

THE ATLAS ELYDEN - NATION FACT BOXES -



STATES AND NATIONS OF ELYDEN

ABACARDAT
ACHERA
AETHIOS
AHKA
AHRISHEN
ALAM BETHYL
ALAMORT
ALLASAN
ALMAGEST
ALTHA
ANANTHUL
ANDILUTH
ANUBIA
AQUARIIA
ARKOS
ARSHAD
ARTALSCELLIA
ASTUDAN
ATARAXIA
AYAD
AZAZEM
BA'AKH
BAATAN
THE BAKHRAN STATES
BANT
BARATHEA
BASSORAH
BISBUT
THE PRISON CARCERI
CHANDOS
CHEIRA
CHTHYRID
CISNERIA
CUTH
CYHLAGHARR
DACIA
DURCHAA
ELAT
ELEKHID
ENITH
ENNAIAH

EREBETH
ERET
EZASUH
FARIS
THE FREE-ISLES
GAAN
GIBEAH
GNOTH
GYZHA
HARAPPA
THE HARÉSHK
HITTA
HOAMM
HOLOLACH
IACIO
THE INTERURBAN STATES
IPANAH
IPSISSIMA
IZABAL
J'THANA
JAHADAT STATES
JURRAS
KARAKHAS
KASPIA
KEKHEMM
KERRAS PELLN
KETESH
KHALHAT
KHAMID
KHITAI
KHURAUUR
KOLCHIS
KORACHAN
KORACHANI COLONIES
KOWUCHAN
KREM
KULIGALA
LAASKHA
LIDEA
LYRIDIA
LYRIDIA DHAI

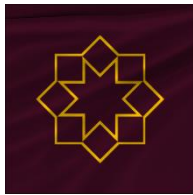
MARACHA
MASSALAR
MECHABET
MENATH
MHAROKK
MOAH
MULCIBER
MULL CITY-STATES
N'RAKH
NAARETH
NAKHÉ
NÁRTHEL
NOAVATUR
OKKHAM
THE OLD FOREST
OPHAR
OPHIUSSA
OTINTH
THE PANTHEON ISLES
PARAIYA
PARTHIS
PARTHISAN COLONIES
PELASGOS
PERGOST
PNESSA
PORPHYR
RHAMIA
RHEA
RHINOCOLOURA
SABAISA
SABIA
SAGITTARIA
SALOROC
SARAGOS
SARASTRO

SEDISIA
SEPAHAUNAT
SERROK
SHOTHA
SIRIPHAGOS
THE SIX CITIES
SKAROS
SOGASSA
SOLEYN
SUCHARIIT
SUMA'YA
SUOR
THE SURRACH
SURUTUR
TAHALL
TAMAR
TARAHA
TARATI
TARTAK
TEMUR
TERION
THUMAL
THE TOMB OF THE GODS
TRAKIA
TRINITANIA
TZALLRACH
UKHARTH
UMBRA SOKHAR
THE URTAN LEAGUE
VAALK
VÂRR
VENTHIR
VIRAHAN
WYCHAN
ZION

STATES AND NATIONS OF ELYDEN

ABACARDAT

the Sultanate of Abacardat



Square area: 1,653,795-miles
Population: 3,007,400
Capital: Zawabah
Government: Sultanate
Ruler: Sultan Jataff Hamaqa IV
Languages: Ummidian
Religion: Jahinnid Faith
Currency: Umman
Imports: food, oil
Exports: aluminium, coal

Located to the east of Sammaea, south of the Sea of Lethea, Abacardat is known for a climate that ranges from hot-humid, to semi-arid farther inland. It has long dry summers and mild winters with few, often severe, storms. Waning sea levels over the past millennia have led to an increase in land size and the diminishing of the Sea of Uhbataq, leaving it a heavily salinated endorheic lake – far removed from the thriving waters and harbours it once supported.

Abacardat originated in the decades following the Upheaval of Lethea that devastated lands surrounding the Sea of Lethea in 1303 RM. Prior to this the entire southern coast of the sea was home to the Ummidian empire, whose cities were levelled by the massive earthquake that caused the Upheaval, leaving the region in chaos. The empire fractured into dozens of disparate states which did not stabilise until the arrival of the cultural hero Attrah, whose actions led to the solidifying of rival political entities in 1401 RM, which collectively became known as Abacardat.

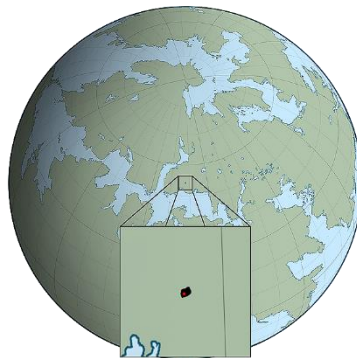
A severe outbreak of Fahr's Plague in 2138 RM devastated the west of Abacardat, leading to a schism that saw east separate from west, with an independent region centred around the city of Hemanat appearing between them, along the river Syashan. The west would become a Sultanate in 2326 RM, founded by the halfblood caste known as the Jahinn, which remains the ruling class and a caste apart from their mortal subjects. In 2563 RM

the Sultanate succeeded in reuniting eastern Abacardat with west following a 2-year war.

Though it suffered following the wane of the Sea of Uhbataq, Abacardat remains a powerful region, its military maintaining control of cities divided by hundreds of miles of dry savannas.

ACHERA

the City-state of Achera



Square area: 961-miles
Population: 98,250
Capital: Achera
Government: patriarchal autocracy
Ruler: Patriarch Gratin IV
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: trade
Exports: trade

This microstate in Llachatul is located in the foothills of the far west of the Chacthornys Mountains, at the corner between Laaska, Ipanah, and Azazem.

Achera owes its roots to Patrician house Elnath winning a tender to take control of the citadel of Achera in 3043 RM after the Korachani military had no more use for it. The War of the Artifexes had ended in 3014 RM, with the loss of Almagest and the devastation of the nation of Asibaia, which lied to the north of the citadel. For decades after the war the citadel remained an active garrison, defending against a possible attack from Almagest or acts of barbarism by displaced Asibaian, but they never came and, after close to three decades, the cost of maintaining the citadel became prohibitive.

House Elnath was entrusted with stewardship of the citadel, maintaining it and patrols north in return for the right to work the lands surrounding it. By then a large city had grown around the citadel, in which was a great caravanserai that House Elnath maintains to this day. It was granted the right to self-govern by The Seven in 3394 RM, though is still answerable to the Korachani empire if need arises.

To help patrol the land, House Elnath founded an order of knights that are bound to both neutrality and the people of Achera. The order of knights remains, though is now devoted to humanitarian aid and running of hostels in the city, instead of crusading against perceived threats.

AETHIOS

the Holy Republic of Aethios



Square area: 599,076-miles
Population: 7,380,740
Capital: Ethand
Government: Holy Republic
Ruler: Holy Mother Allara
Languages: Aethiosi
Religion: Aethiosi animism, the Seven Syncretisms
Currency: Siriphagan Siras, Sarastroan Valk
Imports: coal, iron
Exports: glassware, soul stones

Located to the south-west of the Growing Mountains, the name Aethios was first used to describe the people surrounding a 1,000-mile stretch of the river Shibboleth in 2543 RM by the expatriated Korachani Patrician Ethand. This followed decades of conflict in the region and led to the unification of its people.

The damming of the river Shibboleth in 2943 RM saw the Royal House of Ethand reach full power, under whose aegis its cities prospered, but the damming led to a declaration of war by the Korachani empire, and the eventual destruction of dam. The region remained independent until the Reformed Empire of Sarastro, hungry for its lucrative Soul stone mines, declared war, eventually forcing the Royal House into a vassalage that lasted for centuries, before Sarastro lost interest due to more pressing matters in the north. A priestly caste called the Abuna fought for independence, gaining it in c. 3810 RM, abolishing the Royal House of Ethand.

This led to the formation of the Holy Republic of Aethios in 3817 RM, which remains in control to this day, under the

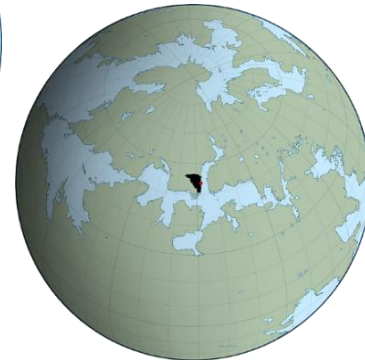
counsel of the Abuna, whose spiritualist beliefs are the backbone of the kingdom.

The western-most territories of Aethios are dominated by the so-called Bleeding Plains - an expansive region of Atramental taint that is only kept at bay from its populated areas by a 90-mile-long array of siphon engines, known as the Siphon Wall, that constantly work to clear the air of umbra. Should the Siphon Wall fail, millions of souls would be endangered.

The people of Aethios subscribe to a form of animism that emerged after their forsaking of the Church of the Undying Machine, in the wake of Korachani attacks against them after the construction of the dam of Aesapia. Today most Aethiosi worship a pantheon of nature spirits at the centre of which is the river Shibboleth.

AHKA

(contested between Korachan and Parthis)



Square area: 186,624-miles
Population: unknown
Capital: Ahka
Government: martial law
Ruler: General Karanos
Languages: Ahkan, Parthisan
Religion: Omnism
Currency: Parthisan Shen, Korachani Bit
Imports: Mercenaries, military equipment
Exports: iron, fruit

A rocky temperate land situated to the south east of the Toliasor Mountains in the south of the continent of Llachatul, to the west of the Strait of Skaros. Its people live simple lives, living in close-knit familial settlements farming the fertile volcanic soils of their home in the shadow of Mt. Vramathis and mining rich iron reserves found between the Etron and Other Mountains, farther to the south. They claim ancestry from ancient early Fifth Age Lascar colonists who bred with the descendants of Fourth Age people.

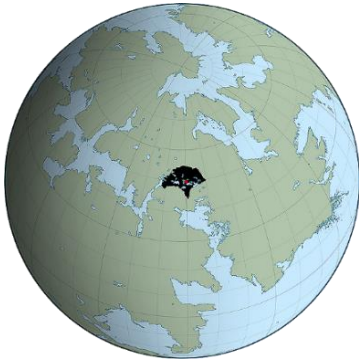
The Ahkan people have been targets to slavers and pirates throughout the past millennium, and as a result of this harassment they now have few large coastal settlements, having moved inland to escape such attacks. This predation reached a crux in around 3992 RM, when Korachani colonists settled the southern coast of Ahka in their search for new resources, pushing the Ahkans north, into what is now Ataraxia, which took them in as refugees. Parthis declared the Korachani

attacks as an act of war and soon rallied to the defence of the Ahkan people. The entire nation became a land contested between the two major powers, with conflicts over the past half-decade characterising life in Ahka.

The Ahkan government was dissolved in 3994 RM, and has been in a state of martial law ever since, under the leadership of General Karanos, who has been overseeing the defence alongside Parthian allies. Despite the Ahkan resistance, the entire coast remains contested to this day, and Korachan now controls the city of Akina, where it has established its armies.

AHRISHEN

the Kingdom of Ahrishen



Square area: 835,400-miles
Population: 19,760,000
Capital: Mahserth
Government: Divine Monarchy
Ruler: the Child Prince
Languages: Ahrisheni, Eastern Pidgin
Religions: Church of the Welkin Sky, Naranism
Currency: Ahrisheni Derek
Imports: coal
Exports: fabrics, grains, peat, rice, salted meat

Ahrishen is an expansive flat land made up of vast wetlands, plains, marshes, rolling grasslands, and sparse woodlands, which make up the dominant feature in the kingdom. It is guarded along all its land-borders by high mountains that are a source to unnumbered rivers that meander west, emptying into the Sea of Pyrea.

The largest of these rivers is the Aresh, which flows west for 2,500-miles, feeding rich soils with nutrients through its yearly flooding, providing fertile farmland to the Ahrisheni, before reaching the coast in a large delta that has been settled for millennia. Rich cities and vast farmlands thrive along the floodplains of this river, each surrounded by dykes and canals that defend against seasonal flooding. Between these cities live large herds of wild beasts that thrive amidst the ruins of ancient coastlines.

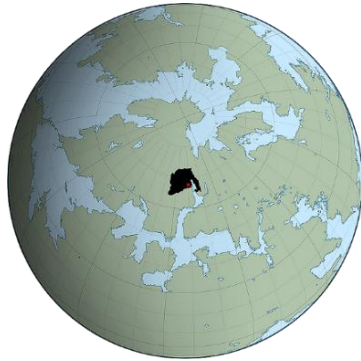
As recently as a millennium ago, the coastline of Ahrishen extended as much as 500-miles inland of the present coast, where prosperous harbours and ports dominated the land. Most of these settlements were abandoned as the coastline receded and are now hundreds of miles from open water, ruined

and decrepit. This retreat of its coastline destroyed the regions' economy, and it crumbled into a dozen states that struggled against barbarism and slave-raids from the west.

This uncertain state lasted until the arrival of the supernatural unaging infant known as the Child-Prince, whose presence was able to unify the region into a singular Kingdom in 3763 RM, supplanting its traditional shamanistic leadership. The shamen nevertheless remains an important caste, overseeing the kingdoms' elemental religion.

ALAM BETHYL

Alam Bethyl



Square area: 688,900-miles
Population: unknown
Capital: Sa Reth
Government: Federalist Assembly of Nine States
Ruler: Chancellor Asemma Ambaras
Language: Azahari
Religion: Sabianism, Cult of Anotal
Currency: Alami Bit
Imports: coal, food
Exports: furs, hides, star jelly

Located in the north of Llachatul at the northern-most edge of the Sea of Adum, most of Alam Bethyl is located within the polar circle, meaning that most of its cities experience at least one 24-hour period of night and at least 24-hour period of day every year in midwinter and midsummer, respectively. It is cold and sparsely populated and is amongst the most north-western populated regions that have been extensively explored by the Korachani empire.

The people of Alam Bethyl, like many surrounding regions in the central north of Llachatul, are descended from a mix of two peoples - the indigenous early Fifth Age people known today as the Tree-dwellers, who dwelt in forests of monolithic trees, most of which have now been cut down; and more recent Kolchisi immigrants who moved there in around 900 RM. These immigrants largely wiped out the remnants of the Tree-dweller culture, that had dwindled in around 400 RM, though they did take over many of their customs and culture.

Since then, Alam Bethyl has expanded east, reaching as far as the Band Mountains in c. 3200 RM, where its armies clashed with Kolchisi communities. This propagated a war

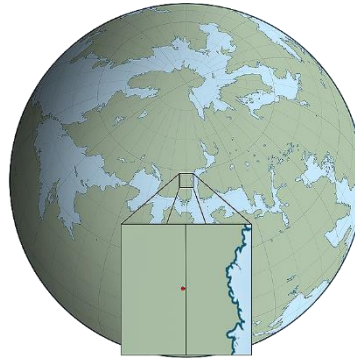
that lasts to this day, consuming much of the Band headland north of Almagesti territories.

Insular and xenophobic, the people of Alam Bethyl are a relic of ancient shamanistic times living in defiance of the modern age's turn to industrialisation. Living in pastoral kindreds, their larger communities tend to gravitate towards their large pillar-temples, from where seasonal culling rituals take place. These rituals are designed to eliminate weak children and maintain pure bloodlines and keep their beast-gods appeased. Its culture is based around this brutal practice of sacrifice, and is overseen by a shamanistic caste known as Sorcerers, who are known for their bestial death-masks and who revere various totemic beasts. Many outside observers believe this sorcerer caste is largely responsible for the regions' aversion to technology and progress, possibly as a means of maintaining power.

Alam Bethyl has been a target of slavery and coastal raids for centuries and its culture has developed in response to this, with monolithic brutalist fortresses dotting its coastline. Bristling with cannons and garrisoned troops, there towers provide adequate defence against most slave raids, and are large enough to accommodate surrounding populations in times of need. So effective are these towers that some have become settlements in their own right, with subterranean dwellings serving as shelter and abodes to their people.

ALAMORT

the Free City of Alamort



Square area: 67-miles
Population: 148,000
Capital: Alamort
Government: representative conclave
Ruler: 11 representatives
Languages: Ahkan
Religion: ancestral worship
Currency: Parthian Shen, Korachani Bit
Imports: trade
Exports: humanitarian aid, trade

A true city-state, occupying under 70 square-miles between the nations of Ataraxia and Ahka, with which it shares a long history. It emerged in around 3100 RM from a caravanserai that had existed there for well-over fifteen centuries, serving trade between the north and south of the then-nation of Argha. The subsequent fragmentation of Argha in the wake of Korachani attacks against it saw the region suffer. Alamort maintained the old trade-routes, offering

succour to the people of the region as they rebuilt, eventually forming the nations of Ataraxia and Ahka.

Alamort has two main gates - one to the north and another to the south - which are connected by a large thoroughfare in the middle of which is a large market where merchants from the neighbouring Ataraxia and Ahka convene. Consulates from both nations can also be found here, as well as Parthian diplomats, who are said to have the ear of the conclave. The city is divided into nine districts and is ruled by a conclave made up of the elected rulers from each district, as well as permanent envoys from Ataraxia and Ahka, for a total of eleven representatives.

It is also notable for its small population of free oghurs, who claim ancestry from a mercenary company that remained there after a short-lived Korachani campaign there after around 3320 RM.

Alamort became an ally of Ahka in 3992 RM, following Korachani attacks against it that had been ongoing for two years, and continues to take on Ahkan refugees, tending to them in its hospitals, and harassing Korachani troops that venture too far north.

ALLASAN

the Free State of Allasan



Square area: 37,249-miles
Population: 1,397,000
Capital: Allas
Government: Monarchy (currently under stewardship, by proxy)
Ruler: Steward Tabor Alen III
Languages: Mharokkin, Korachani
Religion: Reformed Church of Sarastro
Currency: Demis, Sarastroan Valk
Imports: coal, iron
Exports: wine

Located in the north of Sammaea, to the west of Mharokk, overlooking the Sea of Azam, Allasan is known for its temperate climate that's uncharacteristic for the region, that favours the growing of grapes.

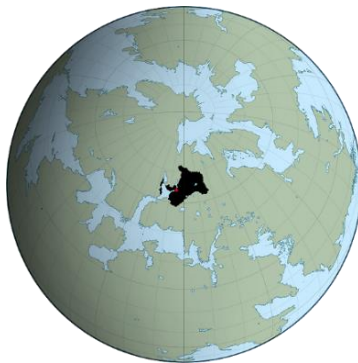
It emerged from western Mharokk after decades of unease following the Sundering of the Korachani empire in 3705 RM. A group of leaders known as the Dorn Kings filled a power-vacuum left in the wake of the Sundering, rallying the disillusioned people of the south west of Mharokk and taking the city of Allas as their seat. From there they spread, claiming ill-defended lands bordering the Sea

of Azam and disaffected lands in the west of Mharokk as their own. Allas remains the capital of Allasan to this day, which became an independent state in 3781 RM.

The line of Dorn kings ended in 3887 RM with the disappearance of King Alabas Azer III, who exiled himself to atone for the wrongdoings of his father. Since then, the region has been ruled by a line of stewards who are prevented by ancient decree from enacting new laws or edicts, which has led to the political stagnation of Allasan. Political and military pressure from the Sarastroan empire has led many to believe that Allasan will soon be absorbed by the greater power.

ALMAGEST

the Republic of Almagest



Square area: 1,092,025
Population: 19,967,000
Capital: Almagest
Government: parliamentary constitutional republic
Ruler: Aalissa O Almagota
Language: Almagesti
Religion: Almagesti Temple
Currency: Almagesti Bit
Imports: food
Exports: iron, engine parts and machinery

Located far north of central Llachatul, a large part of Almagest lies to the north of the polar circle and its large cities are only inhabitable due to ingenious use geothermal energy, drawing heat and power from deep below Elyden's surface.

The people of Almagest have a storied history, owing their ancestry to early Fifth Age scholars who built stepped pyramids from which they charted the movements of the stars, earning their great renown as navigators and astronomers – a legacy that continues to this day. They would later go on to become an industriously-productive territory based around the three cities of Ephemeris, Azzij and Almagest, which by around 900 RM would converge into a great conurbation, taking on the latter name.

Subjugated by Korachan in 379 RM the region would go on to become one of its most industrially-productive and economically-profitable within the Empire, until its independence in 3014 RM following the brutal War of the Artifexes. It has remained a major power to the north of the Inner Sea since then.

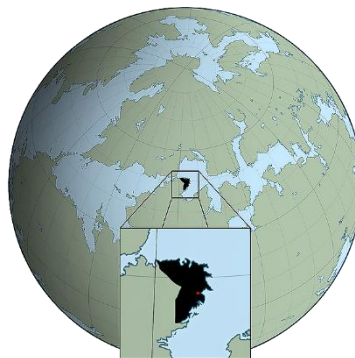
Today, Almagest remains a centre of industry, with expansive coal and iron mining regions, though Elyden's waning has left much of its other territories incapable of sustaining life: a blow to its large cities, which require a great deal of food to survive. Its people are expert engineers and many of the technarcane innovations of Korachan were birthed in Almagest. Perhaps its most impressive engineering feat was the damming of the 4-mile-wide strait between the Sea of Saecula and the Almagesti Channel, maintaining the sea level as the rest of Elyden's seas slowly waned, keeping its major harbours operational (through the use of large sluiced locks) and providing hydroelectricity to many cities, including the city of Almagest.

The capital, Almagest, was once amongst the largest urban areas in Elyden, with no less than 6-million bodies calling its concrete-and-steel high-rises home. It is now greatly diminished, with many empty districts and crumbling walkways and stairwells, where the threat of starvation and disease are ever-present. The republics' dross farms work endlessly to feed its ailing cities. Dross pipelines are heavily guarded from attack as even a single lost pipeline could lead to the death of thousands.

Industrial and military press-gangers are an ever-present sight in most Almagesti cities, and it is now considered a rite-of-passage to serve the Republic, whether in its sprawling polar quarries, in its navy, or in military service, protecting its borders.

ALTHA

Autocracy of Altha



Square area: 81,225-miles
Population: 4,070,000
Capital: Dalath
Government: dictatorial autocracy
Ruler: Enmiros Enos Antarra
Languages: Sagittarian
Religion: atheism
Currency: Parthisan Shen
Imports: oil, spices
Exports: beeswax, honey, honeycomb, tin

Dominating the Sagittarian peninsula east of the Bellephara mountains, Altha appeared in 3612 RM as a result of religious upheaval in Sagittaria following the death of its ruler and god, the Interminable One. The city of Asham splintered from Sagittaria as the rest of the

nation fought amongst itself, slowly attracting other cities to its cause. The power-centre eventually moved from Asham to Dalath, which remains the capital of Altha to this day.

Today Altha is a powerful, if small, trade centre, moving goods traded across the Ivory Road east across the Inner Sea, bypassing the heavily-taxed Gate of Erebeth. It's coastline is fortified and it maintains a large navy that can protect it from privateers.

After the waning influence of the Interminable One, the people of Altha have looked to most forms of divinity with scepticism and remain impartial of most faiths, though open worship is tolerated within its borders, though it is typically restricted to private spaces, such as people's homes.

