

Pelbar Campaign Resource Supplement for the PA RPG Genre

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BOOK 1 of 7

The Pelbar Cycle by: Paul O. Williams

Biographical Information

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

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

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

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

The Pelbar Cycle

published by: Ballantine Books; a Del Rey Book

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

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Introduction

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:

Known:

- the peoples of the lands are mostly isolated and only interact occasionally and accept during specific truce periods under strict rules are hostile to one another.
- the Pelbar are the pinnacle of technological and social advancement possessing approximately the medieval level of technology. The other tribes are at the level of hunter gatherers, with some pastoral activities.
- the lands are largely empty of people and has reverted to wilderness except for the 'empty places' where nothing grows and those who travel it grow sickly and weak before dying.
- there are many old ruins of the ancients around, most if not all are damaged in some way and mostly empty of usable artifacts, though there are isolated exceptions.

Unknown:

- initially, only Jestak, because of his wide travels, suspects that all the tribes were once one people who shared a common destiny and was destroyed by the time of fire. (Note: it was never really quantified to my satisfaction in the first book why Jestak assumed that it was a 'fire' that destroyed everything of the ancients, though later tales of melted and destroyed ruins are told).
- Jestak, in his travels has discovered many similarities in language, behavior and religion among all the peoples that he has interacted with.
- very little is known about the way of life of each of the tribal units by other tribal units. Negative stereotypes are prevalent.

Events: (synopsis of book)

- Jestak sent to Eastern Cities for education and trade negotiations with 3 other young Pelbar.
- Jestak and group bound for Eastern Cities ambushed by the Peshtak, all but Jestak killed. Jestak suffers some at the hands of the Peshtak which are a cruel people.
- Peshtak carrying Jestak ambushed by the Tantal and Jestak is taken as a slave.
- Jestak learns much of the Sentani and Shumai cultures and peoples while captive and suffers some at the hands of the Tantal.
- Jestak and some Shumai, Sentani, and Rits engineer an escape from Tantal slavery.
- Jestak resumes journey to Eastern Cities after being inducted into the Long Lake Sentani as a brother.
- While in the Eastern Cities Jestak works in a metal shop and learns much, studies the culture and befriends a Shumai and learns much more of the culture and language. During this stay he attempts to help the Shumai in a legal matter and ends up having to flee on a ship to the Eastern Isles.
- Jestak flees to the Eastern Isles, a peaceful and religious community of people. Jestak learns much and finds peace, but feels compelled to return to his people to tell them all that he has learned.
- Jestak rescues a Shumai girl that he falls in love with on his way to the Heart River.
- Jestak returns to Pelbarigan where he is subjected to punishments for being unable to complete his mission as stated and refusing to tell them all that had transpired.
- Jestak engineers his exile to another Pelbar city, Northwall, a more liberal place.
- Jestak saves a Sentani by bringing him with him to Northwall, and gains the trust of the Koorb Sentani.
- Jestak shows his knowledge of the Sentani and Shumai, and explains new ideas to the Protector of Northwall.
- Jestak rescued 10 of 19 Stone Creek Shumai that were starving to death near Northwall. The band was led by Thro and over-stayed after the herds of deer had migrated away from the area in winter.
- During a wedding between a Sentani (the Sentani Jestak brought with him to Northwall) and a Pelbar, representatives from the Sentani, Shumai and Pelbar all meet and get along for the first time.

- Jestak is sent on another mission with Shumai to retrieve horses and Shumai slaves in the West from the Emeri (incidentally, Tia, Jestak's love interest was among the slaves being held). This decision jeopardized the Northwall Protector's standing and position and she was deposed briefly. During Tia and Jestak's escape back from the Emeri, they found an intact ruin, buried underground. They then saved the Otton camp at Alder Creek from an Emeri war party intent on capturing Jestak and Tia by taking the hunneran and his son captive from behind.
- Jestak and Tia married after their return from the Emeri lands at Otton's camp.
- During the time of Jestak's marriage the Tantal were reported to be on the Heart R. by a small group of Koorb Sentani with 40 ships and close to 1800 soldiers (and about 200 Shumai/Sentani and misc slaves).
- The Shumai and Sentani bands gathered to do battle with the Tantal at Northwall.
- At Northwall, the Pelbar successfully damaged the main cannon that the Tantal had brought with them by activating a platform trap underneath it.
- Hardo, the Tantal attack force's commander at Northwall killed his chief cannon engineer when he was insulted by strapping him to the oars with the disgruntled slaves, a serious error in judgment, since he was the one who could repair the cannon in the Pelbar pit.
- Several attacks failed to breach the Northwall defenses and the Tantal kept steadily losing men. Some slaves on the ships were freed. Hardo was finally killed by his own staff and Jell took over command of the Tantal forces.
- During this time the Koorb Sentani and a group of 100 Pelbar guards (not containing any Jestan family members for political reasons) were on their way to help relieve Northwall. This was contrary to the Pelbar Protector's orders.
- Two Tantal ships broke away from the battle and fled downriver, they were allowed to go without attack from the defenders on the shores.
- With a shield of wood and prisoners the Tantal were able to gain access to the wall and breach it with a gunpowder charge. They then went through the breach attacking the defenders and doing much harm. They were surprised when Mokil's Sentani band arrived on the scene and attacked the Tantal from the rear and the Shumai camped on the West bank of the Heart R. and the Pelbar guards began arriving to assist as well.
- Seven of the Tantal ships, seeing their forces being decimated drew anchor and fled downriver, dropping off their remaining prisoners in the shallows.
- All but 140 unwounded and 47 wounded Tantal remained from the original attacking force. 321 Northwall Pelbar died in the battle, 2 Pelbar guard died, the Sentani lost 61 men, but gained 92 from the Tantal, 81 Shumai had been freed, the rest of the prisoners had lost their lives.
- 42 women and children were dropped off at Pelbar on the first of the fleeing Tantal ships because their men did not survive the battle at Northwall and no one left wanted to care for them. Later two women and their children were picked up by the following seven ships only because their husbands were aboard.
- After the battle of Northwall, the Pelbar raised and repaired some of the Tantal ships for their own use.
- It was later reported that only 3 Tantal ships made it past Threerivers, the rest had been fired and/or destroyed by their crews in infighting.
- the captured Tantal were eventually let go with basic necessities and they headed South toward the mouth of the Heart R.
- homes and settlements were being built outside of the walls of Northwall a short time after the battle of Northwall, settled by Shumai and Sentani and a few others.
- the damaged large main cannon that the Tantal brought was repaired and mounted on Northwall, the Pelbar gained the secret formula to gunpowder.

