

Pelbar Campaign Resource Supplement for the PA RPG Genre

Compiled By: Paul S. Williams (gammahammer@yahoo.com)

BOOK 6 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

Table of Contents

[Introduction](#)

[Background and Setting](#)

[Events](#)

[Miscellaneous Info](#)

[The Tribes](#)

[The Places](#)

[The People](#)

Introduction

I'm having some trouble placing the events of this book, but I believe that it starts just prior to the events in book 5, and so probably ends with events after that book, when Trystal arrives back at Northwall. In other words, most of the events happen co-currently. During the 6th year of their adventures, the first Federation negotiations had begun in Pelbarigan.

Some information from the previous document has been included for continuities sake. 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. Much technology has made it's way into everyday use now that the Domer's have been contributing to the Heart R. society.
- It is more widely understood, though still unbelieved 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 previous books much has been revealed of the lands called Urstadge, however little is still known of the far Southwest, Southeast, or Northeast, nor of the rest of the world.
- Much technology from the ancients remains 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. The technology distribution is primarily dependent upon the specific culture. Those cultures centered around the Pelbar cities have the greatest technological advantages and resources.

Events: (synopsis of book)

- Tor and Tristal with Raran the dog prepare for a journey North and West. Fahna decides she likes Tristal and they make a traditional pact to marry. The pact is for Fahna to wait no more or less than 7 years for Tristal's return.
- Tor and Tristal travel easily and in no hurry, ever North and West, eventually leaving their arrow boat behind and traveling on foot.
- Tor and Tristal confront an exiled band of Shumai who are determined to run them down and kill them. The band starts with 19 members.
- The exile band was led by a fanatical and evil axeman. Tor sensed that they were 'man lovers'.
- The band captured Tristal and the axeman tortured him with a hot blade until Tor rescued him.
- Tor and Tristal kill the axeman and several of the band, the others take advice from Tor and make the attempt to return to normal society.
- Tor and Tristal spot what must be buffalo as they are described on their journey. The terrain becomes more hilly and rocky the further West and North they go.
- Tor and Tristal meet a family of craftsmen from Sedge. (first obvious mutation like abilities here)
- Tor learns how to chip stone to make tools and weapons while Tristal fends off the advances of Orsel.
- Tor and Tristal are seen as trouble makers and are marked for death by the Priests of Sedge. Dardan is influenced to attack them, Tegrit intercedes and is killed.
- Tristal and Orsel along with her mother and aunts escape to the South, while Tor is held in the Dark House for judgment. He is condemned to fly without the Priests chanting to hold him up. He

convinces the hunters on the ice cliff, to allow him to fix the purposefully damaged glider and then leaps of the cliff face to glide South and rejoin Tristal and the party which has been tracked by a group of hunters including Dardan.

- Dardan and some of the other hunters are convinced to escape as well, and they all go South and East toward Shumai territory. Tor and Tristal continue on their journey.
- Tor and Tristal are driven toward the ice cliffs by the Priests and remaining hunters of Sedge where they pick up supplies that are left their by the Priests and attempt to cut across the glacier in hopes of alluding the revenge party.
- Five more hunters join Dardan's group heading South. Tor and Tristal begin their arduous journey across the ice.
- Tor, Tristal and Raran arrive half starved at the Ice Valley. They kill a sheep to feed themselves, inadvertently breaking a major law of the Ice Valley People. Raran has puppies.
- Tor and Tristal are imprisoned and languish there for a time. They are both freed after retrieving a carleyboshed local girl.
- Tor attempts to find a way out of the valley, but is largely unsuccessful. Tristal begins to fit in the valley. Tor learns of the Raiders that periodically come to the valley from the East and take youngsters away.
- Tor attempts to teach the Ice Valley People how to protect themselves from the raiders, but is largely unsuccessful due to their complacency.
- Time passes, Tor and Tristal grow apart. The Raiders come and Tor is there to meet them.
- Tor kills 2 perhaps 3 Raiders (presumed to be scouts) and captures one. He prevents the local tenants from killing the captured Raider and is reviled for doing so. The Raider refuses to talk.
- Tor figures out when the Raiders will be coming and manages to set up defenses just in time. Many are killed and wounded but the Raiders take heavy losses as well, which they can ill afford.
- Tor follows the Raiders up the ice in a balloon he had made in search of Renee, a daughter of one of the valley men.
- Tor using amazing feats of skill rescues Renee, a young boy and an infant and brings them to the ice edge of the valley and fashions a rope out of his old balloon and lowers them. He then confronts a large group of Raiders alone.
- At midautumn Dardan and his group arrive at Northwall. Bravet presses his interest in Fahna, but she still refuses him.
- Tor is imprisoned on the South Sectors orders for possible complicity in the raids, though Tor suspects there is an ulterior motive. Tor begins to slowly communicate and build a relationship with the captured Raider.
- Tor learns that Peelay must be Billy Johnson and escapes with him to their farmstead. Tristal learns the harsh facts of life when his relationship with Elayna is abruptly ended by an arranged marriage and he hastily retreats to find his uncle.
- Tor arranges to have Billy(Peelay) accompany them in a larger balloon up and over the ice cliffs to the West. Tor and Tristal finally leave the Ice Valley after at least 3 years time there.
- Tor with Tristal part company with Billy who travels to his adopted people to formalize some sort of trade with the Ice Valley People and to tell them that they are poisoning themselves with their led cooking ware.
- Tor and Tristal continue South and West overcoming more obstacles. Tor and Tristal come upon another small settlement on the Sgenom River.
- The settlement is fake and belongs to the Carvers, a people that the Sgenoman sometimes raid. They are friendly thought reserved and help Tor and Tristal build a better boat in which they travel on, soon reaching the Western Ocean without further incident.
- Tor and Tristal camp on an island near the shore of the Western Ocean and Tor tries to explain the character of all of life and how it sings and can be heard by those who listen. Tor then abandons Tristal on the island with his old axe and takes the boat in pursuit of whales he had seen. Tor disappears into the West.
- Tristal realizes that his uncle has left for good and builds his own boat to begin his journey back to the lands of his birth. Along the way he slowly begins to understand his uncles musings and teachings.
- His trip is interrupted by slavers who use dogs and captures him. It is approaching the 6th winter when this happens leaving him a year and a half to return to Fahna.
- Tristal finally devises a plan for escape using the stone working skills he had learned from the Soarers to make tools and weapons.
- Tristal is judged to be a threat to the community by Shagrock's governor, but events conspire to save Tristal from being killed.
- Several new slaves become Tristal's responsibility, hampering his plan to escape. He now must escape with more people than just himself.
- Time passes, Spring equinox passed and so did Tristal's promise to Fahna.

- Tristal sees his chance to escape and acts. Tristal manages to kill dozens of dogs and guards, but is eventually trapped in the slave compound with the rest while hundreds gather outside.
- A fortuitous earthquake and tsunami allows Tristal and his fellow slaves to escape while the town of Shagrock is nearly destroyed. Very few of the Iyunwah survive, those that do are powerless to stop the former slaves from leaving.
- Eleven of the former slaves and Ambel the Iyunwah priest come with Tristal to the East.
- 7 Forman metal workers join Tristal's party
- Tristal runs ahead, sensing impending danger and finally meets with Bravet's hunting band which had stolen Fahna away to be married to him.
- Tristal prevents Bravet's depraved schemes and his party from the West and the old Shumai hunting band gather to hear the stories of the West.
- Blu arrives with some Pelbar guardsman and meet Tristal's greatly expanded party
- Tristal and Fahna are married at Northwall, Tristal gives up Tor's axe in Sark's grave
- In an epilogue Tor's story after he leaves Tristal is filled in a bit, it leaves off with him sailing off into the far West on a well provisioned boat.

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 names for the months of the year:

- Rainmonth = the month of the truce to trade
- Heatmonth – hottest month of summer
- Colormonth = early fall (September)
- Buckmonth = the month after Colormonth (November)
- Lastmonth = (probably December)
- Longmonth = 2nd month of year (February)
- 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.
- The Tusco measure months by 'moon cycles' and their writing is done on sticks using notches and use pebbles to do very basic mathematics. They seem to have no concept of thousands, instead numbering in the hundreds of something, 10 hundred bushels of wheat, etc..
- The Shumai divide the year into 13 lunar months, the Ice Valley People have 14 months of 26 days each except for the last which is 27.
- The Tantal keep track of time by 'sandmeasures' as do the Soarers, using sand clocks.

- 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 1.35 kilometers)

(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.

- Misc. Science

- Royal of the Domers now living in the Pelbar city of Pelbarigan, has used his microscope to partially identify the microorganism that infests the Peshtak. He thinks that it may have once been a weaponized virus produced by the U.S.S.R. that has since mutated on its own. It was meant to harass surviving populations by denying them animal food. It has since developed an ability to transfer across species. Royal thinks that he could easily develop a cure. It's only mildly contagious now and is helped by the handling of the pigs the Peshtak have.

- 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 or possibly coyotes)

- 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.

- May apples. Unknown, may be a berry or fruit, the roots of which are poisonous.

- Gamwyn saw a long scaled animal with a knurled back and a great long mouth. (probably a gator)

- Gamwyn also saw large flocks of water birds, white with yellow bills and black feet.

- Mosquitoes are still common... (damn bloodsucking vermin!)

- Ptarmigan small to medium sized fowl found in the Northwest. (member of the Grouse family)

- 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	-Northstar (Polaris by Domers)		

Star Groups:

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

5 Pelbar stars of the Pelbar flag (Shumai saw it as a wild goose)

- 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.