ANANTHUL

the Holy Kingdom of Ananthul



Square area: 245,025-miles
Population: 5,225,000
Capital: Thuna
Government: Divine Monarchy
Ruler: Phaoh Enexthol III
Languages: Pharthi, Porphyri
Religion: Lax Porar
Currency: Onych
Imports: iron
Exports: coal, technarcana

This Kingdom is situated in the southern hemisphere, in the east of Sammaea, and its southernmost territories lie along the Tropic of Maocarhl. Its climate is dry, though it becomes more verdant farther to the north, where scrub forests and sparse woodlands predominate.

Ananthul emerged from the void left by the scion Teleanyara Apexide's attack on the ancient Pharthi capital of Panet in 1378 RM, which left it annihilated and its iconoclast leaders vanquished, after which its people regressed. A series of tyrants later emerged to fill the void, though by around 1436 RM one region, known as Ananthul, gained the upper hand and began to assimilate surrounding territories. Its ruler called himself the Phaoh, and his offspring would follow in his steps taking on the moniker as a title, starting the Phaohnic dynasty that survives in the region today. In 1443 RM, the name of Ananthul

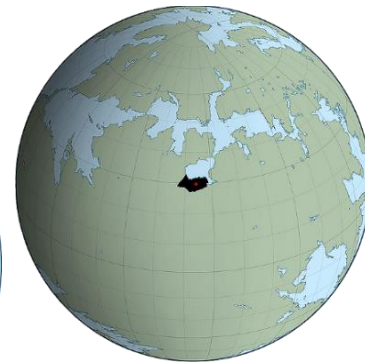
became officially recognised and used for the first time, remaining so to this day.

The nation and its people are quite secretive, and very little is known of its religion, which is known simply as Lax Porar, and is worshipped privately within people's homes and has not been revealed to outsiders. Much like Porphyri, it is known for its manufactories, and technarcane industries, of which it is a world-leader, with a great number of exports every year.

Its people, like others in the Porphyri peninsula, are descended from Fourth Age unions between the human inheritors of the world and the near-extinct irothani - blue-skinned mortals beholden to Nyarloth. Many individuals have dark skin with a faint blue taint, or skulls that are slightly elongated, as a result.

ANDILUTH

the Coalition of Andiluth



Square area: 568,500-miles
Population: unknown
Capital: Cardamathia
Government: coalition republic
Ruler: coalition republic council
Languages: Cammorean
Religion: tribalism
Currency: barter, Parthisan Shem
Imports: manufactured goods
Exports: opals, pearls

Andiluth occupies a coastal shelf to the south of the Sea of Byssos that was revealed by waning sea levels. Ancient marine fossils and calcified coral forests pepper the otherwise featureless shelf that in winter falls victim to tremendous storms that wrack the land, reaching a hundred miles inland, brining waves and lightning with them. Farther south, opals are mined in small numbers, and daring beachcombers search for giant pearls washed ashore by the storms.

A loose coalition of people formed in 3106 RM, Andiluth is made up of large cities that are fortified against the harsh storms, where its beachcombers and their wind-powered walkers take shelter in winter.

The people of Andiluth are proud of their ancient history, and can trace back their lineages to nomads that once roamed the foothills of the Cammorean mountains, who moved north, settling newly-revealed natural harbours, becoming fishermen, battling constantly against the great storms to maintain their cities.

Today, only the most cosseted of inlets can support permanent harbours, and even these are abandoned in winter, with their populace seeking out the refuge of its walled capital, Cardamathia, and other walled cities.

Elsewhere, Andiluthan folk cling to the nomadic lifestyle of their ancestors, building wind-powered machines that crawl along the shore, which they use to comb the coastline for flotsam washed up after storms and to help defend against aggressive giant Andiluthan crabs.

ANUBIA

the Caliphate of Anubia



Square area: 1,279,169-miles

Population: est. 480,000

Capital: Anubis

Government: Autocracy

Ruler: Sultan Apashnu Ahan Sat IV, Ibas

Apashin en' Anubia

Languages: various Anubian dialects

Religions: Mkisih Idolatry, Cults of Maeg

Currency: barter, Siriphagan Siras

Imports: food

Exports: resin pottery, salt

Named after its only major known city, found to the north of the vast and deadly Molachari Desert, Anubia is an arid region located in the rainshadow of the Ahset Mountains that also serve as a border with Venthir. Its lands are characterised by rocky and sandy deserts, all of which are interspersed with ancient ruins and animal-headed colossi that stretches from the east of Sarastro to west of Saragos, encompassing all lands between.

This vast area is populated by a culturally-linked people with a nomadic tradition who worship the strange and grotesque beasts that populates its deserts as deities, though in truth these beings are the descendants of vat-born beasts that escaped from Venthiri ateliers years ago.

Anubians are dark skinned nomads who move their herds from oasis to oasis, living off the land in familial sects, each led by a spirit-master known as a Hougan. Few permanent settlements exist, and those that do were usually formed around an oasis or are centred around the arable lands in the south and north, the largest of which is home to the great city-state of Anubis, which is home to the Sultanate that claims the land as its own.

Salts, spices, gems, resin pottery, and minerals collected from the various oases, workshops and settlements surrounding the city of Anubis are traded north with Tarati, west with Mulciber, and east with Naareth via the Salt Road, in return for food and other essential items that the Anubians need to survive their harsh desert home.

Myths and legends detailing secret treasures and knowledge lying buried beneath the Molachari Desert are rife in foreign lands, though the Anubians deny these tales, only adding fuel to the fires of speculation. Foreign expeditions are often mounted to the ancient ruins of the regions' many deserts, most of which end in ignominy.

AQUARIAIA

the Autocratic Republic of Aquariaia



Square area: 369,664-miles

Population: 5,378,000

Capital: Morr Isakhana

Government: Autocratic Republic

Ruler: Phanodarus Ario

Languages: Aquariaian, Parthisan

Religion: Albulaanism

Currency: Parthisan Shen

Imports: copper

Exports: cotton, rice, textiles

A temperate land in the central south west of Llachatur, Aquariaia overlooks the Sea of Liakarra. Like many coastal nations, the last millennium has seen its coastline expand as the Sea of Liakarra diminished, leaving the once prosperous lagoons of Tabernacea dry, little more than a salty wasteland today, its ancient harbours landlocked, dozens of miles from the coast.

Descended from Korachani exiles who mingled with natives around 4 millennia past, Aquariaia was once a land of expert fishermen who plied their trade in the lagoons of Tabernacea. Though the tradition struggles on, Aquariaia is a changed place, with cotton and rice growing now replacing the fishing fleets it was once renowned for.

It is known for its military caste, known as the Aquarii. Descended from ancient Ophiussan labourers, they now make up the bulk of its professional marines, and patrol the Liakarra, serving abroad as trusted warriors.

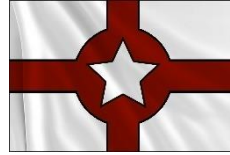
It was, for much of its existence, a Parthisan colony, though gained its independence following riots in embassies in Aquariaia and

Parthis and a large naval exchange in the Sea of Liakarra in 3140 RM. Since then, it has remained an independent Realm, maintaining healthy relations with its neighbours.

Today, its diplomats are seeking new treaties with its neighbours and allies amid fears of what the Ahkan war in the east may bring to Aquariaia, and relations with its old occupier, Parthis, are being rekindled.

ARKOS

the Citadel Mounts of Arkos



Square area: 178,929-miles

Population: est. 1,200,000 - 1,800,000

Capital: Dun Kharr

Government: confederacy of city-states

Ruler: /

Languages: Arkosian, Aheren, Korachani

Religion: Arkosian Idolatry, the Seven

Syncretisms

Currency: Siriphagan Siras, Sarastroan Valk

Imports: food

Exports: trained birds, worked stone

Flanking the southern-most reaches of the Sea of Daarken, Arkos moniker of 'the Citadel Mounts' is well-deserved, as its cities cling to the Ehbot Mountain range, with other settlements on the flanking coastal plains.

Arkos is one of the so-called Faded States, now in the twilight of its years. Like many of its neighbours, its past was moulded by the actions of Korachani colonisers who exploited the region for all its resources before being abandoned to fend against Sarastroan attacks, while forced to self-govern a wasted land with little remaining value.

Arkos was once known for its ruling caste, after which the region is named. Descended from first-generation Steel Legionnaire caretakers sent to colonise the region millennia past, they were adonic figures, trained in diplomacy and war, and were adored by their populace. Generations of training and breeding turned them into natural leaders and generals – a useful trait in a region that was forever fending off barbarian and pirate attacks.

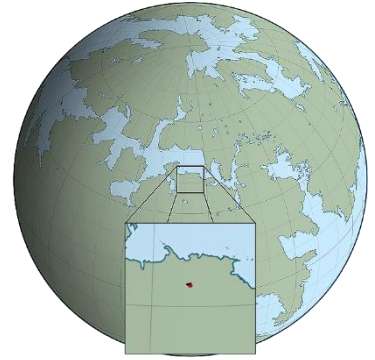
Sarastroan attacks brought the region low some centuries ago and in 3822 RM, the last of the descendants of the Arkos killed himself in despair, leaving the ruin of its once-great capital of Arkashan empty, guarded by a crumbling colossus that evoked a golden age that had passed into memory centuries past.

Since then, the remaining cities have formed a loose coalition that struggles to bring normalcy to the region as it fends off slaving raids and opportunistic attacks from its neighbours.

Its people are dour and hard-workers, and are slow to accept aid, but are stoically-loyal to their friends and allies. Politically, the region is insular, distrustful of the sleeping giant to its east, though with a long-standing alliance with its neighbour to the south, Siriphagos, whose merchants (known as the Asker houses) are ubiquitous presence in Arkosian cities.

ARSHAD

the City-state of Arshad



Square area: 600-miles

Population: 121,300

Capital: Arshad

Government: Absolutist Monarchy

Ruler: Regent Nassara Asherati

Languages: Mharokkin, Korachani

Religion: Reformed Church of Sarastro

Currency: Sarastroan Valk

Imports: natural resources

Exports: mercenaries, tobacco

Located along a rocky ridge between Vaalk and Mharokk in the north of Sammaea, this city-state prides itself on its long-standing warrior tradition that dates back to the early Fourth Age, when the folk of what is now southern Vaalk prided themselves on their wrestling. Today Arshads' warrior caste is known for its expert mercenary marksmen who sell their services across Sammaea, making Arshad a wealthy city-state despite its size.

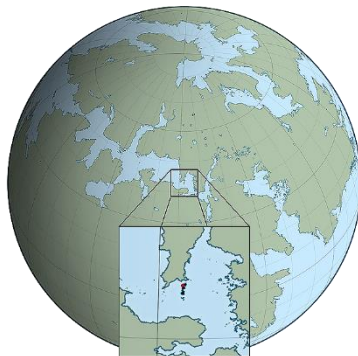
The city-state is known for its gunsmithing and its expansive tobacco fields that sustain its satellite towns. These industries employ most of the city-state's workforce.

It broke away from Mharokk in 3768 RM amid the chaos caused by the Sundering of the Korachani empire that happened in 3705 RM. Led by the charismatic patrician Odon Asherati, whose family rules the region to this day as regents, following a tradition he established where the Undying Machine is the true ruler of Arshad.

Despite its loyalty to the Undying Machine, Arshad lies in a politically-dangerous situation, being completely surrounded by nations under control of the Sarastroan empire, and many believe that it is just a matter of time until it, too, is absorbed by the greater power.

ARTALSCELLIA

the Vassal-state of Artalscellia (to Hoamm)



Square area: 1,892-miles
Population: 392,800
Capital: Artalscellii
Government: Magocratic Republic
Ruler: Archset Priscianus Baradas
Languages: Korachani
Religion: the Hoamana
Currency: Korachani Bit
Imports: food
Exports: Atramentists, copper, spies

An island-state of steep hills and a rocky landscape, currently a vassal to Hoamm, located to the south of the Korachani peninsula. It is known for its Atramental colleges and the aptitude of those who graduate there, many of whom go on to serve across the Inner Sea in embassies and offices of great renown, going on to achieve great importance.

Once under the control of Korachan, it became an independent state in the first millennium RM, though was later taken again in 1283, after which its colleges were disbanded and its agents, which were secreted in cities across the Inner Sea, slain. The island was eventually left to the Interreges and ignored.

Following the Korachani loss of Almagest during the War of the Artifexes, Artalscellia was handed over to Hoamm in 3052 RM as part of a trade agreement.

Under Hoammi rule, Atralscellia's Atramental traditions were restored and new colleges were built to train shapers from across the Inner Sea in the art of war and diplomacy. Many of its graduates go on to act as advisors across the Inner Sea, particularly within Korachani offices. Rumours abound that Artalscellian shapers are secretly spies of Hoamm, selling their knowledge to the highest bidder.

ASTUDAN

the free-land of Gâtha



Square area: 831,700-miles
Population: unknown
Capital: Gâtha
Government: elective monarchy
Ruler: His Holiness, King Parancet
Languages: Gâthan, Korachani
Religions: free worship
Currency: multiple
Imports: food
Exports: lodestone

One of the most notorious independent cities in Elyden, Gâtha is known for its multiculturalism and the large number of halfbloods and non-humans that gravitate to it from across Llachatul and Sammaea, after hearing tales of adventure and life unrestrained by the laws of vast uncaring empires. Though the truth is less romantic, it remains a melting pot of cultures and religions and is amongst one of the more tolerant regions in Elyden.

Originating thousands of years ago as a caravanserai perched on the edge of a sinkhole into which the river Allia disappears, Gâtha is now a powerful city-state that is known for its production of lodestone and trade in exotic goods, which links the Red Route of the west with the Great Road of the east.

Gâtha was subjugated by Korachani in 2103 RM, after which it and its satellites became sources of lodestone to the empire. After veins were deemed unprofitable on the scale desired by the empire, the city was left to the Interreges in 3350 RM, though their stewardship of the region would falter.

In around 3750 RM Gâtha experienced a renaissance following a civil uprising that ousted the old Korachani rulers, and it became an autonomous region once more. Trade increased and it attracted adventurers and outcasts, including halfbloods, many of whom settled there. They all thrived in Gâtha, and the city's diversity remains its defining feature today. It is powered by electricity generated by the river Allia as it disappears beneath the city.

The city of Gâtha is the only major settlement of note in Astudan and it controls the entirety of the Desolation and its settlements, though the bulk of which are in the south-east, surrounding Gâtha. Much of its northern expanses are unpatrolled.

ATARAXIA

the Kingdom of Ataraxia



Square area: 386,884-miles
Population: 3,749,000
Capital: Arkam
Government: constitutional republic
Ruler: Prime Minister Fodan Soma
Languages: Ahkan, Parthisan
Religion: secular
Currency: Parthisan Shen
Imports: clothing, food
Exports: ceruse, humanitarian aid, iron

Located to the west of the Gulf of Skaros, Ataraxia was officially founded in 3450 RM, after the Korachani city of Arkam gained its independence in 3311 RM. It would later become the regions' capital.

The low-lying areas to the east of the Black Mountains were once known for their mull empire which suffered greatly at the hands of Korachani slavers, until its downfall early in the second millennium RM. Humans from the south reclaimed these lands and a later alliance with Parthis in around 3620 RM saw it recover, helping it forge an identity for itself, though Parthisan embassies and offices are still prevalent in its coastal cities, and its harbours are maintained by Parthisan engineers and military forces against Korachani predation.

Following centuries of persecution by the exocines of the Church of the Machine, Ataraxia is widely known for its secular attitudes and humanitarianism across the Inner Sea. Late in the fourth millennium RM Korachani attacks against Ahka led to many refugees fleeing north into Ataraxia, where they have now settled.

Ataraxia is known today for its large mull population, most of which can claim ancestry from the nation Argham wiped out by Korachani slavers late in the third millennium.

AYAD

the Kingdom of Ayad



Square area: 113,569-miles
Population: 6,325,000
Capital: Elathri
Government: Constitutional Matriarchal Monarchy
Ruler: Queen Scethra Sepria
Languages: Ezasuhi
Religion: the Pentatael
Currency: Solta
Imports: coal, umbra
Exports: fruit, marble

A kingdom in the southwest of Llachatul, positioned north of the Parnasian Mountains, and south of the Raong, Ayad is of a dry temperate climate, though cool air is drawn from the Durahrat Sea inland up the vast Lidurnian valley, allows a vast range of flora to survive in the region.

It emerged in 3762 RM following years of civil strife, which eventually led to the collapse of the Republic of Elat, which had been founded in 3333 RM by Ezasuhi immigrants. One of its three elected monarchs, Queen Ati Sepria fled the chaos of the capital with her followers to her ancestral home of Elathri, eventually claiming the north of Elat for her own, naming it Ayad, a corruption of the Ezasuhi 'Aya Arad', meaning 'new home'. Elat, by then busy fighting a war with another seceding state, Gyzha, could not afford to fight a war on two fronts, and was forced into signing a peace settlement recognising the independence of the two new states, leading to the birth of the Parnasian States.

Ayad is known in the Inner Sea for its matriarchal society, which emerged through contact and trade with Raong and its older matrilineal society since the first Elatin settlers arrived in the region in 3133 RM. Today, young girls who come of age have their pick of men to bed and take multiple partners. Should these relations lead to childbirth, the mother and her family take care of it. Fathers play no role in the upbringing of their offspring, but do help raise their female relatives' children. Due to the nature of child rearing in Ayad, mothers are not burdened with the sole responsibility of raising children, allowing them to attain positions and ranks of importance in Ayadin culture. Indeed, the elected Monarch of Ayad is traditionally a queen.

AZAZEM

the Korachani Demesne of Azazem (to Korachan)



Square area: 274,576-miles
Population: 13,687,000
Capital: Aglaia
Government: Feudal Vassalage
Ruler: Corianus Patersonor
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: machinery, ore
Exports: dross, food, olive oil, mineral water

Azazem is located to the north of the Inner Sea in the coastal basin south of the Chacthornys Mountains, in what was once a region of virgin woodland. It was cut down during the Fourth Age to make way for fields that over the centuries were leached of all nutrients through mismanagement and erosion, leaving it a dusty lifeless land. Despite this, it remains one of the major producers of food in the Korachani empire.

Azazem was the first nation to be taken by the fledgling Korachani empire, back in 11 RM. Since then, Azazem has been a major producer of food for the region – originally through its verdant fields and grazing lands, though their disappearance led to the creation of vast moss and lichen farms, as well as dross manufactories that now dominate the land, which, through their hundreds of miles of pipelines, provide the metropolises of the empire with the minimum of required sustenance for its work-slaves and helots.

In 2976 RM Azazem was gripped by a brutal civil war. Led by a demagogic figure known as the Pariah-king. Over half the population of Azazem marched under his banner against Korachan, in a war that would grip the region for three years, shattering the east of Azazem.

After the war, Korachan secured trade and business in the area by giving away land to loyal patricians, who in turn granted it to families to work as fiefs. This ensured the slow yet steady repopulation of Azazem, and provided a stable economy that survives to this day. Its economy is now based around the production of dross, though it is also renowned for its many agricultural cottage industries that produce more 'exotic' foodstuffs that are enjoyed by the empire's patricians and freemen.

BA'AKH

the Dependency of Ba'akh (to Sarastro)



Square area: 75,076-miles
Population: 1,410,000
Capital: Asish
Government: vassal monarchy
Ruler: Queen Sharen 'Asha Hadi
Languages: Sarastroan, Korachani, Suthi
Religion: Reformed Church of Sarastro
Currency: Sarastroan Valk
Imports: food
Exports: Atramental steel, umbra

Positioned just west of the Daarken Gulf, Ba'akh is a temperate-dry land that was exploited over many centuries by the ever-hungry Atramental industries of Korachan. It is a grey landscape, dominated by duststone formations and Atramentally-tainted wastes and spent quarries and umbra mines.

The Korachani empire took control in 634 RM, deposing the then ruling caste, known as the Merchant-kings, who had started a tradition of profiteering from umbra production after they supplanted the Atramental scholars, known as the Telraas years earlier. Following millennia of abuse, Korachan abandoned the land to the Domnitors in 2732 RM, after which it became a dependency of Sarastro in 3103 as part of the Sarastroan Sanction. Today it is better-known as one of the Faded States, with its entire southern half appropriated by Suma'yan tyrants in 3311 RM.

Its lands are littered with the remains of siphon engines, umbra extraction facilities and miles of abandoned pipelines leading to the ruins of harbours that are today miles from the coasts. The umbra deposits found here were instrumental in the rise of technarcana within the Korachani empire and the region was once a thriving industrial centre. The siphon engines that are commonly seen in cities close to Atramentally-tainted lands were invented here centuries ago and continue to be used across the Inner Sea region today. Likewise, they are the heart of the few sizeable cities that remain in Ba'akh.

Though much diminished from its peak in 2200 RM, some umbra mines still operate, pumping umbra to the city of Oress. Outside of these regions, Ba'akh is a lawless realm that is ignored by Sarastro as long as the umbra continues to safely flow.

Its people are jaded and pragmatic and range from hard-working pioneers living in relative isolation, to bandits and outlaws who waylay

umbra pipelines and farmsteads alike. In 3652 RM a corps of rangers known as the was founded in Ashish to patrol the hinterlands of Ba'akh

THE BAKHRAN STATES

the Kingdom of Bakhra



Square area: ≈ 180,625-miles (some contested borders with the Surrach)
Population: 7,172,000
Capital: Bakhra
Government: Absolutist Monarchy
Ruler: King Khagan
Languages: Saviudi
Religion: Church of Rahana
Currency: Surrachi Valk
Imports: coal, steel
Exports: amber, horses, wood

Overlooking the Sea of Orrida in the north west of Sammaea, and is of a warm temperate climate that is conducive to agriculture, and horse-rearing, for which the region is known.

Bakhra is a young coalition of states that emerged in around 3831 RM in the region of the Surrach. Its cities prospered under a new leadership, rapidly becoming a power in the area.

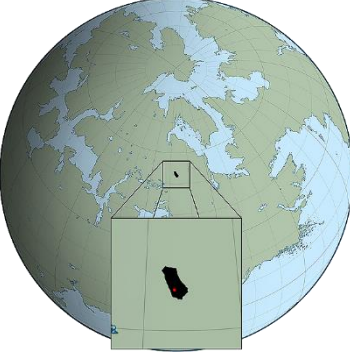
Ranging from woodlands in the north, to mountainous regions in its centre and savannahs and scrubland in the south, including the river Essra, the Bakhra states are in control of many natural resources, including horses, wood and amber.

In 4002 RM the Bakhra States became a kingdom after Lord Potentate Khagan became King of the Five States through the arranged marriage between his sons and princesses of the other four states. He stated the divinity of his appointment and through heavily enforced edicts became king, facing little to no opposition. Later in the same year he founded the Equarians – a knightly policing force drafted from the families of the nobles who supported him. Full service granted titles and land. They have since become notorious harriers of those who are vocal in their opposition of the king.

Amongst his first political moves was the cessation of trade with the Six Cities in a move meant to weaken them before a planned invasion. Following this he built the Five States' military and fortified many of its outer settlements, building fortresses across its western borders, many of which are contested with neighbouring states.

