

Gary Gygax's

The Epic of Ærth™ Addenda

A Mythus™ Supplement

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Note: This is the fourth edition of this treatise, and an effort has been made to correct mistakes from the earlier editions and provide a bit more background than was previously available. Questions, comments and corrections should be e-mailed to: gt@tctc.com. Thanks!

The Following Information May Be Added To The Section On Subterranean Ærth (pgs. 44 - 47)

THE GEOLOGICAL STRUCTURE of ÆRTH

The purpose of this treatise is to provide a more in-depth look at the structure and composition of Ærth's crustal and intercrustal layers. The upper 100 miles of Ærth's planetary surface is much the same as that of Earth. There is a granitic crust averaging 5 to 10 miles in thickness of which the continental masses are comprised and which the oceans overlay. Below this is the Outer Lithosphere of gabbro which extends down for about 50 miles under which is the Outer Asthenosphere composed of partially molten basalt which experiences convection currents within its substance and extends down to about the 100-mile depth. Below these layers a phase change in materials occurs, there being an "ultradense matter" mantle which is largely magma consisting of silicates of aluminum, magnesium, iron, and a bit of hekalite. Near the center of this mantle is a highly compressed iron and nickel layer at a temperature of around 2700° F. (1500° C.). It is from this layer that Ærth derives its magnetic field.

The mantle and the central metal band are the center of gravity and are about 800 miles thick, then the layers reverse. That is, there is a 50-mile thick Inner Asthenosphere

followed by a 50-mile thick Inner Lithosphere which in turn is followed by an Inner Crust.

Suspended at the center of the Ærth, within its hollow interior and roughly 2800 miles above the surface, is a sphere of pure hekalite some 400 miles in diameter. This sphere supplies continual light and heat to the interior (primarily visible light and infrared, virtually no ultraviolet) and emits a field which keeps the globe suspended in the center. It also emits the enigmatic heka energy which infuses the entire planet and its immediate vicinity in space. The sphere is believed to have caused the development of many of the strangely evolved lifeforms found in the warrens of Subterranean Ærth, as well as causing the formation of the very rare *elemental gems*.

The only known access to the Interior Ærth from the outside (barring magickal means) are at either polar region. There exist openings beyond the ice floes. The northern being about 1100 miles wide and the southern one some 1000 miles. These openings are almost continually surrounded by obscuring cloud masses where the interior and exterior air masses meet and mix.

SUBTERRANEAN ÆRTH

Subterranean Ærth refers to that portion of the sub-surface crust which is actually inhabited by various representatives of flora and fauna. This then covers the tunnels and chambers down to a depth of about three miles. Beyond this depth, the temperature exceeds 160° F. and the presence of hydrogen sulfide, methane and carbon monoxide make it virtually uninhabitable (certain micro-organisms notwithstanding). The Subterranean world is divided into three regions: **Shallowshadow**, **Midgloom** and **Deepdark**.

Shallowshadow consists of the upper levels of the subterranean cave systems, and has a fairly constant temperature of 55° F. Relatively small amounts of mushrooms and other fungi form the basis for the food chain, which includes isopods, slugs, spiders, beetles, crickets, bats, cave salamanders, blindfish, and blind crayfish. Water is actually fairly common in many of the larger chambers, though most of the tunnels are quite dry.

In the **Midgloom** regions the temperature begins to rise (60° to 80° F) and many of the stranger forms of life

in subterranean Ærth begin to manifest themselves in greater numbers. Fluorescent minerals and phosphorescent plants actually provide a dim lighting in many areas of this region. Many large caverns (some nearly a mile in extent) exist in this region and large amounts of fungi, in a multitude of shapes and sizes, grow here as well as many exotic and dangerous forms of plant life. Water is plentiful and a multitude of large chambers are filled with it. Streams of impressive volume exist, as well as many notable waterfalls.

Deepdark is a predominantly hot region which has many huge chambers, including some sizable underground lakes. Some are several miles across, and reports of veritable subterranean seas exist, having depths in excess of 1000 feet. In some of the lower and larger chambers pools of hot asphalt and tar or molten sulfur, fumaroles and geysers, and outbreaks of magma are said to be found. Fungal and floral forms are plentiful all the way down to the nether borders of this region, and many bizarre (and often deadly!) sorts of animals are prevalent as well.

THE ECOSYSTEMS OF INTERIOR ÆRTH

There are several factors which keep the various regions of Interior Ærth —Outer, Intermediate, and Equatorial— distinct in regards to the fauna inhabiting them. When it is winter in the Northern Hemisphere of the exterior, it is winter likewise in the interior, and the same is true for winter in the Southern Hemisphere. As cooler air pours in from the polar openings and displaces the lighter warm air, snow and ice form, and heavy mist and clouds obscure the normally constant daylight of the interior polar areas. This occurrence of cold fronts keeps the warm climate life forms from spreading beyond the Equatorial and Intermediate regions.

Other agents also play a role in determining which animals can exist in which regions. Foremost are the interior oceanic bodies and the specific regions in which various groups of vegetation exist. Sandwiched between the Azirian Ocean to the Interior East and the Vargaardian and Amazonian Oceans to the Interior West, is the Cretaceous region. This area is largely warm plains with some rather large expanses of rainforest. Much of the vegetation can also be found on the Exterior of Ærth. Trees include redwood, maple, willow, sassafras, pine, magnolia, and live oak. Sedges, horsetails, fan palms, and palmetto are also prevalent. This region's climate ranges from warm and dry in the plains to hot and wet in the rainforests. Nestled between the Sea of Magmur, the Azirian Ocean and the Afrikan Ocean one finds the Jurassic region. This is an area of steamy swamps and jungles with hot beaches. Vegetation includes cycads, ferns, tree ferns, ginkgo,

horsetails, and various conifers. Some of the last of great height. Finally, located between the Æropan and Afrikan Oceans on one side and the Vargaardian and Amazonian Oceans on the other, there lies the Triassic region. Here grows primitive conifers, ferns, cycads, and horsetails. Around the mountainous more arid areas of the Interior East of this regions one finds a place that supports Permian types of vegetation and fauna. Vegetation here is primarily horsetails, conifers, ferns, and seed ferns with a fauna of primitive mammal-like reptiles and early therapsids. In the swamps along the strait between the Vargaardian and Amazonian Oceans there is flora of the Devonian-Carboniferous sort; psilophytes, giant club mosses, calamites, ferns, tree ferns, and cordaites. Many insects, arachnids and myriapods are found in this region as well as primitive sorts of amphibians and legged fish.

To the north and south of all of these regions are found the Intermediate Bands, where dwell evolved forms of therapsids, crocodilians, lizards, and snakes that prey successfully both on saurians and mammals and, thus, abetting the climate in separating the life forms.

Regarding the native sophonts of Interior Ærth, the Theriopodid humanoids are found in the Equatorial Band. The Pithecanthropids are found in the southern hemisphere, along with scattered bands of *Homo habilis*, *Australopithecines*, and Neanderthals. The Cro-Magnon and other groups of early modern humans are found in the northern hemisphere.

METALS of ÆRTH & PHÆREE

There are several metals peculiar to Ærth and Phæree which deserve some mention at this point. They are:

Adamantine: A silvery, almost translucent metal that is nearly twice as strong as steel and has a higher melting point. It is often used in the manufacture of magickal arms and armor of unsurpassed quality —though only the most effective of heka-forgers and smiths can work it, and sometimes used as coinage. Some alchemists believe that this is an odd metallic form of diamond. Some deposits are found in Ægypt, Manchuria and Hy Braseal.

Findrina: A silver-colored metal with the strength of bronze found exclusively in Phæree. It is favored by the Shee, who use Heka to improve its qualities.

Hekalite: A silvery mineral with small glowing

motes of light within the matrix. It is infused with heka energy, but whether it is the source or that it gathers and stores the force from its surroundings is still a matter for debate. Hekalite is a prerequisite material in the manufacture of many of the more powerful enchanted items. This mineral is usually brought up from Subterranean Ærth, but deposits are found in the Avillonian Kingdom, Ægypt, Pohjola, and Hy Braseal. It is fairly common in Phæree, and its odd counterpart, the purplish-black *anti-hekalite*, is found in Interior Phæree.

Oricalcum: This metal is known mostly from Atlantl and the Rowona-Ahuke border in Lemuria. It has a color similar to molten copper and a hardness slightly greater than gold. It is used mostly in decorative metalwork and coinage, but when alloyed with bronze it makes quite impressive and serviceable armor or weaponry.

(The page number indicates where in the *Epic of Ærth* Manual the error-correction or addition is to be inserted)

Venomous Fauna (pg. 39)

Some jellyfish, coneshells, and octopi are also quite poisonous; notably from the Great Reef off the east coast of Magmur. Treat venoms as 50/50/25 to 70/70/35.

Fauna of Ærth table (pg. 40)

Correction: The Llama is incorrectly designated as being native to Vaargard and should be designated as Amazonian.

Ægypt (pg. 65 - 66)

Mention must be made of the city of Alexandria with its huge and comprehensive library and the 500-foot tall lighthouse (pharos) guarding its harbor, rebuilt after being nearly destroyed by an ærthquake. The Palace of the Ptolomies was recently discovered just off shore and is being moved to dry land and restored.