- 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.

- 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.

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

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. Their 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
- The Pelbar, with the help of the remaining Dome people have developed long guns and radios by book 4.
- Book 5 Technology – Steam Engines, glass mirrors, radios, radiation detectors, Exploding rockets, radio controlled explosives(jury rigged by Stel against the Tantal), researching many tracks of technology simultaneously thanks to the surviving Domers.

- The Steamboat S.S. Vigorous is wide of beam and about 11 arms long, with a hold, divided cabin and galley, and some deck storage. Dominating the entire boat, the engine, with it's stack of wood and jutting smoke pipe, squatted amidship, slightly aft with heavy sheathing rods running back to a stern paddle wheel. Stel calls the boat, Puffer. Stel suggests in general conversation that Eolyn helped develop 'sunpanels' and paint (book 5 pg 244).

- 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

- A people originating with Amanda Pell.
- 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 Pelbar, 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 (Shelterer, Cherisher) and think of her in feminine terms. Pray by placing the heel of the hands against the eyes with the fingers curled to the forehead. after death they believe their spirits go to a place of peace called Armon.
- use a system of standing stones called 'message stones' where outsiders summon Pelbar 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.
- Pelbar 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 / Hymn of Reconciliation / Hymn of the Flowers / Hymn for the Spring, Sign of Renewing /
- 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.
- In book 5 the Pelbar flag was described as: maroon cloth, tapered, with sunflower blossoms set in the shape of Pell's Stars (wild goose star group).
- the Pelbar often refer only to someone's last name when naming them or during conversation, especially if it is a person of standing. Family names are important. Each family head is also a representative of the council.
- During book 4 the Pelbar of Pellbarigan have developed long guns and portable radios. They have tried to share this technology with all the Pelbar cities, but Threerivers refused it all.
- only the council heads are privileged enough to clean the Protectors dwelling, at least at Threerivers.
- The Pelbar parents may 'renounce' a member of their family by stating a formula three times...ex: I have no son, I have no son, I have no son. The renounced lose their official family status and privileges.

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 adaptation by the clan.
- provide some textile materials for trade with the Pelbar who then make cloth for use and trade.
- Gather wild rice for trade with the Pelbar.
- Provide animal pelts and tanned hides for trade with the Pelbar and Tusco.
- 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. Hidden in what was once the hills of Tennessee.
- 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
- The Lake Sentani have a disputed border with the Peshtak as of book 5.

3. Shumai

- a numerous people with a wide ranging territory of mostly grassland and prairie which is conducive to their nomadic lifestyle.
- mine copper for trade to the Pelbar
- the Shumai slaves in Ginesh weren't afraid to eat rats, so maintained their strength better than other slaves.
- The Shumai year is divided into 13 lunar months.
- 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 Pelbar 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; Tristal (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 Tristal 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

- slavers. The Tusco, until recently killed all slaves that were too old to be useful, they now sell them cheaply to Jaiyan who gives them a place to live and uses them to pump his bellows for his organ.

- maintain a 'neutral zone' far below the mouth of the Oh River at the junctions of the Heart R., Shumai and Tusco lands where they trade cotton, rice, and tea.

- The Tusco produce cotton, tea, marijane(?-same thing as today) and rice for trade to the Sentani at Jaiyan's Station

- Jaiyan greeted a trading delegation of Tusco with both hands extended above his head. This was returned by a member of the delegation.

- The Tusco slavers dress completely in a black leather outfits from neck to toe, with a black leather helmet with cheek flaps. These special 'slave police' call themselves the Nicfad and use dogs that are said to be able to trace the scent of a man as if a road led to him. These dogs are large and shorthaired, with long hanging ears, generally well behaved, but ferocious when urged on by the Nicfad. (obviously hounds of some sort). Leaders have a long white crest on their helmets.

- They carry long curved swords, longer than the typical Heart R. shortsword. They use quirts to 'encourage' the slaves and use bows.

- To punish escaped and recaptured slaves they would often cut off one foot and fit the stump with a wooden prosthetic so they could continue working the fields. They gave the slaves a weed that they burned in their hearths that drugged them and numbed their minds so that they had no will. (probably marijuana). A typical

meal was fish soup. They used metal studded leather collars on the slaves with a loop in which a pole was hooked to control them when they so desired. The slaves, when they die are buried in the fields as fertilizer.

- The Tusco apparently keep track of months in 'moon cycles' and their writing is done on sticks with notches and use pebbles to do very basic mathematics.

- a wealthy Tusco girl wore a richly decorated tunic that reached her calves, with high boots.

- The Tusco speak in a truncated form of speech that omits some words known by other Heart R. peoples.

- The Tusco's entire society is based on a 'scientifically' designed system, set up by the original Committee shortly after a split from the Alats centuries ago. Everyone has a place and function within that society.

Tusco Society (all class positions are hereditary)

- Committee : makes decisions and rules, bureaucrats

- Nicfad : Military, police and slave guards

- Workman or Workleaders : artisans, merchants, craftsman

- Slaves : dirt, scum, animals, officially referred to as workers.

- The Tusco have a farce for a justice system. A council is assigned to the accused, but the accused is not allowed to say anything in their defense. The Central Committee is addressed as a group as 'Respected Committee' by the Nicfad, and then Honored Committee by a fellow Committee member.

- use 'service badges' as rewards redeemable for trade goods.

- The Tusco believe it is their destiny to rule all the lands and bring their 'perfect' form of society to all the people. They split off from the Alats many centuries past and believe the Alats have become decadent and unworthy. They wait for the Alat society to fall so that they can take over and continue on to other peoples.

- The Tusco maintain several settlements, most along the Heart R.

- U Bend: largest settlement, destroyed by flooding and slave tunneling and then a Siveri raid.

- High Tower: smaller than U Bend, and further South along the Heart R. mostly destroyed by a tornado.

- Onem: a small settlement west of the Heart R. Destroyed by the Siveri raid.

- Ultu: small settlement in an unknown region of Tusco territory. Destroyed by the Siveri raid.

- The Tusco do not seem to be a religious people, although Daw a young Tusco attempted to invoke Roara, Spirit of Spirits to help her.

5. Peshtak

- a very cruel and numerous people. The only ones whom Jestak said enjoyed the pain of others for it's own sake. Centered around the area of old Southern Pennsylvania, especially the mountains.

- captured Jestak and the other 3 Pelbar 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. They apparently do not worship any form of god. They have a song they call The Song of the Prophet, Fayur. It teaches the Peshtak that hatred is a force and can be used as a survival tool.

- 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 and are able to move nearly without any sound at all through the forests.

- Kubra the Peshtak leader of book 3 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. This was proven to be partially a lie. They intended to kill the occupants of the lands they were interested in so they could settle it.

- The Peshtak suffer from a disfiguring disease that creates puss filled sores and boils on their skin. It is quite disfiguring and causes them to be more ruthless than normal. This affliction was cured between book 4 and book 5 by the Pelbar.

- have a high pitched battle cry unlike the Shumai battle cry. They are also known to wear skunk fur hats.

- The Peshtak slap palms as a way of informal celebration or greeting.

- Kitat: A Peshtak town located in what once was the Pocono Mountains. They are mentioned by the Peshtak raiders as having captured an Innanigani and torturing him for information that they gave to the Peshtak.

- The phosphorus crater lies in their territory near Ginesh the Tantal city. The Peshtak are afraid to enter this area until Stel tells them of its nature.

- The Peshtak know little of proper healing techniques, Stel shows Hesit's squad how to do basic first aid. Healers among the Peshtak command a certain amount of deference and are called 'seers'.

- The Peshtak use a military organization of squad, which have squad leaders.
- Seers 'are not to be opposed', they have the power of life and death. Those who oppose a seer die mysteriously after cursed by a seer. They curse by sending words on the winds. Stel felt that his powers lied in his ability to hypnotize people. Stel was able to resist his powers using Pelbar focus techniques. The Peshtak asked again and again if he were a god because he emerged from the area of fire (phosphorus crater) and his ability to heal and resist the powers of the seer.
- The Peshtak do not accept the former male slaves of the Tantal because they are gelded and not considered men anymore. They are looked down upon and derided.
- The Peshtak slaves of the Tantal can always tell a slave that is an informant and they kill them.
- There is a common territory with the Lake Sentani and which is contested
- A young Peshtak male greeted a young female Peshtak by slowly extending an open palm forward, this is probably a universal greeting or salute.
- Religion is largely not described for the Peshtak, but Tor says that the Peshtak believe that everything and every aspect of life has an associated spirit. They are probably analogous to animists.

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.
- the Siveri are often taken as slaves by the Tusco and worked until they are too old, then killed.
- the Siveri are said to not be able to swim and to be superstitious about water in general, mumbling charms before crossing it. They also hold their fingers crossways when they are out in a full moon.