BAATAN

the Khanate of Baatan



Square area: 20,450-miles
Population: 1,380,000
Capital: Baatan
Government: Khanate
Ruler: Khan Batughan II
Languages: Temujan, Ahrisheni
Religions: ancestral and nature worship
Currency: Ahrisheni Derek
Imports: horses, food
Exports: goat

Nestled between the mountain ranges that divide the Areshi Plains from the highlands of Temuja in the centre of Llachatul, Baatan now acts as a vital link in the trade-route that is the Great Road.

This small nation emerged from the city of Baata during a plague that swept east across Ahrishen between 3117 and 3120 RM, leaving the region devastated. The city of Baata, which had existed as an independent city in the far north of Virahan since around 2700 RM, had grown insular during the time of the plague, and emerged only after Virahan gained its independence from Ahrishen in 3119 RM, after decades of petitions to the capital in Mahserth. Baata had, through the efforts of Virahan, also gained independence, though it chose to remain an independent entity, alongside its nearby allies and satellite cities.

Its people are largely insular and owe more culturally to Temuja than to Ahrishen, as evidenced by their main language, though most of its people are descended from a mix of Areshi natives, who once populated the region of extant Ahrishen in the early years of the Fifth Age; and Khudari migrants, who are the ancestors of Temujans.

BANT

the High-Emirate of Bant



Square area: 297,841-miles
Population: unknown
Capital: Thao
Government: Dynastic Monarchy
Ruler: Emir
Languages: Haddurathi
Religion: Church of the Nephilim
Currency: Kemish
Imports: coal, food
Exports: cacao (drug), iron

This emirate is located in the east of Sammaea, in subtropical lands at the base and south-west of the Carchemishi peninsula. An independent nation since 1305 RM, it emerged from the fracture of the larger Carchemishi nation following the destruction wrought by the Upheaval of Lethea years earlier, which left coastal cities destroyed and a generation afflicted by amnesia brought on by contact with its churning waters.

Its proximity to the Sea of Lethea has left its coastline relatively uninhabited, though some harbours and ports do exist, most safely tucked into estuaries and at the mouths of rivers, where their freshwater counteracts the supranatural traits of the Lethea.

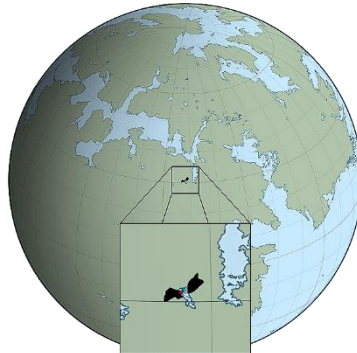
It is ruled by Emir Arabant, a fourteen-year-old who inherited the dynasty throne when his father rendered a babbling wreck after being poisoned with waters from the Lethea. His mother rules as regent in his stead, until he comes of age at sixteen. Like all Emirs before him, his body was tattooed with the constitution of Bant when he ascended to the throne, leaving his body covered in barely legible words, the spirit of which he is said to embody.

Traditionally, Bantish settlements are known as kintowers, which are made up of 2 - 4 extended families that live in a single hollow tower that is surrounded by farmlands and pastures that are tended to by members of the so-called kingroup. When the kingroup outgrows its tower, young families are sent out to found a new tower, that will have the parent tower as a close ally. Today, many kintowers have become obsolete, becoming cities instead, though most rural areas retain the old social structure of the kintowers.

The crescent on its flag symbolises the veil between wakefulness and sleep - a gesture towards the Church of the Nephilim, in which the spirit-like pantheon is said to communicate with mortals through dreams - and is representative of the close bonds between church and state.

BARATHEA

the Principality of Baratheia



Square area: 18,090-miles
Population: 884,700
Capital: Baratheia
Government: Autocratic plutocracy
Ruler: Lady-magnate Senayit Shivan
Languages: Barathean, N'rakhi
Religion: the Seven Syncretisms
Currency: Siriphagan Siras, various
Imports: silk, natural resources
Exports: silk clothing

This small independent nation is located in the north east of Sammaea, and is of a warm climate, and is characterised by heavy fogs that lay heavily on lake C'data that sunders its lands in two.

Baratheia lies between the nations of N'rakh, Suma'ya, Arkos, J'thana, and Aethios and its people are mostly descended from freed or escaped human slaves from aanth-controlled lands of N'rakh, as well as outcasts from Ba'akh and Arkos, and natives of same lands.

It emerged from the same revolts in N'rakh that led to the creation of J'thana in 2193 RM, and suffered greatly from retaliatory attacks from the north for decades afterwards, forcing its people to become allies with J'thana, which they remain to this day.

The nation survives today through the works of its merchants, who foster alliances and agreements with their neighbours, in return for political favours and safe passage through their lands.

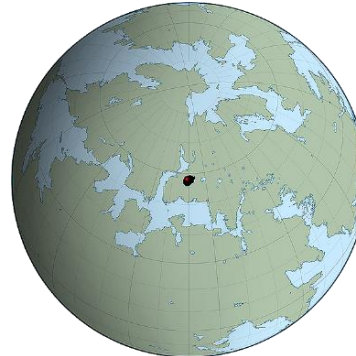
Barathean markets are famed for the exotic silks and resin items that are imported from the otherwise insular people of N'rakh. The silks are woven by expert weavers, before being sold at market, where they find their way across the Sea of Daarken and north eastern Sammaea. This trade has made the capital of Baratheia rich and an influential trade centre in the

region, as well as a crossroads of disparate cultures.

As a result, it is one of few human regions in which the spider-like aantha can be found, though they tend to live in their own ghettos that echo with the clicking of their alien tongue.

BASSORAH

the Kingdom of Bassorah



Square area: 108,900-miles
Population: 3,590,500
Capital: Rashaha
Government: absolutist monarchy
Ruler: Queen Erashabeth of Deha
Languages: Korachani, Almagesti, various
Religions: freedom of religion
Currency: Almagesti & Korachani Bit
Imports: machinery, technarcana, trade
Exports: clothing, object d'art, trade

Located in the west of Central Llachatul, Bassorah is a landlocked nation with a dry cold-temperate climate, and it is noted for its pleasant terrain that includes sparse woodlands, plains and rocky hills. Of note is a vast network of ancient rock-cut ruts that dot the region without explanation.

It is a relatively recent addition to the nations of Llachatul, emerging from the newly independent Ipanah in the decades following the Dissolution of the Korachani Empire that took place in 3705 RM. It spread to occupy disparate lands that have, amongst other things once been: part of the Old Forest, ancient battlefields of the War of the Artifexes, industrial centres abandoned centuries ago by ailing industries, and occupied by the now-extinct nation of Asibaia, on whose ruins many of its cities have been built.

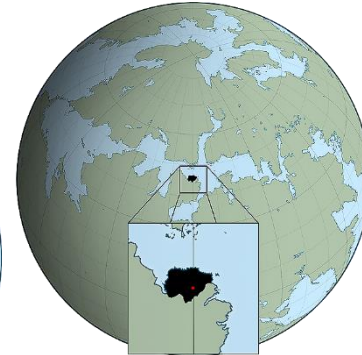
Like Ipanah, it is a land founded by immigrants and refugees that have resettled the ancient ruins and battlefields of ancient Asibaia, and they have made a name for themselves as traders and merchants, as befits the name of their home, acting as intermediaries between Almagest in the north, Skaros in the west, the Old Forest in the east, and the Korachani empire in the south.

The stereotype of the typical Bassoran amongst the people of Korachani is, at best, that of a moustache-twirling merchant or, at worst, a skulking thief. The truth is far more complex: Bassorah is at a crossroads of cultures, where different religions and beliefs mingle amongst the large markets and their

many merchants, leaving its people wiser and somewhat jaded and more world-weary than the typical helot from the Korachani empire.

BISBUT

the Vassal-state of Bisbut (to Parthis)



Square area: 54,522-miles
Population: 3,738,000
Capital: Amuar
Government: constitutional republic
Ruler: Prime Minister Dorota Kuban
Languages: Parthisan
Religion: Ao, agnosticism
Currency: Parthisan Shen
Imports: coal, iron ore
Exports: drydocks, horses, machinery

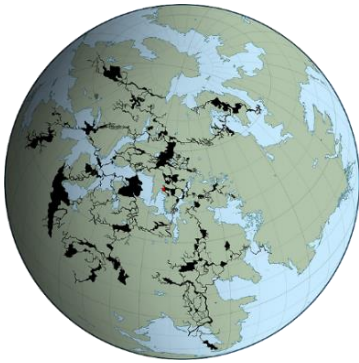
Occupying the north-eastern-most headland of the Parthisan peninsula, Bisbut is known for its idyllic climate and the low rocky mountains along its northern coast and southern border. Between these are vast inland prairies in which roam wild horses and other animals.

It has enjoyed a healthy sea trade for many centuries, in no small part due to its many deep natural harbours. This trade was once centred around its then-capital, Suvaya, which dominated the small yet busy inland sea of Abras around which could be found dozens of thriving harbours. Like so many coastal areas, it was crippled by waning sea-levels that saw the Sea of Abras reduced to a small lake by 3000 RM, by which point the capital had been abandoned, moved to the industrial centre of Amuar instead, which is now renowned across the Inner Sea as a place of architectural beauty, commonly known as 'the Silver City' after its brilliant white marble palaces and monuments.

It has been a part of the Parthisan empire since 2861 RM and is now a centre of farming in the empire. It is also known for its livestock and horse rearing, and agriculture. Its harbours remain busy to this day, despite the continued withdrawal of Elyden's seas, and they see much commerce from across the Inner Sea, in particular coal and iron ore.

THE PRISON CARCERI

the Chthonic Realm of Carceri



Square area: unknown
Population: unknown
Capital: Pandaemonia
Government: unknown
Ruler: unknown
Languages: unknown
Religion: idolatry of Vorropohaiah
Currency: unknown
Imports: unknown
Exports: oddities

Carceri is a land lifted from a fever dream. It festers beneath the surface, like a cancer unsewn in the pit of a man's stomach. Its reach is vast, stretching for over 10,000-miles from the north of Llachatul to the southern tropic in Ananthul; and from 110° west in the far west of Llachatul, to the Sea of Kakophis off the west coast of Meniscea at 80° east.

Created by the Demiurge Vorropohaiah following his descent into madness, its tunnels sunder the earth of Elyden like the hollows left in the wake of voracious maggots eating through a corpse. Its depths are made up of vast caverns that rival surface nations in size and scope, and labyrinthine tunnels and caverns, which lead to dead ends or vertical drops into nothingness when not doubling back onto themselves.

Explored by a handful of daring explorers, all of whom died insane and babbling nonsense, there is great conflict as to accounts of its geographies. Specific features are claimed by different surveyors as being hundreds if not thousands of miles apart, despite empirical evidence confirming both accounts.

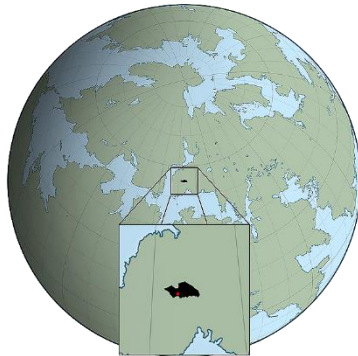
Such is the nature of Carceri.

It is populated by the ropohaii – the deranged sun-starved children of Vorropohaiah, whose incessant worship and self-sacrifice have turned them into a grotesque mockery of what they once were, though it is unknown if these cities are united as a single nation. They control vast cities in the depths, fed by subterranean root-forests. Some hang from ceilings, whilst others are built on the broken fossilized backs of divine beings. They rarely make contact with the sunlit world, and when they do it is to trade grotesque items and exotic foods that are unheard of above.

It is truly an alien realm, inexplicable to those lucky enough to call the surface world home.

CHANDOS

the free Land of Chandos



Square area: 15,876-miles
Population: 783,500
Capital: Chandos
Government: republic council
Ruler: /
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food
Exports: granite

This large fortified city controls the surrounding area, between the northern border of Laaskha and the southern border of Skaros.

The city was founded by the eponymous patrician house in around 3075 RM, after it grew rich from tending to the bodies of those who died in the War of the Artifexes some decades earlier. Though a settlement had existed in the area for millennia, home to shepherds and pious prospectors, the appearance of house Chandos really changed the area, bringing new trade-routes through the mountain pass, linking Laaskha and Skaros.

With the Sundering of the Korachani empire in 3704 RM, the house lost influence and later abandoned Chandos to its independence, which would lead to the formal recognition of its republic as a government in 3718 RM, after which it would control the wastes and cities around it.

The city of Chandos is famous for its large crypt and ostentatious sepulchres, which have grown to rival the city in size, and are well-guarded from looters.

CHEIRA

the Republic of Unions of Cheira



Square area: 2,238,016-miles
Population: unknown
Capital: Menitab
Government: Republic of Unions
Ruler: Republic
Languages: Aksaran
Religion: Church of the River Tree, Cult of the Dreaming God (mystery cult)
Currency: Dephon
Imports: iron
Exports: food, jute rope, silver

One of the largest nations in Elyden, in terms of the area it encompasses, Cheira is dominated by the Waelmighi rainforest, which covers the far east of Sammaea, at the base of the Porphyri peninsula in the south to the Growing Mountains of Mulciber in the north. The Waelmigh is noted for its mists and near continuous rainfall, and exotic flora and fauna, many of which are still shrouded in mystery and ill-understood by imperial scholars. It has coastlines overlooking three distinct bodies of water – the Sea of Khursa in the south-west, the Roiling Sea in the north-east, and the Mirovean Ocean in the east. Its busiest harbours are those overlooking Mirovea.

Cheira became an independent nation after millennia under the ironclad rule of the Waelmighi Dynasties, whose fall in 3337 RM, led to the rise of the so-called Sorcerer-kings, who would go on to rule for over three centuries, until they were deposed in 3702 RM by the Church of the Prophet of the Emyrean, which then became the ruling power in Cheira. This period lasted until 3798 RM, when great religious upheaval brought chaos to the entire region for years, until in 3803 RM a new secular government, made up of representatives from the various unions and guilds across Cheira, took over, continuing to rule to this day.

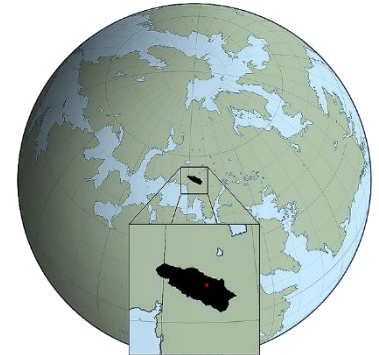
Cheirans are hard-workers and experts at cultivating crops, and they are renowned for their terraced gardens and their exotic flowers. They are also skilled mariners and are adept at navigating and fishing its coastal waters, which they do in large catamarans. Traditionally, Cheirans would live in large family groups or up to 20 - 30 individuals who would live on such a boat, returning to land only to sell their catches and resupply. This lifestyle has dwindled over the years, though remains a way of life in many settlements.

It is divided into twelve prefectures, each of which is overseen by a prefect elected from the dominant unions and guilds in the particular area. Each of the Prefectures has its own government, which acts in relevant autonomy from the capital, though representatives are sent to the People's Hall in Menitab to sit at the council.

There is no state religion, though Cheira enjoys a variety of religions that exist in relative harmony with each other.

CHTHYRID

the Dverg Commonwealth of Chthyrud



Square area: 76,176-miles
Population: unknown
Capital: Brmyir
Government: Republic council
Ruler: Choyal-councillor Durnir
Languages: dverg
Religion: Sects of Synchthonith
Currency: Korachani Bit
Imports: food
Exports: machinery, ore

One of the few extant dverg realms in Elyden, Chthyrud is located just north of Korachan, and became an independent state following the controversial actions of the Apostate Pope during the Papacy Heresies in 1217 RM, where thousands of fae creatures were exiled from Korachan to Daghan.

The dverg dug down, making their homes along the crust of the highlands, with structure both above and below the surface. Eventually, would trade tentatively with the people of the empire, but otherwise maintained their distance, though remained distrustful of their fickle neighbours to the south.

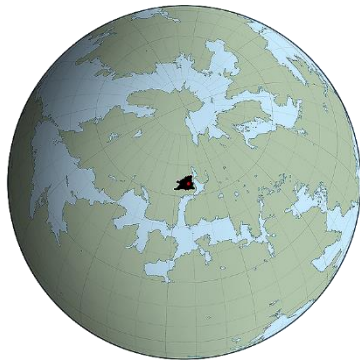
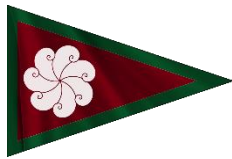
Not unfounded was this distrust, for after the end of the Papacy Heresies Korachan sought Chthyrud as its own. There were many clashes over the centuries, but the dverg had defended their home with great fortifications and machines of war. Despite this Korachan was successful and in 3215 RM captured Chthyrud, enslaving its populace.

The Sundering of Korachan in 3705 RM left it weakened and 3-years later Chthyrud was able to reclaim its independence. After the sundering Chthyrud remained insular and xenophobic, trading rarely only with the Old

Forest and Skaros via subterranean routes. Its borders are well-guarded and those who stray too close are taken as slaves.

CISNERIA

the Holy Kingdom of Cisneria



Square area: est. 229,450-miles (excluding contested zone)

Population: unknown

Capital: Volverda

Government: elective Monarchy

Ruler: Arran Sonnelsson

Languages: Azahari

Religion: Holy Order of Thereon

Currency: Cisnerian Olak, Almagesti Bit

Imports: coal, technarcana, machines

Exports: cattle, leather, lumber, umbra

Cisneria is a near-landlocked kingdom in the centre of Llachatul, west of the Sea of Aphotis, next to a politically unstable region that is contested between the republic of Almagest, independent patrician houses, bandits, and Cisneria itself, over rich umbra reserves.

A relic of Fourth Age tribal structures only now embracing industrialisation, Cisneria is a land wholly under the sway of its monarchy and elective system, which are major aspects of everyday life. The seven Clans clamour to curry favour with the Child-Monarch, influencing their decisions. This is all in the hope of swaying the rulers' appointment of a 7-year-old successor who will rule for the next decade when the current rules steps down after 10-years of rule. Their successors' Clan will gain great influence, and will directly shape the culture and economy over the next 10-years.

The Clans worship different aspects of the bestial deity Thereon, and are ruled by shapers (traditionally shamen and animists) who claim lineage to this god, said to be a scion of the Demiurge Arimaspi. Their religion is maligned amongst outsiders for its practice of sacramental cannibalism, which is thought to be symbolic of their deity's deeds. On feast days willing volunteers are sacrificed, and their bodies consumed raw. Their skeletons are clad in elaborate jewelled armour which are placed in open crypts within their Clans' territories, where their families, honoured by the sacrifice, may commune with them.

Traditionally, miscarried children are also consumed by the parents, and upon death, the elderly are also eaten by family members. Eating the vessel is said to bring one closer to

the spirit of the deceased, forming a connection. Despite this deep-rooted custom, many are now moving away from the practice as the Kingdom and its merchants encounter foreign customs. The people of Cisneria seek no acceptance from outsiders, and propagate myths and misinformation, including spreading the belief that their rulers are skinshapers able to shift into bestial forms, which remains a commonly-held belief outside Cisneria.

These practices and Cisneria's slow acceptance of industrialisation paint it in a negative light internationally. The turn towards industrialisation is a contentious issue amongst the elder Clan rulers, who use the example of Almagest and Korachan as what can happen when people turn to the natural world as a means of exploitation.

The capital, in Volverda, is rife with politicking, as the Clans devote great time and resources in the hopes of swaying the decisions of the monarch – both in the choice of successor, as well as the aspect under whose auspices the kingdom will be ruled. Due to its insular nature, very little is known of its history.

CUTH

the Dominion of Cuth



Square area: 339,424-miles

Population: 6,126,000

Capital: Erkala

Government: Absolutist Empire

Ruler: Emperor Kisunu

Languages: Cuthi, Karkuthi

Religions: Cult of Nergaal, Adherents of Keng

Currency: Halon

Imports: steel

Exports: jute rope, rubber, wood

Cuth is a land of insular people who cling to their archaic religion even as they attempt to bring their land into the industrial age. Located in the S - E of Llachatul, its S-most lands are made up of jungles that give way in the N to savannahs and great Turcar desert of inland Llachatul.

The empire of Cuth originated in 2275 RM, following the suicide of Keng Walin, the religious leader of the empire of Karkauth. He was later reborn, the flesh around his wound black as coal. His rebirth brought chaos to Karkauth, leading to religious extremists from the Cult of Nergaal killing the ruling family, wanting to elevate Keng to the position of

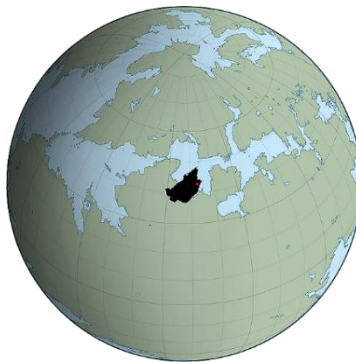
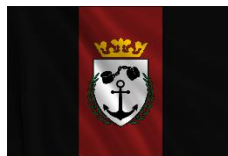
emperor. He tricked the extremists into killing themselves in a display of loyalty, and proclaimed "Karkauth is no more. Today we build Cuth, and at its centre will be this church dedicated to my father Nergaal".

The city of Karkauth was abandoned and a new capital established in the religious city of Erkala, after which the Cuthi people became xenophobic, ignoring trade and turning to a nocturnal lifestyle out of reverence to the Sun, which was the symbol of Nergaal. People willingly sacrificed themselves to Nergaal in sunless temples deep beneath their cities as they stagnated. Keng's mortal body was declared dead in 3171 RM, close to a millennium after his rebirth, causing a schism in the church, which persists to this day.

Cuth remains today as an oddity; a culture that clings to its archaic religions and practices, even as it embraces the spread of technology and industrialisation in its cities.

CYHLAGHARR

the Sovereignty of Cyhlagharr



Square area: 750,689-miles

Population: unknown

Capital: Cyhulir

Government: Totalitarian Monarchy

Ruler: King Acamas

Languages: Ohrush, Parthisan

Religion: Ishata

Currency: Parthisan Shebn, Korachani Bit

Imports: piracy

Exports: slaves

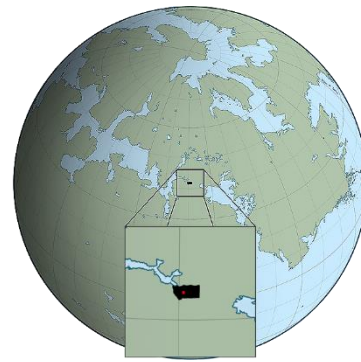
Located in the north of Sammaea, to the west of Parthis, Cyhlagharr is the only known nation of oghurs around the Inner Sea region. It is a harsh, if beautiful, land divided into two major regions – rocky highlands to the north and east, and dry plains to the west - and is a place pervaded by the Atramenta. Indeed, Cyhlagharr is known for its many birth-defects, including hydrocephaly and cyclocephaly, particularly in the south. Oghurs are opportunists and tenacious, and those so-afflicted may yet rise to positions of power, where they are known as apostles, indicating their loyalty to King Acamas, with some amongst them becoming powerful Atramentists, known as disciples - the few who are allowed to practice the Art without being persecuted for it. Otherwise, cyclocephalic oghurs are generally kept as slaves that rank little-higher than beast of burden.

