade with them for metalwork

#### 13. Rits

- a tribe that is considered docile and easily enslaved due to their cooperative behaviors adopted to survive the harsh northern environment.
- the Rits that accompanied Jestak in his escape from the Tantal taught him and the others their method of snow traveling using long poles on the feet that glide over the snow.
- The Rits' language is unlike any that Jestak had heard before and is unrelated to the southern tribes. (probably a form of French)

#### 14. Alats

- live at the mouth of the Heart R.
- grow rice in the marsh areas for trade with the Eastern Cities

#### 15. Atten

- mentioned by a group of Emeri in pursuit of the Shumai raiders. They would have to be north of the Emeri lands but south of the Forman. Not shown on the map though. (I believe this to be an error, they probably meant Forman)

#### 16. Cull

## 17. Commuters

- Skule told Stel while he was imprisoned that the Commuters have a bear on their flag. (Stel or Skule didn't know what the bear is called, Stel just described it). Described as a great beast on a white, with a red base and star.
- Commuters, before Stel's coming, knew nothing of paper or vellum making. They carved stone for their writing.
- they maintain a canyon location called The Center of Knowledge where all their ancestral knowledge is carved into the stone
- the Commuters seem to know of ancient time measuring standards, such as a millennium is a thousand years, and for that matter, a year. Elseth told Stel of years, decades, centuries and millennia, and of tens, hundreds, and thousands.
- the Commuters are herders of cattle and knowledge collectors, a strange combination not lost on Stel.
- the Commuters began from a community of vacationers, mostly from the Pacific coast who were caught in the area during the time of fire and could not return home, so formed a society just west of the mountains.
- they know of electricity, wire and motors, but mostly those are just names without much meaning
- the Commuters have kept track of time well enough that they pinpointed the time of fire at 1080 years ago from the time Stel found them, about one winter and spring from the beginning of the book.
- as is common in the West, the Commuters use whips and ropes as general weapons. Occasionally they use slings to fell birds but rarely use them in warfare. Stel encouraged the use of the slings in warfare and taught them the use of staves and staffs for combat.
- the Commuters had and used horses
- during seasons of drought they Commuters drive their cattle south to the Rockpilers territory in order to take water their, in doing so they destroy much of the Rockpilers walls and fields. The Rockpilers resist causing some hurt and death among both sides, but the Commuters are more determined and have always prevailed. This has happened 4 times in the Commuters recorded history.
- the Commuters are said by the Rockpilers to know little of agricultural methods or irrigation and yet sit around all day discussing false knowledge such as mathematics, geometry and history.
- religion seems to have little or no bearing on Commuter life, though they are ethical in their own way.
- Stel found the Commuters to be a very artistic people with many varying and elaborate types, usually of a simultaneous practical use.
- the Commuters shared some musical melodies with the traditional Pelbar music. A song, Song to Aven, Source of Joy was recognized in the Commuter tune they called Joy of Man's Desiring.
- they are largely ungoverned and have no military structure or training, living in loose familial associations headed by a family leader. There were 6 men and 6 women as family heads represented at the initial negotiations at the Originals city limits. Women seem to have as much political or social standing as men.
- The knowledge provided by Stel and Ahroe greatly benefited the Commuters and they also made a lasting peace with the Originals.

## 18. Roti

- men Stel first met were naked to the waste with shaven heads dark skinned and sleek, speaking a strange language.
- the women had very long hair
- the Roti have some stone working skill, as they paved some streets in their village and had minor stone works and objects. Some of their structures were made of stone, topped with rush roofing.
- a native blue-eyed woman was dressed in a long maroon robe, heavy gold necklace and strange high wooden sandals and was offered to Stel.
- the Roti sacrifice anyone with blue eyes because they believe they come from the sky. They will raise blue-eyed children to be sacrificed later. Part of the ceremonial sacrifice includes ritual intercourse with any other blue-eyed captive or native of the opposite sex. Such as the woman dressed in the ceremonial garb described in the previous entry. Probably to create more blue eyed progeny.
- The Roti believe that the Ozar are cursed and/or crazy and that their territory is the place of death, and will not enter their lands.