8. Tantal

- slavers, inhabit the South coast of the Bitter Sea.
- a numerous people by comparison that like riddles
- 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.
- By book 5 the Tantal have developed exploding rockets, and they use short curved swords. Wear crested helmets.
- They worship a diety they claim is of the ancients. It is a great bronze statue which had been dug from a ruin centuries ago in the Temple of Blan in the center of the city. In fact, the city of Ginesh grew up around the temple. Blan withers it's priests making them bald and sickly. The priest have their own slaves and it is unclear whether they are gelded like the rest, though it is suggested that the priests use them for their pleasure.
- The Tantal geld all their male slaves and shave their heads. Women keep their hair, but are used as to service select members of society.
- Tantal Society is divided into four classes
 - Central Wisdom Council (called both in book 5): The ruling class of the Tantal. Divided into two subclasses, the rulers and the priests of Blan. The rulers rule by right of birth, presumably the original members who found the bronze idol of Blan. They make up Central Council which are represented by twenty core family heads. Smaller ruling families may or may not be represented by the 20.
 - The EXECUTIVE GROUP of the Central Council (kind of cadre of core rulers)
 - The Information Master: The person who held and brainwashed Raydi as a member of his family.
 - The War Governor: Resif

- The Master of Priests: Laisias
- The Governor of Production: Imlok
- Fleetmaster:
- The Army: Powerful and expansionist
 - Overarm: an officer of medium rank
- The Working Class: the slave managers, craftsman and artisans. The usual source the fodder of the Army, but otherwise just as powerless as the slaves.
- The Slaves: Usually Peshtak, but sometimes, Rit and Sentani or whoever else they can catch.
- Most of the Tantal homes in Ginesh are made of stone with graceful carvings and comfortable outlines.
- The Tantal use a very effective method of brainwashing and when they take young slaves use these methods to brainwash them into believing in the rightness of the Tantal system. All of their agricultural slaves are these types of slaves, as they have some autonomy out on the fringes of Ginesh on their farms.
 - Each class or group of Tantal live in their own section of the city.
 - The Tantal maintain a museum where they store all the ancient artifacts that they find. These are studied but rarely understood as it is not considered very important. Inside can be found several things of interest.
 - an elaborate mechanical loom
 - a mechanical harvester
 - a bar of metal that is radioactive
 - a holy bible from the ancients and other books
 - much ancient jewelry
 - many other things left unidentified
- The Tantal trade with the Eastern Cities, mostly Seliganis. They trade for cloth.
- a typical child's outfit: green robe with a metal headband
- a priests garb is a metal-plate suit
- a commander in the field had warm sassafras and maple-sweet cake (probably fare of the privileged)
- The Tantal scouts are very good, having been honed fighting the Peshtak and are difficult to spot
- Even after previous losses the Tantal had at least 18 ships in port at Ginesh. There may be more patrolling other interests in the Bitter Sea. Later, 27 ships pursue the fleeing ex-slaves. Each ship is crewed by at least 100 men.
- Most of the ruling class have tunnels that link their homes and other locations. Terog's home had hidden panels and closets where men could hide.

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.
- A commander of armies is called, Exalt
- Governed by a council
 - North Shore delegate (called a Representative)
 - The Chair, is leader of the council and referred to as Mr. Chair
 - The Secretary runs the proceedings of the Council

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 worshiping Aven.
 - they are very devoted craftsmen and workers, working for the joy of work alone and are quite disciplined according to Jestak.
 - for the most part the EI's society does not regard gender in any specific roles, each person works according to their ability and inclination regardless of gender.

- females are responsible for child rearing during the first few years after birth.
- they wrestle and play stick games, are considered expert in their use of bows to bird and fish.
- a group of religious people called the Saltstream prophets reside in a temple complex in the hills above Godspalm. These prophets, both male and female are celibate.

11. Emeri

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

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 between the mouth of the Heart R. and Tusco country a little to the North.
- Grow rice in the marsh areas for trade with the Eastern Cities
- Have a city named Murkal and five other settlements away from the Heart R.
- Although the Alats do not directly enslave people, they have a system of debt slavery that means anyone indebted to another becomes their slave until the debt is worked off. The debt is subjective and rarely benefits the debtor.
- The Alats are said to have a different writing system than the Pelbar or Atherers. Probably similar to the Tusco, since they are a related people.
- Most of the merchant and craftsman classes are involved in guilds.
- They are said to play a game not unlike the paintball warfare of the ancients
- Are said by Tor to have used white geese as guards

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

- these people are shown on the map near the Commuters but are never mentioned (That I caught. They may be the The Goat People mentioned by Stel, they are located properly). It turns out that the Cull are the Rock Pilers (Book 5 pg80) See the Originals/Rockpilers entry #22
- By Book 5 pg80, the Cull and the Commuters have become one people or at least joined politically

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 Rockpilers territory in order to take water there, in doing so they destroy much of the Rockpilers walls and fields. The Rockpilers resist causing some hurt and death among both sides, but the Commuters are more determined and have always prevailed. This has happened 4 times in the Commuters recorded history.
- the Commuters are said by the Rockpilers to know little of agricultural methods or irrigation and yet sit around all day discussing false knowledge such as mathematics, geometry and history.
- religion seems to have little or no bearing on Commuter life, though they are ethical in their own way.
- Stel found the Commuters to be a very artistic people with many varying and elaborate types, usually of a simultaneous practical use.
- the Commuters shared some musical melodies with the traditional Pelbar music. A song, Song to Aven, Source of Joy was recognized in the Commuter tune they called Joy of Man's Desiring.
- they are largely ungoverned and have no military structure or training, living in loose familial associations headed by a family leader. There were 6 men and 6 women as family heads represented at the initial negotiations at the Originals city limits. Women seem to have as much political or social standing as men.
- The knowledge provided by Stel and Ahroe greatly benefited the Commuters and they also made a lasting peace with the Originals.
- Book 5 sees the Cull/Originals as one people represented by the Commuters at the unification talks held at Threerivers.

18. Roti

- Men Stel first met were naked to the waste with shaven heads dark skinned and sleek, speaking a strange language.
- the women had very long hair
- the Roti have some stone working skill, as they paved some streets in their village and had minor stone works and objects. Some of their structures were made of stone, topped with rush roofing.
- a native blue-eyed woman was dressed in a long maroon robe, heavy gold necklace and strange high wooden sandals and was offered to Stel.
- the Roti sacrifice anyone with blue eyes because they believe they come from the sky. They will raise blue-eyed children to be sacrificed later. Part of the ceremonial sacrifice includes ritual intercourse with any other blue-eyed captive or native of the opposite sex. Such as the woman dressed in the ceremonial garb described in the previous entry. Probably to create more blue eyed progeny.

- The Roti believe that the Ozar are cursed and/or crazy and that their territory is the place of death, and will not enter their lands.

19. Ozar

- A group of elderly, and sick that once were a viable people, but were poisoned by the one of the barren lands that border their territory to the North and now are sterile and dying out. The stream that waters their territory dried up one season and nearly the whole village was convinced to cross the barren lands where they got radiation poisoning. The Emeri sent them back at sword point.

- The Roti will not enter the lands of the Ozar, believing them to be cursed and/or crazy people and that their territory is the land of death.

- The Ozar call themselves the Children of Ozar. The Ozar came from the sky in an old passenger jet during the time of fire and set up a village near the wreckage.

- The Ozar took advantage of Stel's good and kind nature to have him do a lot of work that was difficult for them to do.

- The Ozar supposedly see the house of Ozar the Mother (the wrecked aircraft protected by an external building) as a sacred place, some see it as a form of semi-deity, but many actually don't believe in Ozar's divinity. Though they told Stel he could not go into Ozar. Later Ahroe tells the Rockpilars that the Ozar worship a masculine deity they call God.

- the Ozar's diet consists almost entirely of beans and fish

- The season the stream dried up a landfall in a narrow part of the stream blocked the flow until it was able to spill over and carry the debris away. They lost many buildings and their own dam when the waters rushed back to fill the dry streambed. But it was too late for the Ozar, who had been poisoned.

- the Ozar used to name all their children from an old passenger list, so their were often multiple uses of the same name. There are 200 or more names on the list which says it is from flight 297. Captain Baron Jackson piloted and left a short handwritten journal entry describing the time of fire as seen from the air.

- Because of their age and condition, it was often difficult for Stel to tell the difference between the male and female Ozar.

- The Ozar culture their own fish in damed ponds on their stream

- The Ozar, no longer possessing the energy to dig graves have been throwing their dead into an old stone storage silo along with other ofal which they call 'The Stew'

- The Ozar used the inner bark of a tree they called the cordage to make their clothing, a form of long robe. They would beat the inner bark into 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 (May be the Cull-not likely book 5 pg80)

- 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 Rockpilers by the Commuters. Are strongly suggested to be the Cull in book 5 pg80)

- 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 wears a reed cape. They often accompany their singing with a tambourine.
- they number about 500 people and largely support themselves through agriculture along a river bank. They call their city Cull and believe it to have always existed.
- the Commuters come in times of drought to water their cattle. In doing so they destroy some of the Rockpilers' fields and a fight ensues where people are killed and hurt. Both see only things their way. The Commuters need water, but the Rockpilers do not share. The Rockpilers see the Commuters as thieves and destroyers. Conflict over water has happened 4 other times.
- the Originals, called Rockpilers by the Commuters because of their habit of building walls without changing or dressing the stone. The Rockpilers priests believe that the stones should be used in the form that nature has made them, without any modifications. This, of course, creates weak walls, which are easily toppled.
- Weapons include the stave or staff, most other weapons are completely unknown to them until Ahroe teaches them the use of spears and slings to stampede the Commuters cattle. She also teaches them the use of traps and some other defensive measures in an attempt to protect them from the Commuters.
- eat something they call flatcakes(may be pancakes or a flat bread such as tortias). Grow tomatoes, cucumbers, melons and drink tea
- they have a nursery for infants and small children
- mat and basket weaving are skills known.
- the Originals are generally easy going and hospitable only distracted by the proscribed rituals that seem to rule much of their lives, though many do it simply in supplication and not belief. These ritual times or periods are announced from a tower by a booming drum.
- Boldur emerged as a secular leader of the Originals and established a peace with the Commuters 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 wear 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 wear 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 there 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 their sheltered environment they know nothing of the outside elements and life except 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 fire's 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 dome's conditions was the first to leave since the time of fire. She was found by Trisal and Raran out for a walk near the dome.
- 3 Comps were killed during a fire 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 Dome's 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 its 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.

