

Pelbar Campaign Resource Supplement for the PA RPG Genre

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BOOK 3 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 3 begins 8 years after the end of the second book of the series and Ahroe and Stel's return. 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 3 origins, those above are book 1 and 2. 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.

The Background and Setting:

This is the section that will really benefit from the eventual consolidation. This is where I intend to fill the holes left by the book and really create a rich gaming environment for anyone choosing to use The Pelbar Cycle as a campaign source material. The books were written when the U.S.S.R was still in existence as well as it's combative stance with the U.S.A.

Known:

- Additional peoples and lands have been revealed to the Heart River peoples, and many of those influenced by the Pelbar, mostly for the positive.
- Innovations gleaned from the meeting of strange people in lands far away and brought back by brave adventurers, or adventurers of necessity have benefited all the Heart R. people. New methods of doing old tasks and methods unheard of previously.
- It is more widely understood, though still unbelievably in some 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.

Unknown:

- With the recent travels of some primary characters from the previous two books much has been revealed of the lands called Urstade, however little is still known of the far West or farthest South and North.
- Much technology from the ancients remain to be discovered. The technology level is still at about 19th century real time with a lot of ways and methods left over from a low tech subsistence culture.

Events: (synopsis of book)

- A group of Shumai show a consolidated group of interested Heart R. peoples, which included Ahroe, Stel, Winnt, Tor and others a pillar or rod that rises from a small empty place near Pelbarigan every year at the spring equinox.
- The rod rose, an oil slick was noticed and people were presumed to be inside by Stel. These people were in danger due to the sublimation of the soil from underneath the dome which would cause a collapse at any time.
- The people of the Dome and their lives are revealed.
- Tristal arrives and Tor cares for him. Celeste exits the dome and is found by Tristal and Raran and cared for by Stel. She spoke for the first time in years to Tor and Tristal. She became sick on the journey back to Pelbarigan. They both surmised that she was from the Dome.
- Celeste was cared for by the Pelbar in Pelbarigan until she was well enough to stand on her own.
- Meanwhile, back at the Dome, Celeste's absence has been noted. Butto's manipulation of the Comps becomes apparent, and the resulting firefight with the pullers kills three Comps, and Butto is put on heavy chemical mood altering drugs along with modified chemical treatments for the Comps.
- Celeste warns the Jestana that the Dome people are disconnected emotionally from their humanity and each other and that they may want to control the Heart R. peoples. It is feared that the conservatives among the Pelbarigan's may harm Celeste because of the change she heralds by her mere presence.
- Tristal was sent on a secret mission to deliver a message to Jestak at Northwall, requesting his covert support of a mission to the Dome people.
- Events continue to conspire against the Dome and it's residents, marking its rapid decline.
- The council of Pelbarigan meet to discuss the matter of the Dome, it is a very divisive meeting. The location where she has been placed is attacked by stealthy hooligans in an attempt to find and or kill her. Hagen is wounded during this encounter. Tor moved her to a place of safety. Hagen later dies, the Dahmena is discredited and dies shortly after Hagen.

- Stel and a group of workers and guards are commissioned by the Protector of Pelbarigan to prepare a stone causeway that spans the empty place to reach the dome. This causeway was completed in Heatmonth.
- Susan Ward was the next Domer to leave, and was met by Stel just as the causeway had been completed.
- after sending Susan off to Pelbarigan with 3 guards, Stel entered the dome while Dailith waited outside just in case. Stel was captured and drugged by Dexter, Eolyn and Royal and treated as a lab animal to be studied and then dissected. Butto rescued Stel, thanks to Bill the Comps timely intervention, by telling Butto the story of his capture and his poor condition. Dexter managed to regain the upper-hand and stunned Butto and Stel. Tor sensed a problem and came with other's to the dome.
- during a struggle with Dexter, Tor's right hand was disintegrated and Dexter was killed. The dome people were rescued and taken to Pelbarigan, where they negotiated for their own place outside the city and supplies in exchange for teaching the Heart R. people the ancient knowledge they retained.
- after negotiations headed by Eolyn the Pelbar built a place on a hill for the Domers and the Pelbarigan Academy was established. A center for knowledge and teaching.
- Blu's band departed in fall (Colormonth) South near the mouth of the Oh, but returned a short time later to announce that an entire band of Sentani (49 people) including women and children had been wiped out and left unburied on the ground. There had been 3 previous raids recorded and mapped by Tag of Northwall. The raids were noted to always be near rivers.
- The Pelbar had to renege on their promise to complete the Domers facilities because of the attack and the resources it took to deal with it. Eolyn, Royal and Butto left with all but 2 Comps to journey to the Eastern Cities where they felt it would be better for them.
- It is determined by Tor that by the pattern of Peshtak attacks that they will bisect the path that the Domers had taken. He departs for the area in which he thinks he will find them, somewhat north of the Oh and west of Gray Ash R. with Tristal and Dailith following on horses.
- Tor arrives at the Domer's camp and finds them prisoners of the Peshtak. They are torturing the captives. Butto was able to activate a Pulser Helmet that roasted all the Peshtak, Comps and himself in the area. A few Peshtak survived but most were killed by Tor. Some survived and were questioned. Kubra the Peshtak leader explains that they have been driven west by another power and that they only killed in the raids because they were attacked first. This was determined to be a lie by Tor and confirmed by Eolyn's account of the attack on their camp.
- one helmet device that survived the dome fire were destroyed in the conflagration resulting from Butto's sacrifice. The other one was disassembled by Eolyn at Blu's insistence. Only the power-pack remained which they thought might be useful.
- Dailith and Eolyn marry, Adai Jestan and Cohen-Davies marry, and Blu and Ruthan marry.
- Stantu dies, news of which reaches Pelbarigan shortly after the marriage ceremonies.
- Stel visits Tor and Tristal at a mining camp, on the way back he meets a band of Shumai with all older men who do not know of the peace in the Heart R. and is almost killed. Tor intervenes and learns of the ice country and is intrigued. He decides to take Tristal and go explore the western reaches.
- Ahroe and Ruthan are pregnant