Afula (pg. 66)

The Afula (or, Fulani) are tribes existing north of the Mandingu in West Afrik. They raise chickens, goats and sheep, and grow millet, rice and sorghum for food. They are paler of skin than most of the Black race of Afrik, appearing more like the Berbers to the north. Many of these tribes have been absorbed by the westward expansion of Darfur.

Aleyeska (pg. 68)

This huge peninsula of northwest Vargaard is named for a native word meaning "Great Country". It is a diverse region, with tundra and ice to the north, mountains and plateaus in the central section (including Mt. Aleyeska, 20,300' in height) and a temperate south coast with wooded fjords. It is inhabited by the Tlingit tribes to the west and south, and the Inuit peoples to the north and east. Bear (both brown and polar), caribou, seals, hares, wolves, salmon, and cod are common; as are spruce, fir, birch, poplar, tundra mosses, and grasses. Some mineral wealth, including gold, exists but is currently unexploited.

Amazonia (pg.69)

The Amazon River Basin and Rain Forest constitute a huge portion of Amazonia, but are largely unex-

plored. The river itself is nearly 4200 miles in length. The flora includes trees such as andira, vochysia, sapodilla, cacao, mahogany, brasil nut, peanuts, and kapok; as well as an assortment of lianas, epiphytes, orchids, and ferns. Fauna ranges from ocelots, tailed monkeys, capybaras, sloths, tapirs, and armored anteaters to parrots, toucans, caimans, boas, anacondas, and iguanas. Colorful tree frogs, butterflies, moths and katydids are abundant, and here one finds the trooping army ants. Electric eels and piranha are to be found in the river and streams along with the 10' long arapaima and the endless variety of tropical fish. A variety of the leech found in some tributaries grows to over a foot-and-a-half in length!

Mineral wealth includes tin, silver, gold, diamonds, topazes, and emeralds.

Rumors exist of towering plateaus (called *tepui*) within the forest, the tops of which are said to have vegetation and animals of bygone ages dwelling thereon.

Primitive tribes such as the Aguaruna, Txukahamai, Kayapo, and Yanomamo—using blowgun darts tipped with such poisons as curare and arrow-poison frog venom—dwell within this forested area, as well as the Onaxares (see **Mythus Ærth Bestiary**). They raise manioc (cassava) to supplement their diets.

Also of note is the legendary region of El Dorado with its capital city of Manoa, rumored to be located somewhere in the northern part of the Amazon Rain Forest. It is said to be the home of an advanced society, having buildings decorated with silver, gold and emeralds.

Apache (pg. 69)

This region includes nomadic tribes such as the Jicarilla, Chiricahua, Mescalero, and Navaho (which all speak the Athabascan dialect); as well as sedentary tribes like the Pueblo, Hopi and Zuni (who speak the Uto-Teclan dialect). The nomadic people hunt buffalo, peccaries and jackrabbits and dwell in wickiups made of brush, or sod-covered hogans in the case of the Navaho. They use bow and spear to hunt game, and make baskets and weave textiles. The Pueblo and other settled peoples tend to dwell in structures composed of adobe and stone and raise crops such as maize, sunflowers, squash, and wheat. The Pueblo are famous for their pottery, woven goods and jewelry of copper, silver and turquoise. The terrain of this region is mostly arid plain, desert, or mountainous, the vegetation in the territory ranging from grasses to desert flora such as sagebrush, creosote, mesquite, saguaro, prickly pear, and yucca. The total population of these tribes of native

Vargaardians is around 45,000.

There is a legend of seven cities of pueblo-like dwellings located somewhere in the mesa lands which are said to be rich in gold, but further information is lacking. A continual guerilla war is waged by the nomadic tribes of the region against the invading Teclans from the south, who are also distracted by a war with Muya.

Atlantlis (pg. 71)

The worship of Qalkhru, black kraken god of death, misfortune and piracy is currently quite prevalent in this nation. There are two very lavish xaquagi racing stadiums in Atlantis City, resembling the Circus Maximus of Rome, but much older in origin. It is rumored that several heka-powered metallic flying machines known as *vailxi* are hidden in a cave of the Atlantichol Mountains within this nation.

Some of the dangerous marine flora off the coast of Atlantl should be mentioned; notably the Black-and-White Tiger Crab which grows to 200 pounds and can be quite deadly to unwary swimmers, and the Crimson Moray with its venomous bite (20/20/10). These both dwell in the deeper waters just beyond the coastal reefs. In addition to other critters already mentioned, the ermine, mink, stoat, and fox are all found here, as well as crocodiles, adders, vipers, hawks, vultures, and rooks.

Correction: Lake Artax is roughly 100 miles long by 75 miles wide.

Babylonia (pg. 72)

The sultan is referred to as *lugal* in the Old Babylonian tongue; his vassals—the bey—serving as regional governors are called *ensi*, the high priest of each deity is referred to as an *en*, and his grand vizier is known as a *sukkalmah*. Though the language of Babylonia is referred to as ‘Sumerian’, it is actually an agglomeration of Sumerian, Akkadian and Babylonian with a smattering of Yarbic and Turkic as well.

Magickal devices also include the *Palu* (*literally, “term of rulership”*), the Divine Weapon of the Babylonian pantheon, said to have been bestowed upon the ecclesiastia by Ea himself. This is kept within a vault of the 300-foot tall Etemenanki; also called the Tower of Babylon.

The folk of this region enjoy a simple board game that was developed in ancient Ur.

Bedouin (pg. 73)

These nomadic tribesmen dwell in the desolate lands just south of the Phoenecian principalities of North Afrik. They are mainly of Yarbic-Babylonian descent, having originated from the jihads which swept from Near Azir, and their mode of dress is similar to that found in

Yarbay. They ride upon camels and dwell in tents made of camelskin.

Benin (pg. 74)

Products from this kingdom include palm oil, indigo, cotton and ivory. The people refer to their king as *oba*. The *juju* (medicine man/sorceror) of each village is elected for a period of seven years. To the southeast of this kingdom is the center of the secret society known as *egbo*, whose members serve as judges and administrators for the region. They possess a secret form of writing called *nsibidi*, and their order has seven grades: *ekpiri ngbe*, *ebu nko*, *mbawkaw*, *ndibu*, *oku akama*, *eturi*, and *nkanda*.

Caledonia (pg. 82)

The Caledonians are noted as fierce fighters, their slogan being “Raise not the ire of the Lion of Caledonia!” Among their favored weapons is the *claidhaemmor* (claymore sword).

Cherokia (pg. 86 - 87)

The Cherokian tribe is divided into seven matrilineal clans. As well as hunting and fishing, they raise maize, sweet potatoes, squash, and sunflowers in their villages. Their dwellings are generally made of thatch over wooden frames. Tomahawks are the favored weapons of battle. The forests of their territories consist mainly of white oak, live oak, maple, pecan, and willow.

Cholcan (pg. 88)

This Atlantlan government possesses the amazing *Starmetal Sword*; a broadsword composed of meteoric alloy that is anathema to magick and said to be able to nullify heka of even Entital level (treat wielder as having an R factor of 5000!). It is said that some of the Atlantlan deities are uneasy about this weapon and its implications...

Colzuvan (pg. 88 - 89)

Yntygka, octopus-headed god of sailors and enemy of Qalkhru, is the object of popular worship here.

Hasur (pg. 103 - 104)

The king of this nation is called a *melek*. Under him serve several priest-judges known as *shofets*, and each major city and its surrounding territory is overseen by a *rah*.

Hawai'i (pg. 104)

These volcanic islands to the west of Vargaard and north-east of Lemuria have a population of around 200,000 living in a tribal society ruled by a kingship (Kamehameha VI). The priestly caste of medicine men is known as *kahunas*, and they are strong wielders of mana (*heka*). The other strata of society are: *ali'i* (the nobility), *maka'ainana* (the commoners) and *kauwa* (the outcasts). The islanders subsist mainly upon fish, molluscs, crustaceans, coconuts, pineapple, taro, and kava. Several Lemurian states would undoubtedly like to absorb this kingdom into their own (such as Tonuia and Muavinapu), but distance and politics upon the mainland prevent them from devoting any real effort. These folk have a small naval force based upon a type of catamaran.

Hiluo (pg. 106)

The folk of this nation are agrarian in nature, raising cassava, coconuts, plantain, pineapple, papaya, and mangoes. They hunt the jungle fringes and catch seafood for their meat. Though there is some malachite and native copper to be found, as well as tin, their implements and weapons tend to be made of wood, stone, coral, and bone. The location of this nation provides its greatest defense, as well as the possession of a powerful artifact that allows its wielder to turn fierce predators of the jungle and sea against intruders.

Hispanola (pg. 107-108)

The society of this land includes the *mestizo* (Arawak-Atlantlan or Arawak-Iberian mix), the *Creole* (Black-Iberian mix) and the aristocrats of the *Haciendae* (landed estates). The municipal areas are run by an *Alcalde*. On the isle of Cabao Rey, the voodoo religion is popular among much of the population, and led by the *houngans* (priests) and *mambos* (priestesses).