Cyhlagharr is a land steeped in blood and warfare, and its people are likewise tough. They are renowned slavers and their borders are in a state of flux as their armies battle with their neighbours. In addition to maintaining several slave-breeding centres, where slaver-princes travel to periodically, they also raid lands around the Inner Sea for fresh blood. Most-commonly attacked is Thrace, though sea raids along smaller coastal settlements in Mechabet and Eruto are also common.

They venerate a mysterious deity known as Ishata whose domains include fertility and warfare - both of which are traits the oghurs hold in regard. They are aggressive with each other and their settlements welcome competition, seasonally sending champions to their neighbours to participate in ritual duels; a remnant of ancient Oghur culture that extends to the widespread autocratic kratocracies that exist within their clans.

DACIA

the Republic of Dacia



Square area: 16,256-miles

Population: 678,000

Capital: Dacia

Government: Kratocratic Republic

Ruler: General Burebista

Languages: Korachani, Venthiri

Religion: Church of the Undying Machine

Currency: Korachani Bit

Imports: iron

Exports: leather, salt

This small nation exists in a small patch of land just south of the Strait of Nárthel in the north of Sammaea. None of its borders are physical, and it emerged from political turmoil in the last centuries of the fourth millennium, and today controls two of the land passages across the strait, into Lyridia.

It appeared in around 3785 RM, after spending close to 8-decades under the control of Lyridia, which had aggressively expanded its borders south following the Sundering of the Korachani empire in 3705 RM, during which Lyridia was able to take a large part of northern Nárthel, which had been left unstable by the retreat of the Strait over the past centuries. This included the then-capital of Nárthel – Dacia.

The city and surrounding areas managed to break away in 3784 RM, following years of unrest and city-fighting, becoming the capital

of a newly-independent nation that renounced its former ties with Nárthel, and immediately attempted to increase its territories to take advantage of rumoured gold reserves to the north west, across a newly-revealed crossing following the waning of the strait. This led to conflict with Lyridian forces, which lasts to today, with daring prospectors and mining companies braving the wilderness in their search of gold.

Dacia maintains control of the Chasma Dracona crossing, which remains the easiest crossing of the strait, despite its silting and drying to the east. Old fortresses have been converted into tolling booths where soldiers tax traffic.

Dacia is expending most of its efforts in expanding east so that it can control both sides of the strait, allowing it to create a monopoly moving trade overland from the city of Komarel, which it currently controls, to Alycta, which it has been trying to annex from Nárthel, mimicking what Nárthel is already doing with the cities of Kaelrath and Phenesh.

continues the cloning and industrial traditions set forth by its forebears. It sells blueprints to tailor-made creatures, as well as cloned and engineered creatures to nations, entities, and individuals willing to pay the price.

It is also a major source of meteorite in northern Llachatul, and boreholes constructed to reach deep reserves of umbra have scarred its surface, particularly around lake Thythia. Once a supplier of raw umbra to imperial cities predating the War of the Artifexes, many of these mines are now abandoned, the siphon engines that once kept them safe destroyed, and the land around slowly growing in Atramental corruption, becoming inimical to life. This chthonic taint has been allowed to spread, leaving large parts of the nation corrupted.

The people of Durchaa worship a gigantic fossilised head known as the Machinehead: a corrupt version of the Church of the Undying Machine.

north, where she claimed the land as her own. Unable to fight two seceding regions without aid, a treaty was signed, legitimising the claims to independence of Gyzha and Ayad, and bringing the Republic of Elat to an end. The remnants of Elat took on the name of its predecessor, and it remains a republic to this day.

Despite the collapse of the original militant republic and the closure of its pervasive embassies and consulates, its inheritors continued to broker information across Llachatul and Sammaea, secreting its agents across all major cities in Elyden.

Its nobility is affluent from their shrewd selling of other nations' secrets to the highest bidders, and they are incredibly powerful and influential, not only in Elat, but in Elyden as a whole. As a result, its republic, once just and with good intentions, became a plutocracy, made up of the most powerful of the noble households in Elat, whose rule serves only their own interests, and whose subjects suffer under their indifference.

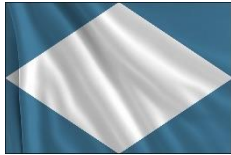
The kingdom was formed in 3409 RM after a culmination of events following the death of Magnate Karan Shur of Pnessa in 3388 RM. He left three children - brothers Mith and Mortha, and daughter Deglia. The youngest, Mith, abducted the elder siblings and imprisoned them in the coastal tower of Eneph while he took over his father's mantle. While imprisoned, Deglia and Mortha gained the support of many of their father's allies and they were eventually freed, allowing them to organise a coup of the capital in Irut Marka. A civil war followed, in which Mith was slain by Mortha, who was unable to later claim the throne due to encroaching enemies and was forced to flee east with his sister. Pnessa blundered its many counterattacks against Eneph, eventually leading to a ceasefire and the independence of Eneph and its allies, leading to the formation of Elekhid.

Today Elekhid is known for its religious extremists who worship the queen as a living deity. They wear black in mourning of a queen who died over a hundred years ago, with only tiny flashes of colour around their collars serving as a memory of the bright costumes they were once famed for. Many also wear black headdresses the sizes of which are dictated by their social class - with nobility and relatives of the ruling dynasty wearing the most elaborate headdresses.

Its main industries are lapis mining and the manufacturing of the associated blue dye, as well as manna - a resin made from the sap of the manna tree, which is used by shapers to sustain their bodies during shaping.

DURCHAA

the Free-kingdom of Durchaa



Square area: 505,232-miles
Population: 2,037,100
Capital: Durchaa
Government: Elective Monarchy
Ruler: King Sobrashk II
Languages: Korachani
Religion: the Machinehead
Currency: Almagesti Bit
Imports: food
Exports: cloning, furs, meteorite

Durchaa was once an industrious, if inhospitable Korachani colony located above the northern polar circle, though it became an independent state in 3301 RM, after the sundering of Almagest from Korachan following the Artifex Wars of 3014 RM. Durchaa is now a free kingdom built atop the ruins of an ancient empire known as Thythia, in whose shadow the old Korachani colony was established.

Under Korachani control, Durchaa became known for its felshills, ateliers and cloning manufacturing, and had a diverse population of demiurnes, humans, dvergai, and oghur slaves, as well as a plethora of doctored and bespoke creations, including haemonculi. Today, the kingdom is powered by geothermal energy and

ELAT

the Republic of Elat



Square area: 176,794-miles
Population: unknown
Capital: Ligerna
Government: Representative Democracy
Ruler: Archminister Mammarr Palan
Languages: Ezasuhi
Religion: the Pentatael
Currency: Solta
Imports: coal, umbra
Exports: cork, intelligence, tin, zinc

Nation in the far south-west of the continent of Llachatul, situated south of the Kingdom of Ayad, straddling both west and east of the Parnasian mountains. It is of idyllic climate, with coastlines overlooking both the Sea of Sudunir to the west, and the Sea of Anipterra to the south, and it is noted for its natural resources, including its cork oak forests, and various mines.

It is the surviving remnant of the larger Elatian Republic, which was founded in 3333 RM by Ezasuhi immigrants, and collapsed following years of war with Korachan and other nations due to its espionage across the Sea of Orrida and the Inner Sea. The war ended with the signing of the Elatian Treaty in 3762 RM, after which the region of Gyzha declared its independence. Months later one of the Tripartite Monarchs of Elat fled to the

ELEKHID

the Kingdom of Elekhid

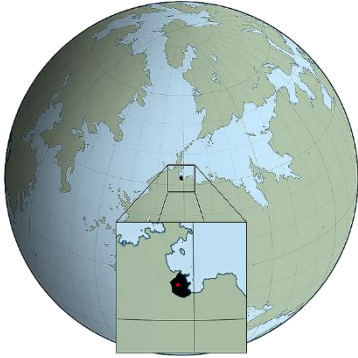


Square area: 487,220-miles
Population: unknown
Capital: Eneph
Government: Absolutist Matriarchal Monarchy
Ruler: Queen Zaara Shur
Languages: Aksaran
Religion: Shuranism
Currency: Dephon
Imports: coal
Exports: blue dye, lapis, manna

A kingdom in the east of Sammaea, overlooking the Roiling Sea, and situated between the Growing Mountains of Mulciber to the north, Pnessa to the West, and Cheira to the south. It is characterised by many fast-flowing rivers, and a tropical climate with many coastal mangroves and rainforests reaching as far west as the border with Pnessa. Off its coast is a large coral reef, known as the Enephian Reef, and to its south-east is the infamous bleached reef of Ichtheli, which is now over 50-miles from the coast, following millennia of waning sea levels.

ENITH

the Republic of Enith (failed state)



Square area: 20,164-miles
Population: 822,300
Capital: Ith Akha
Government: anarchy
Ruler: /
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Baccal
Imports: unknown
Exports: unknown

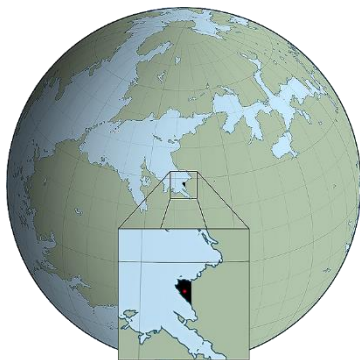
This small nation in the north west of Sammaea has been embroiled in a brutal civil conflict for the past 15-years. The old Monarchy was overthrown in 3984 RM and the nation remains in a state of chaos to this

day as various groups, including the Ithakan Liberation Army, the Enithan Nationalist Council, and the Supreme Revolutionary Army, vie for control of the capital of Ith Akha. Enith is considered a failed state by most other nations.

The region was once known for its mineral resources, which were consumed by its imperial occupiers, leaving it barren. This land was abandoned in around 1450 RM, after which it struggled to survive. Its people found hope in the Church of the Machine, which by then had become deeply-ingrained within its culture, and survives to this day, with each of its political factions adopting a different cult as its core.

ENNAIAH

the Noble City-kingdom of Ennaiah



Square area: 14,884-miles
Population: 727,000
Capital: Ennaiah
Government: Plutocratic council
Ruler: Nabaani Es Sabrah II
Languages: Saviudi
Religion: unknown
Currency: Qindal
Imports: slaves
Exports: unknown

Small kingdom in the north-east of Sammaea, to the south-west of the Many Lands of the Surrach. So small is it and so entwined is its culture with that of the Surrach, that many foreigners confuse it with one of the many territories of the Surrach, though this is not the case.

Ennaiah is made up of one dominant city, eponymously-named, from which rule a multitude of decadent apathetic noble families whose roots go back to the birth of the city and its founding plutocracy in around 2832 RM. These noble families grew incredibly rich from trade centuries past, and the city of Ennaiah grew prosperous under their rule, its great natural harbours becoming its pride and joy.

Though mere decades after its golden age in around 3050 RM, the southern waters of the Sea of Eschata began to grow Atramentally corrupted, corrupting its wildlife and changing shipping routes. The sea itself began to wane soon after, leaving the city of Ennaiah

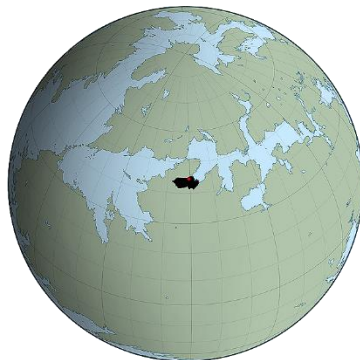
landlocked, its harbours miles from the coast, and the trade that its noble families thrived on dwindled.

The capital is a spire-crowned metropolis governed by a strict social hierarchy, with the lower castes serving as labourers and playthings for its dispirited and sadistic nobles, who rule as gods enjoying the fruits of their founders' labours, uncaring of their waning riches.

Its cities are characterised by sprawling slums, workhouses and manufactories where the masses work, crafting the exotic items that are enjoyed by its upper classes. Law enforcement is minimal and serves to protect the economy rather than its people, and life is seen as cheap, far more-so than in the Korachani empire.

EREBETH

the Free Land of Erebeth



Square area: 265,225-miles
Population: 10,050,900
Capital: Betenath
Government: absolutist Monarchy
Ruler: Queen Abeteth Sot VII
Languages: Callistean, Korachani, Sagittarian
Religion: the Church of the Undying Machine
Currency: Callis
Imports: iron ore, coal
Exports: glassware, rubies, wine

Originally called Callistea, Erebeth is an independent state marred by a history of Korachani influence that its people wear today proudly as a badge of honour. It is of a cool climate with wet winters, though its interior is somewhat warmer and drier than the coastal region.

This Sammaean nation was first explored by the Korachani mariner Navah Berden in 566 RM. The interior of Erebeth had eluded many previous explorations due to the Kenunit Mountains along 75-miles from its coast, and Berden equated its beauty with that of his wife, after whom he named the land.

It was fully explored within a few centuries, with integration and trade established with Korachani merchants in around 1100 RM. It slowly assimilated parts of imperial culture until in 1743 RM it became a full vassal state of Korachan.

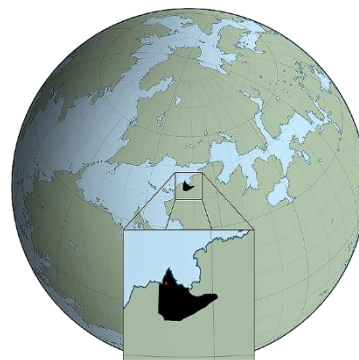
It became an independent nation in 3698 RM during a long war that has since become known as the War of the Sundering, and a monarchy soon appeared from the chaos of its

independence. It became an ally of Althea by 3712 RM, by which point it had assimilated much of the more elitist parts of Korachani culture, resulting in a great divide between classes that survives to this day.

Its culture is rigidly hierarchical, with many different castes and societal tiers, and slavery is a common part of life, with most slaves comprising a caste of indentured workers. Oghurs are a common sight amongst its industries, where they are used as slaves of burden and servants. They form the lowest rung of Erebethian society and are barely recognised as a mortal race, being lobotomised for the most part.

ERET

the Auspicious Kingdom of Eret



Square area: 64,516-miles
Population: 2,70,300
Capital: Eret
Government: Absolutist Monarchy
Ruler: King Ebereon IX
Languages: Eretian
Religion: the Church of the Undying Machine
Currency: Surrachi Valk, Korachani Bit
Imports: trade from the Inner Sea
Exports: trade from the Surrach

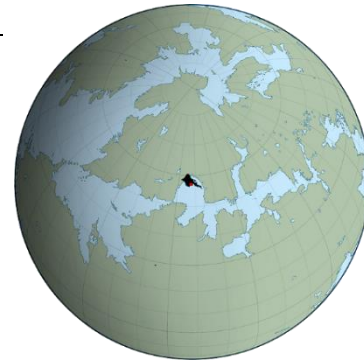
Settled and founded by House Eret of Korachan in 1703 RM as a colony, it rapidly grew to gain control of surrounding lands to the north of the present-day Surrach. Of favourable climate and good soil, it became a bountiful home to colonists, who integrated little with the Savi natives.

Eret remains under control of the eponymous House, which now holds the status of royal family there, having ruled uninterrupted since 1825 RM, and now holding absolute control. The royal house maintains close ties to the Patrician House in the east and is a major link between the Surrach and the east via trade and travel.

The small nation exists in an interesting position – thoughts its subservience to the empire was slowly severed following the founding of the Royal House, it remains an ally to Korachan. Conversely, it maintains many alliances with the people of the Surrach and surrounding lands, making it a valuable link to both, enjoying great wealth and power. Indeed, it is famed for its great markets and merchant fleets.

EZASUH

the Commonwealth of Ezasuh



Square area: 135,792-miles
Population: 6,007,500
Capital: Ezasuh
Government: Divine Hereditary Monarchy
Ruler: His Holiness Eiuus Zumm
Languages: Ezasuhi
Religion: the Pentatael
Currency: Solta
Imports: iron
Exports: salted fish, wood

An independent nation in the south of Western Llachatul, Ezasuh is known for its cold winters and dry temperate summers, though its waters are amongst the most fertile in the Inner Sea, having avoided the pollution and overfishing of many other regions.

Descendants of Sagittaari people exiled from Korachan early during the Archpotentate Malichar's reign for their worship of a serpentine deity, the people of Ezasuh are known for their practice of funerary cannibalism and their traditionalist views on shaping and dislike of technarcana and other modern technologies, which has seen a decline of their influence over the past centuries.

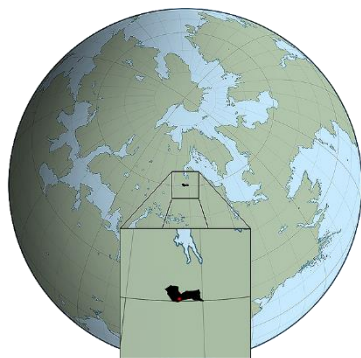
In their exploration of the peninsula on which they landed, the Sagittaari people discovered ancient magical texts identified as the Pentatael, a word that has since become synonymous with Ezasuh and its people. The site where the texts were found became the city of Pentatael, which is a place of great Atramental learning to this day.

Acting to fulfil a prophecy within the Pentatael, the Ezasuhi people undertook a mass migration west in 3133 RM, during which they founded the colony of Elat at great cost. Since then the colony has broken down into the nations of Ayad, Elat and Gyzha, which maintaining varying degrees of relations with their motherland.

The deep-rooted link between the Pentataeli texts and the ruling body of Ezasuh has led to an inseparable triad of government, religion, and shaping, making Ezasuh one of the few regions in the Inner Sea to maintain traditional shaping that is seen as antiquated by the rest of the world.

FARIS

the Sovereignty of Faris



Square area: 17,292-miles

Population: 383,750

Capital: Faris

Government: Feudal Monarchy

Ruler: Amjarr, the Exiled

Languages: Sabian

Religion: the Frostblood

Currency: Szar

Imports: unknown

Exports: alcohol, furs

A small nation in the north of Llachatul, to the east of the subpolar wastes commonly known as the Desolation of Astudan, Faris is of a dry cold climate, with harsh polar winds blowing south from the Bay of Bielost.

Faris is considered a satellite nation of Sabia by most outsiders, though its people are fiercely independent and are unlikely to react favourably to anyone saying so to their face.

It was founded in 1893 RM by the exiled Onésimus Thane Hjovatat in unoccupied territories to the south of Sabia. Despite the intent of the Thane, it was eventually reabsorbed by Sabia through the simple force of the parent state's cultural influence. However, its people retained their self-sufficiency and struggled with regulations and laws imposed by the capital in Sabia. As a result, many of its people would fight for their independence, which they eventually regained in 3394 RM after years of strife and troubled rule, remaining fiercely independent to this day.

Today, Faris and Sabia have overcome their old enmities and the two regions have fomented a stable alliance, with trade and travel across their borders being common.

Its people are accustomed to working the harsh land of their home, which is noted for its bitter winters and arid landscape, and they are hardy, unlikely to suffer fools. They are famed for their strong vodka and are famed trappers and hunters, often venturing into the Desolation of Astudan in search of prey, the pelts of which they sell to the south.

THE FREE-ISLES

the Free-Isles of Pelasgos



Square area: 86,143-miles

Population: 6,978,050

Capital: Hellos

Government: Representative Republic

Ruler: Prime Minister Porphyrios Dag

Languages: Korachani

Religion: Church of the Undying Machine

Currency: Korachani Bit

Imports: spices

Exports: seafood, machinery

Occupying the south western-most landmass of Pelasgos and the hundreds islands dominating its south-western coastline and the waters of the Sea of Lisassa, the Free-isles are famed for their natural harbours, and, despite the waning of the Inner Sea and its life, their fishing fleets, which are still the primary source of food to the islands and their inhabitants.

The region was originally occupied by Korachan alongside the rest of Pelasgos in 73 RM and was considered part of the Pelasgosi territories for most of the Korachani occupation. With Pelasgos it became a major industrial centre, with many mines, foundries and manufactories appearing there over the years. However, its people were used to their independence - each island had been largely self-sufficient until the Korachani occupation and was not used to being governed by a foreign entity. As a result, its people persistently denied the introduction of Korachani culture and customs and retained their classical Pelasgosi lifestyles. This led to many clashes between iconoclasts and the Church of the Undying Machine with locals, and fluctuating periods of unrest that sometimes escalated into outright dissent.

This arduous occupation of the region led to the Korachani occupation dividing the region in two in 3204 RM, with the culturally naturalized north remaining an industrial centre, and the south being handed over to the Domniters. Many of the islands were effectively abandoned to self-rule, though they were technically still vassals of Korachan.

Over the years Southern Pelasgos became less productive and a revolt in a major gold mine in 3791 RM left hundreds dead and the industry there effectively ended. Pressure from Hellos, the regional capital exacerbated the waning of the region and in 3794 RM, after

years of strife, the Domniters eventually departed southern Pelasgos, leaving the region independent. Hellos first adopted the term Free-isles two years later.

Today it enjoys a healthy culture, and though it will never be a political or military behemoth, its islands remain productive, with fishing remaining its main industry, despite being shunned by the imperialistic beast that lies to the west

campaign, with a new generation of diplomats and envoys being sent to the capitals of many nations across the Inner Sea Region with word of their independence.

GIBEAH

the Autocratic State of Gibeah



Square area: 292,580-miles

Population: unknown

Capital: Telqateah

Government: Autocracy

Ruler: the God-king Aster

Languages: Gibeahn

Religion: Church of Arak, Church of the Prophet of the Epyrean

Currency: Gibeon

Imports: food, gold, luxury items

Exports: nickel, wood

An isolationist nation in the far west of the Sammaean continent, Gibeah lies just north of the equator and is of a tropical monsoon climate, characterised by relatively constant temperatures and rainfall across seasons, and relatively moderate tides.

It originated in its present state in 3878 RM, after the outbreak of a mysterious plague in 3860 RM that only affected halfbloods and otherworlders, having a less pronounced effect on those with more human blood, and being most deadly against otherworlders. This decimated its then ruling council, which was made up of a septuplet otherworlders known as the Asteri, and by 3878 RM only one of them remained, its mind twisted by the untimely deaths of its peers into a paranoid, delusional tyrant who rules church and state to this day as a living deity of the Church of Arak.

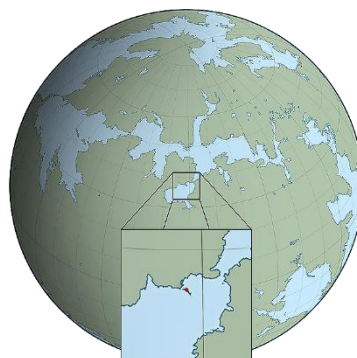
Before this, the region had already become known as a misanthropic state, more concerned with its immediate surroundings than distant states and empires, and it had a reputation as being an ally of the Abyssal Templars - a nihilistic death cult that has gained a great deal of notoriety in the northeast of Sammaeah.

To this day, few foreigners are allowed into Gibeah, and those that are are almost exclusively merchants whose movements are heavily restricted to the harbours and markets of its ports.