Miscellaneous Info:

- The Time of Fire (as learned from the Dome people)
 - The time of fire began with a meteor shower, some extremely large that caused a lot of destruction. Some nations thought it was a nuclear attack by enemy nations and began nuclear exchanges. The Russian's had satellites with large laser arrays, and these were used extensively as well, burning whole cities away.
 - The United States, just prior to the time of fire was said to have suffered from an agricultural collapse and resulting famine that they had not quite recovered from by the time the meteors and nukes started flying. Also, the bureaucratic system of government had become so top heavy and resource reliant that more and more resources were diverted from other government agencies such as the military to pay for the growing demand for benefits and pay. Government officials were retiring at age 50 with handsome retirement packages. Citizens revolted but were put down by the army. The U.S.S.R. had similar problems, mostly based on a lethargic industry and economic woes. Their resources were largely spent on subjugating their populace.
 - New nations had arisen to fill the power void left by the old super-powers. Central South American Republic, and Panafrica, which consisted of all the old nations south of the Sahara desert.

- 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 = early fall (September)
- Buckmonth = the month after Colormonth (November)
- Heatmonth – hottest month of summer

- Lastmonth = (probably December)
- Windmonth = (probably March or April)

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

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

- The Pelbar count time measured in sunwidths. This is a measure of how much the sun moves in its track from an observed point.

- Time since the time of fire has been kept track of by the Commuters and stands at 1082 years from the end of the second book. By book 3 the time is 1090 from the time of fire.

The Commuters keep track of time as the ancients did

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

- the Domers use an artificial measure of time they call 'cycles'. A cycle appears to be a single 24 hour day. They also apparently use a standard 24 hour clock system (like the U.S. military).

- Math

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

The Shumai are considered excellent mathematicians in some forms of calculations which they do in their head. While the Pelbar must know some forms of advanced mathematics in order to build their elaborate city structures of interlocked stone.

- 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. (later said to be 1.35kilometers)

(it is unclear if the system is standardized, and it does seem incongruous with a people (the Pelbar) who are highly precise stone builders and architects and would presumably require an accurate and standardized measurement system.)

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

- Stel was introduced to an unknown creature on his travels West that was in all likelihood a bear, by its description

- basically the same flora and fauna that we are accustomed to today, some cultivated plants and animals that have gone wild and many wild plants and animals that were once isolated have spread back to old habitats.

- 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 | -ivi | -odu | -ictu |
| -nod | -efen | -assu | -mok |
| -orau | -til | -ruk | -mir |
| -tosh | | | |

Star Groups:

- histo the mat weaver -lace the horn
- Olleg (in the Southern sky, forms an arc) - the great snake
- the crown of stars

- There is a location in the forest, a hill at the center of a small empty place, about 1 days canoe ride and 30 miles inland from the Pelbar city of Pelbarigan where every year at the spring equinox a pillar or rod of stone rises for a set time, and then disappears back from where it came. Until book three, no one of the Heart R. peoples knew it's purpose or true origins, though the Shumai are said to have known of it's existence several years prior.

Technology

- Arrow boats (narrow canoes) are used extensively throughout the Heart River.
- Bows are known of by the Pelbar, Sentani, Peshtak, Tantal, The Eastern Alliance, The Eastern Isles, Emeri, Rits, Siveri,
- Muzzle loaded cannon are known of by the Tantal, and the Pelbar (after the battle of Northwall)
- The Pelbar have extensive masonry and architectural knowledge, the other Heart River peoples know little of stone work.
- The Pelbar are accomplished in many basic crafts skills with families representing varies skill sets that are passed on from one generation to the next. There craft work is considered by those they trade with to be superior to any others. Especially the wood and metal work.
- stuffed pillows and quilted blankets at Northwall in Book 3
- Celeste makes a telescope for the Pelbar at Pelbarigan toward the end of book 3

- A saying of the peoples of the West "limp as a rabbit skin". This was said by Ahroe and attributed to the people of the West during her trek to see the rising rod in the empty lands. It was said to indicate her tiredness.

- It is hinted at through Susan the Dome woman and historian that just prior to the time of fire, urban life was considered dismal and mankind used the drugs manufactured by the facilities represented by the dome to keep people medicated and disjoined from their environments, so they wouldn't cause trouble and/or notice just how bad they had it.

- for the first time it is stated that the time of fire was a nuclear holocaust by the Dome People.

- The Dome Technology
 - almost all modern and ultra-modern conveniences. Computer terminals(highly advanced), sonic rat herders, food processors, scanners, video cameras, beam weapons, their bio-engineering techniques, cloning, isotopic generators, and many more devices of technology that are beyond even today's real life capabilities.
 - There are pointers, which are ultrasonic in nature and can cut through flesh or merely brush a target (I think they also use them to herd rats). They are short ranged
 - There are handheld pulsers that seem to be a kinetic force weapon capable of destruction of even metal, can be adjusted so that they only stun.
 - Pulser Helmets: Helmet weapons with heavy power backpacks and activators that fit between the lips are capable of concentrated destruction and cause disintegration like damage. The helmets also had communications devices built into them. These weapons produce a slight radioactive residue.