Hyperborea (pg. 109)

It is said that in the arctic north of Pohjola there exists a volcanically heated mountainous country known as Hyperborea. Palms, ferns, bromeliads, and other tropical plants grow in the steamy valleys and animals of Ærth's Paleocene and Eocene eras wander therein. The southern boundary of this land is the Riphæan Mountains. A human civilization flourishes here as well, ruled by the apparently immortal wizard-priest Abaris. An artifact of great power, the *Golden Javelin*, is in his possession.

Inca (pg. 109-110)

Inca is noted for its well-kept roadways, vine-rope suspension bridges, terraced fields, and use of 'quipu'

(knotted, colored counting strings used for inventory). Its efficient foot courier system allows messages to travel up to 150 miles per day. Agriculture consists mainly of maize and potatoes, though several plants indigenous to the semi-tropical highlands are also utilized including cacao (for chocolate), cherimoya (a fruit tasting like a combination of banana and pineapple), and the leaves of the coca tree (chewed as a stimulant). Cotton is grown as well, having shades of white, brown and mauve. Despite the introduction of horses, llamas and alpacas remain the primary beasts of burden as well as sources of food and wool. The amazonian devil is honored for its ferocity and curiosity.

Iroukia (pg. 111)

The Iroukian peoples dwell in longhouses made of wooden poles and covered by sheets of bark. In fact they refer to themselves as ho-de-no-sau-nee ("people of the longhouse"). Each has a smoke hole in the roof over an enclosed fire hearth, and several families live in the structure. Their towns are often surrounded by palisades constructed from tall, wooden stakes. They manufacture canoes of wooden frames covered by birch bark slabs. Their clans are matrilineal with women enjoying a fairly high status within this culture. The tribes will sometimes meet in a Grand Council of 50 *sachems* (chiefs). These people hunt deer, duck and small game as well as raising maize, beans, squash, apples, and strawberries. The forests in their area are largely of maple, oak, birch, hornbeam, sumac, pitch pine, and white pine. Bow and arrows, carved wooden clubs and the tomahawk are the preferred weapons of battle. The *ganeo'q* (the drum-dance of thanks) and the *ostowegowa* (great feather dance of thanks) —both to their creator god (Haweniyo)— are quite interesting. The *wasase* is their dance of war.

An alliance between the Potawatomi, Miami and Shawnee tribes to the west —formed to repel Æropean invaders— is viewed as a potential threat as it unites a population of over 30,000.

Khitai (pg. 117)

Somewhere above the rhododendron and bamboo thickets of the Byakalan Range lie the cursed pools known as jhusenkyou, which are said to have transformational properties for any who bathe or fall in their waters.

Kolok Island (pg. 118)

Though nominally a portion of Vekanu, this island —covered by jungle growth— is virtually uninhabited by man except for fierce natives of the hunter-gatherer

ilk. The island is particularly active volcanically, and obsidian and sharpened basalt are commonly used in weaponry.

Kongo (pg. 118)

This region of Afrika —currently ruled by the head chief Ngurumo-Kubwa of the Bakongo Bantu tribe— is mostly rain forest, with acacia savanna to the south and highlands to the east. The legendary *Mountains of the Moon* with their snow-covered peaks are found in this region, some with heights of over 17,600 feet. Somewhere to the east of these in uncharted territory is said to be a massive freshwater lake named Lake Osiris by explorers from Meroe. Forest swine, okapi, civets, squirrels, monkeys, hornbills, chimpanzees, and crocodiles are typical fauna of the forest, and insects are well represented; including the dreaded tsetse fly and driver ants. Gorillas dwell in the eastern, forested highlands. Deep in the forest is said to dwell the mokele mbembe, a great elephantine beast with a long neck and long, thick tail. Said to be a form of sauropod.

Around 50,000 pygmies of the Mbuti tribe dwell within the forests' confines. Ebony from the diospyros trees, mahogany, teak, rubber, plantains and bananas, raffia palm fiber cloth, and ivory (said to be harvested from a hidden 'elephant's graveyard' in the east) are noted exports. Small quantities of salt, copper, iron, gold, and silver are also occasionally traded.

Lakota (pg. 119)

The peoples of "The Seven Council Fires" are very tall, and nomadic in their ways. They dwell in teepees hunting buffalo and pronghorn in the tall grasses of the plains with spear and bow. For combat they favor the tomahawk and round shields of leather over wooden frames. They dominate their neighbors, the Ojibwa, Cree, Blackfeet, Crow, Pawnee, and Kiowa. The Sun Dance is their most important religious ceremony.

Lemi-Lemu (pg. 120)

Lemi-Lemu has vast supplies of copper, as well as deposits of tin, silver, lead, gold, zinc, nitrates, sulfur, salt, garnets, and emeralds. The folk here cultivate cassava, coconuts, pineapple, bananas, breadfruit, potatoes, tomatoes, sugar cane, and sapodilla. They raise the guanaco (a relative of the llama) and tapir for food, leather and wool; gathering seafood along the coasts.

In the wilds of the hilly regions and swamps between this nation and Mu are found many creatures, including megasloths, hippoceri (toxodonti), toradillos, tapirephants, peccaries, emu, condors, parrots, boas, crocodiles, and caimans. The eastern and southern terrain of Lem-Lemu consists of coastal mangrove swamps and tropical rainforests featuring palms, ferns,

orchids, geraniums, tree ferns, lobeliads, epiphytes, and sandalwood. To the west, the terrain becomes more akin to the pampas of Amazonia, and vegetation consists mostly of various grasses and scattered acacia.

Slavery is common here, but nowhere near to that found in Mu. The bulk of the population are serfs, followed by a middle class of merchants and artisans.

Luhiva Jungle (pg. 122)

This northwestern section of Lemuria —bounded by the Ofua Mountains to the south— is inhabited by wild tribesmen and horrible beasts found nowhere else, including a giant form of the Komodo dragon (see: Colossator, pg. 69 in the **Mythus Ærth Bestiary**) and a 3' long variety of venomous spider. A freshwater fish very similar to the piranha of Amazonia is found in many of the streams in this region. In addition there are wild pigs, jaguars, lemurs, boas, crocodiles, parrots, and hawks, as well as prehistoric species such as thylacotherium, boerhyaena, machairodi, and glyptodont. The jungle is mostly tree ferns, black beech, calophyllum, eucalyptus, fig, and many varieties of ferns, creepers and flowering plants. Mangroves, coconuts and candelabra pines dot the coasts.

Expeditions from Tonusia have vanished in this region, but the Phagu of Hiluo to the east has a device that exercises some control over the terrible creatures dwelling here, and allows passage of small groups from that nation. In addition to the aforementioned hazards, typhoid, malaria and dysentery are prevalent enough to make the region even more hostile to outsiders!

Lyonese (pg. 124)

Along with all of its other bounties mention needs to be made of this nation's wondrous honey supplied by the bees of its many apiaries, its outstanding dairy cattle (which give vast supplies of milk and creamy butter), and the salmon and trout of its rivers and lochs.

The great Bard Colleges should also be noted, which under Brehon Law contain seven grades; the highest of which is called *Ollamh* (usually achieved after a minimum of ten years of study). The bards of the schools of Lyonese generally wear blue clothing to mark their calling. Likewise, those of the Ovate calling wear green while those who are of Druid station wear white. It is important to note that in addition to their religious duties Druids also serve as judges and teachers. At least one important portal to Phæree exists within the confines of this nation. Many creatures of the Seelie and Hobgoblin sort are known to use it to visit Ærth.

There is a type of chess game that is most commonly preferred in this nation called *gwyddbwyll* (or, fidchell).

Magmur (pg. 125)

The least explored continent of Ærth, Magmur has temperate coastal plains, an arid interior (the Ganuumu), tropical jungles to the north, and the Great Barrier Reef extending off of its entire eastern coast. Mention should also be made of Uluru, a massive red sandstone monolith held sacred by the Magmurians which rises over 1100 feet above the surrounding Ganuumu Desert in the north. The marine waters around this continent are home to the most venomous sea creatures of Ærth (coneshell, seawasp jellyfish, sea snake, blue-ringed octopus, and stonefish), as well as sharks, barracudas, and giant clams. The dry inland deserts are home to the deadly tiger snake, death adder, funnel-web spider, and desert scorpion. Many interesting animals are to be found. These include kangaroos, wallabies, dingoes, koalas, and platypuses. Flora includes spinifex grass, kunzea, desert pea, bottle brush, golden wattle, eucalyptus, desert oak, and acacia in the drier regions and ferns, palms, cycads, tree ferns, orchids, breadfruit, and coconuts in the wetter areas. A species of mountain ash found here grows to over 300 feet in height! In the far northwestern portions of the upper peninsula can be found cloves and nutmeg.

The Magmurians of the Ganuumu Desert and the eastern, southern and western coasts along with the Papuans of the northern jungles are of the Magmurian Black race. One of the oldest races on Ærth. The Magmurians carry little more with them than two sticks for starting fires, a small supply of food (often dried worms!) and weapons (stone knives, boomerang, spear, and woomera [spear-thrower]). Their various clans are based on "Dreamtime" ancestors. There are several rudimentary Lemurian colonies located on the eastern and southern coastal areas.

Small amounts of gold, silver, lead, zinc, and copper have been mined here.