Miscellaneous Info:

- Months

Rainmonth = the month of the truce to trade

Longmonth = 2nd month of year

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

-Colormonth

-Buckmonth

- Distance
 - Arm – Measurement of distance
 - Ayes – roughly equivalent to a mile

- The Jestan family sent 3 other members East with Jestak.
 - Jestak
 - Brus
 - unnamed
 - unnamed

- 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

- at the beginning of book 1, all the known tribes and peoples are hostile to one another and have been for many generations, though at the end of the book all the Sentani, Shumai, Pelbarians and possibly the Emeri have made a lasting peace.

- 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 someway.
 - Stars:

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

 - Star Groups:
 - histo the mat weaver
 - lace the horn
 - Olleg (in the Southern sky, forms an arc)

The Tribes: (by order of appearance)

1. Pelbar

- Touching palms is like swearing a minor oath or taking a promise between individuals
- Leaders of Pelbarian cities are known as Protectors and are exclusively women.
- Pelbarian goods are traded only to the Sentani, Shumai and occasionally to the Tusco from the Pelbar city of Threerivers with great difficulty and careful truce.
 - Through the Pelbarians, all the tribes benefit from trade. Shumai, and Sentani materials and goods are all traded through them.
 - Only the Pelbar fish using the line and hook method among the known tribes.
 - worship a god they call Aven. 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 piece called Armon.
 - use a system of standing stones called 'message stones' where outsiders summon Pelbarians for trade or communication. Typically a horn is sounded to indicate a truce meeting is requested. The wearing of a 'trucecape' is customary when dealing with the outside tribes during truce periods.
 - the Pelbar maintain a series of secret trails and hidden waylays with emergency caches that they use when attempting unseen movement otherwise they often use the Heart R. or known trails for casual travel.
 - Pelbarian travelers often carry a small metal whistle that is used to identify themselves when attempting access to Pelbarian cities.
 - the Pelbar are ruled by Protectors which only rule by acceptance of the council which comprises 4 council members each named for a primary compass point as in Northcouncil, Southcouncil, etc. Each council represents a number of families within their sphere of influence and is usually the head of the politically strongest families within that sphere.
 - the judgment hall is the official meeting place of the council and is the center of government in each Pelbarian city.
 - the Pelbar Protectors and council members dress in a dark red mantle when officiating any act of office.
 - all must bow before the Protector before addressing or being recognized by the Protector and each sentence must recognize the Protector by ending in an acknowledgement 'Protector'. The Protectors rule is

absolute in theory but is rarely practiced as such, as the council is often called on for advice and has some influence on decisions.

- the Pelbar never violate a confidence, though Jestak did by concealing a weapon at a truce meeting outside the Northwall gates to return three Shumai dead to their people.
- due to limited space within the cities and the Pelbarian's social system, births are strictly controlled.
- Pelbarians have a matriarchal social system where men for the most part are subject to women. Men are in charge of child rearing in large nurseries. Part of the wedding ceremony is for the woman to place her foot on the man's back as a symbol of his submission to her rule. a divided apple is brought and each take a bite of there halves then trade and repeat.
- Pelbar years are measured from the founding of Pelbar by Pell.
- Pelbar history notes that their origins are from the Ruins of Peo.
- the Pelbar have a game they call tati played with a layout of squares and stones for playing pieces and another similar to chess.
- the head physician is called the Mejana, which is headed by the family Mejan. It should be noted that most skills are carried on from one family to another and to call someone a Mejana or Jestana is generally synonymous with certain skills that any other Pelbar would recognize as well as a familial name.
- the second month of the year is called Longmonth, winter.
- The Pelbar have a distinctive hairstyle cut in a 'bowl' manner.
- Ursa on the day before her wedding wore a long red robe with rich black embroidery, specked with small leaves done in tiny metal beads and carried a large tooled leather bag which she had gifts. During her wedding she was dressed in a simple black dress with no adornment and barefoot.
- the Pelbar guard training includes long and short sword, shortbow, longbow and rigorous physical training. The can march in step which is unknown to the other tribes and seems to slightly disconcert them when they see it.
- The Pelbar temple at Northwall has bronze doors (whether just shod in bronze or completely bronze is not indicated). Carved wood and colored glass adorn the interior of the temple and is quite beautiful to see.
- the Pelbar know how to make plate armor consisting of a breastplate, gauntlets and some leg armor as well as visored helmets. Typically this is only worn by their elite guard squads not their regular guard members.
- the Pelbar have an elite guard unit that is better trained, armed and armored for emergency deployment. These elite troops know acrobatics and can perform this skill even while fully armored.(WOW! a bit unbelievable)
- horses were unknown to the Pelbar until Stantu described them during his questioning by the council.
- know that wounds heal better if water is first sterilized with boiling, this is generally unknown by the rest of the Heart River peoples.
- the Pelbar do not rely solely on their imposing interlaced stone walls for protection, they use a myriad of defensive strategies and devices that have proven quite effective over the centuries. Trap tables, creek dam, for field ditch trap, steam thrusters...etc.
- the Pelbar are said to be good swimmers

2. Sentani

- The Tall Grass Sentani
- Koorb Sentani
 1. Northern Starband led by Mokil and befriended by Jestak.
- Long Lake Sentani
 1. Nokush: a clan of the Long Lake Sentani that took Jestak in and tattooed him.
- formal greeting or acceptance or swearing: touch two palms upright then touch foreheads.
- Always arranged into seven bands of 49 men, represented by a governmental symbol and band name these bands are grouped into what are called a star points and consist of a total of 343 men. Women are apparently not counted toward the total.
- each starband seems to be named for a compass direction, Northpoint(Northband), Southpoint(Southband), etc., Mokil's star point is Northpoint.
- A strict and ordered society with much discipline in everyday life as well as combat situations.
- Typical diet consists of mostly meat with gathered nuts, berries or roots
- The Ordeal(or preparatory ordeal) is a way for the Sentani clans to 'adopt' outside members and is painful and often leaves scars.
- to the left of a Sentani leader is a place of honor in social setting.
- A response to a bow and a thanks is a bow and a murmur of something and the lifting of the left hand with the last two fingers together.
- The Sentani are a people of great honesty of mind.