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 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. (also, in book 3 the head healer of Pelbarigan was called a Heframa, is this another naming error by the author?)
- 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 32 years, 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)
- The Pelbar of Pelbarigan at least, have a ceremony of parting. When the party leaving to see the rising stone in the empty land to the south passed the third bluff away from the city, a guardsman blew a horn to mark their departure.
- in book 3 a black flag was flown by a ship from Northwall to Pelbarigan, which announced the death of a prominent person, this person happened to be Stantu.

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, though they have on occasion when there is a great need.

- the lake Sentani was thought by Jestak to be even better runners than the Shumai. They cannot travel as fast but can last longer (which seems an odd assertion to me, as there are plenty of examples of Shumai running all day or longer without break).

- 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. Later many Shumai learn it's use though.

- the Shumai worship a god they call Sertine, the abiding and just governor of all.

- 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 grow beards but keep them trimmed short. The Western Shumai allow 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: Bowbend, Stantu's band
- Shumai band: Weasel Bend
- Shumai band: Green Hollow
- Shumai band: Zar Reef; Trisal (and his parents that were killed in a prairie fire) are members of this band.

- Shumai band: Broadbend, Tor's band (conjecture since that is where Tor is from)
- 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
- The Shumai have known of a place in their territory, about 1 days canoe ride south and 30 miles inland from the Pelbar city of Pelbarigan where every year at the spring equinox a stone rod rises from the forest floor, pauses for a few minutes, then lowers back underground. It is centered in a small empty place. It is something that some Shumai liked to gather and watch. They shared that knowledge with the Sentani and the Pelbar after the peace was established.

- It was slightly embarrassing to Tor to have to spoon feed Celeste the young Domer in the confines of the Pelbarigan hospital. It is unclear why, but he silently asked Trisal not to say anything to Shumai friends about it.

- it was said by the Protector in book 3 that the Shumai had begun settling along the Isso R. and building farms. Their former nomadic life was fading and only a few bands still existed as they did before recent events.

- Shumai Axeman: This becomes such an issue in several of the books that I felt it important to take note of it. An Axeman is not merely a positional title, where they are leaders of a hunting band. It seems to embody skills and abilities well above the norm. An Axeman always seems to have the uncanny ability to sense things in the environment, people and events that others are not capable of. It borders on the supernatural. It is said that Tor, is one of the greatest Axemen to have ever lived, and several of the books feature him in prominent roles. It was said by Blue that Axemen rarely consort with women, because they are married to the land and their position.

4. Tusco

5. Peshtak

- a very cruel people. The only ones whom Jestak said enjoyed the pain of others for its 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.
- by the third book it is noted that the Peshtak are being pushed West by another force, it is presumed that this force is the Eastern Alliance (or Eastern Cities)
- a band of 49 Sentani are found dead by Blu and his band near the mouth of the Oh R., three Peshtak dead are also found. It is discovered that the dead Peshtak looked diseased. They have conducted 4 raids by the time that the Domers passed by Northwall on their journey East.
- the Peshtak are known to use poison on their bladed weapons.
- Kubra the Peshtak leader explained that the reason they had been raiding into the Heart R. was that they were being driven by a force from the east of their lands and that the only reason they have been killing was because they were always attacked first.

6. Coo

- fierce and incredibly cruel according to Jestak.
- rumored to occasionally ally themselves with the Peshtak

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.
- Attacked Northwall unsuccessfully largely due to help from all the Heart R. peoples who broke the attackers.

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 Gospalm. 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 which is not as good as Pelbar work.

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 two winters 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 Rockpilars territory in order to take water there, in doing so they destroy much of the Rockpilars walls and fields. The Rockpilars 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 Rockpilars 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 waist 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 dammed 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 fine strips, 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 (2nd book).

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 Rockpiler's fields and a fight ensues where people are killed and hurt. Both see only things their way. The Commuters need water, but the Rockpilars do not share. The Rockpilars see the Commuters as thieves and destroyers. Conflict over water has happened 4 other times.
- the Originals, called Rockpilars by the Commuters because of their habit of building walls without changing or dressing the stone. The Rockpilars 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 and later married the Commuter Elseth.
- The knowledge gained by Stel and Ahroe benefited them and the Commuters.

23. The People of the Dome

- the people of the Dome are genetic clone descendents of the original survivors of the time of fire and have been locked inside the Dome since unable to escape due to the background radiation the read every year through the rod. (the same rod now viewed as a novelty by the Heart R. peoples).
- Possess advanced technology of all sorts but specializing in bio-engineering and chemistry. They have bio-engineered super plants that produce more bountiful and larger crops.
- Possess beam weapons, one type of which is a handheld device they call a pointer the other is a more powerful device they ware as a helmet. Later they refer to a 'pulser', which seems to be a more powerful weapon.
- Have lived inside the vast dome since the time of fire.
- There are two human genotype variants in the dome, the ones in charge are the Principles the others are the Components or Comps which are the workers. There are currently 8 Principles.
- they all ware a similar garment, much like a body stocking, but looser, and mostly dark, charcoal gray.
- according to the official history of the dome the best survivability ratio of the dome people would be set at 20 Principles and 30 Components. The Principles were selected based on the results of a battery of mental tests and examinations, with the rest becoming Comps. This was not done smoothly. A self selected group of

scientists murdered others that were considered unnecessary to the survival of the group within the dome. Originally there was to be a population of 276.