24. Atherer

- A loose federation of several peoples residing in the Northern rim of the South Ocean. Most are darkskinned with curly hair, but some are lighter, even blond and light skinned.
 - Live in what they call Southocean Country which begins at the mouth of the Heart R. and extends into the sea once known as the Caribbean but is now called the South Ocean or Sea. They inhabit many of the islands in this sea.
 - Are a largely generous and benevolent people who rely primarily on fishing.
 - They tend to build their houses on stilts. The houses on Sagol were mostly temporary dwellings that were open to the elements on all sides, with a woven frond roof. They use a long narrow boat that is sail capable.
- Known settlements
- Unnamed settlement at the mouth of the Heart R. (about a days travel) with sixteen of their slim boats and 42 people
 - Sagol, an island settled by the Atherer 150kiloms from the coast in the South Sea. Adant, a village further inland from summer village near the Northern beach and is the winter home of the Atherers who reside near the beach village in summer. Adant has a large library full of books that were traded from the Eastern Cities and other places unnamed. Sagol had some untainted ruins in which were found many artifacts of the ancients.
- Use moss in campfires to generate smoke that drives insects away from their camps.
 - Worship a being they call the Lone One and also God. (The Lone One is obviously Jesus Christ of the New Testament). The Atherers have been searching for all their known history for the ancient holy texts that reveal him.
 - Atherers have a formalized education system where children attended 4 days of every 10 the year round. They have a written language not unlike the Pelbar.
 - The Atherers speech is closer to Pelbar than the Tantal's.

25. The Soarers

- A large village of people who have some similarities with the Shumai culture. There are 500 people.
- They do not know the use of bows or metal working. They use stone implements in place of metal. They

typically use spears.

- Primarily a hunting culture, but they grow potatoes a few miles to the South of the main village. There are steam vents that make agriculture easier at that location. The village proper must remain at its current location so that the Priests can continue to hold back the ice from covering the world.
 - The Soarers do not officially worship any gods, though a tradition of the Shumai god, Sertine exists among the hunting bands of the Hunter subgroup. This is frowned on by the Priests so is done secretly.
- The Hunters:
- Are said to be from the SouthEast, and share some cultural similarities with the Shumai.
 - A shorter and darker than the average Shumai because of the mixing with the Priests, but some taller blonder examples still exist.
 - Over time some of the Hunters have assumed the ability to read thoughts, which is unlike the Priests ability to influence and control people.

The Priests

- Are said to be from the West and came around the ice, though they fear something or someone from the South. The priests are darker even than the average Sedge resident, but often intermarry so variations are usual.
- Each priest has a mental power that allows them to influence the thoughts of others. This power can be linked, or used in tandem with others that share this power.
- Use a substance that enhances their mental powers that they get once a year from about 1 weeks run South.
- Only the priests and selected individuals from among the villagers may climb the ice face of the glacier walls, which they say they hold back by the power of their thoughts so that it does not cover the entire world.
- The priests are the ruling class in Sedge and everyone defers to their will so that they do not become victims. A typical tactic is for the priests to gather in secret and compel their victim or another innocent to do their will for them, which they can then disavow should they feel a need to.
- A priest does not die of conditions brought about by age, instead for some reason, they go mad over time and are quietly and secretly killed by the other priests.
- Every summer the Priests have a ceremony that shows their power to the community and is part of the rituals that hold back the ice. This ceremony involves building gliders and leaping from the top of the ice wall. The Priests have told everyone in the village that it is only by the power of their thoughts that keep the gliders aloft. These gliders are usually painted yellow and red.
- Most of the Soarers live in round log homes half buried in the earth while the Priests communal structure is made of stone. This structure known as 'the dark house', is where the Priests often take people they want to judge or question or imprison. It is also one of the potato storage buildings
- There is a custom after the soaring ceremony that everyone in the village gives anyone else who asks any possession that is theirs to give.
- Ever since a hunter was condemned to the ice to die after being called evil by the Priests who then killed some of them, the Priests have used their powers and drugs to make the condemned meek so they cause no trouble.
- Recite fixed poems on special occasions, such as Bridal Flower at bridal swearing ceremonies.
- The Soarers use sand clocks to tell time.
- The Soarers play primitive instruments, animal skin drums and bone flutes and lengths of bone as beat sticks. They sing in a monotone rhythm, songs that are wrote.
- Wedding or bridal ceremony included a procession that marched up to the bride's residence who then came out to join them. The bride (Orsel) was depicted as wearing a bleached skin robe, with the hair up and feet in high white boots with wood-splint weaving. The groom (a Priest by the name of Ojam) was in an elaborate chair held aloft by strong men. The bride then knelt before the chair to recite a poem of commitment, which she chose.
- Several older Soarers, Orsel and a group of 5 hunters, including Dardan set off South and East for Shumai country after running from the Priests.

26. The Ice Valley People

- The Ice Valley People live in communal manors. Each House or Household has a patriarch or matriarch that rules a house of servants and workers, who all live together in a single large dwelling. A head of a household is a property owner and may own multiple farms or tenancies on that property, all of which are considered part of their household.
- The Ice Valley is divided into numbered 'sectors'
- The Ice Valley people have an enemy they call the Raiders that come from the East on occasion, stealing young people away.
- There is a custom among the Ice Valley People that allows a man to steal a woman, and as long as he impregnates her, she must become his wife. This is called 'carleyboshing'. This practice is not widely

espoused or used and is generally frowned upon. It is common for a man and a woman who like each other to first have relations and get pregnant before marrying.

- It is a serious crime to steal or kill livestock that is not your own.
- When someone loses a spouse there is a long period of mourning that lasts years before they can pursue another relationship.
- The names of most people would be recognized as common to us today.
- Typical farmers garb: a blouse, overshirt with sleeves and belting pants. Night cloths are usually dark and long, sheepskin boots are common.
- They have a library filled with books at Blue Lake city in South Sector
- The Ice Valley is ruled by the law and four men who represent a sector in the valley and also act as judges, upholding the law.
- The Ice Valley is divided into 4 sectors, each ruled by a sector judge. The named sectors are:
 - North Sector – Sparsely populated, only about 800 residents
 - Third Sector – Contains ancient ruins from which metal is derived.
 - Second Sector
 - South Sector

4300+ people inhabit the whole of the Ice Valley

- They have a stringed instrument somewhat like a pellute
- The use of bows is unknown in the Ice Valley, though they do use longswords and crossbows. Tor shows them how to make bows. They use a ram's horn as a signally or warning device. Tor taught them the use of shields as well, and they made some improvements in their application, like making shield carts.
- Apparently two languages are used in the valley, a form of English and a form of French. French is most common in the North Sector of the Ice Valley.
- Most people of the Ice Valley are associated with a family or a guild.
- There are few vegetables grown in the Ice Valley. Turnips are included, as well as barley, which they make a beer like drink, wine as well as a strong tea that is very good according to Tor. Peas, hay and oats are also grown. The only meat seems to be sheep as they seem reluctant to take the seasonal birds that come or the fish in the streams. They produce a flax and linen. Plowing is done with people, since there are no draft animals.
- The Ice Valley People worship a being they call The Lord. They believe that the unrepentant will burn in hell for eternity.
- The Ice Valley People divided the year into fourteen months of 26 days, the last one having 27.

27. The Raiders (Sgenamon)

- Description of a raider caught by Tor: Dress in black leather, face darkened, long hair gathered in a greasy queue. Three parallel scars on each cheek
- The raiders are known to use bows
- Tor calculates that the Raiders always raid on a night before the full moon, so when they departed the following night they could see the ice fissures easier.
- The Raiders yell in a high falsetto to disconcert their enemies.
- They use strange swords
- The Raiders are largely unhealthy and weak. Tor learns that their sickness is caused from using led cooking wear. They raid to replenish their young, otherwise they would die, because few are born naturally in their tribe due to the sterility caused by led poisoning.
- The Raiders speak their own dialect of standard Urstadge.

28. The Carfers (Carvers as they call themselves)

- One of the many peoples the Sgenamon raid for their young.
- Their homes are made of planks and are low roofed.
- The Carfers decorate their structures with elaborate carvings and make massive carvings depicting many things, mostly of wildlife.
- The Carfers are ever vigilant against the Raiders which cause them trouble only when they come in force. They are otherwise quite peaceful.
- The Carfers speak another language unknown to Tor
- They sing songs in unison as chants
- They use mauls and chisels to shape wood and are also accomplished boat builders.
- They have typical pre-industrial tribal skills. They play a curious game with pebbles in bowls.
- They do have some metal work and a rich diet of local foods.
- 4 prominent women were observed by Tor, they wore hooded capes sewn with pieces of shells outlining

the same elaborate shapes that were carved into some of the village dwellings. One of these women was a leader of 6 settlements. Tor and Tristal were asked many questions about their adventures.

- The Carvers are dark haired and dark eyed
- Tor learns that the village they have found is a façade and is not used by the villagers. They actually dwell in a nearby mountain.
- They used a large polished metal disk to signal other villages
- Each Carver region is ruled by an elder. The elder can be identified by the totem animal which is carved into all the dwellings. The number of totem animals on their ceremonial cape determines how many villages they rule or control.
- Nuchatt says that the Carvers were in these lands long before even the ancients (which would probably make them native Americans)
- The Carvers have multiple gods and they speak the private language of the gods that is their native tongue.