- The saving of a Sentani life incurs a life debt, that must be returned if able, not necessarily with a life, but with something of some value, such as the marking of the saving sign on Jestak's forearm which amounted to an adoption by the clan.
- provide some textile materials for trade with the Pelbarians who then make cloth for use and trade.
- Gather wild rice for trade with the Pelbarians.
- Provide animal pelts for trade with the Pelbarians.
- Worship Atou in much the same way as the Pelbar worship Aven.
- the Sentani circumcise their men.
- the Sentani of Koorb have a place they call the 'Fastness of Koorb' that may be a fortified village in their territory and consists of log houses.
- The tall grass Sentani next to the Bitter Sea grow rice with which they trade to the Pelbar.
- The wedding ceremony of Winnt and Ursa as held by the Sentani, following the Pelbar ceremony was in some ways more elaborate, despite it not being the 'full version' since the Sentani were on a hunting expedition and consisted of only men. Part of the ritual including the sharing of blood through a shallow cut on the thumbs then each other mate removing the blood of the other from the thumbs, then the Starpoint leader taking some blood from Ursa making her an official member of the band. Each thumb scar indicates how many times a Sentani has married. Each starpoint leader filed by kissing Ursa's hands and she each of their cheeks, following this each member of each starband filed past placing their hands on her shoulders and she on theirs. The starpoint leader wearing a black sash and placing his hands upon her shoulders in the same way as before represents the recently dead.
- it is well known by the Heart R. peoples that the Sentani have an aversion to torturing people.
- the lake Sentani was thought by Jestak to be even better runners than the Shumai. They cannot travel as fast but can last longer.
- the Sentani are able to communicate long distances using horn signals

3. Shumai

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

- Shumai that are too old to run with the bands anymore settle at a place in Western Shumai territory called Oldtree. Because many elderly Shumai end up dying there it is a revered place as well. Hunting bands that pass through the area bring fresh meat and other items to give to the residents. In the center of the village is a learning circle where tribal stories learning, and legends are passed on and remembered.

- Eastern Shumai customarily grows beards but keep them trimmed short. The Western Shumai allows their beards to grow wild.

- the Shumai have been known to check for a woman's virginity before marrying or when there is doubt.

- the Shumai have a fermented drink that they have on special occasions called Rotha

- Shumai band: Goose Lake possibly on Brask R.

- Shumai band: Weasel Bend

- Shumai band: Green Hollow

- The Epic of the Dust: a long recitation that takes 4 peoples memories and about 12 sun quarters to recite.

- the Shumai are generally known to be unable to swim or not swim well

4. Tusco

5. Peshtak

- a very cruel people. The only ones whom Jestak said enjoyed the pain of others for it's own sake.

- captured Jestak and the other 3 Pelbarians right after their crossing of the long grass east on their trek to the Eastern Cities. They killed all but Jestak, and tortured one (Brus) to death because he had killed one of them during the attack.

- considered a treacherous people by Jestak.

6. Coo

- fierce and incredibly cruel according to Jestak.

7. Siveri

- encountered by Stantu during his trek West after his escape from the Eastern Cities.

- live in some of the deep valleys of the mountains of the region.

- the Siveri are a peaceful people who farm, herd and hunt.

- Stantu saw some items that he thought might have been from the time before the great fire.

- they make several types of alcoholic drink, which they drink and then often become violent, breaking things, which must then be paid for, usually by labor.

- they are a thin people with hair and skin varying from light to dark, but there is much intermarriage so many variations of the extremes.

- Stantu was taller than most of the Siveri, but the Shumai overall are a tall people.

- they are very good trackers

- Stantu reported 9 villages, though they often live quite scattered.

8. Tantal

- slavers, inhabit the South coast of the Bitter Sea.

- a numerous people by comparison

- fed slaves a grain mush, which was not very nourishing nor plentiful to keep slaves weak.

- the Tantal know the secret of sail craft and large ship making.

- the Tantal have rediscovered or learned the making of gunpowder and cannon making.

9. The Eastern Cities

- reputed to be forward and sophisticated centers of society. Not actually the case morally.

- control only as far west as the east slopes of the mountains.

- have a convoluted legal system, which mostly only applies to citizens.

- trade with the Alats for rice

- may have a few weapons from before the time of fire for defense, and are said to know the secret of gunpowder.

- the destination of Jestak and his party sent from Pelbar to start trade relations.

- all cities of the East are members of a union called the Eastern League.

- total population of about 20,000 people (whether this is just for Innannigan or all of the Eastern League is not clear)

- the Easterners play a game similar to the Pelbar chess game.

10. The Eastern Isles

- The Saltstream Prophets saw in Jestak a potential demagog for one of their prophecies and asked him many questions to determine if he was the one mentioned in holy scripture.

- a series of 5 islands (2 large) about 1000 miles from the mainland and a haven of peace due to the protection of the vast ocean.
- Saltstream Island is the largest of the group
- Midridge is the tallest of the group and has an active volcano
- the people of the Eastern Isles are very religious and worship a deity they call God. This deity and their methods of worship are said by Jestak to be closely related to the methods the Pelbar use in worshipping Aven.
- they are very devoted craftsmen and workers, working for the joy of work alone and are quite disciplined according to Jestak.
- for the most part the EI's society does not regard gender in any specific roles, each person works according to their ability and inclination regardless of gender.
- females are responsible for child rearing during the first few years after birth.
- they wrestle and play stick games, are considered expert in their use of bows to bird and fish.
- a group of religious people called the Saltstream prophets reside in a temple complex in the hills above Godspalm. These prophets, both male and female are celibate.

11. Emeri

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

12. Forman

- the Western Shumai trade with them for metalwork

13. Rits

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

14. Alats

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

15. Atten

Book 1

- 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.

The Places: (map locations first then by order of appearance)

1. Northwall

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

2. Ruin of Peo

- about a days travel by foot south of Northwall.

3. Highkill

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

4. Ruin of Quin

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

5. Pelbarigan

- Families
 - Excur - Sylves
 - Jestan- Pall

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

6. Threerivers

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

7. Heart River

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

8. Isso River

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

9. Ubed River

- highlands nearby

10. Black Bull Island

- permanent settlement of Shumai with about 2 dozen inhabitants.
- the dwellings are built of crude rush mats.
- Cwan leads the elderly here

11. Cog River

12. Sentani Winter Hunt

13. Shumai Winter Country

- where the Shumai spend the winter

14. Western Shumai Winter Country

- where some of the Shumai spend the winter

15. Enfec River

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

16. N. Isso River

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

17. The Bitter Sea

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

18. Emeri Cities

- Ilet: Farm village, Western most farming village
- Agana: Farm village
- Emerta: Capital city
- Wildakibernipati: a small Emeri military outpost in the Northeast
- Elonginikaniwaki: a small settlement far East of the capital, maybe Eastern most city.
- Ammusini: a hamlet near Emerta
- Taffinani Mountains: a range of mountains in Northern Emerta, where Shumai raiders and slaves ambushed and killed 50 Emeri soldiers.

20. Ottan's Camp

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

21. Oldtree

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

22. Tantal Cities

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

29. The Eastern Cities

- 8 in total stretched out along the east coast
- Seligan
- the place where Jestak was dropped off after his stay on the Eastern Isles.
- small town deep in the river mouth in a land of rocks and evergreen forests.