Mandan (pg. 129)

These folk refer to themselves as *numakaki* and live in dome-shaped, earth-covered lodges with stockades around the villages. The shaman, as healer and communicator with spirits, is a vital member of each community. They raise maize, beans, pumpkins, and sunflowers as well as hunt buffalo and deer. They manufacture much pottery. Their weapons of choice are bow and lance. The Mandan are able to communicate amongst their tribes with a form of sign language.

Mandingu (pg. 129)

These tribesmen are found within the lower region of Western Afrika, currently ruled by Samori III. They often skirmish with Dakhlan and Senegal. They incorporate captives into their army as an alternative to en-

slavement, thus solidifying their holdings.

These folk trade in gold dust and cattle, and harvest yams, oil palm nuts and plantains for food. They also have many iron foundries and make their weapons of that metal. They utilize cowrie shells as a form of money, 10 shells approximately equaling 1 BUC.

Movare Desert (pg. 135)

This is the desolate home of the Eahoi Tribes, who subsist as nomadic bandits. They often use an archaic form of camel-llama (*Camelops*) for mounts. The predominant vegetation here is cacti, mulga, grasses, and some pandanus palms near the coast. The Ao Mountain Range stretches along its southern border, separating it from the Caconeate of Mu. To the east in the Gulf of Chuna dwell particularly huge cuttlefish, and one 50-foot specimen is said to be an incarnation of Fe'e, the god of war, to whom human sacrifices are sometimes given.

Mu (pg. 135)

This nation has productive mines of copper, tin, iron, gold, and coal. Basalt and marble are quarried for building use in the mountainous regions. Maize is raised in the rich plains, and cassava, potatoes, tomatoes, sugarcane, and pineapple are also harvested in various areas. Tapirs and a domesticated form of hairy hippoceri are kept for food, and rich catches of fish, shellfish and crustaceans are brought from the Gulf of Mu.

Most of the terrain of Mu consists of fertile grasslands, but the coastal areas have tropical vegetation similar to that found in Lemi-Lemu.

Both Ahuke and Mu purport to possess the artifact known as *The Shell of the Deep*, and it has changed hands between the two nations several times; but the actual item is in the hands of Ahuke, while that held by Mu is a less powerful copy!

Muavinapu (pg. 135 – 136)

Most of the local economy consists of fishing and agriculture, with the fields fertilized using bird guano found in vast quantities along certain stretches of the coast. Pineapple, taro, kava, cassava, yams, and copra are all raised here. Small quantities of gold are found in the mountain streams of the east. It is believed that this nation has the largest sea navy of the Lemurian states.

Muya (pg. 136)

The Muyans have a highly sophisticated culture due to their contact with both Olmec-derived peoples and the Lemurians. Their language is a creole of their native tongue mixed with a Lemurian vocabulary. The

Muyans are distinct in appearance, with their pronounced nose, slanting forehead, black hair, and full lips. They have a very accurate calendar system and a system of writing that involves pictograms, which also have phonetic values.

They build impressive stone step-pyramids with bases 200 feet on a side and rising steeply to nearly 100 feet in height. Broad staircases on all four sides climb the sides to wood and stone temples at the pinnacle. They also build "I"-shaped courts around 250 feet in length wherein they play an interesting sport involving propelling a hard, rubber ball through small stone hoops on either side of the court using flat, stone scoops. This is known as *pok-ta-pok*, and the leader of the losing team is often executed!

The deities of the Muyans are, in fact, the Lemurian gods that were imposed upon them by their former masters. They include: *Hunab Ku* (supreme creator god), *Itzamna* (sky & moon god), *Ixchel* (goddess of fecundity), *Hurakan* (storm and wind deity), *Kukulcan* (serpent deity of culture & resurrection), *Chaac* (rain deity), *Hunhau* (death god), and *Nacon* (war deity, for whom the *holkam-okat*—"dance of warriors"—is performed). Sacrificial victims are usually disjointed, lacerated with obsidian or flint knives, and then decapitated, or have their hearts cut out. The high priest is called *Ac-ay*.

The land of their territory is mostly rain forest, with ceiba, mahogany, rosewood, logwood tree, sapodilla, cacao, lianas, ferns, and mosses growing about. Jaguars, deer, monkeys, tapirs, coati, toucans, macaws, quetzal birds, and snakes are common. The soil is thin over the limestone bedrock, but through careful cultivation and fallow techniques the Muyans are able to raise decent crops of maize and beans.

An item of moderate power held by the Muya is the *Obsidian Scrystone* (Chay aba).

Nippon (pg. 142)

Nippon has an organized thieves' guild known as the *yakuza* (treat as Physical vocation Thieves), and assassins known as *ninja* ("shadow warriors") with a penchant for weapons such as shuriken, ninja-to, manrikigusari (a weighted chain), nunchakus, and toxins. The *samurai* are similar to the knights of Æropa and follows a code of behavior called bushido. Samurai who lose their master or become mercenaries are known as *ronin*. The *kuge* is the noble class, the *heimin* are the commoners, the *chori* are the outcasts, and the *hinin* are the beggars. Foreigners are somewhat disdainfully referred to as *gaijin*.

Many forms of martial arts are practiced in this nation, including karate and kempo (emphasizing hand and foot strikes), and jiu-jitsu and aikido (emphasizing throws, holds and locks). Sword strategy is referred to as kendo, and that of the staff as bojitsu.

Nunavut (pg. 144)

Across the northern section of Vargaard, beyond the Seven Great Lakes, exist the people known as Inuit (or Eskimo, to some of their neighbors). The name of this region means "our land" in the native language. They dwell in earthen-walled shelters with roofs made of stone slabs, animal bones or skins, or in the far northern reaches in dome-shaped igloos constructed from blocks of frozen snow. They hunt moose, caribou, geese, seals, walrus, narwhal, and beluga, and catch fish for food. They travel about on foot (aided by snowshoes when necessary) or by water in *kayaks*—a type of canoe made by stretching animal hide over a bone or wooden frame—or *umiaks*, a larger boat. They have a complex system of tabus, but they are a cheerful and hospitable folk. There are perhaps 18,000 of these people dwelling here.

Panay Sulu (pg. 145-146)

The principal crops raised by the native folk include rice, coconuts, abaca (hemp), sugar, rubber, mangoes, and papayas. The largest native mammal is the red deer, and most natives subsist on fishing rather than hunting.

The language is a Malayan dialect of Bisayan and Tagalog.

Po~hai (pg. 148)

The Po~hai navy is particularly known for its "dragon ships" (iron-clad, oar-propelled ships having a tortoise-like shell over the top and a dragon-head prow). Many of the inhabitants practice a martial art form emphasizing foot-strikes known as *tae kwon do*.

Pukare (pg. 149)

Primitive tribes inhabit this mysterious jungle area of Lemuria. Which has many dangerous bogs and quicksand patches in the northern region. Typical flora includes tree ferns, dubautia trees, sandalwood, coconut, breadfruit, papaya, mango, pepper trees, strangler fig, taro, hibiscus, tiare, geraniums, orchids, ferns, and lobeliads. The ill-rumored Lake of the Moon (Kamahina'roto) is located in the center of this jungle; formed possibly by the collapse of a large volcanic crater. Rumors say that there are strange volcanic caverns under and around the lake, fraught with sulfur pools, tar pits and gas pockets. Evil undead known as *mauli* are said to dwell here, the servants of the dread amorphous and phosphorescent demon-god Terrim'ta. To the west, in the Bay of Sharks, is said to lurk a particularly huge specimen of *Carcharodon megalodon* that is believed to be an avatar of the shark god, Ukupanipo.

Roahu Tribes (pg. 151)

This area is home to a loose confederation of tribes who maintain their independence due to their ferocity in combat. They maintain a guarded neutrality with Rowona and Wipoona, and indulge in only minor skirmishes with the Eahoi to the east and Hiluo to the west. Their main concern is with the ever-expansionistic Muavinapu Princes to the southwest.

Rome (pg. 151)

Mention should be made of the Circus Maximus, a horse and chariot-racing stadium which seats 250,000; and the Pantheon, a temple rebuilt by Hadrian and dedicated to the Roman deities. Both are found in the city of Roma.

Salishinook (pg. 154)

This tribal group extends up the coast of northwest Vargaard almost to the Tlingit territories in southern Aleyeska. They dwell in long plankhouses, travel in wooden canoes and subsist through the hunting of mountain sheep and deer, and fishing for salmon. They practice a flattening deformation of their children's heads. They are known to capture and maintain slaves from battle. The forests of this region consist mostly of alder, lodgepole pine, spruce, fir, hemlock, and a few scattered redwoods. The population of this people is around 60,000 individuals.

Sargasso Sea (pg. 156)

In the Atlantlan Ocean due East of the Xalgades Peninsula there exists an area of unnatural calm covered with mats of sargasso weed and kelp. The region is said to be inhabited by giant squids, giant crabs and other marine terrors. The rotting, wooden hulks of many entrapped sea vessels remain afloat here.

Shamash (pg. 160 – 161)

There is a small but powerful minority who wishes to reunite Shamash with Hasur as a member of the Phonececian Coalition. They are centered in Tyre and Sidon in hidden, subterranean strongholds. Rumor has it that a traitor once led officials to one of their meeting places, and all of the officials vanished and the traitor's horribly mutilated body was found later. As some strong sorcerors are known to be affiliated with this faction, diabolical forces are suspected to have been utilized.