## 19. Ozar

- A group of elderly, and sick that once were a viable people, but were poisoned by the one of the barren lands that border their territory to the North and now are sterile and dying out. The stream that waters their territory dried up one season and nearly the whole village was convinced to cross the barren lands where they got radiation poisoning. The Emeri sent them back at sword point.
- The Roti will not enter the lands of the Ozar, believing them to be cursed and/or crazy people and that their territory is the land of death.
- The Ozar call themselves the Children of Ozar. The Ozar came from the sky in an old passenger jet during the time of fire and set up a village near the wreckage.

- The Ozar took advantage of Stel's good and kind nature to have him do a lot of work that was difficult for them to do.
- The Ozar supposedly see the house of Ozar the Mother (the wrecked aircraft protected by an external building) as a sacred place, some see it as a form of semi-deity, but many actually don't believe in Ozar's divinity. Though they told Stel he could not go into Ozar. Later Ahroe tells the Rockpilars that the Ozar worship a masculine deity they call God.
- the Ozar's diet consists almost entirely of beans and fish
- The season the stream dried up a landfall in a narrow part of the stream blocked the flow until it was able to spill over and carry the debris away. They lost many buildings and their own dam when the waters rushed back to fill the dry streambed. But it was too late for the Ozar, who had been poisoned.
- the Ozar used to name all their children from an old passenger list, so their were often multiple uses of the same name. There are 200 or more names on the list which says it is from flight 297. Captain Baron Jackson piloted and left a short handwritten journal entry describing the time of fire as seen from the air.
- Because of their age and condition, it was often difficult for Stel to tell the difference between the male and female Ozar.
- The Ozar culture their own fish in damed ponds on their stream
- The Ozar, no longer possessing the energy to dig graves have been throwing their dead into an old stone storage silo along with other ofal which they call 'The Stew'
- The Ozar used the inner bark of a tree they called the cordage to make their clothing, a form of long robe. They would beat the inner bark into threads, then spin them into a thread.
- it was through the Ozar (Fitzhugh) that Stel first learned of the Commuters, herders to the West.
- the only person of the entire Ozar people left by the time Stel and Ahroe passed back through on their way back home was Fitzhugh, and she had left with Hagen whom she later married. Thus the Ozar are no more in the time of Stel and Ahroe.

## 20. The Goat People

- to the West after Stel passed through the mountains, he met a people he called the Goat People or Goatherders. They had no formal name for themselves that they stated. They had come from the South eighteen summers ago and trade with the Commuters.
- the Goat People don't seem to have traditional marital relationships as they are understood by Stel.
- the Goat People are dark-skinned and rudely dressed, somewhat more primitive than other known peoples. They build brush shelters.
- men keep beards and long hair pulled back and tied with thongs. They speak their own tongue as well as the universal common tongue.
- any strange man left alone with a woman seems to have a claim to that woman. It entails a fight for ownership, or some sort of conjugal rights.
- the Goat People do not seem to know of bows, at ALL and use whips as weapons.
- the Goat People are superstitious as well, believing in curses or at least in the bizar curse that Stel told them when they wanted to kill him for every minor infraction of their belief system or insult.

## 21. Jahv

- they live beyond the western mountains and south of the Commuters and Goat Herders.
- their society is completely matriarchal with men kept in a large enclosure and kept weak and uneducated.
- Ahroe encountered these people in the spring and they called her sister and wondered at why she cared for her male child.
- the Jahv's leader is called a Director.
- Jahv build crude(by Pelbar standards) log structures and cultivate the earth.
- males are used for labor and are watched closely, otherwise they stay in their enclosure.
- the females and female babies numbered about 75 at Ahroe's count during a meal.
- the females use whips to control the men who number about 20 or so. They are very crude, not even knowing how to properly care for themselves or the adolescent boys that are placed in their care once they are weaned, many die. Filth prevails, though they do play a game very much like chess. They are also accustomed to drinking a hard alcohol they call alky.
- Ahroe taught the men how to make soap and to care for wounds and put ideas into the head of their Director.