- Innanigan
 - where Jestak attempted to earn money to continue his education of the Eastern Cities
 - the Innanigan are somewhat honest in their dealings with each other due to their elaborate legal system, though this does not extend to outsiders, which they cheat as often as they can get away with.
 - the Innanigans trade for rice with the Alats who live at the mouth of the Heart R. by ocean on boats.

- Baligan
 - Jestak says that he thinks the Eastern Cities are remnants of cities that may have survived the time of fire and have a few weapons from that time that protects them from the 'barbarians of the west'.
 - Jestak says that the Eastern Cities inhabitants are not particularly inventive.
 - Jestak said that the Innanigans did not tolerate strangers well and weren't allowed the same rights and privileges as citizens.
 - Jestak learned some new metalworking techniques while working as a laborer in an Innanigan metal shop.
 - The Innanigans introduced the ideas of law and lawyers and banking to Jestak.

30. The Eastern Isles

- Saltstream: one island of the Eastern Isles and residence of the Saltstream prophets.
- Sea traders from the Eastern Cities come once a year.
- the Eastern Isles are fairly self-sufficient and manufacture or produce what they need with little left over for trade.
 - live in peace because of the surrounding ocean, which acts as a barrier to military intent.
 - a series of 5 volcanic islands (2 large) about 1000 miles from the mainland and a haven of 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.

The People: (by order of appearance)

1. Jestak

- male Pelbarian and metalworker of Pelbarigan (primary character in book 1)
- Member of the Pelbarian family Jestan
- Tattoo of a snake of the eastern band of Lake Sentani with star of Nokush in place of the right eye on left forearm
- Sent to the Eastern Cities for education: he was to learn the law of the land and set up a possible trade interest with the Eastern Cities, Innanigan and Stanigan.
- Did not return from his assignment from the Eastern Cities for 6 years, 2 years overdue.
- Sent to Northwall as punishment for his use of his right to reticence and his perceived waste of the years of his absence. No trade agreement was set up during his stay in those lands. His own family exiled him in a family council during the spring equinox for one year. He exercised his right of reticence to spare his family the trouble that his story and changed perspective would bring to the closed society of the Pelbarigan's. He felt he would have more freedom in Northwall and so engineered his exile.
- During his time away from Pelbarian society Jestak picked up many knew skills not generally known by other Pelbarians: endless running of the outside tribesmen, various ways of swimming, the handling of boats, the mastery of the body, the Rits method of cold weather travel, putting breath back into the near dead, the use of waterwheels, and new ways of metal working.
- learned the long stroke that is used by the Long Lake Sentani from Igon at Ginesh.
- escaped from Tantal slavery with 8 others, 3 Shumai were killed taking a ship. 22 Rits were allowed onboard after they delayed a small Tantal force that was attempting to stop the escape.
- learned the Rit technique of snow travel using long poles on the feet.
- met and befriended Stantu a Shumai during his stay in Innanigan.
- Jestak had to flee the city of the East Innanigan because he killed several of a mob that was attacking him after winning a judgment for his friend Stantu in a legal matter. Stantu was left there. Jestak's only recourse was a ship bound for the Eastern Isles. He learned sail craft while on the vessel to earn his passage.
- Jestak remarked that except for his duty to the Pelbarians he might have stayed on the Eastern Isles.
- on his journey back from the East, Jestak saved Tia from an overflowing river and fell in love with her on-site.

- sent by Sima Pall Protector of Northwall with Thro's band to retrieve horses and rescue Shumai slaves that had been taken as slaves by the Emeri.
- Jestak sported a mustache, but was otherwise clean-shaven during his trek west to free the Shumai slaves. Whether this was a recent addition or he's had it all along is not made clear.
- convinced the Shumai he was with during the raid on the Emeri to free slaves that they should use new tactics to achieve their goals and also convinced them that the use of bows would benefit this end.

2. Adai

- Female
- a member of the Pelbarian family Jestan and mother of Jestak
- referred to as 'Jestana'
- Citizen of Pelbarigan
- became Protector when the previous Protector failed to willingly send the Pelbarigan guard to relieve Northwall during the Tantal attack.

3. Tanbar

- Male Guard and Pelbar of Pelbarigan
- Associate of Dindani
- A member of the Pelbarian family Jestan and cousin to Jestak
- Married
- told Stantu where he could find Jestak when he came to the trucestone at Pelbarigan, when others would say nothing.
- short and dark with a slight hood to his nose.

4. Dindani(Din)

- Male Pelbarian Guard of Pelbarigan
- Associate of Tanbar

5. Odosi

- a member of the Pelbarian family Jestan
- citizen of Pelbarigan
-

6. Winnt

- male of Mokil's Sentani starband.
- wounded on a rock while netting fish.
- brought to Northwall by Jestak to recover from his wound.
- an expert at the traditional stringed instrument they call the pellute manufactured only in Pelbar cities.
- Winnt's unnamed grandfather who is beyond his years of running spends his time repairing instruments, primarily the pellute in the permanent Sentani village of the Fastness of Koorb.
- took Ursa a female member of the Pelbar city Northwall as wife, despite opposition from some Pelbar factions.

7. Mokil

- male Koorb Sentani
- leader of the northern starband.
- a short wide-shouldered man
- led his starpoint from the Pelbarigan region to relieve Northwall during the Tantal attack

8. Dar

- male Koorb Sentani
- member of Mokil's starband.
- accompanied Winnt and Jestak to Northwall so Winnt might get medical aid for his wound.
- killed in the last moments of escape with Winnt and Jestak to Northwall by a Shumai spear.

9. Igon

- male of the Nokush clan of the Long Lake Sentani
- friend-brother of Jestak
- Jestak met Igon in Ginesh as a slave, he was captured 6 months earlier.
- Asked that Jestak be marked with the clan tattoo in gratitude for saving his life.
- Igon taught Jestak how to use the long stroke swimming method common to his people.