- Sheela Winehimer led a group of dissenting people unwilling to die quietly during the culling of unsuitable personnel from the survival plan. She was a lab technician.
- The Dome was originally said to be a drug-manufacturing facility.
- Miniaturization of the Comps happened some centuries after the time of fire when a Principle and a Comp had a secret liaison that caused a disruption in the social system. They are now smaller in stature than a normal human and have always been controlled by a blurring array of drugs that control their emotional state at all times.
 - The Comps stand about 130centimeters tall and are described as 'slight', all are sterile males.
 - apparently during different stages of the Domes history, drugs were used extensively to control both the Comps and the Principles. During a golden age presided over by the chief principle Benjamin Jefferson the arts were advanced, both by the Principles and the Comps. At least 4 novels were said to have been written during this period, at least one of which was authored by a Comp, Curious Rats and Bumptious Foxes.
 - Periods of extreme boredom and depression are common in both genotypes which require medication to moderate, otherwise social disruption occurs that upsets the careful balance of the dome.
 - It was noted by Zeller that their was a recent floor or level collapse of the dome killing sixteen of the fifty domers. (Which accounts for the missing Principles). Two of the Principles killed were assigned as Humanist Memories, leaving only Cohen-Davies. Butto is the only surviving Principle with genetic knowledge, the others were also killed in the floor 5 collapse. All of the 30 Comps survived the floor collapse.
 - The Domers are the first to outright say that the time of fire was a nuclear holocaust.
 - all bio material is put into a shoot that feeds a special food processor. Everything from this processor has the same bland taste. Dexter maintains a Rodentry, whose sole purpose is as a protein food source.
 - The Domers lead a sterile existence, emotionally and physically. There are no diseases and no emotional bonding. There are no inter-personal relationships other than shallow ones with little meaning between most or all of them. Some have taken to this emotionless, calculating way of life better than others.
 - In there sheltered environment they know nothing of the outside elements and life accept what they have learned from their computers. Because of the sterile nature of their environment, any Domer who leaves the confines of the Dome goes through a prolonged sickness where survival is not assured, as one outside disease after another ravages them.
 - The proposed mission of the Dome after the time of fire was to repopulate the earth after the time of fires effects had passed and bring back a civilized humanity as potentially the only survivors in the world. The continued reading of radiation by the rod has delayed this up to book 3's time period.
 - Celeste, despairing of the domes conditions was the first to leave since the time of fire. She was found by Tristal and Raran out for a walk near the dome.
 - 3 Comps were killed during a firefight in the Dome after Butto was found to have been manipulating their chemical balances.
 - the Domers do have some inoculants against some diseases, but most of their stock was destroyed by the Domes 5th floor collapse.
 - Almost every process of the Dome has degraded to the point where the whole system is very fragile. Even the rat/food population has started killing it's young before they are separated. The biofluid used to create new Principles and Comps is no longer viable, having degenerated over time. The oil tank leaked, which is used as a chemical basis of almost all their artificial manufacturing processes.
 - it was decided after the Comp and Butto incidences that the Comps would no longer be medicated or drugged.
 - after the dome breach and fire the Domers were taken to Pelbarigan where they bargained for their services and provided additional information about the time of fire.
 - after a century of attempting to find and listen to any radio transmissions, the Domers gave up.

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
 - Pall (Sima-former Protector in book 3)
- Brin Brunag sits on the council

- Viret Mejan is head healer within Northwall and called the Mejana
- population of about 1000 people
- After the first book and by the third book, a large settlement of mixed peoples has sprung up around Northwall. Even several Pelbar families have moved outside it's walls, such as Jestak's and Stel's families.

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 Protector 1) | - Sylves | - Dahmen (Rago-Northcouncil) |
| - Jestan(Protector book 3) | - Pall | - Arden (Southcouncil) |
| - Hefram (suggested from previous source material, not actually listed) | | |
| - Orma or Orman | - Sagan (Eastcouncil) | |

- 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?) In book 3, Adai Jestan is Protector

- 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 though still not as strict as the Dahmen's who are notorious.

- Pelbar Island is near Pelbarigan in the Heart R.

- Rive Tower is on the West wall of Pelbarigan, Gigan Tower can be seen near Rive tower from the West side of the Heart R. Both towers are on the river side of the city.

- 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.

-

- Jestana a Jestan is said to be the Protector during Stel's time (book2).

- Oet is Guardchief during Stel and Ahroes time

- the Haframa is the head healer or doctor in Pelbarigan during The Dome period.

- Rickor becomes Northcouncil in book 3 after Rago's death

- the Pelbarigan Academy was established shortly after the arrival of the Domers. Invitations went out to all the known peoples to assemble all knowledge and gather students.

6. Threerivers

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

- Ales is Protector here as of Book 3

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 separates N. Isso R. and the Isso R.
- Oldtree a permanent Shumai village of the elderly is situated on an island in this river.

16. N. Isso River

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

17. The Bitter Sea

- formerly the Great Lakes that separated the ancient nations of the U.S. and Canada
- eastern lake by the Long Lake Sentani Nokush is called Tcham
- no one knows why they are now called the Bitter Sea, as they are still fresh water lakes during the books time.