29. Iyunwah

- A people just South and inland of the Carver territory
- Slavers that use dogs
- Their dialect had some similarities with that of the Soarers
- They have at least one large settlement based on an inlet of the Western Ocean.
- They keep slaves in an unclimbable cliffside cave complex. The complex housed 92 slaves and a few others assigned to far away locations for work.
- There were many slaves from many types of people, both light and dark skinned but few from the Carvers, who had long ago learned how to deal with raiders and slavers. They even had at least one Forman from the East who recognized Tristal for a Shumai.
- An industrious people. They mine copper (or rather the slaves do). Grow potatoes, corn, beans, and turnips. Fish were a common source of meat.
- Thinking themselves a humane people they fed their slaves well and did not mistreat them unduly, though if a slave were slow or insolent it earned him or her a taste of the whip. Slaves that try to escape are hung up to slowly die and then left to rot as examples to the others.
- They use larger raiding ships to scour the coastline stealing fishermen for slavery. They usually send more than one at a time (6 were sent in the book).
- It is not unknown for the Iyunwah to kill the slave who had dug graves during the following drunken ceremony and throw him in the grave with their dear departed.
- A priest accompanies the ceremonial burial procession and presides over the proceedings. The priests, Tristal notes, dress very similarly to the Soarer priests. The Iyunwah are not very respectful of their priests. Fees are paid to priests for their services.
- The Iyunwah afterlife involves the soul being either a star or the darkness between. If the person in question led a good life according to the Iyunwah society he or she would become a star in the heavens. If they did not meet these standards, they would become the darkness between.
- Ambel the priest remarked to Tristal that religion and philosophy among the Iyunwah had become mere abstracts and rituals with little everyday meaning.
- The Governor's chambers: Stone steps lead to elaborately carved double doors through which a long corridor led to another set of doors. These doors opened into a large, stone floored room with high windows on three sides. The right wall was divided by a gallery held up by enormous, intricately carved wooden columns. Directly in front of the doorway against the far wall stood a dais on which a long-faced man sat, behind an ornate table with a carved front embossed with hammered copper. The Gallery contained many artifacts, one of which was Tor's axe during Tristal's slavery period.
- Anse and probably Alby belonged to a family, the Campans
- The little girl that Tristal saved from drowning was of the Lotts family
- It seems that families, as units, have some political influence, because of Tristal's actions benefiting two families, the Governor judged that Tristal could not be hung out to rot despite his own eagerness to see this act carried out.
- Earthquakes are very common in the region of Shagrock, and can be quite powerful.
- Shagrock is governed by a 'governor' who holds near absolute power. Watomie the governor, seems to be a pragmatic and intelligent man, seeing that Tristal was trouble because of his experiences and hidden desire for freedom.

30. Unknown Pacific Coast Island People

- Live on the small islands that dot the Northern Pacific coast.
- A peaceful people with little knowledge of how to defend themselves and so often the target of the Iyunwah slavers.
- Mainly fishermen

- Tor is believed to have helped them set up defenses against the Iyunwah slavers and so the last mission showed little success and many slavers were killed.
- Build peat roofed houses, hunt seals and sing epic songs

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, Protector-book 5)
 - Alance (council member and Protector after Sagan in book 5)
- Excur is Protector of Pelbarigan(pg 54) and is considered of a closed mind by many including Jestak and Sima the Protector of 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 and Sagan is Protector in book 4.
- 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.
- Oet is Guardchief during Stel and Ahroes time
- the Haframa is the head healer or doctor in Pelbarigan during book 3 and 4.
- 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.
- Sagan is Protector in book 5 until about ¾ of the way and then replaced by Alance

6. Threerivers

- the most conservative city of the Pelbar, the farthest South of all Pelbar cities and it's entire structure has a seashell theme and architectural style. High curved walls with terraces, one large guard tower (Broad Tower), three other shell shaped towers. Diamond patterns can be seen in the structure of the walls. Located near the original ancient city of Grand Tower, Illinois.

- The Judgment Hall is a large circular chamber that occupies a full 4 levels of the city the ceiling of which is held aloft by arcs created by the outer terraces. The floor was divided into quadrants by black zigzag tiles radiating from a triangle at the center, continuing on up the walls, which rose and curved in elliptically, meeting at the central skylight, which protruded from an upper city level, underneath the Broad Tower. The central triangle was the tip of Craydor's sealed tomb, which lay under the floor. The pyramidal apex of the triangle once jutted out of the floor, but a previous unnamed protector had it leveled. The walls were circled with inscriptions from Craydor. The room is shaped like a birds egg.

- Ales is Protector here as of book 3, Udge in book 4, (don't know if this is an error)

- the Broad Tower is the dwelling and offices of the Protector and is patterned after a rare seashell (Nautilus) and is really a separate structure built into and apart of the city proper.

- In the lowest levels of the city are a series of 6 prison cells, each has a riddle that at once encourages, instructs those held if they are wise enough to figure them out. This level's primary use is that of storing ice, mushroom cultures and general storage.

The Prison Cells:

1. contained a bed-bench against the inside wall surmounted by an arch with one word etched into stone, 'Mercy'. In several bands about the room, letters were chiseled, but made no immediate sense. The diamond pattern of the outer city walls were repeated in miniature inside the cell. There is also a small slit that extends outside so that a small portion of the sky is visible. The letters on the walls of this cell are in a simple code easily understood to be some of Craydor's teachings.

2. structurally the same as the first cell. This cell had the word 'Anger' repeated in a complete band around the room. Under that a series of reliefs illustrated faces and bodies obviously in states of rage. On the ceiling are two heads in relief, a man and a woman calmly looking at each other. In the sleeping alcove above his head at either end on the ceiling was etched an angry face and the word 'Anger' and the word 'Peace'. There were letters chiseled into the rock all over the cell:

thepd.uercpnoashenoefetbheirsosfheerlelhttoe.ofiislteocennah

What this means was a mystery to Brudoer and he set himself to deciphering it...after the word 'the' start at p and use every other letter, use the periods and start again. Answer at the bottom of the last page.

3. cell three is like the others structurally. The cell is covered with even more inscribed lettering than the previous cells. Low on the wall, a circle of oval shapes alternated with images of small river clams. Above that, a row of land snails alternated with turtles, all aiming to the right. The third band showed the four familiar shapes of a changing butterfly-egg, caterpillar, pupa, and flying insect. Above that another band depicted Threerivers itself, followed by a troubled face, followed by a miniature image of the third cell, and finally a running man. Each picture of the 'troubled faces' were different. They seemed to show anger, frustration, worry, pain, moody introspection, each sixth one showed the face covered by hands. The four bands of lettering were not in the same code as cell 2. Each of the letters formed three groups separated by stars.

tm.totiwpcmaehfihshlvadelrwdoeooeyteivimoses.eistpnlidini *
hiutlahshoseustnhtloynflcdogn.smrtdrmehulehahgnmodgmlw *
ehrneiihdsrtiseee.mlbaioeopn,saaohnisrfsllsrtieyenal *

Begin with the 1st letters of each group, and then every other letter in each group thereafter, and then work the same from the end in reverse. Answer at the bottom of the last page.

One of the images carved into the wall was of a turtle. Brudoer fathomed how to 'open it's shell' to find a large metal box with a hinged lid. Inside was a roll with seven essays of Craydor, unlike the versions he had been taught as a child, as these were the original documents. Also, hidden under the turtle shell on the box itself was a beautiful gold bracelet and a note from Craydor herself. The bracelet had an inscription from Craydor, implicating the injustice of anyone who would take it from the rightful wearer.

4. the walls are nearly bare, with no inscriptions, just a frieze of river mussels like cell 3 and some of the stone patterns, though much larger. Next to the cell entry is a secret lever made from the door metalwork that can be used to lock the cell door from the inside, since it swings inward. One of the stones in a diamond pattern was darker than the others. He was able to push it through causing a hole large enough for him to wiggle through into a very narrow passage. The stone had an iron handle on the backside that allowed Brudoer to move the stone back in place with effort, so that no one would know his method of escape.

5-6. Never occupied by Brudoer so never described.

- From the secret passages that Brudoer had discovered from the 4th cell were other passages and even small rooms. Also discovered were seven other pull stones that allowed access to the city at various locations.

1. 4th prison cell

2. Broad Tower

- Brudoer noticed in his explorations, after finding a secret passage to Craydor's Tomb, that the entire city was hinged/locked around the central tomb area. At the foot of the tomb of Craydor was the inscription 'Take Heart' at the head was another inscription that read, 'Take Thought'.

- Also discovered was a long eastern passage that lead to nearby limestone bluffs, the original quarry from which the stone to build Threerivers had come. Inside were hollowed out rooms that were obviously a small city that housed the original Threerivers immigrants.

In this small city Brudoer found: living quarters, a mushroom farm, fish holding tanks, slaughterhouse with an icehouse adjacent to it. One room even contained an entire stock of Sentani weapons and clothing. Also found in one of the rooms was a box of unpublished manuscripts in Craydor's own hand, which included complete plans for the city.

- Threerivers manually raises it's waters from underground springs and up to the top terraces where the water then is able to flow to kitchens and bathing rooms as well as the large gardens scattered all around the outer terraces of Threerivers. There was once a ingenious mechanical system invented by Craydor that brought the water up part of the way, but is in disrepair.

- Families of Threerivers

- Ursan

- Udge

- Cilia

- Lamber

- Suwor

- Arden

- Bivel, Southcouncil, replaced by Dardan (hand chosen by Udge 'the sludge')

- Suth Ursa The Ursana, head healer until relieved by Udge for allowing Gamwyn to go to Pelbarigan for healing.