Suskehankia (pg. 166)

These people have been driven southward by the Ir-oukian Nation, and westward by Aëropean settlements. They are noted as fearless warriors. They typically dwell in dome-shaped or elongate, wooden-framed structures covered with bark known as *wekou-om-ut* (or, wig-wam). They raise maize, beans and squash, and catch fish.

Taureg (Tuareg) (pg. 168)

These are nomads from the dry regions of West Afrika. They mine salt, herd goats and raise chickens, and harvest dates in the oases. Camels serve as their primary mode of transportation, although a few warlords possess horses. They wear veils to cover their lower face, unlike their neighbors to the north, the Berbers.

Tecla (pg. 168 - 169)

The Teclans live mostly in the grasslands between the two coastal mountain ranges of their land. Here grow oak, pine and prickly pears. Jackrabbits, deer, coyotes, eagles, turkeys, quail, and ducks are found here. These folk raise maize, squash, beans, tomatoes, pumpkins, sweet potatoes, plums, avocados, chilies, and cotton on elevated rectangles of land surrounded by irrigation ditches. An alcoholic beverage called *octli* is made from fermented maguey plants.

The Teclan warrior caste is divided into three orders—Jaguar, Eagle and Serpent (the last being the newest). They wield stone-headed maces, obsidian-edged clubs, wooden lances with obsidian tips, and atlatls as weapons and wear ornate headresses and decorative leather armor. Higher-ranking warriors often wear trappings of the order to which they belong over their armor and carry leather shields decorated with feathers. They are very fearless in combat, and all captives of war eventually end up as sacrifices for their deities. Up to 20,000 captives a year are sometimes slain for this purpose! The warriors indulge in a ritual cannibalism of the victims afterward.

Some of the pyramids built by these folk rival those of Aëgypt in size, and have temples dedicated to their deities located at the summit. The Teclans indulge in a ball game similar to that of the Muyans (q.v.) called *ol-lamaliztli* or *tlachtli*. They also play a boardgame called *patoli* upon which large sums of money are often wagered. The cacao bean, acquired to the south, is used as a form of money and each one is worth approximately .25 BUC. They indulge in music and dance for festivals, the instruments including flutes, horns, cylindrical drums, and conch shells.

Thuringia (pg. 170-171)

In the borders of this kingdom lie the Schwartzwald

—“The Black Forest”. This nearly 2000 square mile area has extensive forests of fir and spruce with some hornbeam, oak and beech. Wild boars, deer, squirrels, and a variety of birds are common here. This forest is *the* hotbed of Phæree activity in this portion of Æropa; the boundary between the two worlds being as thin as that found in parts of Avillonia. All manner of elves, dwarves, ogres, and such beings are spotted here.

Tlingit (pg. 173)

These native Vargaardians of the far northwest are much like their Salishinook neighbors to the south in that they dwell in plankhouses, travel in ornate canoes carved from wood, and subsist largely on fishing and whaling. However, they indulge in much more totem pole art and utilize spears and long daggers. They are noted warriors, and wear chest and leg armor made of wooden slats. They have three divisions of their people: Eagle, Raven and Wolf and have a total population of around 15,000. Their language is the Tlingit-Haida dialect.

Tonuia (pg. 173 – 174)

The capital city of Tonu is noted for its 35-foot tall walls of stacked basalt boulders (some of which weigh 50 tons!). These were perhaps constructed as a precaution against incursions of beasts from the Yoboyo Swamp to the east and the Luhiva Jungle to the north. There are also stone-flagged roads in and around the city and a system of stone and clay-lined canals.

Wipoona (pg. 180)

In addition to other mineral wealth, Wipoona has large supplies of nickel and iron ore, as well as quartz and limestone. Tall pines are found growing in the mountains and hills of this nation—virtually unique upon this continent.

Xalissa (pg. 180)

Correction: Vancha III is actually the ruler of Xalissa, while Chartol Alzza is a lovely city on the west coast (pop. 50,000).

The Twelve Wonders of Ærth

Four Great Pyramids & Twin Sphinxes (Ægypt)

Stonehenge (Albion)

Great Wall (Ch'in)

Coliseum (Rome)

Leaning Tower of Pisa (Genoa)

Porcelain Tower (Sung)

Tower of Eiffel (Francia)

Second Colossus of Rhodes (Ionia)

Ys (pg. 181-182)

Centered within encircling stone-slab monoliths is a black building called Alkar-Aaz, an evil edifice thought to have been built <7500! One theory holds that the Slaugh of Phæree are the people who built this structure, prior to their immigration from Ærth.

Zimbabwe (pg. 183 - 184)

Great Zimbabwe has a circular central stronghold composed of unmortared granite-block walls and towers. Iron tools and weapons are in common use here.

Directly eastward is the Sakalava Penninsula, with a broad and deep valley between it and the rest of Afrika. It has a mountainous interior and swampy plains and rainforest on its coasts. Due to its isolated nature, many strange creatures such as the elephant bird, dodo, lemurs, and pygmy hippopotamus dwell here. The native folk of this peninsula exist within a social caste system consisting of *andriana* (nobles), *hovas* (middle-class) and *andevo* (slaves).

Zulu (pg. 184)

This tribal area consists of dry steppe and tall grasslands with arid desert and scrub to the south and west (these dry lands being the habitat of the nomadic bushmen). Acacia, baobab and candelabra trees grow here and antelopes, zebras, ostriches, giraffes, rhinoceroses, lions and elephants roam the area. Cattle and sheep are herded by the folk, and chickens are raised. The people mine gold, copper, tin, and coal. Fabulous diamonds are said to be found in a hidden mine somewhere in this region, and ivory is harvested as well.

Kraal Sotho is more advanced than most outlying villages; it has a broad and deep moat surrounding the usual wall of thorn branches, its mud-and-grass walled dwellings have stone foundations, and a central cistern holds water for times of severe drought. The infantry are noted as fierce and accurate spearmen, and carry large shields. The *indunas* are the royal officials placed in conquered regions who are directly responsible to the king.

Mountain Spire of Siva (Oudh)
Menagerie of Huscal (Zuivan)
Temple of Diana at Ephisos (Byzantium)
Hanging Gardens of Babylon (Babylonia)

*Some refer to the Nineteen Statues of the Dread Ones in Rowona as the 13th Wonder, and certainly the Parthenon in Achaea and the Pharos of Alexandria in Ægypt hold some claim as well.

Map Errata

What follows is a listing of corrections for maps in the back of the **Epic of Ærth** compendium:

Pg. 249

16 Bucharest
17 Sofia
18 Alexanderopolis
19 Thessaloniki
20 Athens
21 Kroeï
22 Cnossus
35 Brescia
36 Milan
37 Florence
38 Genoa
39 Roma
40 Napoli
41 Arborea
42 Bastia
43 Chambéry
44 Arles
45 Bern

Pg. 252

The city of Olovina is incorrectly shown on the *west* coast of Cholcan, and should be located in *northern* Atlantis.

Pg. 254

The islands of Kulakia are labeled as Kolakia on the map.
The capital of Ahuke, Abayaeo, is listed as Abayoro on the map.

Pg. 263

Drop numbers 1 - 7 at the beginning of the key.

Ærth Timeline

- c. <7500 = Monolithic structures of Ys built.
- c. <6000 = Atlantl develops mathematics, astronomy and navigation, as well as earliest written records.
- c. <5000 = Atlantl explorers are active in the Middle Seas. First encounter of Atlantlans with Ægyptian folk and Semitic villagers of Mesopotamia. Some exploration and trade eastward into Afrika may account for eventual development of Ægyptian hieroglyphics and Sumerian cuneiform.
- c. <5000 - <4000 = Age of the Four Kingdoms of Atlantl (Atlantlchol, Colulcan, Zulvanal, & Xalissa). Rise of the nations of Lemi, Lemu and Mu on Lemurian continent, and their subsequent expansion westward across island chains of the Titanic Ocean.
- c. <4500 = The Sumerian people settle on the banks of the Euphrates River.
- c. <4150 = Narmer defeats all opposing factions of Ægyptian area along Nile, forming First Dynasty of Ancient Dynastic Period of the Conjoined Double Kingdom.
- <4007 = War Between Kingdoms in Atlantl begins.
- <3990 = War Between Kingdoms ends. Atlantlchol is renamed Atlantis and proclaimed capital of the Atlantl Empire with Evenor as its first Emperor.

<3920 = Menes founds Second Dynasty of Ancient Dynastic Period in Ægypt

<3911 - <3011 = Reign of the Line of Evenor in Atlantl (Atlas, Eumelus, Gades, Ampheres, Evaemon, Mneseus, Autochthon, Elasippus, Mestor, Azaes, and Diaprepes). Atlantlan power exerted in Ægypt and Sumeria.

c. <3700 = Reign of Gilgamesh, demigod ruler of Uruk (Erech), begins in Sumeria.

c. <3649 = Beginning of reign of Djoser (Zoser) in Ægypt. Pyramid building begins.

c. <3575 - <3475 = Reigns of Khufu, Snofru (Khafre), & Menkaure in Ægypt, builders of the Great Pyramids.

c. <3323 = Beginning of reign of Teti in Ægypt.

c. <3300 = Sargon of Akkad founds Akkadian Empire in Mesopotamian area. Sumeria grows strong in the areas of Astrology, Divination and Sorcery. Beginning of the Indus Valley civilization in the Hindic subcontinent.

c.<3200 = Hsia Dynasty in Ch'in begins.