## 22. Originals (called Rockpilars by the Commuters)

- they believe that a priest must sing the sun (the Great Disk of Light) up everyday or it will not rise and the world will die. They worship a god they call Deity. The priest wares a reed cape. They often accompany their singing with a tambourine.
- they number about 500 people and largely support themselves through agriculture along a river bank. They call their city Cull and believe it to have always existed.

- the Commuters come in times of drought to water their cattle. In doing so they destroy some of the Rockpilers's fields and a fight ensues where people are killed and hurt. Both see only things there way. The Commuters need water, but the Rockpilers do not share. The Rockpilers see the Commuters as thieves and destroyers. Conflict over water has happened 4 other times.
- the Originals, called Rockpilers by the Commuters because of their habit of building walls without changing or dressing the stone. The Rockpilers priests believe that the stones should be used in the form that nature has made them, without any modifications. This, of course, creates weak walls which are easily toppled.
- Weapons include the stave or staff, most other weapons are completely unknown to them until Ahroe teaches them the use of spears and slings to stampede the Commuters cattle. She also teaches them the use of traps and some other defensive measures in an attempt to protect them from the Commuters.
- eat something they call flatcakes(may be pancakes or a flat bread such as tortias). Grow tomatoes, cucumbers, melons and drink tea
- they have a nursery for infants and small children
- mat and basket weaving are skills known.
- the Originals are generally easy going and hospitable only distracted by the proscribed rituals that seem to rule much of their lives, though many do it simply in supplication and not belief. These ritual times or periods are announced from a tower by a booming drum.
- Boldur emerged as a secular leader of the Originals and established a peace with the Commuters
- The knowledge gained by Stel and Ahroe benefited them and the Commuters.

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## The Places:

### 1. Northwall

- ruled by Sima Pall and 4 other families ?(this is an inference as there are 4 council members other than the protector)
- Families of Northwall (\* represented on the council) there are others but no family names were given so are not listed here.
  - \*Jestan(Protector)      - \*Brunag(Eastcouncil)
  - Mejan(Physician)      - leon
  - Ovel                      - \*Nois(Westcouncil)
  - \*Cipi(Southcouncil)   - Oken
- Brin Brunag sits on the council
- Viret Mejan is head healer within Northwall.
- population of about 1000 people

### 2. Ruin of Peo

- about a days travel by foot south of Northwall.

### 3. Highkill

- Mokil's star point is camped here when first accepting Jestak.
- a small branch valley with a small stream called Antler that empties into the Heart river with 2 tall limestone bluffs overlooking everything else in the countryside.

### 4. Ruin of Quin

- River of Cattails just North of the ruins and where he met a Sentani hunting/scout party led by Mokil for the first time.

### 5. Pelbarigan

- Families
  - Excur(or Imeo)              - Sylves                      - Dahmen (Rago-Northcouncil)
  - Jestan(Protector)          - Pall                         - Arden (Southcouncil)

- Excur is Protector of Pelbarigan (pg 54) and is considered of a closed mind by many including Jestak and Sima the Protector or Northwall. (pg235 says that Imeo is Protector of Pelbarigan, perhaps Excur is a family name and Imeo is a given name?)
  - Population is aprox. 2000 (in book two Stel states that there are 1000 people in the city)
  - the family of Sylves has much power in Pelbarigan and is considered very strict in their adherence to their rules.
  - Pelbar Island is near Pelbarigan in the Heart R.
- 

- Rive Tower is on the West wall of Pelbarigan
- there is a wood cutting shed slightly south and across the Heart R. from Pelbarigan. Stel destroyed this particular wood shed so that he could survive the night after falling through the ice and nearly dying.
- Gigan Tower can be seen near Rive tower from the West side of the Heart R.
- Jestana a Jestan is said to be the Protector during Stel's time (book2).
- Oet is Guardchief during Stel and Ahroes time

#### 6. Threerivers

- the most conservative city of the Pelbar, the farthest South of all Pelbar cities.

#### 7. Heart River

- used to be called the Mississippi River. Over the centuries it has moved and changed it's flows somewhat from what it was.

#### 8. Isso River

- flows from the Northwest to the Heart R. between Pelbarigan and Threerivers.
- seperated by the Enfec R. from the West, North of which is the N. Isso R.