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

58. Koorb

- The home city/town/village of the Sentani. Not much is said of this place though it is mentioned in book 3 that there are some ruins there, one of the ruins has a domed roof that is still somewhat intact.

59. The Dome in the Forest

- sits in a small empty place where nothing grows about 44 ayas West of the Heart R.
- once a year a rod is seen to rise from a dome that has slowly revealed itself over the years thanks to erosion. This rod rotates completely around one direction then the other, after which it lowers back down.
- The dome sits on a hillside, and due to erosion is in danger of collapsing.
- The dome is supported underneath by pilings and it is noted that there are protrusions on the outside one of which houses the rod that rises every year.
- Tor was first to notice a dark staining of the soil near the edge of a dome as if something were leaking. The stain appeared viscous and shiny.
- During a meeting of the Principles and during the time of the rods readings, it was noticed on a systems check by Royal that the soil from underneath the dome must be eroding and that the oil readings were extremely low, indicating a leak somewhere.

- levels:

A. The topmost level appears to be the 'dome' part of the structure and contains mechanical and electrical components, including the mechanism which raises the sampling rod that is seen every year by the Heart R. peoples. This structure is what is visible above ground, with the other levels continuing down underground. The doorway that Celeste, Susan and Stel used is on the edge of this level, and is where the causeway built by the Pelbar terminates.

1- Conference and Meeting rooms (called the Decision Room in one line) and top most floor aside from dome itself. Also where at least one Principle (Cohen-Davies) has his residence.

2 – Lab level

3 – Agronomy Labs,

4 – unknown

5 – far end collapsed onto level 6/all the Comps have their residences on this level/Dexter's residence is also on this level/contains the rodentry

6 – genetic breeding labs (Brat Shack), some storage areas as well

7- Storage Level, also where Butto had a room set aside that he called the Room of the Dark Nine, a place where he and his chosen Comps would meet. This room had full audio and visual capabilities to enhance Butto's and the Comps drug induced states. Butto was confined here for awhile after the firefight where 3 Comps were killed after Butto's manipulations of their meds.

8- a level where only mechanical processes and machinery abide.

- during the summer a stone causeway was built by Stel and 4 guardsman from Pelbarigan that reached the edge of the dome that protected the traversers from the dangerous radiation hazard of the empty place.

- a fire was started by a lightning strike on the sixth day after Stel was captured that killed Comp 9. The fire was fueled primarily by the spilled oil from the leaky tank that had soaked the area inside and out. The dome and sublevels were mostly destroyed by this fire.

- Eolyn states that the dome resides in Southeastern Missouri near St. Louis
- the dome was thought to be an ancient drug manufacturing facility that required a controlled environment owned by the Brimmer-McKenny Corporation. Susan Ward, added that she knew that the facility was also intended as a shelter for government officials during times of crisis, though none of these officials ever made it to the facility. The Dome was the brainchild of Sen. Daniel Dresser-Choate of Missouri. He had large investments in a nearby military manufacturing facility and was worried for his own safety.

60. The uplands of Kan

- Tor mentioned them fondly, wishing he were there. Unknown location.

61. Tor's Ledge

- a stone outcrop near the dome that was used as a source for the building of the causeway to the dome by Stel and his workers.

62. St. Louis

- a great empty place where a city once stood, near where the dome is and referred to by Eolyn

63. Raimac

- a small river that empties into the Heart R. near the dome

64. Gray Ash River

- a river east of the mouth of the Oh and probably south

The People: (by order of appearance)

1. Ahroe

- female Pelbar guardsman of Pelbarigan
- wife to Stel, mother to Gareth, daughter of Rago (Northcouncil of Pelbarigan)
- promoted to guardcaptain by the Jestana and being groomed for head Guardcaptain of Pelbarigan and some day possibly as Protector.

2. Hagen

- male Shumai hunter
- Watched Gareth while Ahroe and Stel went to see the rising stone.
- companion of Ahroe during her trek West in book 2
- lives with Stel and Ahroe outside the walls of Northwall
- his Ozar wife Fitzhugh died between book 2 and 3
- died when a wound he received in protecting Celeste became angry and infected.

3. Gareth

- male Pelbar adolescent of Pelbarigan
- 11 year old son of Stel and Ahroe

4. Stel

- male Pelbar and stonemason of Pelbarigan
- husband to Ahroe, father to Gareth, son of Sagan (Eastcouncil, elected to Protector)
- he is left handed
- led the Pelbar team that built the stone causeway to the dome edge

5. Tor Vison

- male Shumai axeman
- led the Shumai band that went to see the stone rise from the empty place
- a slim and broad-shouldered man with blond hair and beard.
- Uncle to Tristal, brother to one of his parents who died in a prairie fire near the Oh R.
- Tor is considered by many to be one of the best axemen every. He has a way of knowing things about people, animals and the environment that transcend logic. (may be a mutant)
- Tor lost his right hand and part of his forearm while grappling with Dexter as a pulse from a helmet weapon crossed it's path.
- Blu reveals some of Tors history: Tor was taken as a child by the Tusco and sold to the Alats where he eventually escaped
- from Broadbend originally. (Also his bands name I think)

6. Winnt

- male Koorb Sentani
- friend to Jestak, married Ursa a female Pelbar
- father of Igna