<3120 - <3040 = Assertion of nomarchic power and drying climate lead to First Intermediate Period in Ægypt.

<3040 = Mentuhotep II reunifies Ægypt with Thebes as its capital. Beginning of Early Dual Kingdom.

<3010 - <2919 = First Rebellion of Princes in Atlantl. Ægyptian and Sumerian regions assert independence.

c. <3000 = Aryan immigrants enter Farz region.

<2919 = Restoration of Atlantl Imperium. Atlantlan exploration to the west commences.

c. <2880 = Atlantl has established trading ports in what is now Hy Braseal and the Karribs, as well as eastern Vargaard and Amazonia.

c. <2800 = Canaanites on coast of Mare Librum begin Phoenician city-states. Stonehenge finished in Albion.

<2796 = Atlantlans encounter Lemurians, who have set up colonies in southwestern Vargaard.

c. <2783 - <2567 = Second Intermediate Period of Ægypt brought on by Hyksos raiders and internal strife.

<2750 - <2708 = Ammurapi (Hammurabi) establishes Babylonian Dynasty over Mesopotamian region. He receives the sacred Tablets of Law Codes from the deities Marduk and Shamash.

<2599 = Emperor Culchan has restored holdings of Atlantl in the Mare Phoenecium and Mare Librum coastal areas. Babylon sends aid to Phoenecian city-states.

<2595 = Hittites raid into Babylonia.

<2567 = Battle of Sharuhen; Amenophis I (Ahmose I) expels Hyksos from Ægypt. Beginning of Old Dual Kingdom Period.

<2490 - <2436 = Reign of Thutmosis III, Ægyptian acquisition of Phillistia.

<2470 = Eruption of Thera causes 100-foot tsunami to strike Crete, destroying much of the culture. Remaining Minoan civilization is supplemented by Mycenaeans immigrating from Grecia.

<2373 = Second Rebellion of Princes begins in Atlantl.

c. <2350 = Mare Ostrum coasts free of Atlantlan domination.

c. <2330 = Near Azirian shore of Mare Librum free of Atlantlan control.

c. <2300 = Phoenician city-states assert independence and become a major power.

c. <2285 = Hittites and Ægyptians stalemate at Battle of Qadesh.

c. <2200 = Last Hittite incursions into Babylonia occur. Rameses III settles 'Sea Peoples' in Phillistia.

c. <2190 = Phrygians invade Hittite Empire.

c. <2183 - <2173 = Voyage of Odysseus.

<2170 = Elamites sack Babylon and carry off the Tablets of Law Codes; the Six Centuries of Disorder ensue.

c. <1900 = Reign of Ogyges II begins in Atlantl. Consolidation of Northern Afrik under Atlantlan rule begins.

<1883 = Emperor Ogyges completes conquest of all civilized areas of the Iberian peninsula.

<1858 - <1823 = Assyrians conquer Babylonia under rule of Shalmaneser III.

<1855 = Phoenecian forces bolstered by Ægypt stalemate forces of Assyria at Qarqar.

<1815 = Phoenicians of Tyre found Carthage.

<1802 = Atlantlan Empire recognizes Kingdom of Rome. Quetzales supplies Rome with gold and arms and instigates war between Ægypt and the nations of Lybbos and Minos.

<1750 = Ægypt successfully invades Crete and subdues Minoans.

<1721 = Sargon the Great assumes rulership of Assyrian Empire.

<1711 = Sennacherib comes to power in Assyria and razes much of Babylon.

<1700 = Dorians from Grecia invade Crete and expel Ægyptians, setting up a militaristic Grecian government in its place.

<1671 - <1669 = Ægypt repels Assyrian forces led by Essarhaddon.

<1670 = Median tribes unite into a single state.

<1600 = Median invasion of Babylonia.

<1591 = Carthage and Tripolis make treaties with Rome.

<1590 = Nebuchadnezzar II begins renaissance of Babylon. Tower of Babylon (300' tall) and Hanging Gardens

are constructed. Tablets of Law Codes are recovered and Babylon becomes world power again.

<1585 = Nebuchadnezzar II begins eight-year occupation of Shamash. Former Phoenician strongholds (Sidon, Tyre, Acre, etc.) become Babylonian territories.

<1559 = Cyrus the Great founds Persian Empire centered in Farz.

<1540 = Cyrus the Great enters Babylonia and frees Hasur and Phoenician city-states from Babylonian rule.

<1525 = Babylonia becomes satrapy of Persian Empire and successfully invades Ægypt.

c. <1500 = Lemi-Lemu and Vekanu trading regularly in southwest Vargaard and the Narrow Land.

<1490 = Grecian forces defeat Persian forces at Marathon.

<1480 - <1479 = Grecian forces defeat Persian forces at Thermopylae, Salamis, Plataea, and Mycale. Persian westward expansion is ended.

<1404 = Pharaoh Amyrtaios drives Babylonian rulers from Ægypt.

<1384 - <1322 = Life of Aristotle.

<1332 = Ægypt and Shamash conquered by Alexander the Great. Beginning of Fourth Intermediate Period in Ægypt.

<1330 = Persian Empire falls to Alexander the Great. Western Babylonia tributary to Grecian forces.

<1323 = Death of Alexander. Empire splinters and Babylonia becomes independent again.

<1304 = Piye, first Nubian Pharaoh, restores Ægyptian rule and begins Classic Dual Kingdom Period.

<1294 = Battle of Syracuse; Roman-Phoenician Alliance defeats Atlantian Black Fleet.

<1264 - <1241 = First Roman War; Phoenician forces ally with Atlantl to stalemate Rome's imperialism.

<1221 = Ch'in (Qin) Dynasty founded with Shih Huang Ti as first August Emperor.

<1214 = Great Wall of Ch'in completed.

<1170 = Parthians attack Babylonia, Bactrokush and Farz.

<1058 - <1051 = Roman Empire subdues Gaul under Julius Caesar.

<1030 = Romans under Augustus conquer Ægypt.

<996 = Amasis VI regains Ægyptian rulership from Romans. Beginning of Late Dual Kingdom Period.

<900 = Babylonia defeats Parthians.

<888 - <688 = Second Roman Wars; Ægypt and Babylonia join conflict against Italic Empire to reclaim territories.

<694 - <663 = Constantine is Emperor of Italic Empire.

<685 = Italic Empire defeated by Atlantian-Phoenician League.

<650 = Nominal end of Italic Empire; Visigoths invade.

<600 = Shamash annexes Phoenician city-states of Tyre and Sidon. Beginning of five centuries of major warfare between Lemi-Lemu and Mu.

<587 = Proclamation of Triple Kingdom by Ægypt.

<561 = Vandals attack Carthage but are driven back.

<500 = Arthur unites Brythonic tribes against invading Saxons. Nations of Delhi, Hind, Sinraj, and Ceylon are extent on Hindic subcontinent. Kingdom of Ghana arises in West Afrika. Lemurians arrive in Magmur to explore and set up colonies.

<447 = Justinian expels Goths from Italic peninsula.

<350 = Prophet of Ea presents Caliph Ali-Erra with palu in Yarbay. Yarban - Shamish forces declare jihad to bring Babylonian pantheon (specifically, Ea) to the rest of the world. Babylonia, Nejd, Sheba, and Ophir join the Palu-Ea Alliance.

<340 = Scythus, Turkistan, Bactrokush, and Kabul are converted to the Babylonian pantheon.

<338 = Dynastic Wars (Third War of Princes) begins in Atlantl.

<300 = Iberian race arises from a mixture of Atlantlans and Æuropeans.

<285 = Battles of Rosetta and Um Semiuke prevent Yarban - Shamish forces from overrunning Ægypt.

<280 = Yarban - Shamish forces take Lybbos and make incursions into Tripolis, Carthage and Numidia.

<250 = Grecian forces push Palu-Ea out of Mare Librum and out of Hasur.

<229 = Charlemagne becomes King of Francia.

<222 = Atlantian-Iberian forces attempt invasion of Francia but are repelled by forces led by Roland.

<210 - <150 = Skandian raids are prevalent in Avillonian Islands, except Lyonesse which successfully repels them.

<200 = Charlemagne becomes Emperor of Carolingian Empire. Lemi-Lemu briefly dominates Mu in Lemuria.

<190 = Atlantian/Dakhlan forces capture Timbuktu and end Kingdom of Ghana.

<186 = Charlemagne dies.

<170 = Last Afrikan colony (Marrakech) lost to Atlantl.

<157 = Carolingian Empire breaks up into three divisions.

<138 = *Atlasippus* founded in Timbuktu.

<133 = Muyan people revolt against Lemurians and gain control of region.

<113 = Daughter of Emperor Gades IV is married to Gonzalvo, Prince of Portugal. Mysterious death of Gades IV allows Gonzalvo to become Emperor.