#### 9. Ubed River

- highlands nearby

#### 10. Black Bull Island

- permanent settlement of Shumai with about 2 dozen inhabitants on the Issou R.
- the dwellings are built of crude rush mats.
- Cwan leads the elderly here
- Ahroe and Hagen rested the winter here, and Ahroe had Garret a boy child and son of Stel.

#### 11. Cog River

#### 12. Sentani Winter Hunt

#### 13. Shumai Winter Country

- where the Shumai spend the winter

#### 14. Western Shumai Winter Country

- where some of the Shumai spend the winter

#### 15. Enfec River

- an East running river that meets and seperates N.Issou R. and the Issou R.
- Oldtree a permanent Shumai village of the elderly is situated on an island in this river.

#### 16. N. Issou River

- the part of the Issou R. that is North of where the Enfec R. meets the Issou R.
- the river flows southeast into Issou R. then to the Heart R.

#### 17. The Bitter Sea

- eastern lake by the Long Lake Sentani Nokush is called Tcham

#### 18. Emeri Cities

- Ilet: Farm village, Western most farming village
- Agana: Farm village
- Emerta: Capital city
- Wildakibernipati: a small Emeri military outpost in the Northeast
- Elonginikaniwaki: a small settlement far East of the capital, maybe Eastern most city.

- Ammusini: a hamlet near Emerta
- Taffinani Mountains: a range of mountains in Northern Emerta, where Shumai raiders and slaves ambushed and killed 50 Emeri soldiers.

#### 20. Ottan's Camp

- a leader of the Western Shumai, a place where Ottan said he would wait for the return of the raiding party into Emeri lands.
- moved to Alder Creek because that location was more defensible.

#### 21. Oldtree

- a island settlement on the Enfec R. where the old of the Shumai go when they can no longer keep up with the bands.
- against usual Shumai austerity in building, the dwellings of Oldtree are constructed of sturdy timbers covered with earth.
- population 200
- produce some of the finer Shumai goods often found for trade. The inhabitants have a greater amount of time to practice artistic skills.
- Urthu is a spokesman for the people who live here, not really a leader, since they don't need such.

#### 22. Tantal Cities

- Cwiligan
- Gramigan: smaller than Ginesh
- Ginesh: Capital of the Tantal, stands on high ground above a marsh where the Ubed R. drains into The Bitter Sea.
- North and West of Ginesh across the Bitter Sea is an archipelago by the name of Cwebb in the Rit territory. This is where Jestak and the other escaped slaves let off the 22 Rit that escaped with them.
- Mistan
- at least two small farming villages near Mistan were raided and destroyed by the Long Lake Sentani allied with some Peshtak.

#### 29. The Eastern Cities

- 8 in total stretched out along the east coast
- Seligan
  - the place where Jestak was dropped off after his stay on the Eastern Isles.
  - small town deep in the river mouth in a land of rocks and evergreen forests.
- Innanigan
  - where Jestak attempted to earn money to continue his education of the Eastern Cities
  - the Innanigan are somewhat honest in their dealings with each other due to their elaborate legal system, though this does not extend to outsiders, which they cheat as often as they can get away with.
  - the Innanigans trade for rice with the Alats who live at the mouth of the Heart R. by ocean on boats.
- Baligan
  - Jestak says that he thinks the Eastern Cities are remnants of cities that may have survived the time of fire and have a few weapons from that time that protects them from the 'barbarians of the west'.
  - Jestak says that the Eastern Cities inhabitants are not particularly inventive.
  - Jestak said that the Innanigans did not tolerate strangers well and weren't allowed the same rights and privileges as citizens.
  - Jestak learned some new metalworking techniques while working as a laborer in an Innanigan metal shop.
  - The Innanigans introduced the ideas of law and lawyers and banking to Jestak.

#### 30. The Eastern Isles

- Saltstream: one island of the Eastern Isles and residence of the Saltstream prophets.
- Sea traders from the Eastern Cities come once a year.
- the Eastern Isles are fairly self-sufficient and manufacture or produce what they need with little left over for trade.