- learned the Rit method of moving on snow with long poles on the feet during the slave escape from the Tantal.
 - married to Ildra
10. Steltan
- male Pelbarian of Pelbarigan
 - father of Jestak
11. Brus Brunag
- male Pelbarian of Pebarigan
 - Flayed alive by the Peshtak for killing one of them during the Journey East not long after the lands of the long grass.
 - his mother sits on the council as Eastcouncil at Northwall, one of 4 families, the Brunag family.
12. Zepherre
- male Rit
 - led the escaped Rits that were allowed onboard the escape vessel in Ginesh.
13. Tishtak
- male Sentani of the Long Lake Sentani
 - former slave of the Tantal, escaped with Jestak on a ship.
 - learned the Rit method of snow travel using long poles on the feet during the escape.
14. Moggon
- male Sentani of the Long Lake Sentani
 - former slave of the Tantal, escaped with Jestak on a ship.
 - learned the Rit method of snow travel using long poles on the feet during the escape.
15. Pokinnikani
- male of the Tall Grass Sentani
 - former slave of the Tantal, escaped with Jestak on a ship.
 - learned the Rit method of snow travel using long poles on the feet during the escape.
16. Rede
- male Koorb Sentani
 - member of Mokil's star point.
17. Juk
- male Koorb Sentani
 - member of Mokil's star point.
 - Juk has been married 3 times as indicated by his thumb scars.
18. Bron
- male Koorb Sentani
 - member of Mokil's star point
 - a tall thin man
19. Sima Pall
- female Pelbarian of the Pall family and Protector of Northwall
 - freer in thought than most narrow minded stratified Pelbar.
 - a shrewd and wise ruler.
 - the first Pelbarian leader to see that the change brought by Jestak was inevitable.
 - described herself as an 'aunt' of Jestak's. Whether this is an actual familial bond is unknown.
 - risked her position as Protector to send Jestak West on the pretense of retrieving horses so that he could attempt the rescue of Shumai slaves from the Emeri.
20. Manti Jestan
- male Pelbarian of the Jestan family and chief of defenses of Northwall
 - Uncle to Jestak
 - apparently played a major role in sending Jestak and the other 3 Pelbar to the Eastern Cities for education.
 - killed in the battle of Northwall when a blast through him from the wall

21. Brin Brunag
 - female Pelbarian of the Brunag family and council seat of Northwall.
 - described as thin and anxious
 - mother to Brus
 - took power briefly from Sima Pall and became Protector, during Jestak's raid on the Emeri to free slaves, but did a very poor job and soon lost the position in disgrace back to Sima Pall.
22. Omant Oken
 - male Pelbarian of the Oken family
 - sentenced to casting out for some infraction and killed shortly out the gate by Shumai hunters.
23. Kaim
 - male hunter of the Shumai
 - one of the two Shumai present when Jestak and Manti returned the 3 Shumai hunters who were killed in a pursuit of Jestak, the wounded Winnt and Dar, who was killed at the last instant.
24. Drok
 - male hunter of the northwest Shumai
 - companion of Jestak during his slavery to the Tantal and accompanied him during the escape
 - the eldest of the Shumai slaves with Jestak
 - buried on a high hill overlooking the Bitter Sea in Long Lake Santini territory by Igon and Jestak
25. Wan
 - male hunter of the northwest Shumai
 - companion of Jestak during his slavery to the Tantal and killed during the escape attempt
 - Wan was thrown into the river by the Tantal after his death.
26. Ould
 - male hunter of the northwest Shumai
 - companion of Jestak during his slavery to the Tantal and accompanied him during the escape
 - brother of Nev
 - buried on a high hill overlooking the Bitter Sea in Long Lake Sentani territory by Igon and Jestak
27. Nev
 - male hunter of the northwest Shumai
 - companion of Jestak during his slavery to the Tantal and accompanied him during the escape
 - brother of Ould
 - buried on a high hill overlooking the Bitter Sea in Long Lake Sentani territory by Igon and Jestak
28. Waldura
 - male axeman of the Shumai Weasel Bend band
 - one of the two present when Jestak and Manti returned the 3 Shumai hunters who were killed in a pursuit of Jestak, the wounded Winnt and Dar, who was killed at the last instant.
29. Comm
 - male servant Pelbarian of Northwall
 - personal servant of the Northwall Protector Sima
 - elderly
30. Viret Mejan
 - female lead physician and Pelbarian of Northwall
 - in charge of healing Winnt the Sentani.
 - has the title Mejana, perhaps the title is hereditary and familial.
31. Cilt Ovel
 - male pellute maker and Pelbarian of Pelbarigan
 - grandfather of Sendi an elder who inspected Winnt's pellute during his convalescence.
 - Maker of Winnt's pellute made in the 978th year of Pelbarigan.
32. Sendi leon
 - female master weaver and Pelbarian of Northwall
 - told Winnt of his pellutes origins and traded songs.
 - often helped the Mejana at the infirmary

33. Cise

- female ceramics maker and Pelbarian of Northwall
- admirer of Winnt during his convalescence, gave him an apple and expressed her interest in 'accepting his service'
- led a young Shumai or Sentani named Zen on for a time in the evening after Winnt and Ursa's wedding celebration.
- after the battle of Northwall, took Zen as her mate

34. Oman

- male legendary leader of the Koorb Sentani
- new he was dying so created his own lament on the pellute that is still song 200 years later by Winnt and others.
- his grave lies on a rock ridge overlooking the great Sentan River near where it flows into the Heart R.

35. Calen

- female supervisor of ceramics makers and Pelbarian of Northwall
- mother of Cise, who showed interest in Winnt during his recovery.

36. Savia

- female Pelbarian of Northwall
- companion of Cise

37. Ursa

- female naturalist and Pelbarian of Northwall
- young and wispy, dark blond hair with blue eyes and with an abundance of freckles on her thin studious face.
- Ursa's grandmother was a Shumai abandoned at the trucestone of Northwall as an infant, named Dailda.
- during her convalescence after being speared by Thro she made it known that she was interested in Winnt.
- eventually took Winnt as husband despite opposition from some Pelbar factions.
- Cipi the Southcouncil was asked permission to marry Winnt a Sentani, so Ursa must be a member of a family under the Southcouncil's jurisdiction.

38. Stantu

- male hunter of the Shumai
- met and befriended Jestak in Innanigan.
- returned to see Jestak during Winnt and Ursa's wedding celebration with Thro's band.
- was given a Pelbar folding knife as a gift from Sima the Protector of Northwall prior to his leaving with Thro's band and Jestak to rescue the Shumai taken by the Emeri as slaves.
- Anset is some sort of male blood relative to Stantu and former slave of the Emeri
- married Tag the Pelbar after the battle of Northwall

39. Hildre

- female geographer and Pelbarian from Northwall
- Possibly a council member since she was present at Jestaks questioning about his time in the East.