- Udge , Protector, seldom calls the council for decisions or council. The central Judgment Hall has been unused since she took office. She at once publicly advances the ideals of Craydor, upholding the progenitors system of rule while secretly thinking that those rules are always getting in the way of her maintaining the harsher interpretation of those same rules.

- Cilia, Westcouncil

- Lamber, Northcouncil

- Suwor, Eastcouncil

- Unset Arden is an old opponent of Udge and a family head

- Craydor's imprisonment law: a prisoner may spend only 30 days in his cell after that the prisoner should either be excluded from the community or returned as a full member. Under serious conditions a prisoner may be returned to his cell after 120 days free of it.

Udge found a loophole, she did not return Brudoer to his original cell, but to the next of the 6 total, thus starting the 30 day clock over.

- Threerivers is destroyed by Brudoer when he activates the unlocking system that keeps the city together during an attack by over 300 Peshtak. What is left of the cities population hides in the tunnels and caverns of the nearby limestone bluffs.

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. Renamed by the Pelbar's founder Amanda Pell.

- most of the surviving population that resides in what used to be the central United States of America does so along or near the banks of the Heart R.

- Past the Alat city of Murkal and before the mouth of the Heart R. were two empty places where weeds and grasses barely grew.

- The river eventually widens and slows with many grassy swamp areas, islands and maze like channels, many with dead-ends.

- There is an unnamed Atherer settlement of 42 members near or at the mouth of the Heart R.

8. Issou 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. Issou R. (probably once called the Missouri 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

- Feeds the Arge River which feeds the Heart R.
- The Cog is navigable by boat and ends a little West of the Bitter Sea

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: An ancient ruins where the Tantal build their ships
- 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.
 - South of Ginesh are some low hills, between these was an expanse of stumpy land and cultivated fields.

- A square city with high high wall around it, part palisaded logs, part stone. In the center is an open area with a large building on a low mound, The Temple of Blan, a great god of the ancients.
- From the hills to the South through the cut lands runs a stream that supplies Ginesh with water.

This runs through the city walls through a large iron grate. One of the grates had been worked loose by the Peshtak slaves so that it could be removed and replaced without notice.

The Temple of Blan: An ante-chamber proceeds two double metal doors that leads to a large conical room, the central temple which houses Blan the Bronze idol. All made of fine stonework with successive rings of windows, made of a mosaic of ancient glass fragments. Dominating the room in the center lay an enormous bronze statue of a man, largely naked. The rear of the chamber had a small door inconspicuously set into the wall.

- 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

- Lies just South of the ancient city of New York.
- 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 piece 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.
- Located in what was once the hills of Tennessee.

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. You can see a short unnamed river that splits the Oh and Heart R. From the North just South of Threerivers on the map. (I believe this is Gray Ash R.)

65. Oh River or simply the Oh.

- this is mentioned several times but never placed. (I believe that the Oh bisects the Heart river on the East side and to the South of Threerivers. You should be able to see an unnamed river firmly in Shumai country. I believe this is the Oh. Probably short for Ohio River, confirmed by the name glossary in book 4.)

66. U Bend

- a Tusco settlement just south of the neutral trade zone and where the Heart R., Tusco and Shumai territories meet. The city rests on a large peninsula where the Heart R. forms a U-shaped bend. The city is centered around a hill in the center of this peninsula and is surrounded by palisades and levees. In the neck are concentric circles of buildings from the center of which rose a large, white tower. Beyond that were fields. At the tip of the loop, behind more palisades, which had small log guard towers, stood rows of buildings, low and nondescript, which were probably the slave houses.

- The White Tower is home to the Central Committee, the ruling bureaucratic arm of Tusco society. The door to the tower is surmounted by seven white skulls fastened to the lintel. The bottom floor construction was primarily of wood with stone pavement. In the center is a large room with a dais at which seven people sit on one side of a long desk. A human skull was at each end of the desk. At the other end and on each side of the room entrance were tiers of seats for an audience. Skulls adorn the White Tower all over, they are the skulls of former Committee members.

- U-Bend was mostly destroyed due to the contributions of the rising spring waters and slave tunneling that had been going on. The White Tower fell and many Tusco were lost, while the slaves escaped. The survivors attempted to rebuild there society and raided into Siveri country. The Siveri responded in force and killed all the

Nicfad and most of the Committee members making the Tusco nearly an extinct people as many from High Tower had come to U Bend to rebuild.

- 42 Tusco later immigrate to the Pelbar city Threerivers with Gamwyn on his return voyage.

67. The Southern Sea

- the sea beyond the mouth of the Heart R. (Gulf of Mexico). Home to the Atherers along with the islands that populate this sea.

68. The Tusco Neutral Zone

- an area at the junction of the Heart R., Shumai and Tusco lands. Within this zone all are free to trade, anyone venturing further South than the neutral zone would find themselves enslaved by the Tusco.

69. Pigeon Island

- about a days canoe ride downriver from Pelbarigan and 30 ayas upriver from Threerivers. Gamwyn and his Pelbar guardsmen camped here over night.

- the name glossary at the end of book 4 says that it is about 34 ayas South of the former site of St. Lous.

70. Jaiyan's Station

- a trading post where mostly elderly Severi that were released by the Tusco because they were no longer useful live and where traders meet to exchange goods. Typical goods traded to the Tusco are, leather, Pelbar ceramics, turned wooden trays and cups, salted meat and large quantities of cattle bones.

- most buildings are log and palisade structures that are in disrepair because of Jaiyan's distractions with his organ (that's PIPE organ, as in musical instrument people).

- burned down during a Peshtak raid a few months after Gamwyn had departed.

71. Ancient Tunnel

- located about 3 ayas South of Pelbarigan in a side valley, known by the Pelbar. Perhaps an old half buried ruin. Used by the Peshtak during their raids in book 4.

72. High Tower

- a Tusco town, further South on the Heart R. than U-Bend, but not quite as large as that town was.

- the White Tower, which was actually larger than the one at UBend was destroyed by a tornado.

73. Murkal

- An Alat city on the East Bank of the Heart R. a couple of hundred miles from the mouth.

- The Alat main city. It is fronted on the river by a parade ground, with docks leading into the river. The main gate is flanked by two guard bastions. Just inside the walls is a three level pyramid which holds a building called Godswagon house, which priests use to house an ancient artifact that is said to be God's conveyance should he return (probably an old automobile). On the building are placed large letters spelling out P-A-C-K-A-R-D

74. Threerivers Limestone Bluffs

- a series of tunnels and man cut caverns a little ways East from the Pelbar city of Threerivers. Nothing is noticeable from the outside, but the inside has enough space to accommodate a small sized town in population and supplies.

75. Southocean Country

- Begins at the mouth of the Heart R. and is the home of the dark skinned Atherers. (see also The Southern Sea)

76. The Dead Flats

- a poisoned area at the mouth of the Heart R. where once a great city once stood (probably New Orleans) and where portions of the river flowed into.

77. Sagol

- an Atherer island and summer village that is said to have a lot of shells. It lies about 150kiloms South of the Heart River's mouth and is considered a 'summer' town.

- A river faces North and is visible when approaching from the mainland.

- Most of the buildings in the summer beach village were open conical houses, thatched with leaves and fronds and arranged in arcs. Adant is their winter village further inland away from the beach and has a library.

- Sagol had an ancient untainted ruins nearby with many ancient artifacts, most buried within the sand.

78. Unnamed Atherer settlement

- 16 long narrow boats, and 42 people, situated about a days travel North of the Heart Rivers mouth.
- They make baskets here for trade with other Atherers.

79. Adant

- a village 2 miles inland from the beach village of Sagol. This is the winter village of the Atherers.
- Adant has a permanent library with many books, some traded from the Eastern Cities.
- many of the buildings here were made of cut and fitted stone so as to weather the extremes of the storms that troubled the South Sea.

80. Onem

- a small Tusco settlement West of the Heart R.
- Destroyed by a Siveri raid to recover slaves
- only mentioned in the name glossary in back of book 4

81. Ultu

- a small Tusco settlement in an unknown area of the Tusco territory (probably east of U Bend).
- Destroyed by a Siveri raid to recover slaves
- Only mentioned in the name glossary in back of book 4

82. Iver

a Settlement of Pelbar, mostly from Threerivers (book 4) some ways North of Northwall and East toward the edge of the Bitter Sea
Has at least 140 Peshtak, 27 Rits, 3 Shumai and numerous Pelbar from the Threerivers fall.

83. Cwilgan

An ancient ruins near the beach of the Bitter Sea not far from the Peshtak camp where Stel stayed
The Tantal build their ships there

84. Arge River

A large river that feeds the Heart R. to the far North, but before Iver. Said to be 'braided', which may mean it has a lot of twists and turns. It has many mouths that empty into the Heart R. with many islands and is difficult to navigate.

The Arge is said to have once joined the Heart R. near where Pelbarigan is now, but the time of fire and time itself has shifted it's course.

The Arge is transected by the Cog River.

85. The Portage

A narrow ditch between where the Cog R. ends and the Bitter Sea. Used by the Tantal during their invasion of Northwall.

There are 60 people at The Portage, mostly workers clearing the old channel for use by the Pelbar Ships using the Portage to reach the Bitter sea must be hauled through. It is not navigatable.

This location was the scene for several battles between the Tantal of Book 6. The Portage was widened and became fully navigable by book 6.

86. The Phosphorus Pools

A fairly large area with a lake at it's center where phosphorus can be found quite readily embedded in the mud. It lies somewhat to the West of Ginesh the Tantal city in Peshtak territory.