<100 = Parthian - Farz coalition ends eastward expansion of Palu-Ea. End of Great War between Lemi-Lemu and Mu.

<38 = Otto is Emperor of Germanic Empire.

<20 = Skandian exploration of Vargaard begins.

1 = Peace of Emolares breaks Atlantl into six states which are tributary to various Æropean nations. This is known as the Fall of Atlantl. Beginning of **The Lost Age**.

56 - 77 = Palu-Ea elements in Berber States attempt jihad but are eventually quelled with Atlantlan aid.

66 = Normans attack Albion from Neustria, but are driven back.

88 = Migrating Fula tribes over run Timbuktu.

96 - 99 = Greco-Roman forces launch First Punitive Crusade to drive Palu-Ea influences out of Phrygia. Forces also strike into Medis, Yarbay and Shamash. Emperor Comnenus of Byzantium requests these measures.

110 = Skandian settlers found Jarlesheim.

147 - 149 = Second Punitive Crusade strikes into Hasur and Shamash to protect Hasur and Phrygia from Palu-Ea advances.

189 - 191 = Third Punitive Crusade, led by Frederick I, reclaims Lydian territory (including Iconium) taken by Palu-Ea forces.

190 = Palu-Ea forces with Afghani allies invade and occupy Delhi.

202 - 204 = Fourth Punitive Crusade, an attempt to take Shamash, fails. Greco-Roman forces declare an end to involvement in any further actions of this nature.

207 = Mongols under Genghis Khan invade northern Ch'in.

214 = Mongols take Peking.

214 - 294 = Life of Roger Bacon.

215 = Magna Carta gives certain legal rights to Albish citizens.

228 = Frederick II negotiates alliance between Æropean forces and Ægypt to keep Palu-Ea and Mongol forces under control.

240 = Mongols attack and subjugate Kiev. Grandmark colony founded.

245 = Falcondonia colony founded.

250 = Formation of the Cardinalian Empire in central Æropa in order to keep Azirian invaders at bay. This, with a renewed interest in the study and application of magick, leads to **The Great Rekindling**.

256 - 265 = Mongol hordes pressure Middle Azir.

274 - 281 = Mongol attempts at invading Nippon fail.

290 = Farzian forces drive bulk of Palu-Ea forces from Delhi.

337 - 360 = Battles between Albion and Francia.

349 = Tuaregs capture Timbuktu.

381 = Tamerlane invades Farz and Bactrokush.

389 = Servian Empire halts Turkish expansion at Battle of Kosovo.

398 = Tamerlane invades Delhi and sacks capital.

405 = Death of Tamerlane.

452 - 519 = Life of Leonardo da Vinci.

500 = Island kingdom of Kolakia declares sovereignty.

520 - 566 = Suleiman is Sultan in Babylonia.

561 - 626 = Life of Francis Bacon.

564 - 616 = Life of William Shakespeare.

567 = Sovereign state of Atlantis formed.

571 = Dakhlan reclaims Timbuktu from Tuaregs.

588 = Armada of ships from Leon, Navarre, Alzorax, and Cholcan engage vessels from Lyonesse and Albion and are defeated.

606 = Sovereign state of Colzuvan formed. Wildedge colony founded in Vargaard, in area disputed between Jarlesheim, Grandmark and Iroukian Nation.

618 - 648 = Thirty years of civil war within the Cardinalian Empire result in the component nations becoming independent, but members of the *Cardinalian League*.

630 - 648 = Taj Mahal constructed in Agra by Belbar, a Palu-Ea invader.

638 = Nippon forbids entry of Æropeans within its borders.

644 = Sovereign state of Xalissa formed.
 650 = Iroukia Nation wars on Huron, Tobacco and Neutral Nations in northeast Vargaard.
 694 - 778 = Life of François "Voltaire" Arouet.
 743 - 795 = Life of Cagliostro.
 750 = Beginning of **The Established Order**.
 811 = Shawnee forces under Tecumseh, with Miami reinforcements, repel advance of Falcondonian settlers into Ohio Valley area.
 816 - 820 = The *Mfecane*, in which the Zulus drive the Ndwandwe and Khumalo tribes northwards and the Mpondo and Bhaca south and westward to establish their nation.
 865 = Egypt's Modern Period begins under Pharaoh Wahibre III.
 871 - 875 = Sindraj, Delhi and Oudh confederate in an abortive attempt at the conquest of Bactrokush.
 894 - 895 = Nippon and Manchuria go to war.
 904 - 905 = Nipponese incursion into Siberia is repelled by Mongol forces.
 914 - 916 = Heavy border skirmishes between Saxony and Flanders and between Germania and Burgundy.
 917 = Uprising of peasants and some of the *Sterlitz* in Russ is quelled.
 980 - 990 = Ten-Year Border War between Babylonia and Farz.
 992 = Unsuccessful attempt of Prince Llewyn of Lyonesse, with aid from the witch Louhi of Pohjola, to gain control of Avillonian Isles.
 993 = Nippon invades Po-hai, but tardiness of Liang allies leads to Nipponese retreat.
 996 - 999 = Hostilities between Servia and Dalmatia/Epirus erupt into full-scale battles along border area.

PHÆREE ADDENDA

INHABITANTS OF PHÆREE ADDENDA

FÆRIES: The Seelie Court

Shiwanua: "Cloud People", benign spirits taking a cloud-like form which have Considerable Heka powers, especially in regards to weather and vegetation growth. Sometimes seen in southwest Vargaard.

Wakyambi: A dark-skinned and short, elf-like race having tails. They have High Attributes and Considerable Heka use. Sometimes seen in the Kongo on Ærth.

Common vegetation includes mosses, ferns, asphodel, lotus, myrtle, white roses, and færie-ring toadstools.

HOBGOBLINS: The Borderers

Unthlatu: Humanoids covered with boa-like scales, having slit pupils and forked tongues. They have Average attributes and Limited Heka, and are ambivalent towards other races. These folk are sometimes observed in southern Afrika.

Two interesting types of flora of the hobgoblin realm of caverns should be added. The **wine chantrelle** is a purplish-black funnel-shaped mushroom which is used to ferment a potent wine-like beverage possessing a distinctive musky taste. **Glowglobes** are a particular type of puffball which give off a bioluminescent glow in shades of blue and green.

GOBLINS: The Unseelie Court

Auuenau: Ghoulish, thin, hairy storm spirits with tails, and wearing human bones. They have Considerable Heka and are sometimes spotted in Magmur.

Getiet: Intelligent and malevolent creature with gorilla-like arms, the hindquarters of a hyena, and a head with the crossed features of ape and hyena. They enjoy eating the brains of their victims. They possess Superior Physical Attributes and have Limited Heka.

Isiqukqumadevu (Usiqukqumadevu): Huge, bloated squatting monster, bearded with moss, which has a voracious appetite. These creatures have Superior Physical Attributes.

Izingogo (Ingogo): Degenerate humanoid race, appearing as man-faced baboons. They are cannibalistic in nature and fear fire. They have Average Attributes.

Rakshasa: Powerful shape-shifting creatures native to the Nether Planes, having ESP and Great Heka use, with Moderate Heka powers. Their ruler is Ravanna and they are enemies of the Yakshas. These monsters are some-

times reported in the Hindic subcontinent of Ærth.

Tarasque: A unique creature of the dracos family that is roughly 50 feet in length. It has a head combining leonine and lizard features (including a mane), a nearly indestructible spined carapace on its body, six draconian limbs, and a powerful scaled tail. It can breathe gouts of terribly hot flame from its mouth. This creature is extremely difficult to wound and regenerates very rapidly, but has a high susceptibility to blessed water.

The flora of the Goblin realms is comprised heavily of mushrooms, toadstools, puffballs, molds, and lichens. It is reported that some specimens of the **Greatcap**, a pale gray mushroom, reach heights of thirty feet! There are also various tree-like growths (**Ebon Oak**, **Dark Willow**, etc.) that generally have a gnarled appearance, a sparse amount of leaves and are colored in black, white and grays. Grasses and mosses tending to gray-green shades provide groundcover. Some Goblin-folk raise **Dark Barley** (which is a bland grain, but can be used to make assorted potent ales and beers) and **White Wheat** (an albino version of the more familiar grain that has a rather sour taste to it).

(Information excerpted from the **Phæree Bestiary** written by Gary Gygax and Dave & Michele Newton)

A PHÆREE GAZETTEER

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FAUNA:

Airfish: Sub-tropical, highly phosphorescent, brightly colored, nocturnal aerial animals (piscine?) which have neutral buoyancy and "swim" through the night sky feeding on wind-borne pollen, insects, other flying creatures, and each other (in some cases). Some school, others appear in small numbers or are solitary.

Blazefly: Name applied to giant dragonflies which glitter as if faceted gemstones—emerald, ruby, sapphire, topaz, etc. They are very dangerous to grab, for their sharp chitin can lacerate flesh. Upon death all color and glitter is lost.

Flutterfires: Glowing butterfly-like insects of moderate to large size that are nocturnal in habit. They have incredibly beautiful color patterns of surreal sort. Because they can discharge a jolt of electricity, most predators leave them alone.