40. Umer

- female council member and Pelbarian from Northwall

41. Orge

- male Pelbarian from Northwall

42. Aten

- male Pelbar from Northwall

43. Jos

- ?(possibly female) Pelbar from Northwall
- was in charge of icecutting crew

44. Thro

- male hunter and axeman of the Stone Creek Shumai b1,pg61(later he is said to be of the Highbluff Shumai b1,pg183)
- rescued by Winnt and Ursa while on a naturalist hike. Ursa was wounded by Thro's spear when he thrust it at Winnt. Despite the wound, Ursa insisted Winnt not kill the Shumai. Thro was starving and weak in the winter.
- he refused to speak even his name or that he was with others who were in danger of starving as well.
- member of the Stone Creek Shumai.
- returned to bury the men who starved to death during the winter and attended Winnt's and Ursa's wedding celebration. He brought Stantu, the Shumai that Jestak had befriended in the Eastern city of Innanigan.
- led a group of Shumai which was increased to 30 in number after the stay at Black Bull Is. West to rescue Shumai slaves taken by the Emeri. 4 more men of Otton's Western Shumai joined in the raid. Nine were killed in a skirmish with some Emeri horseman and a few were wounded leaving about 20 men to continue on.

45. Inkon

- male hunter of the Stone Creek Shumai
- member of Thro's hunting band and second in command.
- starved to death before Jestak rescued the band

46. Iley

- male hunter of the Stone Creek Shumai
- member of Thro's hunting band, took over leadership when it was learned that Inkon was dead. Swore not to hurt Jestak if he helped the band recuperate from their starvation and deprivations.
- part of company that set out West to rescue Shumai slaves, killed in the first Skirmish with the Emeri.

47. Ouwen

- male hunter of the Stone Creek Shumai
- part of Thro's hunting band that was rescued by Jestak from starvation
- considered breaking oath to kill Jestak while he was sleeping
- part of company that set out West to rescue Shumai slaves.

48. Irdban

- male hunter of the Stone Creek Shumai
- part of Thro's hunting band that was rescued by Jestak from starvation
- for some reason was made leader during the bands recovery

49. Essar

- male Pelbar of Northwall

50. Jod

- male guard? and Pelbar of Northwall

51. Dailda(River Child, Lost Child)

- female infant Shumai
- legendary baby of a Shumai axeman and his woman, who was stolen by a rival and left at the Northwall trucestone to die in autumn. The Shumai have a famous song about her.
- this infant was raised by the Pelbar and later became a powerful leader who did much good.
- grandmother of Ursa.

52. Ibar

- female Pelbar of Northwall
- was chaperoning Ursa during her convalescence after being speared by the Shumai Thro.
- elderly

53. Wilona

- female Shumai
- mother of Winnt

54. Oson

- ? Pelbar
- ancient leader who was responsible for some of the laws that the Pelbar follow.

55. Ildra

- female of the Long Lake Sentani

- married to Igon
- received jewelry by Jestak made in the Eastern Isles as a bridal gift.

56. Irec

- male from the Eastern Isles
- elderly, liked to talk of philosophy and religion with Jestak during his stay at his home.

57. Ommu

- male minister of God of the Eastern Isles
- questioned Jestak about the Pelbar religion.
- married Winnt and Ursa at the Pelbarian ceremony.

58. Iring

- female master metalworker of the Eastern Isles
- married to Irec and in charge of the EI metal shop.

59. Ord

- male prophet of the Eastern Isles
- questioned Jestak about what he had experienced during his visit

60. Leatch

- ? captain of the Guard and Pelbar of Northwall
- present during the questioning of Jestak about the Eastern Isles.

61. Ut

- male metalworker and Pelbar of Northwall
- cousin to Jestak and the largest and strongest man ever seen by Winnt the Shumai

62. Weldi

- male Koorb Sentani of Mokil's star point

63. Tia

- female Shumai of the Rush Creek band
- carried away by a flooding river and saved by Jestak. She feels she owes Jestak something.
- sister of Mogan, granddaughter of Riadin
- sometimes referred to as Tio by her Emeri captors

64. Mogan

- male Shumai
- brother of Tia
- talked with Jestak at Pelbarigan after his return from the East during the last fall truceweek and asked of Tia's well-being.
- died at Thro's camp during winter after the Emeri raid that took most of the Rush Creek band.

65. Willton

- male starpoint leader of the Koorb Sentani
- present after Dar's funeral for Winnt's and Ursa's wedding held at Northwall.
- leader of the entire starpoint which includes Mokil's starband.
- died from a large thigh wound inflicted by a Shumai spear during the Sentani's return from Northwall after the marriage of Winnt and Ursa.

66. Chogtan(Chog)

- male Koorb Sentani of Makil's starpoint

67. Nois

- female Westcouncil of the Pelbar of Northwall

68. Cipi

- female Southcouncil of the Pelbar of Northwall

96. Frek

- male Koorb Sentani
- associate of Juk

- present at Winnt's and Ursa's wedding celebration.
- wounded during the return trip to Koorb after the wedding, the same trip where Willton was killed.
- younger brother of Chogtan

97. Kod

- male hunter of Thro's Shumai band
- taller even than Thro and young
- hot tempered
- his family stayed at Blackbull Island during his trek west with Thro's band to rescue the Shumai slaves.
- married to Iben, father to his daughter Ary and son Igin.

98. Zen

- male of either of the Sentani
- was led on for a time by Cise a Northwall Pelbar in the evening after Winnt and Ursa's wedding celebration.
- wanted to torture and kill Incor a Shumai after a battle on the river
- came from the Pelbarigan region to relieve Northwall during the Tantal attack
- after the battle of Northwall, took Cise as his woman

99. Fona

- female Sentani of a Koorb band
- married to an unknown hunter of the Eastband.

100. Ivel

- male and Pelbar of Northwall
- Ursa's father

101. Lita

- female and Pelbar of Northwall
- Ursa's mother

102. Cumven

- male guardsman and Pelbar of Northwall
- deals with the Shumai during truceweek
- translated Stantu's statements during his questioning about Jestak's and his shared adventures.

103. Oduc

- female Pelbar of Northwall
- Stantu was directed to seek this person out to help draw a horse, which was unknown to the Pelbar.

104. Digas

- ? Pelbar
- apparently had a hand in forming early Pelbar policy and law as he is referred to in this vein by the Northwall council member Cipi.

105. Compli

- male Koorb Sentani
- member of Mokil's starpoint

106. Luxi

- male Koorb Sentani
- leader of Southeast band, took over leadership when Willton was wounded in his thigh by a Shumai spear.

107. Ocer

- male Koorb Sentani
- killed in a Shumai attack

108. Incor

- male Shumai
- captured by the Sentani during their passage south from Northwall with Winnt and Ursa.
- later joined Thro's band heading West to rescue the Shumai slaves.

109. Munit

- male Koorb Sentani
- part of Willton's starpoint, may be a leader as he reported the repair of boats to the starpoint.

110. Chogtan

- male Koorb Sentani
- older brother of Frek

111. Iben

- female Shumai
- married to Kod, mother to Ary her daughter and Igin her son.
- described as very hard bodied
- left at black Bull island during the rescue of Shumai slaves from the Emeri with other women and children.