The Peshtak are afraid to go into this area, because things catch on fire sometimes.

Stel speculated that a meteor had fallen here and was the source of the phosphorus

The Peshtak tell Stel that there is a stream that issues from this area at one point that smells a little like rotting eggs and is yellow. Stel guesses that this is a sulfur stream. The Tantal use this stream for their gunpowder production.

87. Cull

The city of the Cull people in the far West

88. The Cisterns

A series of tunnels and drains that feed into the Tantal city of Ginesh

89. Stoneridge

A conjectured Peshtak settlement, since Dahn is said to be 'of Stoneridge'. Unknown location.

90. Binhan Territory

A territory between the Peshtak and the Long Lake Sentani in contention. They both claim it. More or less leaf shaped, lying about 300 ayas long by 120 wide.

91. Yougyan

A town or territory of the Peshtak

92. Kitat

A Peshtak region (probably most Eastern region)

93. Urney

A Peshtak town in the Eastern regions

94. Treemai

A river, town or region in eastern Peshtak territory (probably a town)

95. Shill R.

A river in Eastern Peshtak territory

96. Shill Garrison

An Innanigani fortress East of the Shill R.

97. Manybends

A location suggested by an Eastern City Council member to be the Western most border when the Federation asked them to state one.

Probably a river

98. Leynap River

The traditional boundary between the Eastern Cities and the Peshtak territory

99. Northwestern Regions

Grasslands, though colder and drier, with deciduous forests slowly giving way to pine. The game changes from the usual deer to a flat horned variety and then to a larger spread horn type. The more North they went, the drier the terrain, the shorter the grass. The ground started being cut by deep gullies and the climate became steadily cooler.

100. Bowbend

An unknown in Shumai territory where Tor was said to be from.

101. Sedge

A village of the Soarers who share some similarities with Shumai culture though are typically darker and shorter. There is another, darker people that have come to Sedge many years before reckoning that have mind powers and control the others through intimidation, suggestion and domination. They are called the priests.

The village is situated about 3 ayas from the ice cliffs of the glaciers that come from the North.

The village consists of half-buried log huts heaped over with dirt. They were circular, and inside each contained one very large room. Smaller rooms to the sides could be partitioned off for privacy or hidden storage.

There was supposed to be some ruins of the ancients nearby, where the little metal that they had came from.

102. The Ice Valley

A large valley, more than a months walk from the Western edge of the glaciers, near the Soarer village of Sedge.

This valley is kept green and largely snow free throughout the year due to hot springs.

The Ice Valley is home to a group of people called the Ice Valley People.

The Ice Valley is divided into 4 roughly even sectors, each ruled by a judge. Beginning with North Sector, Third Sector, Second Sector and finally South Sector. Tor judged the Ice Valley to be about 70 ayas long

Blue Lake: A small stone city in the Ice Valley and seat of the South Sector government

Contains the jail where Tor and Trystal were incarcerated for a time

Boiling Springs: A small stone city in the Ice Valley and seat of the Second Sector government.

The Ice Valley has aspens, spruce and birches. It is elliptical in shape, rocky in the North and rimmed all around by forests made mostly of evergreens. A line of hot springs runs up the West side near the ice face. Rain was scarcer in the West side and not very plentiful in the East either. Glacial melt water was channeled and used extensively for irrigation. Most all the channels and streams ended up at the South end of the valley in Blue Lake, for which the South Sector city was named.

The valley contains some ancient ruins, which the Ice Valley People mine for metal located in Third Sector.

Granite Point: A location in the western sector

Johnston Tenancy: a tenant household near the West edge of the Second Sector.

Rockridge Manor: a major household in the West near where Tor and the Ice Valley People fought a major battle against the Raiders.

Clear Hill Manor: in South Sector near a road that leads to Blue Lake

Flatrock: a small village or household in South Sector

Alder Glen: a small village or prominent feature in Second Sector near the border of South Sector

103. Sgenom River

A river West of the Ice Valley that Tor and Tristal use to travel on. There is a village several ayas South along the river. (the village is Shoulder Mountain Camp)
Presumably the Sgenamon (Raiders) are named for this river.

104. Shoulder Mountain Camp

A small village of Carfers just off the Sgenom R.

105. Oval Island

an island in or near Carver territory that has ruins of the ancients

106. Shagrock

A large settlement of the Iyunwah people probably related to the Soarers, just South of the Carver territory and situated near an inlet of the Western Ocean.
They use log palisades to protect themselves
They keep slaves in a steep, unclimbable cliffside cave complex.
There is a stream that feeds the inlet near the settlement and fields surround it.

107. Longwhip River

A river that flows South into the Isso R.
There is an old Shumai gathering place just East of the Longwhip R.

108. Dard's Valley

A valley just South and East of the Pelbar city of Northwall, along the Heart R.
Dard and his father Sark are both buried on a hill there

The People: (by order of appearance)

Tristal: Male Shumai

Parents died in a prairie fire, his uncle Tor cares for him now.

A teen promised to Fahna

Tor takes him on a journey to the Northern and Western reaches of known and unknown Urstadge territories in a fit of wonderlust and to teach Tristal the science and art of the Shumai Axeman.

Raran: Female Shumai dog

Easily one of the most intelligent dogs described in any of the books
She had 4 pups while in the Ice Valley
Dies in a battle with the Raiders causing much grief for Tor

Tor: Male Shumai Axeman
One armed mutant with the ability to sense things about people, places and events. Tor refers to this power as 'listening to the singing'.
Tor was able to resist the mind powers of the Soarer Priests and to force them from Tristal's mind as well at one point.
Tor learned the Ice Valley French while staying there

Fahna: Female Pelbar/Shumai of Northwall
Teenage daughter of Jestak and Tia (nicknamed Thistle by her family and close friends)
Extremely beautiful and sought after by most young men
Promised herself to Tristal should he return before 7 years from his venture West with Tor

Omed: Female Pelbar minister of Northwall?

Stel: Male Pelbar of ?
Husband of Ahroe

Ahroe: Female Pelbar
Wife of Stel

Disdan: Male Shumai
Avoided justice by self exile to the North away from traditional Shumai territory.

Unnamed Axeman: Male Shumai
Leader of a band of exiled Shumai in the Northwest that confronts Tor and Tristal on their journey.
The axeman is paranoid and a horrible sociopath who attempts to kill all who is not of his band.
He is extremely tenacious and determined and intelligent
Killed by Tor while rescuing Tristal from his torturous clutches.

Vale: Male Shumai
Member of an outlaw band of Northern Shumai that confront Tor and Tristal on their journey.
Likely one of the band that was killed by Tor or Tristal.

Doomy: Male Shumai
Member of an outlaw band of Northern Shumai that confront Tor and Tristal on their journey. Doomy is captured by Tor and used as a diversion while attempting to free Tristal from the band.

Gome: Male Shumai
Member of an outlaw band of Northern Shumai that confront Tor and Tristal on their journey.

Agon: Male Shumai
Member of an outlaw band of Northern Shumai that confront Tor and Tristal on their journey.
Assumed leadership role when the axeman was killed by Tor and spoke with him later seeking his advice.

Abry: Male Soarer
Teenage and largest grandson of Tegrit, brother of Prent and Doce and Orsel

Tegrit: Male Soarer
Old man, but a highly skilled craftsman who makes the flint tips for the arrows and spears of the Sedge.
Two of Tegrit's sons had died, one to a hunting accident and one to the collective will of the Priests.
Killed by Dardan while he was under the influence of the Priests, by one of his own stone knives he had made.

Prent: Male Soarer
Grandson of Tegrit, brother of Doce and Abry and Orsel

Doce: Male Soarer
Grandson of Tegrit, brother of Prent and Abry and Orsel

Orsel: Female Soarer

Teenage granddaughter of Tegrit, sister to Prent, Abry, and Doce
Fancies Trisal for a time, but wants a large man called Dardan who is a Sedge hunting leader.
Condemned by the Priests when she refuses one of them in a commitment ceremony. They use their powers to try to kill her.

Dardan: Male Soarer

Called Ox Arm, is a very powerful hunter and secular leader of the Hunters of the Soarers.
Because of his influence and leadership abilities he is marked by the Priests for watching and possible extermination.
He is taller than even Tor or most other Shumai and heavily muscled.

Fatch: Male Soarer

A hunter who reports to the priests, specifically on what Tor and Trisal did during a fifteen day hunt.

Ardit: Male Soarer

Present when Dardan cut Tegrit across the chest and when Tor was condemned to fly
A hunter

Roten: ? Soarer

Present when Dardan cut Tegrit across the chest

Juni: Male Soarer

Present when Dardan cut Tegrit across the chest and when Tor was condemned to fly
A hunter

Stawn: Male Soarer

A large man and a leader after Dardan

Splay: Male Soarer

Also a stone tool craftsman like Tegret, but not as good.

Lacon: Male Soarer

Judged evil by the priests and left to die on the ice. He killed 5 priests in revenge before he himself was killed.

Ojam: Male Soarer

A scrawny Priest who is interested in Orsel

Ulpan: Female Soarer

Daughter in law of Tegrit and a widow.
Aunt of Orsel

Angler: ? (probably female) Soarer

A priest that Dardan was to serve for two years as punishment for killing Tegrit.

Fyl: Male Soarer

A hunter who joined Dardan's group escaping to the South.

Bravet: Male Shumai

A young Shumai about the same age and build as Trisal who is interested in Fahna though she shows no interest in him.

He forms a hunting band that grows for a time, but no women wish to join.