7. Ursa

- female Pelbar
- wife of Winnt the Sentani, mother of Igna

8. Igna

- male teenager of Sentani/Pelbar mix
- son of Winnt and Ursa

9. Tristal

- male teenage Shumai of the Zar Reef band
- nephew of Tor
- parents died in a prairie fire near the Oh River.
- Tristal is 14 years old at his introduction
- Tristal's lungs were damaged by the smoke from the fire that killed his parents
- he had a crush on Celeste for a time
- received the folding knife that was a gift to Stantu from Sima Pall former protector of Northwall

10. Comp 12

- sterile male Comp from the Dome (out of order to fill the #10 spot, would have been #92)

11. Susan Ward

- a female Principle of the Dome
- a small, ancient, slightly fierce looking woman. Her body is thin but seems sturdy and hung on a loosely on a skeletal frame. She has very curly dark hair.
- plays the dulcimer
- Dark skinned, only 1 of two who were dark skinned, Royal being the other.
- may hold the position of official historian, since it is she that gave the history of the dome and it's people.
- is considered reclusive by other Principles and seldom leaves her quarters
- the second Domer to feel something was wrong and leave the dome. Met by Stel just as the causeway to the dome was completed.

12. Butto

- male Principle of the Dome
- a short, heavyset man with brooding eyes.
- reads famous poets from before the time of fire like, Robinson Jeffers, Parker Steinberg,
- relies heavily on drugs to moderate his depressions. Butto feels that humans are loathsome creatures who's penchant for self-destruction would only lead to the same mistakes that led to the time of fire. He does not believe in the mission of the Dome.
- He is now the lead geneticist since the deaths of the other Principles. He is not as competent, and has not been able to produce any replacement offspring for any of the Principles or Comps.
- he is also in charge of maintaining the chemical and mental balance of the Comps, which he has not done according to the rules, causing the Comps to be surly and unhelpful, though not overtly.
- other than Ruthan, he has the most developed emotions of the Principles, probably the reason for his morose behaviors.

13. Royal

- male Principle of the Dome
- The only other dark skinned inhabitant of the dome.
- described as old
- knowledgeable in chemistry and medicine

14. Sheila Winehimer

- female lab tech of the Dome from the time of fire
- led a group unwilling to die for the culling of the dome and was killed on the third level with all her group by those who became the descendants of the present day Dome People.

15. Dexter

- young male Principle of the Dome
- likes to train rats to do tricks. He runs the Rodentry, the domes protein source.
- foregoing the mood altering drugs, he developed a physical relationship with Ruthan, but for him there was no emotional attachment. He views the relationship mostly as an experiment.
- was killed when the dome was breached by the Pelbar party by Ruthan and a helmet weapon, as he grappled with Tor who also lost his right forearm and hand.

16. Zeller

- male Principle of the Dome
- brown haired with a long face
- his position is as 'levels engineer'
- killed by Butto and his Comps when it was found out that Butto had been manipulating the Comps.

17. Eolyn

- young female Principle of the Dome
- always described as very beautiful, thin with a surprisingly deep and full voice
- emotionally stunted even for a Domer. Only the emotions of resentment and discontent seem to be developed within her. She finds out about Dexter and Ruthan's relationship and resents it.
- semi-consciously killed Dexter during his struggle with Tor during the dome breach
- knowledgeable in electronics, mechanical engineering and mathematics
- accepted Dailith's offer of marriage after the Peshtak attack humbled her.

18. Ruthan Tromtrager

- female Principle of the Dome
- her function is as the domes agronomist.
- foregoing the mood altering drugs she had a physical relationship with Dexter. She did develop a slight emotional attachment to him.
- the most emotionally normal of all the Principles
- shot Tors right forearm and hand away during his struggle with Dexter during the dome breach

19. Thornton Cohen-Davies

- male Principle of the Dome
- comfortable looking old man with a shock of white hair
- his function is that of Humanist Memory, one of three who's job it is to learn all of human history so that it may be studied and taught to the others.
- fell in love with Adai Jestan the Protector after he moved to Pelbarigan from the dome. After Adai's retirement they moved to Northwall to be with Adai's son's family (Jestak).

20. Celeste

- young female Principle of the Dome
- mute due to some psychological shock (seeing a Comp being made, which is not a pleasant experience) in a genetics lab when she was small. She often spoke using 3d images she constructed on the fly at a terminal to communicate with others. She was considered a mental aberrant.
- suspected of going outside by Cohen-Davies after she projected a 3d picture of an unfamiliar bird and confirmed with secret radiation readings.
- finally despairing of the situation in the dome and sensing its eventual demise, Celeste defeated the dome security systems and exited out of a door near ground level, only to be found by Trystal and Raran out for a walk. She was the first of the dome people to exit the dome since the time of fire.
- Celeste is 14 years old at the time of her exit. She becomes ill because the environment she grew up in was sterile and the outdoors is not. She was found by Trystal and taken to Pelbarigan by him and Tor.

21. Benjamin Jefferson

- male Principle of the Dome
- a historical leadership figure noted by Susan the historian, presided over a relative golden age within the dome, where the arts were advanced instead of just documented and learned.