112. Ary

- female Shumai
- 10 years old, daughter of Iben and Kod
- befriended by Jestak and given a springbox instrument and taught how to play.

113. Igin

- male Shumai
- 8 years old, son of Iben and Kod
- speared Jestak in the back during his run West with Thro's band to rescue Shumai slaves

114. Nove

- male Shumai
- part of Thro's band that accompanied the group West to rescue slaves from the Emeri.

115. Reor

- male Shumai
- joined Thro's band at Black Bull Is. to save Shumai slaves. Wounded in first Emeri skirmish and sent back.
- a bit of red in his hair and tall
- cousin to Olor

116. Olor

- male Shumai
- joined Thro's band at Black Bull Is. to save Shumai slaves
- blond hair
- noted for his spear work
- cousin to Reor
- killed by the Emeri at Otton's camp

117. Nox

- male Shumai axeman
- led the group that attacked the Sentani band returning from Winnt and Ursa's wedding to Koorb.
- died in the attack

118. Urthu

- male spokesman of the Oldtree Shumai
- elderly
- Lest is his wife

119. Lest

- female of the Oldtree Shumai
- elderly wife of Urthu

120. Wella

- female Pelbar head of the metalworkers of Pelbarigan
- Jestak's mother's great aunt

121. Olum

- elderly male Shumai
- lived at Oldtree
- once lived with the Northern Shumai and had even seen the Tantal city of Cwilgan

122. Riadin

- elderly female Shumai of Oldtree
- grandmother to Tia

123. Ottan

- male Western Shumai
- husband to Whin

124. Whin

- female of the Western Shumai
- wife of Ottan, cousin to Veel the former slave

125. Gerontal

- male horse of the Western Shumai
- Jestak's first horsey ride

126. Escripti

- male Emeri
- in charge of training the Krugistoran's slaves and Tia specifically for his bed.
- negotiated peace terms with the Shumai at Otton's camp after the raid and Prestiginagi's elevation to

Krugistoran.

127. Shaffermi

- male Emeri

128. Foutagorist

- male Emeri
- may be a mathematician or knowledgeable council to the Krugistoran

129. Unsettomati

- male? Emeri
- a legendary astronomer

130. Prestiginagi

- male Emeri
- Captain of the Krugistoran's guard and military adviser to the Krugistoran
- Uncle of Noti a young guard at Emerta

131. Acco

- female Shumai slave
- slave of the Emeri's Krugistoran and tamed by Escripti
- settled with Lippini the former Krugistoran in the farming village of Ilet

132. Lippini (The Krugistoran)

- male ruler of the Emeri
- a very large, fat balding man and very self-indulgent, often treating even his own staff badly.
- finally deposed due to his heavy handedness dealing with the Shumai raid. Replaced with Prestiginagi
- settled in Ilet with Acco his former slave

133. Indy

- female child of the Western Shumai
- tow-headed girl that played Jestak in na na and beat him more often than not

134. Engel

- male Western Shumai
- described as Otton's man (whatever that might mean? Probably just signifies one of his followers to differentiate between Thro's followers)

135. Oi

- male prophet of the Saltstream Prophets on Saltstream Isle.

136. Ogta
- male Shumai
- one of the band raiding the Emeri to free slaves
137. Maate
- female Shumai
- slave of the Emeri
- cousin to one of the rescuers, perhaps Stantu.
138. Experienti
- male Emeri guard at Emerta
139. Dependandi
- male Emeri
- a thousoran for the Krugistoran
- (note: the position of thousoran is confusing, as it is often described or insinuated as being a position held by a single individual, yet as many as two people have been described as being in that position at one time. This could be explained by a naming error by the author, he may have forgot that he named Dependandi as thousoran and then later named Acetorani).
140. Enta
- male Shumai
- part of the band that set out to free slaves the Emeri held
141. Irth
- male Shumai
- slave of the Emeri
142. Hatch
- male Western Shumai
- member of Otton's band and present during the raid on the Emeri
- described as a 'horseman'
143. Operistiani
- male Emeri
- legal advisor to the Krugistoran
- taught Tia Emeri law until thrown in prison for defying the Krugistoran (by reminding him about a point of law)
144. Appro
- ? Pelbar of Northwall
- captain of the Protectors inner guard
145. Esis
- male Emeri farmer of Ilet
- did not agree with slave policies of the Krugistoran and treated the slaves better than was usual
- eventually ended up back at Northwall after the battle to care for cattle
146. Veel
- male elderly Shumai
- slave in Ilet
- cousin of Whin wife of Otton
147. Ibem
- male Shumai
- slave in Ilet
148. Igka
- male Shumai
- part of the band who helped the Shumai slaves escape from the Emeri
149. Polla
- female Shumai

- slave in Ilet
- used by the farmers as a sex object, those farmers were killed..the only ones to have died in the rescue of the slaves other than the guards.

150. Ertat

- male Emeri
- was asked to gather a group of 50+10 men to hunt down the Shumai raiding party after the Krugistoran ordered the thousoran who was to lead them receive 50 lashes for presuming to ask for more than the 50 he was given to hunt the Shumai.

151. Anset

- male Shumai
- former slave of the Emeri, rescued during a Shumai raid.
- a blood relative of Stantu

152. Pilon

- male Shumai
- a former slave of the Emeri, new the Emeri countryside well.

153. Idia

- male Shumai
- a former slave of the Emeri

154. Acetorani

- male thousoran Emeri
- killed when he suggested to the Krugistoran that 50 men were not enough to track the Shumai raiders and slaves by receiving 50 lashes from the whip.

155. Noti

- male Emeri guard
- nephew of Prestiginagi

156. Hist

- male Emeri hunneran
- ambitious

157. Hongu

- male Shumai
- former slave of the Emeri

158. Utteri

- male hunneran Emeri
- commanded the 50 Emeri tracking the escaped slaves, killed in a Northern pass with all but one of his men.

159. Iamigi

- male Emeri soldier

160. Eadini

- male Emeri thousoran
- named thousoran after Acetorani was killed by whipping
- with the support from all the Emeri soldiers, effectively overthrew the old Krugistoran. Then named Prestiginagi as the next Krugistoran.
- when Prestininagi assumed the Krugistoran's position Eadini retained his thousoran status.

161. Aptani

- male Emeri hunneran

162. Arthil

- female Saltstream prophet
- Jestak began to fall in love with her but was gently rebuffed
- she looked similar to Tia which may have contributed to Jestak's interest.