Horsehog (Porccohippus megalus): A Phæree animal which appears to be a cross between a wild boar and a horse. The animal is about five feet high at the shoulder, runs quite swiftly, has cloven hooves, and a tail which resembles the warthog's. The head of this animal is quite large, the mouth opening exceeding a foot in length, and the dentition is very similar to that of a monstrous wild boar's. The horsehog is mainly a herbivore, but its porcine heritage enables it to be quite omnivorous. Some, in fact, are aggressive predators. All are voracious feeders. Horsehogs tend to be mated pairs, with nearly grown young accompanying them. Sometimes several pairs will herd. They give birth to 4-6 young once every year. (Inspiration: Alex Gygax.)

FLORA:

Bullthistle: A mobile plant with an aggressive disposition whose leaves and stems taste like beef and are high in protein.

Cheeseweed: Plant yielding a sap which can be made into several white or yellow cheese-like substances similar to goat's-milk and sheep's-milk cheese.

Chickweed: Plant which has an excellent flavor, rather similar to that of grouse, pheasant, quail, snipe, woodcock, etc. depending on how it is prepared.

Cowslip: Another mobile plant with a defense of a slippery sap whose leaves and stems taste like veal and are high in protein.

Dogwood: Plant with sentience that sounds a warning if anyone approaches it, the noise much like that of a dog barking.

Duckweed: Aquatic plant able to swim and which, when cooked, tastes like the fowl it is named after.

Henbane: A plant so named because once one has eaten it even the finest of pullets' flesh pales in comparison.

Lambsquarters: Plant whose stems and leaves are high in protein and taste similar to lamb or mutton.

Lantern Tree: There are several species. The manifold dependant flowers of these trees resemble the most fanciful of paper lanterns. Some varieties are globular or oval, others star-like, and some are bell-shaped. In full darkness, internal gasses light them to the brightness of candle-lanterns; glowing red, orange, pale amber, yellow, green, turquoise, blue, violet, or silvery depending on the variety of plant. The light attracts pollinating insects

and animals of other sort.

Milkweed: A plant whose pods yield large quantities of milk-like substance substantially similar to that of a cow's milk. The substance can be made into cheese.

Mock-Marine growths: Various species of plants of outer Phæree which seem to mimic marine flora and fauna while being solidly terrestrial. These are low-light plants which develop an area of ultramarine twilight in which to grow, usually in a damp grotto. The species include:

- Anemone cluster shrub
- Blue-haze willowkin
- Brain coral bush
- Branch coral tree
- Eel grass
- Finnyschool shrub
- Kelp grass
- Lilac-blue mist bush
- Puffer plant
- Ray grass
- Seaweed plant
- Seascape pine
- Sharkshrub
- Silvershoal hedge
- Urchin weed

Pigweed: Plant whose stems and leaves are high in protein and tastes similar to roast suckling pig.

Sandalpod: Tree whose seedpods are leathery and, after bursting to release the feathery seeds, can be worn as a crude footwear. The pods grow in various sizes.

Snowgrowths: A whole variety of species of trees and shrubs which have pale stems and foliage growth which resembles snow and/or ice accumulated on the branches and twigs of plain trees and bushes. These plants grow in enclaves of outer Phæree where normal green vegetation seems unable to survive, such as cool to cold climates and areas with heavy cloud cover. The species include:

- Crystal locust
- Diamond-coat rowan
- Downyshrub
- Driftwillow
- Ivory-limb elm
- Lace maple
- Milky ash
- Snowoak
- Whitefluff bramble

Sowthistle: Plant whose stems and leaves are high in protein and tastes similar to pork. The plants are covered with nasty spikes for defense.

Toilet tree (Cycas coprophagus): A cycad-like tree which has bushy, drooping stems and leaves so arranged as to entirely screen the trunk. Inner leaves are soft, absorbent, and strong. Those plants in need of nourishment will open a seat-like growth at the base of their trunk whose fleshy rim is soft and comfortable. Liquid excretions are drained into a lower chamber where plant enzymes break them down. When fecal waste (along with leaves usually) is deposited into the opening of this portion of the toilet tree, the plant closes the opening and sends digestive juices to break down the matter it has surrounded into its basic elements. (Inspiration: Alex Gyax.)

PHÆREE NOTES

1. **Agrarian Produce:** On Ærth a typical farmer/herder feeds from two to seven families besides his own, depending on the state and the land in question. That is, on average in the more fertile nations farmers will produce sufficient surplus to feed five or six other families, while in the least fertile perhaps only one or two will be provided for thus. Phæree is quite different in many places in that gathering is sufficient in large areas. The highly developed states within the interior, however, require intensive (slave) agriculture to support the hordes of troops which are employed in constant warfare.

2. **Production Of Spider Silk:** The unusual size and nature of many kinds of arachnids on Phæree enables the use of the material in various ways. Most is harvested for garments, the silk being slightly less thick than that of

silkworms, stronger and more supple. A coarser grade is used for cloth from which tents and like are made. This material is similar but superior to Earth's synthetics such as nylon. Lastly, the very thickest and strongest spider silk is spun into multi-filament cords from which is woven armor.

3. Spidersilk Armor: This armor is coarsely woven stuff not unlike the loose weave of burlap, for example, although it is a bit thicker. The armor must be loose fitting and have padding underneath to absorb the shock of its yielding under pressure. Each square inch of spidersilk cord has a hundred stress points which give when there is an impact upon it. Its tensile strength is unbelievable, the material does not cut easily, and its resistance to penetration is some three times superior to normal steel. The material for a full suit is no more weighty or cumbersome than apparel typical of that necessary to keep one warm on an autumn day, providing about as much warmth/overheating on a warm day. However, spidersilk armor transmits shock (Blunt and Impact PD), so that broad-area weapons which inflict such damage are basically effective against such protection. Thus, the Averaged Overall Armor Protection of Spidersilk is:

Spidersilk Armor	Piercing/Cutting	Blunt/Impact
One-half	12	4
Three-quarters	18	6
Full	24	8

Spidersilk armor worn under other armor is impractical because of the necessity of it being loose and free to move about. However, with some light, stiff protection underneath, hardened leather, for example, its value against shock improves significantly, thus:

Spidersilk Reinforced	Piercing/Cutting	Blunt/Impact
One-half	16	10
Three-quarters	24	15
Full	32	20

Cost of spidersilk is the same as for plate armor.

SOURCES:

First and foremost, material for this treatise is gleaned from the ***Epic of Ærth*** volume, written by Gary Gygax. In addition, the following sources proved useful:

African Folktales – P. Radin
Ancient Iraq - G. Roux
Atlas Of Indians Of North America - G. Legay
A Treasury Of African Folklore – H. Courlander
Bray's University Dictionary of Mythology - F. C. Bray
Dictionary of Irish Mythology - P. B. Ellis
Dictionary of Mythology, Folklore and Symbols - G. Jobes
Encyclopedia Britannica (1945 edition)
Encyclopedia of Things That Never Were - Time/Life
Lost Cities Of Ancient Lemuria & The Pacific - D. H. Childress
Hawai'i (Compass American Guide) - M. Tregaskis
History Of Africa – K. Shillington
Lost Continents - L. S. DeCamp
Random House Encyclopedia (1978)
South Pacific Handbook (Moon Publications) - D. Stanley

The following are sources of inspirational fiction:

The Tritonian Ring - L. S. DeCamp
The Lost World - A. C. Doyle
Maracot Deep - A. C. Doyle
King Solomon's Mines - H. R. Haggard

Creep Shadow, Creep - A. Merritt
Dwellers In The Mirage - A. Merritt
The Moon Pool - A. Merritt
A Journey To The Center Of The Earth - J. Verne

The jhusenkyou pools of Khitai are a nod to the *Ranma* _ animated series.

When considering the historical data of Ærth, the following items are important to bear in mind:

1. Due to the operation of heka and “the will of the deities”, the laws of magick take precedence over many of the laws of science on Ærth. Thus, gunpowder does not detonate, a battery does not hold an electrical charge, atomic fission chain-reactions do not occur, etc.
2. There are no Judaeo-Christian-Islamic influences on Ærth. Rather, a multitude of pantheons and a plethora of gods are active. There are some parallels to the three aforementioned religions to be found in the Phoenecian-Greco/Roman-Babylonian theologies, but they are certainly not exact!
3. Due to the factious nature of Æropean colonies and judicious heka-usage and guerrilla tactics by the native population, Vargaard has not been overrun by settlers from across the Lantlan Ocean; and likewise, the wild and dangerous rain forests of Amazonia have not been encroached upon.
4. Areas such as Atlantl, Lyonesse and Lemuria which do not exist on Earth have had definite impact upon the regions neighboring them on Ærth.
5. Since the advent of The Established Order, there have been no “Great Wars” in the Æropa/Atlantl region; so there has been no WW I or WW II. Fighting has been, at worst, limited to border skirmishes—so far!

Editor’s note: The timeline shows an obvious Atlantl bias, and contains much misinformation. I will consult with my sources and provide corrections in the near future. In addition I shall add further details etc. as they become available. Commentary on this work is welcome, and will be forwarded to Greg for his comment. You may consider this official *Mythus* material usable in any *Mythus* campaign set on the world of Ærth.

Alan Kellogg, March 19th 2002