22. Parker Steinberg

- male of the Dome
- 5th generation domer that was a poet recited by Butto

23. Comp 9
 - sterile male Comp of the Dome
 - one of Butto's chosen
 - killed by a lightning strike that arched from the rod mechanisms which had been raised to take additional readings after Stel was captured.
24. Comp 11
 - sterile male Comp of the Dome
 - one of Butto's chosen
25. Comp 14 (Bill)
 - sterile male Comp of the Dome
 - called Bill by Cohen-Davies. Davies pet Comp, who does not take the mind numbing drugs.
 - saved Zellers life by killing a fello Comp during the firefight
 - was promoted to Principle status shortly after the firefight and put in charge of the Comps.
26. Comp 19
 - Sterile male Comp of the Dome
27. Comp 3
 - Sterile male Comp of the Dome
 - one of Butto's Comps, helped kill Zeller, killed in the firefight following.
28. Betsy, Minerva, Juno, Ariadne, Cassiopeia
 - Some of Dexter's favorite rats
 - Juno was killed when Dexter fell on her, he cycled her into the food processor.
 - the rats are raised as a food source for the Dome
29. Blu
 - male Shumai of Tors band
 - took over for Tor as axeman when he had to wait for Trisal near the dome
 - fell in love with Eolyn, thought he could change her cold, calculating nature
 - has a dog named Dusk
30. Legon
 - male Shumai of the Zar Reef band
 - married to Frey
31. Ama
 - female Shumai of the Zar Reef band
 - some sort of relation to Legon, maybe a daughter
32. Frey
 - female Shumai of the Zar Reef band
 - wife to Legon
33. Raran
 - female dog belonging to Trisal
 - this dog is exceptionally intelligent and well trained with noted senses
34. Comp 2
 - sterile male Comp of the Dome
35. Comp 4
 - sterile male Comp of the Dome
36. Comp 7
 - sterile male Comp of the Dome
37. Comp 8
 - sterile male Comp of the Dome

38. Comp 10
 - sterile male Comp of the Dome
39. Comp 28
 - sterile male Comp of the Dome
40. Comp 23
 - sterile male Comp of the Dome
41. Comp 24
 - sterile male Comp of the Dome
42. Comp 25
 - sterile male Comp of the Dome
43. Dailith
 - male Pelbar guardsman of Pelbarigan
 - a tall man with a fierce shock of dark hair
 - nephew to the Jestana (Protector)
 - one of those who accompanied Stel to prepare a causeway to the dome
 - fell in love with Eolyn and offered to marry her, she accepted
44. Thya
 - female Pelbar Haframa of Pelbarigan
 - Haframa is a healer or doctor (a possible error as the healer was called a Mejana in an earlier book)
45. Druk
 - male Pelbar servant of Pelbarigan
 - servant of Jestana, often awaits a call from her in the anteroom of the Protectors inner-chamber.
46. Adai the Jestana
 - elderly female Pelbar and Protector of Pelbarigan
 - mother of Jestak the mythical adventurer, aunt to Dailith
 - fell in love with Thornton Cohen-Davies from the dome after his arrival, they married after her retirement announcement and moved to Northwall to be with her son's family (Jestak).
47. Ras
 - female Pelbar guardcaptain of Pelbarigan
48. Lantin
 - probably a Pelbar at Pelbarigan
 - probably a young son or daughter to Dailith
 - may have been sick or hurt for a time
49. Oet
 - Pelbar of Pelbarigan and head Guardcaptain
 - near retirement as of book 3
50. Stantu
 - a Shumai living at Northwall with Jestak
 - has radiation poisoning from crossing an empty place during his trek from the East in book 1
 - gave Tristal a folding knife that was a gift to him from Sima Pall, former Protector of Northwall
51. Fahna
 - young female Pelbar/Shumai of Northwall
 - daughter to Jestak and Tia
 - a beautiful young woman who attracts much male attention
 - nicknamed Thistle by close relatives and friends
52. Jestak
 - male Pelbar of Northwall
 - hero of book 1 and the Heart R. peoples
 - father to Fahna, husband to Tia

- Chief Outside Planner of Northwall

53. Tia

- female Shumai of Northwall
- wife of Jestak, mother of Fahna
- a woman noted for her beauty

54. Sima Pall

- old female Pelbar and once Protector of Northwall

55. Tag

- female Pelbar of Northwall
- Stantu's wife

56. Waldura

- older Shumai of Northwall
- once an axeman of his own band

57. Lauryna

- female Pelbar of Northwall and current Protector

58. Dahmena

- female Pelbar of Pelbarigan and Northcouncil
- head of the Dahmen conservative faction and an often opposer of the Jestana's policies

59. Rayag

- female Sentani of Northwall
- may be a woman of some power as she was in a meeting with several people planning future expansions of Northwall that included Jestak when Tristal delivered a secret message from the Jestana.

60. Haeol

- male Sentani of Northwall
- may be a man of some power as he was in a meeting with several people planning future expansions of Northwall that included Jestak when Tristal delivered a secret message from the Jestana

61. Obel the Ormana

- female Pelbar of Pelbarigan and Southcouncil
- young for a family head, was once a guardcaptain

62. Plaat

- female Pelbar of Pelbarigan
- a short round woman who waddled when she walked but in quick energetic motions
- head of manufactures and stores

63. Awkem

- male Pelbar formerly of Pelbarigan
- left his wife and family and traveled West to a Shumai farm to begin life without Pelbar dominance.
- he was sent for by guardsmen, but they were resisted by the Shumai he had taken up with.