163. Arley
- ? Pelbar of Pelbarigan
 - taught religious studies
164. Affani
- young male Emeri
 - son of Ereni, the hunneran that commanded the war party that was going to attack Otton's camp.
165. Ereni
- male Emeri hunneran
 - commanded the force that pursued the Shumai raiding party and freed slaves to Otton's camp.
 - father to Affani
166. Engla
- elderly male Shumai
 - assisted in the marriage ceremony for Jestak and Tia
 - agreed to be the Shumai astronomer for the Emeri after truce talks
167. Gyna
- elderly female Shumai
 - assisted in the marriage ceremony for Jestak and Tia
168. Calla
- male? Shumai
 - present during Jestak and Tia's wedding
169. Heng
- male Shumai horse
 - given to Jestak to take back to Northwall after the raid on the Emeri
170. Loo
- female Shumai horse
 - given to Jestak to take back to Northwall after the raid on the Emeri
171. Ivot
- male Shumai
 - freed Emeri slave
172. Gemigani
- male Emeri
 - present during peace talks with the Shumai at Otton's camp after the raid and Prestinigani's elevation to Krugistoran.
173. Reming
- male Western Shumai of Otton's band
 - accompanied Jestak and Tia back after the raid to instruct the Pelbar on horsemanship.
174. Rux
- male Western Shumai of Otton's band
 - known to be able to blow a horn for a long time
175. Iam
- male Shumai
 - former Emeri slave
 - sought a more pastoral life he learned from the Emeri instead of the typical Shumai wondering lifestyle.
- Started a small cattle farm
176. Iorta
- elderly male Shumai
177. Epart
- male Koorb Sentani

178. Direk
- male Shumai of the Weasel Bend band
179. Achi
- male Shumai of the Weasel Bend band
180. Ompi
- male Shumai of the Weasel Bend band
181. Orto
- male of the Shumai Weasel Bend band
182. Hardo
- male Tantal
- commander of the 40 ships that attacked Northwall
- killed by his own officers because of his incompetence and failure to breach the Northwall defenses
183. Tort
- male Tantal
- aide to Hardo and present at the Northwall attack
184. Virell
- Northwall Pelbar guard
185. Orto
- male Shumai of the Weasel Bend band
- met Jestak's returning party and told them of the Tantal attack at Northwall.
186. Aug
- male axeman of the Green Hollow Shumai
- present at the battle of Northwall tho initially reluctantly
187. Ajeron
- male leader of a Sentani band
- present at the battle of Northwall
- traveled with Jestak's group and the Weasel Bend band
188. Jell
- male Tantal
- chief officer under Hardo and present at the Northwall attack
- prevented the death of some of the ships slaves when Hardo ordered it.
- took over command of the Tantal attack force when Hardo failed to breach the Northwall defenses and was waisting men.
- killed Pood because of a perceived threat
189. Pood
- male Tantal
- possibly one of Hardo's staff officers, present at the Northwall attack
- knifed Hardo in the back when Jell took over
- eventually killed by Jell in the same manner
190. Tapi
- male Tantal
- possibly one of Hardo's staff officers, present at the Northwall attack
191. Melo
- male Tantal
- possibly one of Hardo's staff officers, present at the Northwall attack
- the chief cannon engineer. Killed when he insulted Hardo who had him strapped to the oars with the slaves.
192. Owat
- male Northwall Pelbar guard

193. Reat
- ? Northwall Pelbar guard
194. Lothin
- ? Pelbar of Pelbarigan
- possibly a female council member
195. Umid
- ? Pelbar of Pelbarigan
- related to Ursa through a cousin (my cousin's son-in-law is Winnt; pg236)
- possibly a female council member
196. Okingain Jestan
- male Pelbar of Pelbarigan and chief of defenses
- the most influential man in Pelbarigan
197. Rial
- male Pelbar of Pelbarigan and a guard
198. Ram
- ? Pelbar of Pelbarigan and a guard
- accompanied other Pelbarigan guards to relieve Northwall
199. Teei
- male Sentani
- accompanied the Pelbarigan guards to relieve Northwall
200. Inek
- male Sentani
- accompanied the Pelbarigan guards to relieve Northwall
201. Flandoro
- male Pelbar of Northwall
- directed the construction of siege weapons used by the Shumai in the defense of Northwall
202. Tag
- female Pelbar of Northwall
- took over the position of chief of defenses after the battle of Northwall when Manti was killed
- married Stantu after the battle of Northwall
203. Tort
- male Tantal
- directed the workers digging the main cannon from the Northwall pit trap
- killed by the Pelbar power bows
204. Luid
- male Tantal
- aide to Tort, killed by the Pelbar power bows
205. Larc
- ? Pelbar guard of Northwall
206. Ath
- male Tantal soldier
- present at the Northwall attack
207. Nortto
- male Tantal
- rank of captain, part of force that attacked Northwall
208. Wainig
- male Tantal soldier

209. Rawn
- Sentani
 - one of the Tantal slaves shackled to an oar in the battle of Northwall
 - freed early in the battle
210. Orther
- male Koorb Sentani
 - leader of the group that came to relieve Northwall from the Pelbarigan region
211. Mers
- male Long Lake Sentani
 - brother of Igon
 - rescued from the Tantal at the battle of Northwall
212. Gagen
- ? Pelbar guard from Pelbarigan
 - one of the hundred that went to the Northwall battle and one of two that died there
 - the North foretower of Pelbarigan was named in his honor
213. Rive
- ? Pelbar guard from Pelbarigan
 - one of the hundred that went to the Northwall battle and one of two that died there
 - son of Uppor
 - the South foretower of Pelbarigan was named in his honor
214. Ope
- female Pelbar of Pelbarigan
215. Uppor
- female Pelbar of Pelbarigan
 - mother of Rive who was killed at the Northwall battle
216. Tuss
- ? Pelbar guard of Pelbarigan
217. Tace
- ? Pelbar guard of Pelbarigan
218. Essal
- ? Pelbar guard of Pelbarigan
219. Arga
- female Tantal
 - spoke for the group of women and children dropped off by the first of the fleeing Tantal ships from the Northwall battle
220. Parg
- female Tantal with children
 - dropped off by the first of the fleeing Tantal ships, later picked up by the one of the seven ships passing through later because her husband was aboard.
221. Heth
- female Tantal with children
 - dropped off by the first of the fleeing Tantal ships, later picked up by the one of the seven ships passing through later because her husband was aboard.
222. Aku
- female Pelbar of Northwall
 - possibly a blacksmith working on the Tantal formula for gunpowder after the battle of Northwall
223. Allu
- ? Pelbar of Northwall

- possibly a blacksmith working on the Tantal formula for gunpowder after the battle of Northwall

224. Icton

- male Tantal
- stayed at Northwall and now teaches choir

225. Arthil

- female from the Eastern Isles
- lived on Saltstream, probably a prophet

This concludes the compiled information for Book 1 of the Pelbar Cycle: The Breaking of Northwall

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