- live in peace because of the surrounding ocean, which acts as a barrier to military intent.
- a series of 5 volcanic islands (2 large) about 1000 miles from the mainland and a haven of peace due to the protection of the vast ocean. Saltstream Island is the largest of the group, Midridge is the tallest of the group and has an active volcano.
- the capital of the Eastern Isles lies on Saltstream and is called Godspalm, named for the shape of the bay in which it resides.

31. Arkon Creek

- intersects the Heart R. just south of Northwall within site of its walls.

32. Rabbitbrush Island

- small islet just South of Northwall in Heart R.

33. Skydeer River

- river slightly less than one day's travel from Northwall. Jestak accompanied Winnt there during his return to his people after healing from his wound.

34. Banner Island

- just south of Pelbarigan in the Heart R. and about one days hard paddling from Threerivers.

35. Ontex River

- westward flowing river traveled by Stantu briefly on his return from the Eastern Cities.
- flows to the Heart River on the East side.

36. Hill of Kan

- Shumai place where stones are used to show the layout of the stars in the sky, especially to show the positions of the 'wandering stars'.

37. Cwebb

- an archipelago that juts out into the Bitter Sea from the North. Part of Rit territory and where Jestak stopped briefly to drop off Rits that had accompanied him during his escape from the Tantal.

38. Palace of the Krugistoran

- largest building in Emerta, capital city of the Emeri and dwelling of their leader the Krugistoran.
- where Tia the Shumai woman was held, to be trained as an addition to the Krugistoran's harem.

39. Alder Creek

- location where Otton moved his camp to after the slave raid to Emeri because it was a more defensible position.

40. Feather Bluff

- some undescribed place in Shumai Territory

41. Brask River

- central Shumai territory West of the Heart R.
- Where Jestak met Kod after the Emeri slave rescue

42. Goose Lake

- unknown location
- Note: not actually named, presumed to exist since there is a Shumai band named after the lake

43. Root River

- unknown location in Shumai territory
- where lam said he was going to start his small cattle ranch.

44. Gray Bog River

- a place where the Sentani go to gather rushes for spring trade with the Pelbar

45. Weasel Bend

- a place where a Shumai band resides

46. Bend of Tall Rocks

- near Northwall

47. Halls of the Hunters

- a large roofed stone structure built after the battle of Northwall over the front gate where visiting Sentani or Shumai could camp.

48. unnamed stream

- approximately a mile north of the Roti village is a north-flowing stream that Stel used to help his escape.

49. Roti Territory

- the area around the Roti are filled with short pines and scrub with many rocky areas.

50. Ozar Territory

- A single stream feeds the Ozar territory, it is not seasonal, but runs year round  
- to the North of the Ozar is a large barren land from the time of fire. This is a radiated wasteland, though some ruins are visible from it's edges.

- the area around the Ozar is predominately filled with short pines and scrub, but contains aspens and other deciduous trees.

51. Ayase

- a permanent camp in western Shumai territory where some of the Emeri slaves freed by Jestak reside.  
- Hagen's cousin Ral and his wife Bara ex-slaves lived there and knew how to milk cows.  
- Hagen and Ahroe walked there after wintering at Black Bull Island, and this is where she birthed her baby.

52. Maden's

- undisclosed location, but supposedly a good place for a Shumai to find a wife. (probably a permanent Shumai camp in their territory)

53. The Western Regions

- As Stel climbed the Western mountains the forest became much more dense with a lot of underbrush. There were many aspens in and among the pines, at least in the meadowed areas.

- The westerners seem to know of goats, which are unknown in the East.

54. Skule's Home

- A traditional Pelbar design built into the side of a hill of the western mountains, of stone with encircling traps and an announcement stone a short bows distance away.

- Where Stel spent a good portion of the winter in captivity, as Skule was paranoid that Stel had been sent by the Pelbar to retrieve him for a crime committed long ago.

55. Ancient town ruins

- just a few ayas up the road from Skule's Home in the Western mountains was an ancient town that Stel discovered. It was not irradiated, but some buildings showed the fire damage that was common in other ruined cities.

- it was believed by Stel and the Commuters that this place was their origins. The place where the Commuters had their start in the new world created by the time of fire.