Very little is known of the nations' workings, and most of its inner cities are known of only through hearsay and ancient explorations, and most information we have today is likely

GAAN

the Island-nation of Gaan



Square area: 1,225-miles

Population: 540,500

Capital: Gaan

Government: Tyranny

Ruler: Hashim I

Languages: Parthisan

Religion: animism

Currency: Parthisan Shen

Imports: food

Exports: drydocks, seafood

This small city-state occupies a small island in the northeast of the Sea of Byssos, just south of the Athorhu region in Parthis, where it serves as a partition between the larger Byssos and the smaller Sea of Gaan.

The island has dominated trade in the Sea of Gaan for centuries, and its natural harbour was once the envy of most nations, housing many trading companies, drydocks, ports and warehouses, which clashed with the private harbours of Gath for control of the entrance into the sea of Byssos. Elyden's waning seas left it landlocked in c. 3780 RM. Various engineering works carried out in the ensuing decades allowed the harbour to maintain operations though it was finally abandoned in 3830 RM, ending centuries of thriving use. The old harbours are now miles from the coast, and a new harbour, Adag, has appeared to maintain its sea routes, though these are now much diminished.

Its harbours landlocked, Parthisan interest in the district waned and its halfblood ruler, Hashim, was able to wrest control of the island, leading to its declaration as an independent island-nation in 3999 RM.

Its people continue to struggle with their new identity as an independent people, with most of the outside world still regarding the island as a part of Parthis. As a result, it has embarked on an elaborate political outreach

outdated or outright incorrect, which is probably just the way the Gibeahns want it.

GNOTH

the People's Republic of Gnoth



Square area: 1,338,649-miles
Population: est. 6,207,000
Capital: Bismuth
Government: Republic Council
Ruler: speaker Canaton Vallalar
Languages: Gnothi
Religion: Gnothi Mysticism, Asceticism
Currency: Gnos
Imports: rare ores
Exports: alchemical equipment and ingredients, Firmatite

The only known *giganri* nation in the continent of Llachatul, and quite possibly all of Elyden, Gnoth is a place of great natural beauty. It is surrounded by splendid mountain-chains that form a natural wall running continuously from its northwestern-most borders, all the way to the east; and it has large harbours overlooking the Sea of Serpents as well as the Sea of Marden.

It is so large that it has various climates, with the south west being temperate and of idyllic weather, and the north east being far colder and drier. Its internal reaches are dominated by large rivers and fertile plains and woodlands.

It is known to outsiders as an enigmatic land of aesthetics and monks who practice ancient forms of mysticism that date back to their people's first footsteps into the teachings of their Demiurge father Duruthilhotep, with whom the *giganri* have a deep-rooted link that surpasses the relations of any other Demiurge and its children. As Duruthilhotep once grieved and languished over his place in the world, so too do they feel the same.

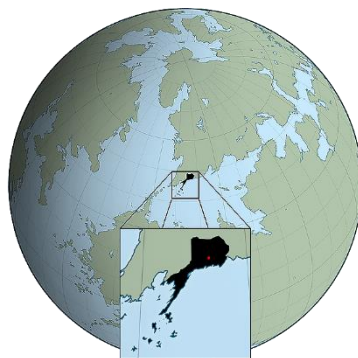
As a result, they are known as an introverted people who are prone to morose introspection and of a brooding disposition, though this is not comparable to similar emotions amongst humans, and cannot be truly understood by other mortals. Though this is in no way unique to the *giganri* of Gnoth, the fact that the nation is almost exclusively made up of *giganri* makes it important to our understanding of the nation and its culture.

The Gnothi people are largely insular but accommodating to outsiders and, only the broadest of details are known about their land

outside of its mercantile centres. The nation has roots that date back to the Fourth Age empire of Helminth, which was a cosmopolitan mix of humans, *giganri*, and *vapulum*, though which was obliterated by the War of Scourging. Gnoth rose rapidly from the vacuum left in its wake, and has not much over the years, though has diminished in size and power. Despite this, it is thought that Gnoth possesses great hidden military strength – indeed, it has resisted what few attempts have been made against it in the Fifth Age, though given the belligerence of some regions in the Inner Sea to their neighbours, it is odd how such few attempts have been made against Gnoth overall.

GYZHA

the High Autocracy of Gyzha



Square area: 76,729-miles
Population: unknown
Capital: Pesna
Government: Autocracy
Ruler: High-leader Velia Carcunia
Languages: Ezasuhi
Religion: Church of Kengrad
Currency: Solta
Imports: coal, umbra
Exports: food, mercenaries. Shipbuilding

An independent nation in the far southwest of Llachatul, situated south of the Parnasian Mountains, and east of Elat and south of Ayad. It is comparatively small, and predominantly made up of coastal plains and sparse woodlands. Wind from the Sea of Durahrat moves inland, carrying moist air with it, making the plains of Scansciala lush and perfect for raising crops.

Named after Fifth Age ruins scattered across the Scansciala, Gyzha has, since its settlement by Ezasuhi immigrants after their arrival in the peninsula in 3333 RM, been a centre of agriculture and husbandry, which it remains to this day, supplementing its shipbuilding industries.

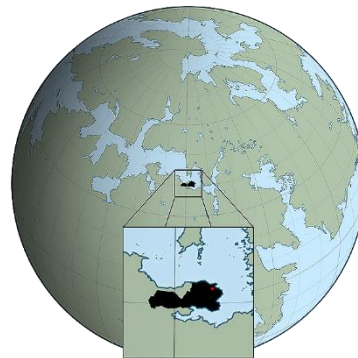
Gyzha declared its independence from the Republic of Elat following the signing of the peace treaty that ended hostilities with Korachan in 3762 RM. This forced Elat to march its armies against Gyzha, though the simultaneous secession of one of the Elatin Tripartite Monarchs was too much for Elat to cope with, and it was forced into ratifying the claim to independence of the two other regions later in the same year.

Situated between the other two newly-formed nations, the ensuing decades in Gyzha were difficult – Elat was still bitter at losing over half its territories, and Ayad became insular, its armies facing south. Gyzha was weary of its neighbours moving against it and it fortified its lands, establishing a well-trained army that remains one of its defining points to this day, alongside its elite mercenary forces that are expert marines and serve as guards on ships based in the Orrida.

Little is known to us of the regions' history prior to the arrival of Ezasuhi immigrants, and it is now thought that the early natives of this land were erased from history following the establishment of Elat.

HARAPPA

the Demesne of Harappa (to Sarastro)



Square area: 63,001-miles
Population: 2,931,800
Capital: Toth
Government: Vassago (to Sarastro)
Ruler: governor Mekarrem And
Languages: Sarastroan, Korachani
Religion: Reformed Church of Sarastro
Currency: Sarastroan Heckel
Imports: iron
Exports: tea, musical instruments

Comprising the north-western of the Harappan peninsula, Harappa is dominated by the Harappan Mountain chain to the south and dry grasslands to the north. It is a relatively new nation that separated from Mharokk in 3754 RM, after years of ongoing strife in the cities of Toth and Nuthachan following the Sundering of the Korachani empire in 3705 RM. It was rapidly reabsorbed by the Reformed Empire of Sarastro, though the city of Nuthachan later defected from Harappa to become a foreign territory of the High-empire of Korachan in 3916 RM, with a large portion of Harappa later lost to Hoamm in 3822 RM, centred around the city of Skein.

The demesne has little in the form of natural resources, though it is valued for its production of coffee, which is consumed in countless cafes across the Sammaean coast of the Inner Sea. The capital of Toth is a major port that is busy with merchant ships that travel across the Inner Sea and beyond.

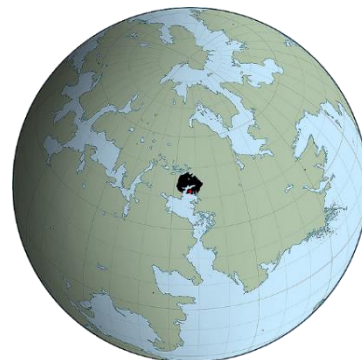
Being so close to Korachan (and with the exclaves of Nuthachan and Skein touching its northern borders), Harappa is a hotbed of political tension between the High and Reformed empires, and the region has been

unstable for some times, with shadow-wars between gangs loyal to various factions a commonly-known secret in its larger cities, such as Harass and Toth.

Its people are famed for their skill at playing the *suntara* (a handheld string instrument common to the north of Sammaea), and they are amongst the most skilled manufacturers of such instruments.

THE HARÉSHK

the City-Kingdoms of the Haréshk



Square area: 438,244-miles
Population: 12,163,500
Capital: Caria
Government: Feudal Monarchy
Ruler: High-king Caeran IV
Languages: Haréshki
Religion: the Church of Ashkeron, Teramaphianism, Naranism
Currency: Haréshki Bit
Imports: coal
Exports: food, exotic foods

An independent nation in the south of Central Llachatul situated between Tamara, Lyridia, Ahrishen and Nakhé, and overlooking the Sea of Uran. It is of idyllic climate and is characterised by a rocky landscape, particularly in the Carian Peninsula, and verdant valleys and plains that have been taken over by well-managed farmlands, with many small woodlands between them.

Founded in 2893 RM after the conquest of the warlord Khad over Sa'wehi invaders, the Haréshki City-kingdoms are a remnant of an ancient feudal system that features heavily in works of chivalrous fiction from across Llachatul, a fact which is likely to blame for the skewed perception of the region. Where most picture knights, damsels, balours and other mythical beasts, the truth is now far less romantic.

What were once feudal fiefs are now regions controlled by workhouses, with their owning magnates owing fealty to the High-king. The romanticism of the past has been forsaken for the wonders of industrialisation offered by the W, though a strong heraldic tradition remains, identifying the various merchant houses, manufactories, workhouses and magnate households of the region.

The region is divided into eight kingdoms, each of which is ruled by a monarch. Collectively, the eight City-kingdoms are ruled

by the High-monarch. This is traditionally the King of Caria, who is currently the High-king Caeran IV. Each of the kingdoms is made up of various duchies, each of which is ruled by a Duke or Duchess; which are in turn divided into counties, each of which is ruled by a Lord. Most counties are further divided into estates, which are overseen by knights, patricians, and magnates. Curiously, there exists a second court, known as the Shadow Monarchy, that operate in parallel to the High-monarchs' court, which is headed by the next in line to be High-monarch. This allows for alternative opinions on the governing of the realm.

The silting of the Strait of Nárthel over the past centuries has all but stopped sea travel from the west, keeping the Haréshk and other lands to its east technologically stunted. Today the Haréshk is on the cusp of industrialisation and has begun importing ores and machined parts for use in its own fledgling manufactories, most of which have been built atop old mills. It eagerly absorbs any knowledge and information it can about the world-at-large through its ambassadors who have begun appearing in capitals across the Inner Sea and beyond. This has resulted in parts of the Haréshk forging close alliances with many powerful foreign states, of which Korachan is one.

This has led to internal strife, with many nobles in the Carian court rejecting the opening of its borders to such foreign influences, claiming that this may lead to the ruination of their idyllic land, which has thus far been fortunate in avoiding any Atramental taint of note. Conversely, the Shadow Monarchy is more open to increased contact with outsiders and is willing to foment relations with Korachan, thinking it may boost their industrial revolution.

Alamut

Square Area: 74,546-miles
Population: 1,630,000

Caria

Square Area: 34,057-miles
Population: 1,310,500

Danilat

Square Area: 55,713-miles
Population: 1,270,000

Edicule

Square Area: 74,546-miles
Population: 1,282,000

Medes

Square Area: 33,141-miles
Population: 990,300

Nicada

Square Area: 51,093-miles
Population: 890,700

Palus

Square Area: 61,770-miles
Population: 1,530,000

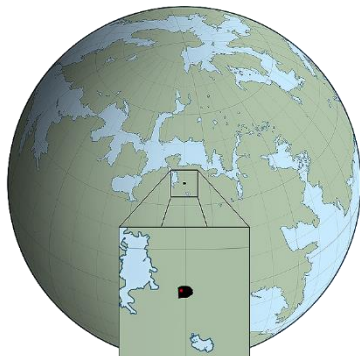
Syrtis

Square Area: 53,378-miles
Population: 1,590,000

HITTA

the Kratocratic State of Hitta

(recognised as a free state by other nations, apart from Sarastro, which claims it as it as a dependency)



Square area: 7,056-miles
Population: 482,100
Capital: Hitta
Government: Kratocratic Tyranny
Ruler: Warlord Shar Suryah II
Languages: Karakashi
Religion: Cult of Khar'illae
Currency: Sarastroan Valk
Imports: ore, manufactured goods
Exports: olive oil, wine, mercenaries

This small state in the north of Sammaea is located between Karakhas, Mharokk, and Paraiya. It is noted for its dry climate and its relatively level terrain.

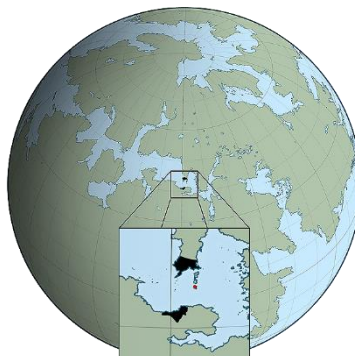
This Kratocratic city-state emerged from Mharokk in 3914 RM, following years of unrest in the region surrounding the actions of the popular serapi warlord Shar Suryah beginning in 2893 RM, when he became Kratocrat of the city of Hitta. He would later go on to claim Mharokk itself through sheer force of personality, though his untimely demise in 3928 RM left the region in disarray. Mharokk was reclaimed by Korachan following a short war with Sarastro, with the Hittan territories claimed by his son and heir, who remains in control today.

Though Sarastro claims Hitta as an official dependency, the state considers itself to be independent, as is reflected in the design of its flag. It has thus far resisted all Sarastroan attempts at wresting political control, and Shar Suryah II has proven to be a shrewd politician and leader. Thanks to his actions, most foreign states recognise the independence of Hitta.

There are little resources of note in the region surrounding the city-state, though the city itself is known for its well-trained army. Though its territories have no natural boundaries of note to aid in its defence, it has been heavily fortified, with the city of Hitta in particular becoming a well-defended city with many fortifications protecting its settlements.

HOAMM

the Dichotarchic Empire of Hoamm



Square area: 21,462-miles
Population: 2,273,500
Capital: Hoamm
Government: Autocratic Empire
Ruler: Emperor Castinnus Ooryphas
Languages: Korachani
Religion: the Hoamana
Currency: Korachani Bit, Sarastroan Bit
Imports: food
Exports: machinery, shipyards, trade

Originally a Korachani prison-colony, Hoamm is now a nation straddling two continents, controlling territories along the southern-most point in the Korachani peninsula and a small part of northern Sammaea, forming an exclave within the Demesne of Harappa.

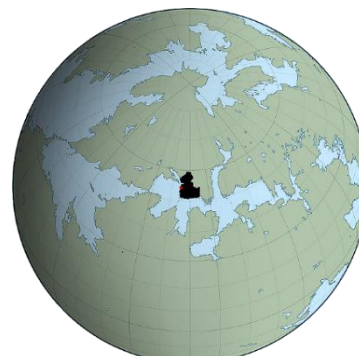
The Dichotarchic empire was founded in 2856 RM, where the twin sons of the dead monarch Eread II reached an agreement after a year of conflict, and their descendants rule Hoamm to this day. Like their ancestors, the people of Hoamm maintain trade centres across many foreign cities, and the emblems of their merchant-houses are a common sight amongst the harbours and ports across the Inner Sea.

The empire is characterised by its island-capital – the capital and original Hoammi territory, south of Artalscellia, which now encompasses the entirety of the island. Originally a large conurbation that covered a densely-populated part of the island. The city slowly expanded towards the far coasts as the waters of the Inner Sea receded, leaving its interior an abandoned wasteland covered with layers of ruined structures and reclaimed farmlands. It is famed today for its many shipyards and drydocks, and its people are master engineers and stonemasons.

Its people are fiercely-independent and have a particular dislike of Korachan and its people, and take great offence at being confused for Korachani natives by outsiders, which is made all the more difficult for their sharing a language. Despite this, and Hoammi will point out the obvious difference in the accents of the two disparate nations.

HOLOLACH

the Sovereignty of Hololach



Square area: 455,625-miles
Population: est. 12,051,500
Capital: Hololach
Government: Elective Monarchy. Prefectures have elected officials
Ruler: the Varpulis Alastor
Languages: Hololachi
Religion: Cult of Varpulis
Currency: Parthisan Shen
Imports: iron
Exports: crystal, fish, perfume

A kingdom in the south east of Western Llachatul along the northern coast of the Inner Sea, Hololach is a land divided from the east by the Toliator mountains that dominate its eastern borders and the Holiator mountains along its southern coast, both of which are extensions of the Black Mountains. Known to the Korachani empire colloquially as the Cloudy Coast, its south is characterised by violent storms as moist warm air from the sea meets warm dry air from the mountains.

Large parts of the kingdom are affected by subtle Atramental taint, which has become a resource to the Hololachi people. This is most notable in the north of the kingdom, where nightmares are tangible, taking the form of twisted blackened formations.

Hololach is largely separated from the eastern reaches of the Inner Sea, which has allowed it to forge its relations with the west – Aquaria, Ezasuh, Erebeth, Gnoth, Sagittaria, and Taball. As a result, Hololach is not as industrialised as the states of the eastern Inner Sea.

The land is ruled by the Varpulis – the hereditary title of an ancient halfblooded dynasty, who is recognised as a divine being and treated as the highest judicial, religious and political authority in Hololach and all its territories. The Varpulis is chosen by the reigning Volata from members of the royal bloodline.

Hololach is divided into eight prefectures, each of which is ruled by a Docent: an elected shaper of great worth and practitioner of the Varpulis' divine teachings. Each prefecture comprises a capital city and many satellite settlements, though the kingdom also has a large nomadic population of itinerants known as the evoradi, which do not owe fealty to any of the prefectures, though who do acknowledge the right of the Varpulis, who has

granted them certain freedom of movement throughout Hololach. They travel the land in a long circuit that can take as much as a decade to complete, in caravans of hundreds of individuals.

IACIO

the Hieromonarchy of Iacio



Square area: 251,001-miles
Population: 5,192,700
Capital: Marechottay
Government: Representative Council of Hieromonarchs
Ruler: Arch-Hieromonarch Daratay
Languages: Rhean
Religion: Saewal
Currency: Haon
Imports: coal, iron
Exports: aluminium, rubber

Iacio is situated in the south of Eastern Llachatul, and overlooks Mirovean Ocean. It is of a tropical climate with little difference in the weather year-round, and has large tides.

An independent nation since 3242 RM, Iacio is located to the south-east of Llachatul, overlooking the Sea of Mirovea. Like many other coastal states, much of its land has been exposed through the waning of Elyden's seas, and almost half of its extant territories were submerged as recently (geologically speaking) as 1500 RM. The coastal jungles of Saradi Inat are a peculiar feature, unique to this part of Elyden – a vast coral reef was revealed by the waning seas, and is today overgrown with tropical creepers and epiphytes.

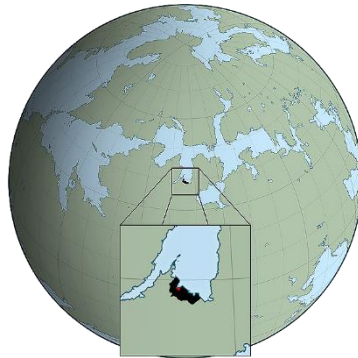
Iacio is ruled by an ancient case of religious rulers known as the Hieromonarchs. Originally the rulers of Rhea, they fled and settled in Iacio early in the 33rd century, where their most ardent of followers had already fled to. Then still a part of Rhea, their new lands in the south thrived as the north consolidated its position.

This led to a period of war that lasted for 15-years before the Hieromonarchs declared Rhea lost, and consolidated their strength within their strongholds in Iacio, where they remain supremely powerful to this day.

Today Iacio is a major producer of Aluminium and rubber, and its industries have embraced industrialisation, giving it an economic edge over its more traditionalist neighbours.

THE INTERURBAN STATES

the Interurban States



Square area: 18,906-miles
Population: 798,600
Capital: Gares
Government: Representative Federation
Ruler: elected plutocratic council
Languages: Parthisan, Tarahan
Religion: free religion
Currency: Parthisan Shen
Imports: food
Exports: services, mercenaries, wine

Situated along the southernmost coast of the Camarinal Sea, the Interurban States are of a dry temperate climate, whose coast is known for its mist, and whose inland hills are famed for the quality of their vineyards and wines, which are sold throughout the Inner Sea Region.

The Interurban States is a collective of around a dozen major cities and their various smaller satellites that was founded by Count Otaran from the city of Gares, located to the west of the Tarahid Annexes in around 2895 RM.

This was a time of unease when the region was still effectively under the yoke of the Korachani empire, though its influence was waning. Count Otaran managed to attract many disenfranchised nobles and merchants who together used their influence to orchestrate the secession from the Tarahid States.

They were successful, and thanks to a continued wane in Korachani power in the area, which eventually led to its abandonment of the area to the Interreges in 2974 RM, they were allowed to expand relatively unchallenged.

Now known as the Marble Court, the city of Gares is a major trade-hub with large storage yards and caravanserais, as well as a long harbour, with its famed lighthouse and mile-long breakwater. The city is a link between land-trade from the west to sea-trade in the east and is famed for its private armies and powerful navy, which both work hard to defend the small territory from Cyhlagharri attacks and slave raids.

It has rapidly become a multicultural region, with offices of foreign powers and Patrician

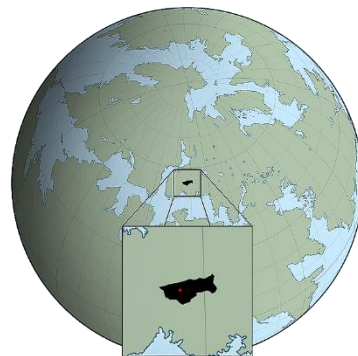
houses established in most of its larger cities. As a result, most cultures and religions are now tolerated here, and its well-funded and disciplined home army has made its cities incredibly safe, attracting further foreign investment.

today, mostly concentrated in Anisos and ghettos in other major cities.

Today the people of Ipanah vehemently oppose slavery and subjugation of free will in all its forms and fight desperately against those who would attack their settlements.

IPANAH

the People's Republic of Ipanah



Square area: 40,401-miles
Population: 822,800
Capital: Anisos
Government: Democratic Republic
Ruler: Archminister Bellatrix Ante
Languages: Korachani, Asibaian
Religion: freedom of religion
Currency: Ipanathi Bit
Imports: gunpowder, weaponry
Exports: iron

A small landlocked nation in the centre of Central Llachatul, Ipanah is nestled between Skaros, Bassorah, the Old Forest, Azazem, and Laaska. It is of a cold temperate-dry climate, and it is characterised by its rocky terrain that divides it in two at the Apnut mountain, on either side of which are large rivers that flow west.