After the 7th year passed and Trisal did not keep his promise to Fahna, he came and stole her away.

Killed by Sark when Trisal intervenes in his debauched schemes to gain Fahna

Juni: ? Soarer

Unknown, but owned a dog that is suspected of impregnating Raran.

Ami: Female Ice Valley People

The first to find Tor and Trisal

A member of the Arbyr Household and five years old
Daughter of Dame Arbyr, sister to Ernest

Unsit: ? Ice Valley People
Servant or worker to Arbyr Household

James: Male Ice Valley People
A worker in the arbyr Household

Bartram: Male Ice Valley People
Uncle to Ami, said to have light hair but not as light as the typical Shumai

Francis: Male Ice Valley People
Member of the Arbyr Household

Em: ? Ice Valley People
Member of the Arbyr Household

Ernest: Male Ice Valley People
Older brother of Ami and a member of the Arbyr Household, son of Dame Arbyr

Frith Arbyr: Female Ice Valley People
Dame (head) of the Arbyr Household, mother of Ernest and Ami.
In love with Randall but unable to pursue a relationship due to her mourning period
Sister of Judge Morton of South Sector

Randall Stonewright: Male Ice Valley People
A large redheaded man and reeve of the Arbyr Household.
In love with Dame Arbyr, but not allowed to pursue a relationship due to her mourning period

Elayna: Female Ice Valley People
A young female of the Arbyr Household

Alf: Male Ice Valley People
Member of the posse that confronted Tor and Tristal when they first arrive in the Ice Valley

Sheriff (name never mentioned): Male Ice Valley People
Member of the posse that confronted Tor and Tristal when they first arrive in the Ice Valley

Jeff: Male Ice Valley People
Member of the posse that confronted Tor and Tristal when they first arrive in the Ice Valley

Ben: Male Ice Valley People
Member of the posse that confronted Tor and Tristal when they first arrive in the Ice Valley

Pierre: Male Ice Valley People
Member of the posse that confronted Tor and Tristal when they first arrive in the Ice Valley

Judge Caspar Morton: Male Ice Valley People
Adjudicated Tor and Tristal's crime of sheep stealing
South Sector Judge in Blue Lake city and one of the four chief men of the Ice Valley
Brother of Dame Arbyr.
Starved Tor when he refused to work any longer

Durke: Male Ice Valley People
A man incarcerated with Tor and Tristal, known to be a bully

Astor: Male Ice Valley People
A man incarcerated with Tor and Tristal, attempted a flip off the wall like Tor but fell

Reese: Male Ice Valley People
A man incarcerated with Tor and Tristal, may be a leader among the prisoners

Garey Blake: Male Ice Valley People

A man incarcerated with Tor and Tristal. Used by Judge Morton to spy on them, though they knew and did not associate with him. Garey gave the judge a positive report on them and was let go.

Judge Jeffrey Fenbaker: Male Ice Valley People

Judge of Second Sector in the Ice Valley and one of the four chief men of the Ice Valley

Blanche Fenbaker: Female Ice Valley People

Oldest daughter of Judge Fenbaker

Emily Fenbaker: Female Ice Valley People

Younger daughter of Judge Fenbaker

Stolen (carleyboshed) by loggers who took a liking to her. After that she is treated as one who is tainted
Later falls in love with one of the carleyboshers, Roland

Johnny Dowder: Male Ice Valley People

Part of the hunting party looking for the carleyboshers. Sent with Tor and Tristal

A large man, almost as tall as the Shumai, Tor and Tristal

Bob Landy: Male Ice Valley People

Part of the hunting party looking for the carleyboshers. Sent with Tor and Tristal

A large man, almost as tall as the Shumai, Tor and Tristal

Cant read

Roland Thebeau: Male Ice Valley People

One of the carleybosher who stole Emily away.

He is wounded by Tristal and crippled, though he eventually recovers and marries Emily

Judge Dupin: Male Ice Valley People

Judge of the North Sector great uncle to Roland or Claude (this is unclear in the book)

Claude Pennybacker: Male Ice Valley People

The primary carleybosher and Judge Dupin's nephew

Dame Nannie Fenbaker: Female Ice Valley People

Wife to judge Fenbaker

Colin Fenbaker: Male Ice Valley People

9 year old son of Judge Fenbaker

Billy Rantool: Male Ice Valley People

Worker at the Arbyr household

Justin: Male Ice Valley People

Worker at the Arbyr household

Coleman: Male Ice Valley People

Worker at the Arbyr household

Blake: Male Ice Valley People

Father of Martha, lives in the western sector near Granite Point

Martha: Female Ice Valley People

Daughter of Blake. Sweet on Arly Robbins but catting around with another.

Arly Robbins: Male Ice Valley People

Known to be seeing Martha

Denny: Male Ice Valley People

One of 18 or so youngsters that Tor teaches to swim

Basil: Male Ice Valley People

An adult that didn't like Tor teaching kids how to swim

Mag Johnston: Female Ice Valley People

Dame of the Johnston Household

Billy her son was taken by the Raiders in a previous raid

Stanley Johnson: Male Ice Valley People

Head of the Johnston Household

Tried to kill the Raider prisoner that Tor had captured

Lost a son to the Raiders (Billy). They killed his uncle and burned his farm during the same raid.

Jase Smythe: Male Ice Valley People

Worker in the Johnston Household

Tried to kill the Raider prisoner that Tor had captured

Wounded in an arm during the Raider incursion.

Jason Morton: Male Ice Valley People

Once he intended for Emily Fenbaker, but since her carleyboshing hasn't been interested

Jean: Male Ice Valley People

One of the carleyboshers who carried Emily away

Is married

Monets: ? Ice Valley People

At a guess, brothers who practiced ice climbing

Gary Blake: Male Ice Valley People

Tor met this fellow in prison. He accompanied Tor in his search for Bob and his men during the Raider incursion.

May or may not be related to Blake, Martha's father

Tor notes that he walks quieter than any other Ice Valley person he'd met

Wounded in the Raider battle

Father of Renee, asks Tor to retrieve her from the Raiders up on the ice

Renee Blake: Female Ice Valley People

Daughter of Gary Blake, taken by the Raiders up onto the ice during their raid.

Peelay (Billy Johnson): Male Raider

Young man captured by Tor, later befriended him

Tor learns that Peelay is actually Billy Johnson. He was one of the young stolen away and raised as a Raider.

Fitzroy: Ice Valley People

A family in Third Sector that Judge Morton wanted to marry his sister Arbyr off to and the reason he imprisoned Tor, because of his relationship with Dame Arbyr.

Hercule Fitzroy: Male Ice Valley People

Dame Arbyr thought that this man is whom her brother was to arrange a marriage with.

Smythson: Male Ice Valley People

Dame Arbyr arranged a marriage with this man for her daughter Elayna

Allen: Male Ice Valley People

Young member of the Arbyr household

Sees Tristal off when he escapes South Sector

Nuchatt: Male Carver

White haired. Greeted Tor and Tristal when they pulled up from the Sgenom R.

Widower. Mona was his wife

Akeena: Female Carver

Granddaughter who Nuchatt gave great care in keeping Tristal away from

Mona: Female Carver

Departed wife of Nuchatt

Anse: Male Iyunwah

Older man who was present when Tristal was captured. Began a dialogue with Tristal until he mentioned 'priests'.

Later dies, and Tristal is sent to dig his grave where he is almost killed by Iyunwah drunkards.

Rizon: Male Forman

A slave of the Iyunwah who befriends Tristal

Attempted an escape and was caught on the 3rd day and hung on a pole to rot.

Ambel: Male Iyunwah

A young priest who presided over Anse's burial

Alby: Male Iyunwah

A drunken member of Anse's burial party who attempts to grapple Ambel the priest and throw him in the grave with Anse.

Governor Watomie: Male Iyunwah

Governor of the Iyunwah settlement Shagrock

A long faced man with a deep gravelly voice.

Robes of office were finely woven, dark blue with white piping. A long chain around his neck held a medallion that rested on the desk in front of him.

Noute: Male Iyunwah

A guard

Dacey: Male Iyunwah

The slave overseer

Tingli: Female ? (unknown islander)

Captured as a slave on her island home by the Iyunwah

Sister of Unger

Befriended by Tristal

Unger: Male ? (unknown islander)

Captured as a slave on his island home by the Iyunwah

Brother of Tingli

Agli: ? ?

A slave of the Iyunwah who new of Razon's escape and told the slavers all he knew when questioned

Olert: Male ? (unknown islander)

Captured as a slave by the Iyunwah with Tingli and Unger

Ingcon: Male ? (unknown islander)

Captured as a slave by the Iyunwah with Tingly and Unger

Ib: Male Forman

Metal worker who was asked to join Tristal's returning party to the Heart R. but declined

Jost: Male Forman

Metal worker who was asked to join Tristal's returning party to the Heart R. but declined

Sark: Male Shumai

An older member of Bravet's hunting band

Sews an S on his boot seems

Stands up to Bravet's indecency, but is wounded by him for it but dies shortly after avenging himself by killing Bravet

Father of Dard, who is buried in a valley East of the Heart R. and just South of Northwall the Pelbar city

Ony: Male Shumai

A member of Bravet's hunting band
Freckled and just as depraved as Bravet

Blu: Male Shumai

An renowned Shumai axeman that works as a tracker for the Pelbar guards now
Led a party to rescue Fahna from Bravet's band, when he met up with Tristal and his party from the West

This concludes the compiled information for Book 6 of the Pelbar Cycle: The Song of the Axe

[BACK TO THE TOP](#)