56. The Center of Knowledge

- a Commuter place where all their ancestral knowledge is stored. It is a canyon with an overhanging lip, where they have carved this knowledge into the rock.

- Stel stayed here three weeks attempting to make and teach the making of paper. They were able to use cottonwood pulp to make passable paper in the end.

57. North Navaho Sink

- unknown location in Commuter territory where Eis and his group herd cattle

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## The People: (by order of appearance)

### 1. Ahroe Dahmen

- female Pelbar guardsman of Pelbarigan
- wife of Stel and a primary character. Was pregnant but not showing at the beginning of the book.
- pursued Stel after his self exile, not sure why or what she would do once she found him
- named for a woman that Skule had tried to kill, but instead killed his wife. (This Ahroe may have been involved in a lesbian love affair with his wife). Stel said this old Ahroe died a bitter woman 5 or 6 winters ago.

### 2. Erasse

- female Pelbar guardsman of Pelbarigan
- (later called a 'he')

### 3. Stel

- male Pelbar of Pelbarigan, formerly of the Arden family
- husband of Ahroe, cousin of Ruudi
- found the Dahmen family he married into entirely to restrictive and caused them much trouble until they plotted to kill him. Faced with eventual death at the hands of the Dahmen, he opted to explore West leading to Ahroe and Hagen following him and much high adventure.
- described by Ahroe as a builder, carpenter, stone worker. He sings well and plays the flute.
- Stel's symbol for Ahroe is a fish with a forked tale and an arrow point tongue.
- 

### 4. Ruudi

- male Pelbar of Pelbarigan
- cousin of Stel
- member of the ice cutting crew that saw Stel almost die

### 5. Aparent Dahmen

- female Pelbar of Pelbarigan and guardsman
- directed the ice cutting
- short woman with graying hair, the beginnings of creases in her eyes, and well defined wrinkles by her mouth.
- possibly part of a Dahmen plot to kill Stel in the ice, by misplacing the rescue gear that is supposed to be nearby, but was not when he went through the thin ice, which he was working at her insistence.

### 6. Quid

- older male Pelbar of Pelbarigan
- member of ice cutting crew that saw Stel almost die

### 7. Ight

- older male Pelbar of Pelbarigan
- a compliant husband of a Dahmen or a Dahmen by birth

### 8. Sagan

- older female Pelbar of Pelbarigan, probably a member of the Arden family
- warned Stel that his 'ice accident' may not have been an accident
- a 'designer' (unstated what she designs)
- mother of Stel

### 9. Rutch

- male Pelbar of Pelbarigan, probably a member of the Arden family (by marriage?)
- may be Stel's father, closely associated with Sagan at any rate.

### 10. Oleg

- male? Pelbar of Pelbarigan

### 11. Rago Dahmen

- female Pelbar of Pelbarigan and Northcouncil

12. ? Arden
  - female Pelbar of Pelbarigan and Southcouncil
13. Hagen
  - male Shumai hunter and former slave of the Tantal
  - a tracker asked by the Pelbarigans to determine if Stel had actually killed himself by leaping into the frozen Heart R.
  - a thin man with long light-blond hair in a braid, older.
  - was asked by the Pelbar to track down Assek when he went after Ahroe
  - Hagen's wife died on the Tantal ships as a slave, his daughter is now married and lives in Arkon country.
14. Assek
  - male Shumai hunter and cousin to Ican
  - one of three trackers asked by the Pelbarigans to see where Stel went after the night he almost died in the ice covered Heart R.
  - apparently Assek became smitten with Ahroe and was determined to make her his no matter what. He pursued Ahroe when she left to find Stel.
  - Nimm was Assek's former wife, who renounced him because he was overly abusive.
15. Leyye
  - female? Pelbar of Pelbarigan and Southguard captain
16. Hes
  - Pelbar of Pelbarigan
  - servant of the Protector?
17. Jestana
  - Female Pelbar of Pelbarigan and Protector
18. Druk
  - Pelbar of Pelbarigan and personal servant of the Protector
19. Sease
  - female Pelbar of Pelbarigan
  - some sort of official record keeper, Stel would pass on stories he had heard from traveling tribesmen.
20. Oet
  - female Pelbar of Pelbarigan and a guardchief
21. Ican
  - male Shumai and cousin to Assek
  - accompanied Hagen during his search for Assek and Ahroe
  - a tall thin man with freckles on his short nose, full mouth and blue eyes
22. Nimm
  - female Shumai and former wife of Assek
23. Arch
  - male Shumai associated with Hagen's group near Pelbarigan
24. Agona
  - male Shumai associated with Hagen's group near Pelbarigan
25. Spek
  - male Pelbar of Pelbarigan and 2<sup>nd</sup> cousin to Ahroe
26. Venn
  - female Shumai and wife of Hagen
  - died as a slave on the Tantal ships
27. McCarty