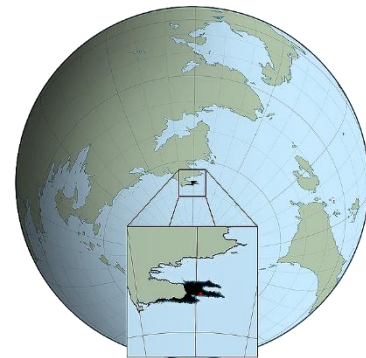
It was populated by Almagesti, Laaskhan, and Skarosi refugees fleeing the effects and aftermath of the War of the Artifexes, between 3014 and 3030 RM. These refugees mingled with survivors of the nation of Asibaia, which had been annihilated by massed bombardments during the war. Many of its cities are built atop the ruins of Asibaian settlements, and in many cases were rebuilt from the very rubble of their predecessors.

Its people have long been the target of imperial slavers, with uncounted thousands of individuals carried into Skaros and Laaska in a bid to feed its ceaseless hunger for fresh bodies. It was invaded by Korachan in 3534 RM, and its people taken wholesale as slaves, leaving it largely deserted by the turn of the century.

It slowly recovered, and in the wake of the Sundering of the Korachani empire in 3705 RM, its lands were also resettled by those fleeing the chaos of the empire, many of which would go on to expand north into what would by 3800 RM become Bassorah. Some diverg from Chthyrid also settled Ipanah between c. 3730 – 3750 RM, and their numbers make up around 5 - 8% of the population of Ipanah

IPSISSIMA

the Colony of Ipsissima (Sarastroan Dependency)



Square area: 37,636-miles
Population: 201,300
Capital: Ipsissima
Government: colonial governing council
Ruler: plutocratic council
Languages: Sarastroan
Religion: Reformed Church of Sarastro
Currency: Sarastroan Heckel
Imports: fuel, food
Exports: whale products, pelts, soulstones

Founded in 3721 RM, just over a decade after the Sundering of the Korachani empire left Sarastro as an independent state, Ipsissima is located far in the southeast of Sammaea, along the southern Polar Circle.

For many centuries prior to the founding of the colony explorers returned home with tales of natives who made use of pearlescent spheres to aid in their shaping. It was confirmed that these were soulstones in around 3400 RM, though given the harsh weather of the region, little effort was made to explore further.

Following its independence, Sarastro began searching for prospective colonies where it might find much-needed resources. Ipsissima was rapidly earmarked for exploitation and after tentative years of conflict with locals, whose cultures were eradicated by 3720 RM, a colony was established there, rapidly growing to take advantage of polar resources as well as the soulstones for which the area has become famed.

It is well fortified and its people are hard workers, rewarded for their labours with rich income from trade with Sarastro as well as surrounding lands.

IZABAL

the Sovereign State of Izabal



Square area: 133,956-miles

Population: 4,306,300

Capital: Izabal

Government: Absolutist Monarchy

Ruler: Queen Erashalla of the Bophogh

Languages: Sagittarian

Religion: Ekiziacism, Church of Etamosis

Currency: Surrachi Valk

Imports: exotic goods

Exports: iron, olive oil

Born of revolts and bloodshed in Korachani-controlled Sagittaria, Izabal is a small nation in the north west of Sammaea, overlooking the Sea of Aaren.

Izabal was granted its independence in 3159 RM after decades of bloody civil war against the Knights-exile of Sagittaria, following the death throes of an unstable Sagittarian Atramentist led to the obliteration of a large portion of the Sagittarian army. She has since become a divine figure in Izabal, and is a patron to martyrs and all those without hope, with a religion surrounding her known as Ekiziacism.

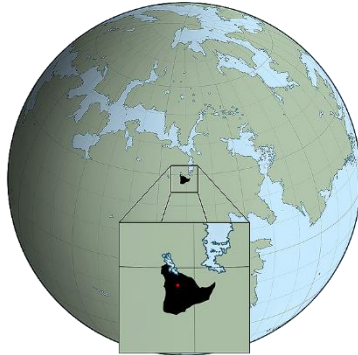
In 3398 RM Izabal became a monarchy with the victories of Lord (later King) Sampad against chorsairs and pirates. Since then, Izabal has prospered in the shadow of political chaos in Sagittaria, and has grown into a hub of trade, serving as a link between the west, in the form of the Surrach, and the east, both overland via Sagittaria and by sea across the Gate of Erebeth.

Those with the means are spoilt by the vicinity of the Surrach and most nobles are epicureans, effectively sustaining a healthy trade relationship with the Surrach, and are patrons of the arts and sports, with gladiatorial fighting a lucrative business in Izabal, with prized fighters becoming wealthy and influential in the kingdom, often retiring to become knights.

In recent decades the monarchy has lost favour amongst the common people, with many using the games as a means of protesting against the monarchy, under the leadership of a union of disgraced knights and disenfranchised merchants.

J'THANA

the Sovereign State of J'thana



Square area: 69,169-miles

Population: 2,105,400

Capital: J'thana

Government: Elective Triarchy

Rulers: King Khobekh'tsi III; King M'sattra'kh II; Queen I'khitta

Languages: Attanish, N'rakhi

Religion: the Seven Syncretisms

Currency: Siriphagan Siras

Imports: ore, machined items

Exports: aloe products

An independent nation founded by escaped slaves, J'thana is a land of dry temperate climate known for its rocky terrain and its exotic scrub forests of giant flowering agaves.

J'thana is a realm whose roots lie in vast slave revolts that took place in the aanth nation of N'rakh in 2193 RM.

It became a vassal of Siriphagos in 2814 RM, though as Siriphagos waned in power J'thana was able to break away, alongside a large part of western Siriphagos, in 3306 RM. It has remained independent ever since then, becoming a monarchy 3421 RM, remaining so to this day.

J'thana is now a gateway to N'rakh, a land of alien, inscrutable arachniform beings, whose nation is an oddity, even in Elyden. Though J'thana is an anthropocentric nation, it maintains uneasy relations with N'rakh, and has merchant-houses that trade with the aantha, across the much-travelled lake C'data, supplying them with goods they are unable to manufacture in return for exotic silks and resins.

The state of J'thana is ruled by a Triarchy that is elected from amongst the population in intricate lengthy elections that are rife with corruption and tampering. The triarchic political system was originally designed to temper any radical ideals by having multiple rulers that are required to offer unanimous concurrence on the enactment of any new laws or edicts.

Its people do not take their freedoms for granted, and slavery is forbidden within its borders, and visiting foreigners are forbidden from bringing slaves with them, much to the consternation of visiting merchants and diplomats. This has led to the formation of

various dayhouses along its borders where visiting slaves are asked to sojourn while their owners travel through the nation. z

follow the Jahinnid Faith that is common in the region and surrounding areas.

JAHADAT STATES

the Confederacy of Jahadat States



Square area: 331,775-miles

Population: est. 1,500,000

Capital: Mehemesh, Various regional centres

Government: Confederacy of States

Ruler: Council of Confederate

Languages: Ummidain

Religion: Jahinnid Faith

Currency: Umman

Imports: machined goods, ore

Exports: corn, soy, wheat

Located to the east of Sammaea, south of the Sea of Lethea, the Jahadat States are known for a climate that ranges from hot-humid, to semi-arid farther inland. It has long dry summers and mild winters with few, often severe, storms, which swell the waters of the Syashan river, which forms the heartland of the states.

Originating in the aftermath of a virulent outbreak Fahr's Plague in 2138 RM, the Jahadat States emerged in from the city of Hemanat, which had successfully protected the centre of the fractured nation of Abacardat from the plague, which had been concentrated in the west. As the west faltered following the collapse of its capital, Hemanat founded new cities along the length of the river Syashan, which would grow into the Jahadat States by 2294 RM. By then the power centre had shifted from Hemanat to the Syashani cities, as they grew in number and influence, and Hemanat itself would become an independent city, eventually becoming part of a re-emerging Abacardat once again.

Today there are twelve states in all, further divided into a handful of constituencies, each of which is controlled by a Jahinn – a halfblooded descendant of the eponymous otherworlder who first appeared in Abacardat in 2136 RM. The Jahinn of the Jahadat States exist as a caste apart from their mortal subjects. There is a loose, uneasy alliance amongst most of the states, and marriages between their ruling families are common.

Worship of the primogenitor Jahinn is the norm amongst the halfbloods, and the mortals

JURRAS

the Vassal-state of Jurras (to Parthis)



Square area: 664,225-miles

Population: 7,053,000

Capital: Kethra

Government: Elective Tetrarchy

Rulers: Bathon II of Sudha, Toarcia of Ephutas, Sinermuria of Cacharia, Hetta of Abjura

Languages: Parthisan, Korachani

Religion: Ao, the Simulaeka, Cult of Khar'llae

Currency: Parthisan Shen

Imports: umbra

Exports: flowers, stone

Situated in the north of Sammaea, Jurras is a temperate-dry region with a long history of subjugation under both Korachan, and Parthis, the latter of which is its current suzerain.

It is built atop territories that once belonged to two disparate Fourth Age cultures - Sammon to the north and Karthan to the south. The Fading of the Fourth Age eventually gave birth to a new culture, known as Samaria, which dominated lands east of the Synhodos Massif, though it too faltered by around 200 RM. Many ruins of all these past cultures dot the countryside, many of which have been reappropriated for mundane tasks by a populace that knows not their previous purpose.

A vassal of Parthis since 3703 RM, Jurras was for millennia a territory of the Korachani empire, which abandoned it to its caretakers, the Interreges, in 3143 RM, after many of its natural resources had been exhausted and the cost of governing the region became too costly. The Interreges were overthrown in 3167 RM, after which Jurras became independent for the first since its founding.

Today, Jurras is known for its dual powers - the Jurrasi Synhod, which serves as religious leaders in its worship of ancient iron statues known as the Synhodos; and its government, the Tetrarchy. So ubiquitous and powerful is the Jurrasi Synhod, that many outsiders mistake it for the governing body - an easy error to make, given that its structure is nearly identical to that of a monarchy. Despite this, the Synod remains extremely influential, with enough power to force the Tetrarchy into a

vote on the fate of one of its members, should the Synodic Dynasty so desire.

Jurras is also known for its well-disciplined Arbitrators – a policing force with roots in the early Jurrasi state that predated the appearance of Korachan in the area.

KARAKHAS

the Vassal-state of Karakhas (to Sarastro)



Square area: 467,489-miles
Population: 8,907,500
Capital: Dekana
Government: vassalage (to Sarastro)
Ruler: governor Ekhadj Khattar III
Languages: Karakashi, Sarastroan
Religion: Cult of Khar'illae, Reformed Church of Sarastro
Currency: Sarastroan Heckel
Imports: coal, food
Exports: ochre, umbra

This northern Sammaean nation is built atop ruins from various Fourth Age cultures, the remnants of which remain to this day, scattered around its temperate-dry territories.

Under Sarastroan control since 3707 RM, Karakhas is as characterised by its pinkish red rocks as it is its independent people. Both its previous Korachani subjugators, as well as its current Sarastroan rulers, had tremendous difficulty in keeping its populace under control, with riots and dissent common, often leading to full-blown civil conflicts. Devout worshippers of the scion Khar'illae, their worship was targeted as blasphemous by its Korachani occupiers, and battles with censors and exocrines were common, with the cults of Khar'illae pushed underground, where they remained as mystery cults until the arrival of Sarastro, when the Karakhasid people were allowed to freely practice their religion.

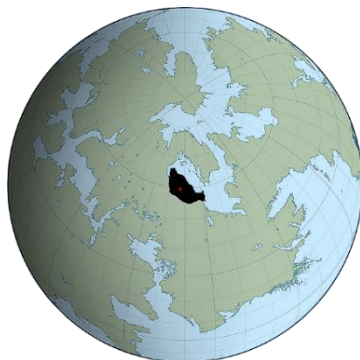
The nation was sundered in two in 3478 RM, with the signing of the Covenant of Khuraur, which saw a defecting Steel Legion regiment take control of a large part of western Karakhas, which would become known as Khuraur. Despite this, the two nations, which shared much history and culture, would go on to become close allies, remaining so to this day, despite Khuraur being under Parthisan control.

Karakhas is renowned for its vast wilderness, and beautiful arid landscapes, which are inhabited by marauding tribes that have haunted the nation since the days of Korachani occupation, and which prey on

passing trade and traffic. It is also known for its relatively large population of keratins - the largest-known concentration of them in Elyden today, with most of them found in the capital of Dekana.

KASPIA

the Hegemony of Kaspia



Square area: 790,325-miles
Population: unknown
Capital: Thae
Government: Elliadhan League, dominated by Kaspia
Ruler: Elliadhan League Council, headed by Hegemon Szador
Languages: Eldrian, tradetongue
Religion: Cult of Tahira
Currency: Szar
Imports: iron, umbra
Exports: Ambergris, Amethyst (alcohol), whale oil

This boreal land is located in the far north of Llachatul, just south of the Sea of Daggers, and separated from Sabia by the Sea of Bielost, better-known as the White Sea. It is known for its boreal forests and cold, windswept plains, that are home to vast herds of wild beasts and large fortified settlements that provide shelter against the elements.

Kaspia originated with the discovery of the White Angel Tahira by the peasant girl Huldah in the north of Eldria in around 1500 RM. This brought about a religious and cultural renaissance there, many aspects of which remain common to this day. The rise to power of the controversial Orrex caste in 2185 RM saw Eldria gripped by a civil war that left it sundered in two, with its eastern territories becoming known as Elliadha in 2205 RM.

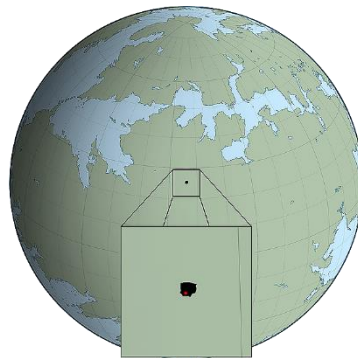
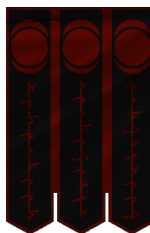
What followed were centuries of conflict as Elliadha remained a land divided, with no true power able to unite its people, all while Eldria succumbed to the decadence and tyranny of the Orrex, who eventually let the empire collapse in 2682 RM, allowing the disparate Elliadhan states to expand into its lost territories. By around 3100 RM the state of Kaspia had grown powerful enough to challenge the neighbouring states, leading to decades of conflict in which the other states allied against it, leading to the formation in 3305 RM of the Elliadhan League, ruled over by the Kaspian Hegemony, which survives to this day.

Kaspian economy is reliant on the many natural resources common to the region, including ambergris and whale oil, as well as amethyst alcohol that is popular across Llachatul, which has become its largest industry.

The people of Kaspia are devout and hard-working, though are seen as superstitious by outsiders, with their many archaic customs and the ubiquitous use of the so-called Wings of Tahira in their architecture, fashion, and art. They are also known for their higher-than-average occurrence of heterochromia.

KEKHEMM

the Free-city of Kekhemm



Square area: 9,800-miles
Population: unknown
Capital: Kekhemm
Government: unknown
Ruler: unknown
Languages: Saviudi
Religion: unknown
Currency: Saviudi Valk
Imports: unknown
Exports: unknown

This independent city-state is an enclave within the far east of the Deep Surrach to the west of the Aboshathot mountains, and its people are known to make little contact with the outside world.

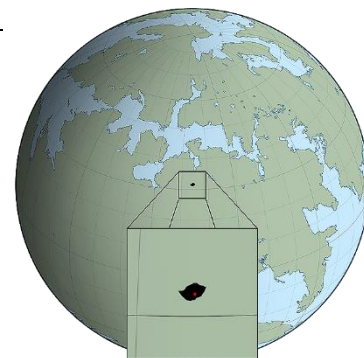
It is one of few known regions in Elyden to be populated almost exclusively by keratin - one of the original Two-and-Twenty mortal races, and children of the Demiurge Kharani. Unlike their kin who dwell in human cities around the Inner Sea, the Keratin of Kekhemm are insular and allow few people within their city. They are known to trade infrequently with the Surrach, though are otherwise almost entirely cut-off from Elyden.

As a result, very little is known of them, other than the willing ritual scarification that they undertake, which is thought to be part of their veneration of a mysterious deity that they do not reveal to outsiders.

The people of Kekhemm are fiercely territorial and defend their small part of the Surrach savagely, with monitor-mounted patrols common along their borders.

KERRAS PELLN

the Proud City-state of Kerras Pelln



Square area: 14,160-miles
Population: 419,400
Capital: Kerras Pelln
Government: Dynastic Hegemonic Absolutism
Ruler: Xerakh IV of the Bloody Moon
Languages: Karakashi
Religion: Cult of Kharani
Currency: Kerrashi Bit
Imports: food, industrial resources
Exports: granite, stonework

This small independent state is located in the north of Sammaea, nestled between Karakhas and the Umbra Sokhar. It became an independent nation in 3901 RM, after the Sundering of the Korachani empire, in 3705 RM, led to civil chaos in Karakhas. The south broke off, becoming a lawless state, prior to the arrival of Sarastro in the north.

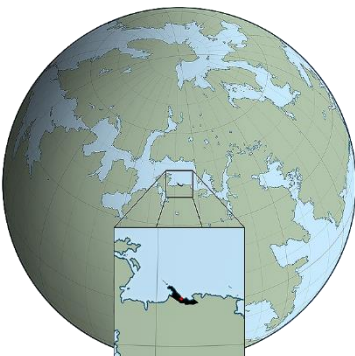
After Sarastro brought stability to the rest of Karakhas, it moved south, constructing a large fortress, known as Kerras Pelln, from which it brought law to the region. The fortress eventually fell to a keratin uprising that stormed it in 3896 RM, ousting the government, and taking up residence. A short conflict with Sarastro followed over the next years, after which the region was declared lost by Sarastro.

Today, the region is a link to the Umbra Sokhar and is largely ignored by Sarastro, which has its hands full with maintaining peace in the north. It is ruled by a hegemony descended from the original keratin uprisings that has ruled the region with an iron fist since 3901 RM. The region was fortified under their aegis and has gone on to become a militaristic culture, born out of necessity due to the threat of Sarastroan attention - though should the larger power turn its attentions towards Kerras Pelln, it would undoubtedly break it beneath its armies.

Kerras Pelln has a large keratin population, which is largely concentrated in the capital, which remains a major fortress to this day. Most keratin are part of the hegemony or otherwise part of the upper classes, serving as a ruling caste beneath which other classes serve.

KETESH

the Auspicious City-kingdom of Ketesh



Square area: 9,800-miles
Population: 1,660,400
Capital: Ketesh
Government: Dynastic Monarchy
Ruler: King Gerat II
Languages: Keteshi, various
Religion: free religion
Currency: various
Imports: alcohol, drugs, food, fuel
Exports: entertainment-industry, tourism

To many, Ketesh is a blight upon Elyden, a place of sin and vice that most would wish did not exist. To the rest it is a place of wonders, where any pursuit imaginable can be found, for the right price. In truth, it lies somewhere between those extremes.

Located to the north east of Vaalk, on a rocky peninsula overlooking the Inner Sea, it has been independent since around 1140 RM, and is today a bustling metropolis of well over a million bodies, many of which are only there temporarily whilst pursuing some form of entertainment or vice. It is renowned for its restaurants, menageries, museums, brothels, smoking halls, and other businesses offering what may be illegal or frowned upon elsewhere.

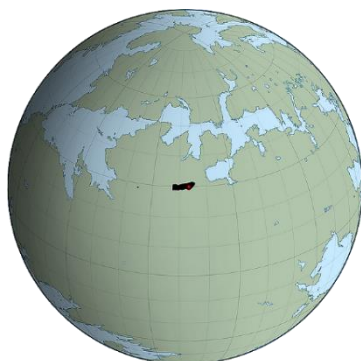
It was allowed to slip away from Vaalk millennia past, and has been ignored by most other nations since then due to the perceived sins of its populace and those who would seek it out, which include the richest and most influential of Elyden's denizens whose patronage helps to keep it safe from outside interference.

Life in Ketesh revolves around tourism and it is the only notable city, with all other settlements in the peninsula serving the metropolis - either providing food for its near ceaseless demand, or serving as ports where exotic goods are imported from the antipodes.

The City-kingdom of Ketesh is ruled by a byzantine monarchy that resides in the highest palace in the centre of the city, and is infamous for its decadence and adherence to ancient social norms. Tales of rotting finery and decaying riches escape the tongues of gossipmongers, but the truth is unknown to most, for members of the royal family have not left the palace in centuries.

KHALHAT

the Republic of Khalhat



Square area: est. 146,690-miles (northern border contested)
Population: est. 620,000
Capital: Kharat
Government: Representative Republic
Ruler: speaker Illahha Kabbral
Languages: Haushha
Religion: unknown
Currency: Surrachi Valk
Imports: food
Exports: medical and cloning services

The largest known Ihaus territory in Elyden, this independent nation is located in the north of Sammaea, to the west of the Sea of Byssos. A remnant of a far larger Fourth Age nation that spanned much of the lands to the southwest of the Byssos, Khalhat is an autonomous relic of the ancient Ihaus tradition of klados, where artificial bodies known as iterants are created from blood and marrow donated from an individual, and which are designed to serve as vessel to the donor's spirit should they die. The most powerful and influential Ihaus in Khalhat have inhabited generations of iterant bodies, making the ruling classes immeasurably ancient to the eyes of their human neighbours, possibly dating back to the days of the original Ihaus empires of the Fourth Age.

Unsurprisingly, its people are insular, and those humans with the dubious honour of interacting with them regard them as alien and aloof, with little effort to learn other mortal tongues or abide by human customs. Indeed, there is little, if any, attempt at forging relations with other mortal nations, though tenuous trade agreements exist with Andiluth to the east, and the Surrach to the west, where the fruits of their expertise in cloning are traded for much needed food and the resources needed to continue in their obsessive search for immortality.

From their end, the Khalhati see other mortals as frenetic and chaotic, and too unpredictable to forge lasting alliances with, so they remain at odds with their neighbours. Indeed, the northern border, which Khalhat shares with Trakia, has been contested for some time, with the latter claiming many ancestral Ihaus territories as its own, leading to a degree of unease and danger there.

KHAMID

the Independency of Khamid



Square area: est. 227,525-miles
Population: est. 6,809,000
Capital: Iahnef
Government: Absolutist Monarchy
Ruler: Pharaoh Messit Sabah III
Languages: Khamidian, Korachani
Religion: Akhadarrism
Currency: Khamidian Hemmel
Imports: coal
Exports: iron, jewellery, lapis lazuli, rubies

One of the most romanticised nations in Llachatul, Khamid is a land that features in popular culture ranging from pulp fiction to high art, most famous of which are the works of the Artalscellian artist Florian Bardas, whose landscapes of stark cliffs and evocative ruins captured the imaginations of many across the Inner Sea in the early 4th millennium RM, and to this day most people aware of Khamid mistakenly believe it is a land of sand and ruins.

An independent nation since 3781 RM, Khamid had been a Korachani colony since 3021 RM - an almost reflexive land-grab following its loss of Almagest scant years earlier, which saw the nations' rulers, the Pharaohs, surrendering to Korachan on condition that their dynasties maintain control. Despite its suzerainty to Korachan, the nation was ill-exploited and was used primarily as a military base, with its many harbours allowing the construction of naval bases and ports that served the commerce of the Inner Sea as much as it supplemented its armies.

In 3721 RM, the region was placed under the control of the Dominitors who exploited what resources they could over the next six decades, before abandoning the region to the Pharaohs, who by then had married into Korachani nobility and maintained political and economic ties with the empire.