64. Ayfor

- female Pelbar of Pelbarigan and priest of Aven

65. ? (West Council)

- female Pelbar of Pelbarigan and Westcouncil
- a tall thin woman, aged but erect

66. Eol

- ? Pelbar of Pelbarigan
- probably a servant in the council chamber

67. Uld

- ? Pelbar of Pelbarigan
- either a council guardsman or servant

68. Begge

- ? Pelbar of Pelbarigan
- one of the mauraders who attempted to kill Celeste and wounded Hagen
- probably a Dahmen

69. Cyklo Dahmen

- male Pelbar of Pelbarigan
- member of the Dahmen family and one of the 6 members who attempted to find and kill Celeste at Stel and Ahroes home.
- gravely wounded in the rocks in the bluffs near the walls of the city when he was thrown down by Tor.
- works as a blacksmith
- it was his sword that had blood on it, probably Hagen's.

70. Ithring

- female Pelbar of Pelbarigan and a guardcaptain

71. Ales

- female Pelbar of Threerivers and Protector

72. Moder

- female Pelbar of Pelbarigan
- a non-Dahmen member of the North-Quadrant under Northcouncil leadership

73. ? Judgema

- female Pelbar of Pelbarigan
- a non-Dahmen member of the North-Quadrant under Northcouncil leadership
- head of the second largest family in North-Quadrant

74. Rago Dahmen (Northcouncil – her name is conjecture as it is not mentioned in the 3rd book)

- elderly female Pelbar of Pelbarigan and Northcouncil
- completely opposed contact with the Dome people
- attempted suicide in the river when it was apparent she was loosing control of her quadrant to more moderate thinkers, and as a way to regain some family honor after the attack on Celeste
- she was found in time and taken to her daughter, Ahroe's house despite her own protests.
- she's over 70 years old, married to Hume until his death. She died at Ahroe's home shortly after Hagen, and somewhat at peace.

75. Urch

- ? Pelbar of Pelbarigan and a guardsman

76. Sorge

- ? Pelbar of Pelbarigan and a guardcaptain

77. Spon

- ? Pelbar of Pelbarigan and a guardsman

78. Hayl

- ? Pelbar of Pelbarigan and a guardsman

79. Hume

- deceased elderly Pelbar of Pelbarigan
- husband of Rago, said to be exacting in his obedience

80. Ornay and Lynd

- Pelbar of Pelbarigan
- legendary young couple who fled the city for some reason

81. Murdon

- Pelbar guardsman of Pelbarigan
- legendary guardsman known for his bravery and willingness to sacrifice himself to save some wood gatherers during a Sentani raid 80 years earlier from book 3.

82. Egar
- Pelbar guardsman of Pelbarigan
 - one of 4 guardsmen who accompanied Stel in the building of a causeway to the dome
83. Aybray
- Pelbar guardsman of Pelbarigan
 - one of 4 guardsmen who accompanied Stel in the building of a causeway to the dome
 - noted by Stel to have the soul of his Shumai because of the way he took to natural surroundings despite his Pelbar upbringing.
84. Nuva
- Pelbar guardsman of Pelbarigan
 - one of 4 guardsmen who accompanied Stel in the building of a causeway to the dome
85. Skahie
- female Pelbar guardsman of Pelbarigan
86. Comp 13
- sterile male Comp of the Dome
 - tripped Eolyn so she could not hurt anyone with a helmet weapon during the dome breach by the Pelbar
87. Dard
- male Shumai of Blu/Tor's band
 - son of Sark
 - killed by a Peshtak wielding a dome pointer weapon
88. Sark
- male Shumai of Blu/Tor's band
 - father of Dard, husband of Flayer
89. Skall
- male Shumai of Blu/Tor's band
 - made Bill the Comp a roughly woven straw hat when he noticed the sun burning his fair skin during the trek from the dome to Pelbarigan
90. Oro
- unknown, was part of the group returning the dome people to Pelbarigan
91. Dusk
- Blu's dog
 - killed by a Peshtak wielding a dome pointer weapon
92. Rickor
- female Pelbar of Pelbarigan and Northcouncil after Rago's death
93. Sagan
- female Pelbar of Pelbarigan and Eastcouncil
 - elected to the office of Protector after Adai Jestana's retirement
 - mother of Stel.
94. Stepan
- Pelbar of Pelbarigan
 - assisted Celeste in her work at the city
95. Vult
- male Shumai of Blu/Tor's band
96. Ubi
- male Shumai of Blu/Tor's band
97. Kubra
- male Peshtak and leader of the murading band that captured the Domers

98. Cruw
- male Shumai of Blu/Tor's band
- killed by a Peshtak wielding a dome pointer weapon
99. Krush
- male Shumai of Blu/Tor's band
100. Mokil
- male Sentani leader of a starband
- a short, white-haired man
101. Logi
- male Sentani of Mokil's starband
102. Rewe
- male Sentani of Mokil's starband
103. Chog
- male Sentani of Mokil's starband
104. Flayer
- female Shumai
- married to Sark, mother of Dard
105. Rawg
- male Shumai of Blu/Tor's band
106. Glan
- male probably Pelbar of Northwall
107. Disdan
- male Shumai
- from the ice country, did not know of the new peace in the Heart R. His group had been gone 15 years.
108. Ilder
- male Shumai of Disdan's band
109. Uchman
- male Shumai Axeman
- led the ice country band
- set fire to the prairie upwind from the Kan River Camp (a Shumai hunting camp) which killed many people. He fled with his band to the ice country. Claimed that he was trying to drive a herd of black cattle and the wind took the fire.
- died one year before the end of book 3
110. Souf
- female Sentani of Pelbarigan
- probably a cook

This concludes the compiled information for Book 3 of the Pelbar Cycle: The Dome in the Forest

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