- elderly female Ozar
- quite psychotic, devious and paranoid, not all attributable to the radiation sickness.
- sister of Fitzhugh

28. Gomez

- elderly Ozar

29. Johnson

- elderly Ozar

30. Kannaday

- elderly Ozar
- convinced the Ozar people to cross the radiated barren wastes to the North in search of help from the Emeri when a stream dried up one season. This poisoned them all and so no children were ever produced and the village is full of sick and elderly people

31. Fitzhugh

- elderly Ozar and leader or spokesman
- She did not cross the barren wasteland north of the Ozar territory so still has her (white)hair, health and wits.
- sister of crazy McCarty, who killed her child in jealousy, because she was sterile and could have none
- had another child with Jaeger, but Jaeger gave the child up to the Roti so that it would live. It was a dark eyed child.
- described by Stel as a consummate politician, able to smooth over most internal roes.
- one of only three surviving Ozar by the time Arhoe and Hagen had arrived

32. Jaeger

- deceased male Ozar
- former husband of Fitzhugh, also did not cross the barren lands and so was fertile
- lost a first child when killed by fellow Ozar, gave a second away to the Roti to save it from the same fate

33. Taglio

- elderly female Ozar
- often helps Fitzhugh with tasks
- one of only three surviving Ozar by the time Arhoe and Hagen had arrived

34. Harlow

- elderly Ozar
- died during Heatmonth and was buried by Stel thus avoiding 'The Stew'

35. Scribner

- elderly Ozar

36. Foerster

- elderly Ozar

37. Cohen

- elderly male Ozar
- buried by Stel

38. Finkelstein

- elderly Ozar
- a small person with a perpetual solemn look
- a basket weaver
- one of only three surviving Ozar by the time Arhoe and Hagen had arrived

39. McPhee

- elderly Ozar
- a close companion of Finkelstein
- a basket weaver

40. Berry

- elderly Ozar

41. Ral

- male Shumai
- former slave of the Emeri, freed by Jestak's expedition
- lives in Ayase in western Shumai territory

42. Bara

- female Shumai
- Ral's wife. Aided in the Birthing of Ahroe's baby
- cousin to Quen

43. Garet

- infant Pelbar
- son of Stel and Ahroe, named for Stel's grandfather

44. Quen

- male Shumai hunter
- cousin to Bara, visited while Ahroe and Hagen were present at their home.
- was near the age of Ahroe, soft spoken and gentle. Tall, lank and freckled. Unmarried, with blue and searching eyes.
- nephew to Ekhel
- was smitten with Ahroe and attempted to make what he thought was an honorable advance which Ahroe aggressively declined. Quen took offense at her manner and beat her as an example.
- he and two others followed Hagen and Ahroe to protect them from the Roti later returning to Shumai lands.

45. Ekhel

- male Shumai
- uncle to Quen

46. Wald

- male Shumai
- associated with Quen
- went with Quen and Omar when they learned that Hagen and Ahroe might meet up with the Roti, to protect them.