Korachani rule saw the outlawing of Firmamentism in Khamid, with an emphasis made instead on the introduction of technarcana, which the Khamidians were distrustful of from the start.

Most Khamidians remain wary of technarcana, as well as shaping in general, which is a burden in today's post-industrial culture, though there is a small but growing interest in the region's ancient formative links with Firmamentism, with individual shapers travelling to Meniscea to learn more of the

Art, bringing their knowledge back with them, cementing Khamid as a new centre of Firmamental research in Llachatul.

KHITAI

the Vassal-state of Khitai (to Naareth)



Square area: 107,016-miles
Population: 2,870,510
Capital: Grath (under Naarethi control)
Government: Naarethi Governance
Ruler: Governess Stesha Emassa
Languages: Narthi
Religion: Kada Shan, Yashalpa, Church of the Volute,
Currency: Naarethi Bit
Imports: coal, object d'art
Exports: salt, shale

Geographically, Khitai is a land of extremes - shale mountains in the north, savannahs and tropical forests in the centre, and corrupted rust-tainted tidal floodplains in the south - all of which offer a number ways to kill mortals. It is of a subtropical climate, and is of extreme tides, and is prone to typhoons.

Settlements in the south are constructed on stilts due to high tides and traditionally consist of 10 - 40 family groups, subsisting on salt panning (a major industry in Khitai); though settlements farther inland follow designs borrowed from Korachani invaders, who colonised the region in 2430 RM after explorers discovered rich iron exposed to the elements in the south.

The eventual subjugation of Khitai by the Korachani empire came with difficulty, and the populace remained unruly even as mining efforts were found to bear little profit. Korachan abandoned the region to self-govern in 2793 RM, after decades of strife and the ruin of the patrician houses stationed there.

What followed were centuries of hardship, with its people unable to establish a long-standing government. Eventually its divided people were subjugated by its neighbour Naareth in 3132 RM, and it remains its vassal to this day.

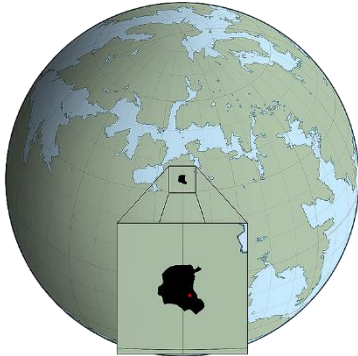
Though much of their culture has become dominated by the extreme Matriarchal culture of its parent state, most Khitaians continue to follow the ancient religion known as Kada Shan, which values the material, including their bodies and personal wealth. Its followers take good care of their bodies, with many

spending a lot of time and money on cosmetics, medicines and healthy food.

Material wealth is pursued by those who can. Extremists undergo ritual bodily mutilation, which is seen as a major sacrifice amongst a populace that values beauty and physical value above all else.

KHURAUUR

the Vassal State of Khuraur (to Parthis)



Square area: 71,556-miles
Population: 3,930,000
Capital: Khuraura
Government: Autocratic feudality
Ruler: Fremen Khadija Sukharra
Languages: Karakashi
Religions: Ao, Cult of Khar'illac, Church of the Undying Machine, Cult of Hurd
Currency: Korachani Bit
Imports: food, clothing
Exports: freestone, machinery

A relatively small landlocked nation in the north of Sammaea, Khuraur, is of a dry warm climate and its territories are known for their large savannahs and their breath-taking rock formations, which range in colour from pink to russet to deep brown.

It was but the western territory of Karakhas when the latter became subjugated by Korachan in 121 RM, though much like KARAKHAS itself, the region now known as Khuraur was populated by a fiercely-independent people who did not take kindly to subjugation.

It declared its secession from KARAKHAS in 3103 RM, when a regiment of the Steel Legion defected, taking over a major manufactory in the city of Lhoraex, which was later used to create a new breed of clones that were able to breed true. This led to five centuries of drawn-out conflict with Korachan that became known as the Blood Heterodoxies, during which it accepted the aid of Parthis.

This was instrumental in eventual its victory against Korachan that culminated in the signing of the Covenant of Khuraur in 3478 RM, finally securing its independence.

Its relationship with Parthis continued to grow until 3752 RM, when Khuraur became the willing vassal of Parthis. It was allowed to self-govern in exchange for a yearly tithe of its natural resources and vat-grown

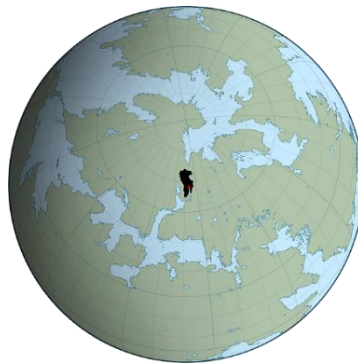
reinforcements for its armies – an agreement that remains in force to this day.

Khuraur has been ruled by the adonic posthuman descendants of vat-born clones, known as fremen, since 3285 RM, who continue to rule with relative freedom to this day. Both male and female fremen are educated to the highest of standards and are taught the art of war and rhetoric, forming the upper-classes of the nation, and are regarded with awe by their subjects. Though they were originally vat-born, originating as soldiers, they breed true to this day, and the old ateliers in which their ancestors were incepted are now dormant, monuments to their rise to power.

The common people are treated relatively well, though are forever considered lesser beings to their Atramentally-altered rulers. Despite this, they are engineers and metallurgists, and it has a history of proud stonemasons. Indeed, its freestone statues and architecture are valued across the Inner Sea Region.

KOLCHIS

the Commonwealth of Aesilan



Square area: 313,969-miles
Population: unknown
Capital: Illpack
Government: Constitutional Republic with an Elected monarch head of state
Ruler: Lord-Constellar Segusiana Amanta
Language: Azahari
Religion: Kiriastrianism, Sabianism
Currency: Kolchisi Bit
Imports: coal, food
Exports: furs, hides, meteore

Located to the north of the Sea of Sekhem at the link between Western and Central Llachatul, Kolchis is lies to the east of the Band mountains and northwest of the Republic of Almagest. Mostly positioned to the north of the Polar Circle, it is a land of harsh beauty and biting northerly winds blowing from the distant Sea of Polaris. Its geography is characterised by two major rivers – the wide slow-moving Vandahar in the west and the fast Doeria in the east, around which its major settlements have appeared – and the Aesilian hills between them, from which the native name of Kolchis is derived.

Kolchis is the north-western-most remnant of the ancient extent of the Old Forest, and remnants of this woodland can be found in the boreal forest of Marinyvaal, which is made up largely of pines, firs and spruce trees.

Early Fifth Age Kolchisi people made contact with the ancestors of the Almagesti people, from whom they learnt astronomy and mathematics, both of which would go on to become an integral part of their culture, serving as the roots to the Sabian religion, which first appeared here, though found its roots in Alam Bethyl, in the west. Kolchisi astrologers became so famous that by the height of the age of exploration in between 1500 – 2000 RM, royal courts across the Inner Sea were clamouring to have a Kolchisi astrologer amongst them, and though the tradition has since waned, Kolchisi astrologers can still be found in foreign lands, notably the Haréshk, Nakhé, Malan, Hoamm, and Zion, amongst others.

Throughout its history, Kolchis has been the target of pirates and slavers from the south, and for centuries its fractured states did little to aid in the lands' defence against such predation from Almagest and its parent empire, Korachan. In around 1500 RM a Constellar of the region of Sych began uniting people under his banner. He died before his work was complete but by 1580 RM his followers had completed the task, forging a united Kolchis. Its border with Almagest was fortified against the incessant slave raids and its coastline was guarded by a large navy. Small pirate raids still managed to siphon people and resources from Kolchis, but the new defensive efforts showed how vulnerable a divided Kolchis was to attack, and the commonwealth of people came to be readily accepted and has become ingrained in Kolchisi culture.

These defences were a great boon in the later war with Almagest, which attacked it en-masse, across land and Sea in 2953 RM. Dragged on for decades, the war saw Kolchis lose much of its south-eastern territories to the attacking forces, though the offensive slowed in the early years of the Fourth Millennium as events leading to the War of the Artifexes began to unfold.

The war prompted Kolchis to fortify what remained of its southeast, and the legion remains heavily fortified to this day, and the Kolchisi practice a citizen levy that sees all people who come of age drafted into a well-trained and funded militia, where they spend 3-years patrolling the border.

In 3164 RM the Republic of the Kolchisi Commonwealth was dissolved as the ruling body, with its last ruler, Lanayash I, taking on the mantle of Lord-Constellar, beginning the house of Horúk, which remains the ruling house to this day. The republic remains an important part of government, and since reformations in 3654 RM, it wields as much power, if not more-so, than the Lord-constellar, and its regional lords, known as tudlords, are influential.

In 3164 RM Lanayash I proposed reforms to the Kiriastrian religion, whose leaders, the Asarlai, he feared were growing too powerful. The Asarlai refused his changes, beginning a religious schism that saw the Kiriastrian church sundered, its members embroiled in a bloody war that ended in 3167 RM with the new orthodox sect triumphant. The Asarlai who remained swore fealty to Lanayash I and all future Lord-Constellars, who from then on became the heads of the religion (making them both the head of church and state), keeping ultimate power from the Asarlai.

KORACHAN

the High-empire of Korachan



Square area: 364,544-miles
Population: 15,456,000
Capital: Khadon
Government: Tyranny; elective Plutocratic council
Ruler: The Archpotentate Malichar (in absentia - the Council of Seven)
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food, exotic goods, object d'art
Exports: machinery, manufactured goods

Situated in the south of Central Llachatul, Korachan has dominated life in the Inner Sea for millennia, since its founding by the Archpotentate Malichar over 4,000-years ago. Born the son of a wealthy merchant, he was shipwrecked on the island of Maleth in -23RM and escaped as a prophet after reading from the Scripture of Shadows that was kept there. He disbanded the Cult of Life and Death and toppled its main temple in -2 RM, after which he united the 7 major city-states of Korachan behind his banner.

Eight decades of conquest followed this time, during which the nations of Azazem, Laaskha, Vaalk, and Pelasgos were subjugated. He disappeared for over 200-years following his victory in Nárthel in 84 RM, during which he defeated an otherworlder in combat, was slain and reborn as an otherworlder, and eventually resurrected the Demiurge Rachanael in the deserts of Kharkharadontis, all before returning to Korachan in 331 RM, where he continued to subjugate the nations from around the Inner Sea Region.

In his absence, the empire had allowed itself to degenerate into a land of corruption dominated by the machinations of rival Patrician Houses, all vying for control. This time became known as the Reign of the Empty Throne, and it ended only upon his return to the capital, which had been moved to Khadon by then.

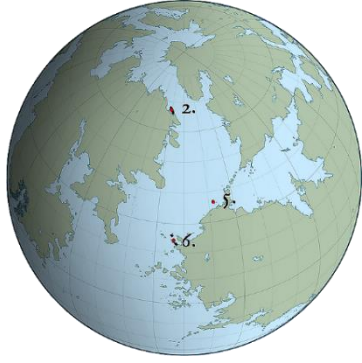
Aside from bringing the various rival groups in check, he brought with him brought word of the newly-resurrected Rachanael and a new church he had founded during his travels back home. Now known as the Church of the Undying Machine, it is perhaps one of the more wide-spread religions in Elyden, having travelled across the world with the empire's foreign conquests, colonies and beyond, and it

remains one of the most powerful religions in Elyden to this day, serving as perhaps the major unifying factor of the empire's peoples.

At the height of its power between 2800 – 3050 RM Korachan had dozens of colonies across Elyden and controlled all of the Inner Sea, save for Parthian resistance in the south west. It had perfected the refining of umbra, and technarcane engines became ubiquitous across the Inner Sea. It was trading across the Gate of Erebeth with eastern Meniscea and the west of Sammaea, and across the Iapetan Sea with the far east of Llachatul and the south east of Sammaea, as well as distant Bror.

But it was not to last, and through renewed corruption, mismanagement of resources and slowly decreasing sea levels (resulting in the silting up of the Strait of Nárthel, which was devastating to its eastern sea trade) the Korachani empire found its borders dwindling, losing first Almagest after the War of the Artifexes in 3014 RM and subsequently Venthir and Sarastro and the majority of its southern territories in the Sundering of the Empire in 3705 RM.

Today, it survives like a wounded beast, belligerent, dangerous and unpredictable, but those who look upon it know that it is an empire in decline.



Combined square area: 88,804-miles
Combined population: 1,052,800
Capital: Khadon
Government: Tyranny, elective Plutocratic Council
Ruler: Archpotentate Malichar (in absentia - the Council of Seven)
Languages: Korachani, native tongues
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food, prisoners
Exports: cork, gold, slaves, umbra

Korachan is a colonial power, with territories on all major continents save Bror. Though its influence has waned in the past centuries, its hold of these lands remains strong and, in many cases, they remain fruitful, producing resources such as gold, umbra or cork, or are useful in the acquisition of slaves for the empire.

Korachani colonial history dates back to around 1,000 RM and was rife until around 3000 RM, after which waning resources and loss of territories closer to home made it lose interest in far-flung territories. Of its major remaining colonies, Ukobachan was founded in 1840 RM, Tavvadra was founded in 2420 RM, Crassula was founded in 2610 RM, and Melhumbra was founded 2973 RM, and each remains economically viable to this day, producing umbra, gold, and cork, as well as housing prisoners and supplying the empire with fresh salves, all of which are needed for its continued existence as an imperial power within the Inner Sea Region.

The Sea routes connecting these colonies to the motherland around the Inner Sea are well-guarded by a fleet of privateers and naval vessels dedicated to the protection of tankers and transport ships.

Together, these colonies allow Korachan to keep up with world events and news as it happens, allowing it to be a player in world politics.

KORACHANI COLONIES

the Colonies of the High-Empire of Korachan

1. Amondor & Akina



2. Crassula



3. Madour



4. Maleth



5. Melhumbra



6. Tavvadra

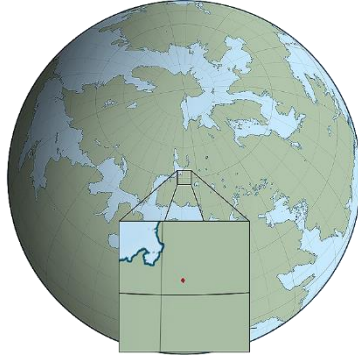


7. Ukobachan



KOWUCHAN

the City-state of Kowuchan (Protectorate of Skaros)



Square area: 140-miles
Population: 83,000
Capital: Kowuchan
Government: gang hegemony
Ruler: various
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: coal, ore, umbra
Exports: bloodhounds

A small autonomous city-state in the west of Central Llachatul, Kowuchan is situated along the border between the Republic of Almagest and the vassal-state of Skaros, at the southern edge of lake Andhor. It is of a dry temperate cold climate, though has little territories to speak of.

It was given to Almagest for 500-years as part of the peace agreement that decided the outcome of the War of the Artifexes in 3014 RM, at the end of which it was to be returned to Korachan. During this time, it became a stable city, serving as an important stop along the Red Route trade network, growing wealthy as a result.

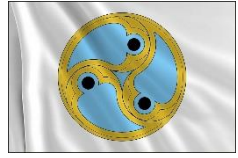
In the decades leading up to the handover the city was purposefully neglected, with exiles and reprobates being sent there, with the intent of being rid of them when Korachan was to take control of the city and its surroundings in 3514 RM. Seeing the state of the city, Korachan simply ignored it, allowing it to self-rule in return for a yearly token tithe in the form of a bloodhound, for which the region was a known breeder.

Though it is regarded as a protectorate of Skaros within the Imperial administration, this status quo continues to this day, with the Skarosian leadership ignoring the city and its territories so long as the tithe to Khadon is paid on time and the region can provide enough troops to defend itself in times of need.

Today the city is a dense vertical concrete-and-steel conurbation that is ruled by warring gangs and criminal cartels that largely deal in contraband acquired by raiding cross-border trade and raids into Almagesti soil.

KREM

the Kingdom of Krem



Square area: 405,769-miles
Population: 5,106,000
Capital: Am Onkret
Government: Dynastic Monarchy
Ruler: Empress Izaniija Santoon VI
Languages: Karkuthi
Religion: Way of Megillar
Currency: Halon
Imports: coal, umbra
Exports: aimant, glasteel

Located in the southwest of the subcontinent of Eastern Llachatul, Krem lives in the shadow of the great Argent mountains, with the inland desert of Turcar to its northeast, and the expansive fold mountains of Mo-orassim to its south. It is dry though its relative elevation makes it of a cold temperate climate.

Nestled between its natural boundaries are a hardy people descended from farmers and herders that spent centuries fending off attacks from Venthiri privateers and bandits prowling the lawless lands between fortified farmsteads.

The latest iteration of Krem rose in 2703 RM, with the arrival of a man and woman with elongated faces and red skin, claiming to be the descendants of an ancient dynasty of rulers who became powerful shapers through the use of an Atramental drug. Displaying those same powers, they rapidly gained a following and usurped the ruling republic, restoring the Acacinnathi dynasty to power.

Today, their descendants thorough incestuous marriages control the cinnabar mines, doling out the dust to their closest allies who rule the land, with all thoughts of the ancient republic forgotten.

Their subjects practice a form of spiritualism known as the Way of Megilar, that dictates how their lives are lived so that they may be reborn as otherworlders in the fastest manner possible.

They are also experts at crafting a steel-like glass that originated in a small region in the north west of Krem, where sand with silica with strange properties is mined. This 'glasteel' is used to make beautiful bladed weapons that are sold as valuable ornamental weapons, that nevertheless holds a razor-sharp blade.

KULIGALA

the Republic of Kuligala



Square area: 168,100-miles
Population: unknown
Capital: Ephuori
Government: the Onyx Conclave
Ruler: representative council
Languages: Kuligalan, Haddurathi
Religion: Church of the Nephilim
Currency: Kulikan
Imports: coal, clothing
Exports: jewellery, onyx

Situated in the east of Sammaea, in subtropical climate to the north west of the infamous Sea of Lethea, Kuligala is a land that has known much conflict over its existence as an independent state.

Founded in 1305 RM, after the fragmentation of the earlier nation of Carchemish following major destruction in the wake of the Upheaval of Lethea, Kuligala has the unfortunate honour of being the land where, in 231 RM, the Archpotentate Malichar was reborn as an otherworlder following decades of death after having been killed by the Demiurge Rachanael after he had resurrected him in the Pit of Daekyn in Kharkharadontis.

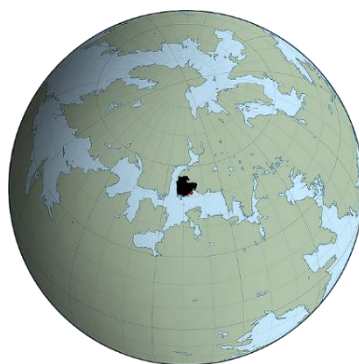
The Korachani empire colonised the land and erected a great temple there in the name of the Archpotentate, and it became a site of pilgrimage to many Korachani people, though natives devout to an ancient and misunderstood religion that would go on to become the Church of the Nephilim opposed them every step of the way, killing thousands of pilgrims over the years. This, coupled with the harsh dreamscapes and the amnesic qualities of the Sea of Lethea led to the abandonment of the Korachani colony, and the eventual establishment of the short-lived nation of Carchemish in its wake.

Carchemish and the Kuligalan republic that followed it later became the target of many Korachani attacks over the years, as attempts were made to retake the holy location of their Archpotentate's rebirth. Each attack was repelled, though at great loss to Kuligala, which has fortified much of its coastline against attack, and maintains a large naval presence in the waters of the Lethea, in preparation against future attacks.

Traditionally, Kuligalan settlements are known as kintowers, which are made up of 2 - 4 extended families that live in a single hollow tower that is surrounded by farmlands and pastures that are tended to by members of the so-called kingroup. When the kingroup outgrows its tower, young families are sent out to found a new tower, that will have the parent tower as a close ally. Today, many kintowers have become obsolete, becoming cities instead, though most rural areas retain the old social structure of the kintowers.

LAASKHA

the Protectorate of Laaskha (to Korachan)



Square area: 331,776-miles
Population: 12,090,000
Capital: Baayn
Government: vassalage (to Korachan)
Ruler: Archpatrician Iulia Zonaras XII
Languages: Korachani, Laaskhan
Religion: Seithenyn Sect of the Church of the Undying Machine
Currency: Korachani Bit
Imports: coal, food
Exports: firearms, gunpowder

A vassal state of the Korachani empire since 15 RM, Laaskha is located in the southwest of central Llachatul, overlooking the Strait of Skaros and the Inner Sea. It is of a cool temperate climate, with short wet winters and mild summers. Ancient accounts describe it as forested, though any major woodland were felled long ago to make way for farmland that was reclaimed by nature long ago. Today Laaskha is a land of shrublands, sparse stunted woodlands and rocky highlands.

Even in its earliest pre-imperial incarnation, its people respected martial values and this trait persists to this day, with the imperial army having a major presence in Laaskha, which is famed for its arms and ammunition factories and military institutions.

Descended from a seafaring people known as the Lascar, Laaskhans were devout worshippers of a martial deity known as Seithenyn, which was known for having seven arms, each of which held a different weapon, representing a different aspect of warfare. Like many places overtaken by Korachan, the native religion was corrupted by imperial censors and iconoclasts, and turned into a saint and champion of the UNDYING

MACHINE. She is still worshipped as a patron of Laaskha to this day, alongside Rachanael.

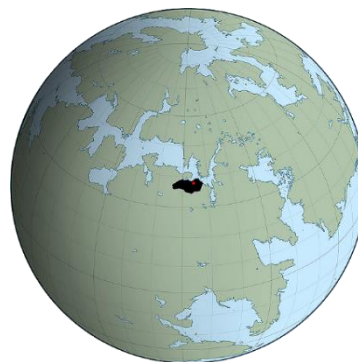
Decadent cities in the north of Laaskha became targets of the Renaissance Crusades between 1050 and 1100 RM, with armies descending on its artistic institutions, persecuting artists, sculptors, musicians, philosophers and theosophists, many of whom were executed, with others fleeing to the north. This left a dearth of artistic expression in Korachan, from which Laaskha is yet to recover, remaining a bleak realm characterised by its duststone interior and steep-walled harbours along the coast.

The city of Baayn is one of the most well-travelled ports in the Korachani empire, and is bustling with Petitioners of the Machine readying for the longest leg of their pilgrimage into Kharkharadontis.

Laaskhans are hard-working and loyal to the empire, explaining perhaps the nations' long and relatively stable history under its vassalage.

LIDEA

the Territory of Lidea (to Sarastro)



Square area: 351,650-miles
Population: 10,007,600
Capital: Cathago
Government: Autocratic Regency
Ruler: Regent-king Muqarran IIX
Languages: Sarastroan, Lidean, Surthi
Religion: Reformed Church of Sarastro, Orthodox Church of Sarastro
Currency: Sarastroan Heckel
Imports: iron
Exports: Pyrrhoun dye, spices, tea

Situated in the north of Sammaea, Lidea is characterised by dry hot summers and cool winters with little rain, most of which would be around the coast, where cool air off the Inner Sea meets warm air from the south.