47. Omar

- male Shumai
- associated with Quen
- accompanied Quen and Wald to help Hagen and Ahroe in Roti territory

48. Soole (Skule)

- male Pelbar exile from Pelbarigan and Dahmen by marriage
- built a traditional Pelbar dwelling in the western mountains
- entrapped Stel for a long period believing him sent by the Pelbar to bring him back for his crime of killing his wife Visib. Skule tortured Stel with many deprivations.
- Skule's eyes are slightly sunken with age, but dark and penetrating in his thin face, which showed a strange contradictory combination of fragility and sturdiness, Pelbar reserve and toughness.
- spent 35 years waiting in his western mountain home for another Pelbar to come up the pass.
- he called himself Skule when he first met Stel and was obviously quite mad by his reckoning.
- blood relative of Ruudi, Stel's cousin, but not of him
- Skule's family is now said to be at Northwall and erected a stone in his memory which did not please the Dahmens.

49. Visib Dahmen

- female Pelbar of Pelbarigan
- killed by a trap set by her husband Soole(Skule) at least 35 years ago.

50. Blomi

- adolescent female of the Goat Herders
- daughter of Catal and Coffi
- Stel did his best to educate the little girl, teaching her as many things as he could while taking her injured mother back to her people.

51. Catal

- female of the Goat Herders
- Stel found her injured after he came off the mountain pass and returned her to her people

52. Coffi

- male of the Goat Herders
- husband or mate of Coffi, though they do not seem to have traditional husband-wife relationships.
- father to Blomi
- a tall thin dark skinned man with a beard and long hair pulled back and tied with a thong.

53. Dolla

- female Jahv and Director(pg143)
- (the Director introduced herself as Ambi, another naming error it seems, pg143)

54. Rabe

- female Jahv
- one of three who found Ahroe when she came off the mountains.
- the one that named the Jahv Director as Dolla, but is later called Ambi
- a traditionalist and popular with many of her people, thought by Ambi to be the probable next leader

55. Ambi

- older female Jahv and Director(starting pg143)
- a little more open minded than many traditionalist in her tribe
- one of the males in the compound was her son, another son died young.

56. Latz

- male Jahv
- whipped by Rabe for a rude comment

57. Elseth(Crazy Elseth)

- female Commuter and stone cutter
- Stel felt Elseth resembled Ahroe, but shorter and more thin due to self neglect.
- sister of Shay and Than
- daughter of Howarth and Debba
- not initially conducive to human contact due to some tragedy in her past (Raped by Dilm an Original).

She simply wants to cut words and pictures into a rock face all her life and be left alone.

58. Shay

- male Commuter
- brother of Elseth and Than
- son of Howarth and Debba

59. Than

- male Commuter
- brother of Elseth and Shay
- son of Howarth and Debba

60. Howarth

- older male Commuter
- father of Elseth, Shay and Than, husband to Debba
- convinced Stel to stay with the Commuters for a time to teach them about paper making.

61. Ilage

- male priest of the Originals
- first to see Ahroe after her escape/departure from the Jahv.

62. Boldar

- male Original
- attempted to drive Ahroe and Garet away at Ilage's direction though his heart was not in it.
- son of Doray
- grandson of Ovi

63. Mati  
- female Original  
- stopped the priest Ilage and Boldar from driving Ahroe and Garet away
64. Doray  
- female Original  
- Boldar's mother  
- daughter of Ovi
65. Ovi  
- old female Original  
- mother of Doray, grandmother of Boldar  
- Ahroe stayed in Ovi's home while she was in the Community  
- she is a weaver of mats and baskets
66. Dilm  
- male Original  
- hinted that he raped a Commuter and that Commuter must be Elseth, and why she is so afraid of human contact.  
- he fled the Originals after his heanus act and disappeared.
67. Furme  
- male Original priest
68. Recha  
- male Original
69. Otta  
- male Commuter  
- cared for the cattle at the Center of Knowledge and played a strange stringed instrument with a sound box that Stel did not recognize.
70. Pross  
- male Commuter  
- owned 22 head of cattle
71. Tadd  
- male Commuter  
- associate of Shay
72. Debba  
- female Commuter  
- wife of Howarth, mother to Elseth, Shay and Than
73. Eis  
- male Commuter  
- herds cattle at North Navaho Sink
74. Teleg  
- male Original and chief priest  
- a portly man who thought himself wise
75. Cano  
- female Commuter
76. Oet  
- Pelbar of Pelbarigan and Guardchief

This concludes the compiled information for Book 2 of the Pelbar Cycle: The Ends of the Circle

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