Descended from the ruined cultures of Conth, Naah and Thym, it was occupied by the Korachani empire in 911 RM after a long period of unrest, after which it became a vassal state to the larger empire.

Exocrines rapidly spread the word of Rachanael and within a few years the Church of the Undying Machine had set down roots. In 941 RM, together with the imperial army, the exocrines decimated one of the last remaining Fifth Age lacer territories, in the east of Lidea, though a few minor enclaves would survive this attack.

A kratocracy was introduced in c. 950 RM to help in quelling unrest, and it would go on to be the reigning government there until its independence centuries later.

It became a military power in the Inner Sea following its toppling of the rebel fortress of Telraasa in c. 1200 RM. It would remain a stable imperial outpost until the death of the Atramentist Saechin in Artalscellid led to unrest there, culminating in its independence in 1282 RM. This was short-lived, and Korachan returned in 1421 RM, though the region was changed by its more-recent subjugation. Local customs were quelled and the native religion replaced with the Church of the Undying Machine. Cultural structures were toppled, replaced with the iron statues of Malichar and Rachanael.

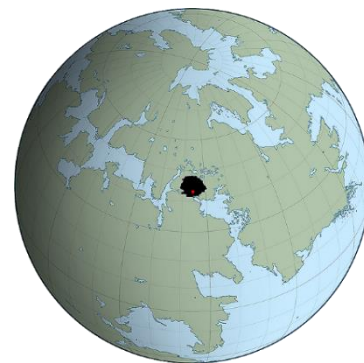
The damming of the river Shibboleth in 2943 RM saw its southern industries devastated, leading to the empire's regard for the dependency diminishing, remaining only as a source of needed resources. The Sundering of the Korachani empire in 3705 RM saw Korachan abandon Lidea to its own devices, but it rapidly faltered, and by 3713 RM it became a territory of the Reformed empire of Sarastro, under whose control it remains to this day.

By 3973 RM a freed slave known as the True King had amassed a large following that threatened to undermine the Sarastroan governors' rule there. Envoys from Sathep met with the True King, and days later the governor was dead, with the True King replacing him. This started a line of regents, whose descendants rule Lidea to this day under relative autonomy, so long as yearly tithes to the imperial coffers are met.

The Lidean proverb "If a man has no tea in him, he is incapable of understanding truth and beauty" sums up Lidean culture. Its settlements revolve around tea-houses, and many political and business deals are made around a table with a long-spouted pot of tea at its heart. Indeed, tea is its main export, and a major industry in the north of the territory.

LYRIDIA

the Seers' Realm of Lyridia



Square area: 481,640-miles
Population: unknown
Capital: Myra
Government: Magocratic Republic

Ruler: the Nine Abulia (by proxy), the Divine Sibyl
Languages: Lyradaen, trade languages
Religion: the Abulia, Naranism
Currency: Lyridian Ker,
Imports: food, metal
Exports: horses, rexcanids

Emerging in 85 RM following the Korachani conquering of Nárthel and subsequent annexation of the Lyradean plains east of the Sea of Propontis, Lyridia is one of few regions around the Inner Sea to remain unconquered since its formation, making it a subject of various myths and legends, many of which have a kernel of truth to them.

Nestled between the tainted lands of Ahopseh and the Kythi, Cartiga, and Harbida Mountains, dominating the plains of Iblis, Lyridia is a strange land. Originally populated by cave-dwelling troglodytes, its people today remain insular, only now embracing modern industries, with large swathes of the nation still living rural or troglodytic lives. It is ruled by the Divine Sibyl - an accomplished shaper who has existed in different guises over many millennia. She rules on behalf of the Nine Abulia - catatonic seers of monolithic power who are kept in stasis within an amphitheatre-like technarcane engine. They are brought to life with a concoction of drugs, allowing the Sibyl and her augurs to interpret their dreams as prophecies when required. Nations have fallen, and kings have risen and faltered on the strength of the Sibyls' words, which may be the reason for the region's apparent invulnerability.

Folktales from around the Inner Sea claim the Lyridian capital is constructed from gold, or that the mountains of Kyth, on whose spine the Abulia dream, lies on foundations of pure gold. This wealth is often considered the reason why Lyridians are xenophobic. Despite this wealth, many of its people dwell in caves and are subjects of draconian laws that are enforced by a vigilant white-robed policing force. Little is known of its cities or their inner workings, other than that each settlement is ruled by an augur, who herself is a member of a great council that answers to the Sibyl.

LYRIDIA DHAÏ

the Tripartite Union of Lyridia Dhai



Square area: 149,780-miles
Population: est. 5,807,000
Capital: Cothion, Terara, Vepar

Government: Tripartite republic
Ruler: Ihumesh of Cothion; Semmara of Terara; Billal of Vepar
Languages: Vepari, Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: coal, iron
Exports: salt, Umbra

A nation in the centre of Llachatul, to the east of the Sea of Propontis, Lyridia Dhai was first claimed by Korachani armies in 85 RM following victories in Nárthel. This annexation divided the older nation of Lyradea in two, with the eastern portion being renamed Lyridia and remaining under control of the Abulia.

Often used as a staging post for crusades north into Ahrishen, Lyridia Dhai became a militarized nation, particularly its north, where many military bases were erected.

Following the depletion of its natural resources, much of Lyridia Dhai was left to the Interreges in 1704 RM, with the north remaining an important military asset to Korachan, though it too would be abandoned to them by 2185 RM.

By then Lyridia Dhai was little more than a wasted wilderness, its disparate city-states forsaking the empire that had abandoned them. The Interreges learnt to rule in the absence of Korachan, which had all but forgotten about the region. Their line dwindled over many years and the death of the Arch-patrician Noluch in 2838 RM left a single Interreges in control - a tyrannical umbraphage whose influence was said to reach as far as Rhamia and Armagh.

The city of Vepar grew under his rule, and regions that had become autonomous were brought under his banner. By around 3000 RM, his influence was felt around all of Lyridia Dhai as a small web of trade stretching west and south.

His disappearance in 3742 RM ended the little vestige of Korachani influence that remained in Lyridia Dhai. Vepar was by then a metropolis, the only city of note in all of Lyridia Dhai. However with the loss of its tyrant, the city would diminish, losing contact with many old allies. Contact with Rhamia and Ahrishen was lost by 3750 RM and the trade web dwindled, and by around 3800 RM, only the cities of Terara, Vepar, and Cothion remained. Over the next 100 years, the three cities expanded in power, coming to an agreement that divided Lyridia Dhaian territories amongst themselves, with the Idol of Malichar Ozha recognised as a marker denoting the extent of their boundaries.

The resultant Tripartite Union of Lyridia Dhai was first recognised in 3848 RM and remains the governing body of the three territories to this day.

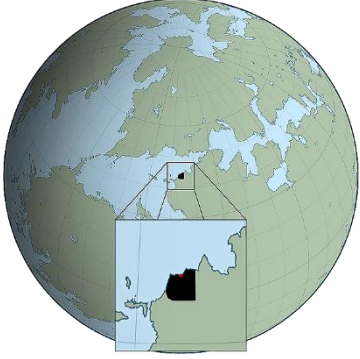
Cothion
Square Area: 44,940-miles
Population: 1,230,000

Terara
Square Area: 64,100-miles
Population: 1,010,500

Vepar
Square Area: 40,740-miles
Population: 1,070,000

MARACHA

the Republic of Maracha



Square area: 34,782-miles
Population: 902,800
Capital: Maracha
Government: Constitutional Republic (only citizens have the right to vote)
Ruler: representative council
Languages: Saviudi
Religion: free religion
Currency: Surrachi Valk
Imports: coal, ores
Exports: horses

This small nation in the north-west of Sammaea enjoys idyllic weather and stable Arcane Tempers, making it a haven in this dying world. One of many nations in the area that owes its ancestry to Savi natives as well as Korachani immigrants and colonists, Maracha has been independent of the Korachani yoke since around 3400 RM, and since then has forsaken many imperial traditions (Such as the Church of the Undying Machine, which was abolished during a time of religious turmoil in around 2520 RM), even as it clings dearly to others.

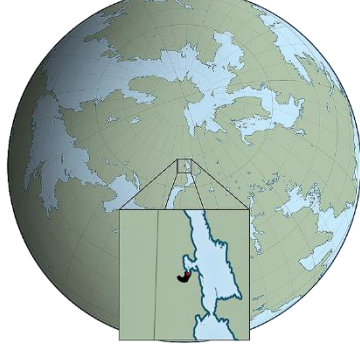
Various attempts at colonisation of the coastline south of the Sea of Aaren were made by Korachani settlers at intervals between around 1800 - 1300 RM. Their arrival was met with receptions ranging from lukewarm to outright hostile, and the Savi natives were defensive of their lands, managing to repel many such attempts. The small colony of Morachan evaded local attentions long-enough to allow the construction of a fortress and port in 2220 RM. The fortress's name would, over time, become corrupted, becoming the name of the region.

The distance from the imperial heartland and persistent native harassment made efforts at maintaining the region largely unsuccessful, despite the aid of nearby Eret, and Korachan abandoned the region between 2350 - 2400 RM, though many families and houses that had set roots there remained, taking over control as they slowly integrated with native populations. Despite its relatively short time there, Korachani culture rapidly took hold and many customs remain there to this day, such as the funerary custom of disposing of bodies and keeping skulls, which are inscribed with prayers and personal allusions, before being stored in funerary towers.

Following the abolishment of the Church of the Undying Machine, the region experienced a renaissance of sorts and disparate city-states coalesced into a feudal monarchy in 2682 RM, though this collapsed by 3248 RM with increasing influence from various Saviudi trade-houses, which would establish republic there, lasting until 3582. Following decades of disorder, a new republic was born in 3689 RM, which survives to this day.

MASSALAR

the Free-city of Massalar



Square area: 1,360-miles
Population: 164,400
Capital: Massalar
Government: Plutocratic Republic
Ruler: Chairperson (eschews name)
Languages: Azahari
Religion: free religion
Currency: Massalari Bit
Imports: trade
Exports: trade

Situated in the centre of Llachatul, to the west of the Seas of Adum and Aphotis, Massalar is a small free region whose people are descended from ancient Korachani traders who settled the region in around 200 RM.

There they settled the region east of the Divumma Mountains, which then were warmer than today and gifted with many deep natural harbours, most of which have since dried up as the sea has retreated. Surviving largely unnoticed by eastern powers, including the Korachani empire, its people became allies of Alam Bethyl as the region expanded following its colonisations by Kolchisi immigrants in the centuries following their arrival there in around 900 RM.

Since then, the city has developed trade links with industrialised nations in the south, moving trade from Alam Bethyl, Cisneria, and Kolchis, down the Sea of Propontis and the Strait of Skaros, though its merchant fleet is often the target of pirates and privateers, which led to the development of a large navy and marine corps in conjunction with Cisneria. Despite its small size Massalar has remained independent for almost the entirety of its existence.

Historically, the lands surrounding the extant city were known as Firmamental ley markers and were haunted by faerex and other fey creatures, most of which have now been

driven away from populated areas if not killed outright.

with Bisbut, with an eye towards emancipation.

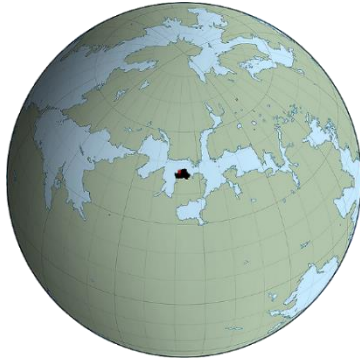
fearful deity that requires constant attention to sate its oppressive nature.

the region has remained unstable, particularly across the Strait of Shibbleth, as Sarastro attempts to wrest control away from Korachan, particularly since the damming of the Shibbleth in 2943 RM.

Today Mharokk is renowned for its Simhualan mercenaries, and its flesh-weaving industries and its creation of artificial life-forms, which is a lucrative trade, supplementing its gold mines and saffron-growing. It also has one of the largest saurholm populations, many of which are in positions of power and authority, or conversely living in ghettos in the larger cities, most notably Takuh.

MECHABET

the Tributary-state of Mechabet (to Parthis)



Square area: 132,500-miles
Population: 6,008,300
Capital: Mechabet
Government: Constitutional Monarchy (stewards to Parthis)
Ruler: Queen Thiphilania of Ani
Languages: Parthisan, Tyranoshi
Religion: Ao, free religion
Currency: Parthisan Shen
Imports: coal
Exports: food, horses

A small nation in the north of the Parthisan peninsula, overlooking the Inner Sea, Mechabet has a proud monarchic history dating back to around 1907 RM. This lasted until 3863 RM, when the political wedding of its crown-prince to the daughter of a Parthian lord saw it become a tributary-state of Parthis. Today, the Mechabeti king is a regent, ruling in the name of Parthisan republic, and is a permanent member of the Parthisan council.

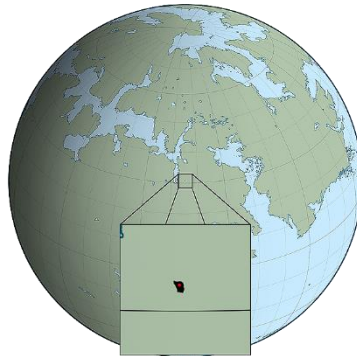
Of an idyllic temperate climate, it is known for its agriculture, though of late it has turned towards industry as its primary economic driver. This, coupled with mining and animal husbandry, makes it a profitable partner for Parthis, giving it material reason to defend it. In return, Mechabet has exclusive trade rights and a duty to pool its military resources with those of Parthis when needed, and a yearly tribute it must pay, in the form of a pure blood-bay stallion, for which Mechabet is a renowned.

Mechabet is known for its lunar calendar, which takes into account the motions of both the Ivory and Blood moons, as well as astronomical movements, including eclipses. The calendar is complex and there are court-appointed astronomers who oversee the compiling of almanacs that are used by various industries across Mechabet.

Over the past years, Mechabet has been showing signs of political unrest and looking towards independence - feeling in cities is uneasy as new political groups are coming to power, seeking to distance Mechabet from Parthis even as they forge stronger alliances

MENATH

the City-state of Menath



Square area: 1,056-miles
Population: unknown
Capital: Menath
Government: council of shamen
Ruler: council
Languages: Karkadanni
Religion: Church of the Iron Deity
Currency: Siriphagan Siras
Imports: fuel, raw materials
Exports: incense

Nestled in the Karakar valley, to the south-east of the Stylith forest along the border between the south-west of Sarastro and the north-east of Arkos, is the city-state of Menath. It is unique in that it is the only known karkadanni enclave outside of Rhinocoloura. Once common across the north-east of Sammaea, Karkadanni lands have dwindled following genocides and ever-expanding human territories and colonialism. They are large, thick-skinned mortals with keratinous growths on their noses, and are known for their contemplative natures and need to consume their lives with devotion towards a higher power, whatever form that may take. In Menath this takes the form of the Iron Deity - a corruption of the Church of the Undying Machine, whose followers once hunted them to near-extinction.

They survive in Menath largely due to its seclusion and relative lack of resources, though in truth, its shamen rulers entered into a covenant with Sarastro in around 3812 RM, granting them immunity to Sathep's attentions, subject to their troops being called to his aid, should it be needed - an agreement that has, so-far, never required honouring.

Little is known about the history of Menath, though it dates to around 1200 RM, when it was a caravanserai where merchants and travellers could stop during their travels. The persecution of the karkadanni pushed their numbers into seclusion, such as the valley of Karakar, where they remained, the iron idols their oppressors worshipped making a lasting impression on them, being corrupted into a

Though it is considered a karkadanni city, Menath and its satellites are also populated by humans - descendants of displaced natives or ascetics seeking peace from the politicking of large empires.

The city-state is famed for its large yards in which bundles of incense - its primary industry - are dried, ready for export along the Salt Road.

MHAROKK

the Prefecture of Mharokk (Vassal to Korachan)



Square area: 283,024-miles
Population: 11,604,000
Capital: Takuh
Government: Feudal Prefecture
Ruler: Queen
Languages: Korachani, Suthi
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: coal, iron
Exports: gold, manufactured beasts, mercenaries, saffron

One of few Korachani dependencies in mainland Sammaea, Mharokk is in many ways a relic of an ancient time that harks back to the early days of imperial expansionism. It is of a temperate dry climate, and is dominated by the Solon highlands that run like a spine across the middle of the nation, from west to east, to the Harappan Mountains, which act as a border to the nation of Harappa.

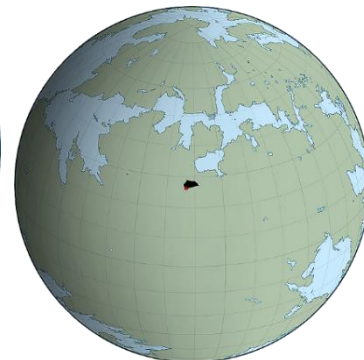
Its current incarnation dates back to 3930 RM, when it was finally reclaimed by Korachan following a short war with Sarastro after the assassination of its autocrat, the Saurholm Shar Suryah two years earlier, though prior to this it had been an imperial territory for some time, dating back to around 920 - 930 RM, though it changed hands intermittently many times since then.

The present prefecture was introduced by Korachan in 2702 RM, when the region was divided into 52 municipalities (now 49), each overseen by a prefect, who ruled on behalf of the 'king' - a hereditary rank first appointed by the Archpotentate Malichar, which survives to this day.

Though Mharokk has remained under Korachani control since 3930 RM, largely due to its gold reserves and other natural resources,

MOAH

the Moahan Pentarchy



Square area: 86,436-miles
Population: est. 473,200
Capital: Moah
Government: Pentarchy
Ruler: 5 otherworlder Numenin
Languages: Cammori
Religion: ancestral worship
Currency: Moahan Bit
Imports: food
Exports: opals

An independent landlocked nation in the north of Sammaea, 560-miles south-west of the Sea of Byssos. The region is dry, with cold nights and winters, and hot summers, and is known for its giant aloe and century plants.

It is ruled by a council of five Numenin (singular Numen) - otherworldly beings that have shaped the course of the city's fate since its founding in 1624 RM, following its slow growth from settlements founded by human slaves that escaped from Khalhat years earlier, who later mingled with natives.

The eponymous capital city also has its own independent governing body that only seeks the counsel of the Numenin in times of uncertainty, though their wisdom is often conflicting.

Moah is located in an unstable region, with militocratic tribes harassing its western and southern borders, not to mention the Atramentally-tainted region of the Daened Sulrach being close by. It has close relations with Andiluth, and trades with the city-state of Akrab to the south. Little is known of its culture, which it keeps from outsiders, though it believed to owe a lot to the enigmatic Ihaus, from whose culture it was ultimately created.

MULCIBER

the Fractured Tribes of Mulciber



Square area: 1,010,549-miles
Population: est. 6,500,000
Capital: each tribe has its own power-centre
Government: 33 autonomous tribes
Ruler: each tribe has its own ruler
Languages: Aheren
Religion: cults of Nephthalont, the Seven Syncretisms, Ghasha
Currency: Siras
Imports: firearms, wood, various
Exports: freestone, adamantine, platinum, aluminium

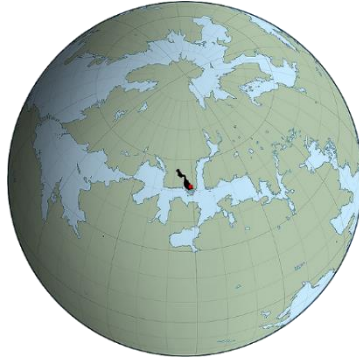
Once a powerful nation based around the freestone-rich Growing Mountains, the unexpected assassination in 1111 RM of its living-god Nephthalont led to decades of chaos, the pervasive religion that had grown around it shattered. Church and state splintered into a myriad opposing ideological sects that warred amongst each other over centuries of civil war that led to radicalised factions, and by 1600 - 1800 RM they had settled into dozens of different tribes, each with their own version of the cult of Nephthalont and their own suspects for their gods' murder.

Today, Mulciber remains an unstable region that is funded by Sarastroan arms dealers. It is dangerous to outsiders and natives alike as each of its 33 tribes maintains constant vigil of its fluxing borders. Contact between tribes is relatively uncommon beyond firefights and clashes, though those in the outer foothills trade with outsiders.

A neutral pariah caste of itinerant merchants, known as the ahas, travel between tribes, bringing news and trade with them, helping to maintain peace. Their ancestors were once acolytes of Nephthalont and they are respected for this, despite the differing views of the tribes.

MULL CITY-STATES

the Republic of Mull City-states



Square area: 126,380-miles
Population: unknown
Capital: Zball Ghar
Government: Constitutional Republic
Ruler: council of six Archministers from each district
Languages: Arghamish
Religion: Brukkarism
Currency: Parthisan Shen, Korachani Bit
Imports: coal, umbra
Exports: granite, limestone

The only known mull nation, located in the centre of Llachatul, to the west of the Gulf of Skaros, nestled between the Toliasor and Rualasor Mountains, to the east of Hololach. It is of cool temperate climate, with lots of rain and fog in winter.

The city-states emerged between 3000 and 3100 RM, and were founded by refugees fleeing war in the north as the Korachani empire attacked the mull city of Argham in 2906 RM. Within a year of fighting, Argham had been wiped out and razed to the ground before being resettled as the imperial colony of Arkam. Its people fled south, populating the valleys between the Toliasor and Rualasor Mountains. The culture of Argham survived through the oral traditions of elders who later settled the Azhag plains, whose descendants would go on to populate the region, founding various states, which over the next hundred years would coalesce into the Mull City-states.

Though each of the now-six states remained independent, their shared heritage and customs aided in maintaining an alliance, which almost faltered in 3740 RM when Korachan founded the colony of Amondor. Soon after its establishment, the colony was used as a staging point for attacks to the north into the southern-most of the Mull city-states, which then numbered far more than the six states of today. This necessitated an alliance of the city-states, leading to the formation of the republic that unites them to this day. Despite their best efforts, their southern territories were lost to the Korachani colony, though these lands would later break away and form the independent state of Thumal in 3820 RM, which remains a close ally of the City-states to this day.

The states' borders reached their current form in around 3872 RM, and today each of the six states has its own elected ruler. Together, the six archministers convene twelve times a year in Zball Ghar within a great amphitheatre overlooking lake Erusk to make decisions that affect all of the states.

The people of the City-states are quite gregarious, though are somewhat distrusting of outsiders, given the frequent raids by Korachani slavers. Their cities are not only populated by mulls, but also humans, as well as dverg, and small numbers of other mortal races, and they states have become a haven to those who have been persecuted elsewhere in Elyden.

N'RAKH

the Autocratic Theocracy of N'rakh



Square area: 252,004-miles
Population: unknown
Capital: Ekallu
Government: Theocratic republic
Ruler: the Living Deity Maalkat, proxied by priestly council
Languages: N'rakhi
Religion: Cult of Maalkat
Currency: Ubek Siriphagan Siras
Imports: coal, manufactured goods
Exports: adamantine, resin and silk products, pumice

A strange land of exotic vistas populated by an abnormal race of arachniform beings known as aantha, N'rakh is situated in the central north-east of Sammaea, and borders the Umbra Sokhar. It is a dry region that is fed by rivers, many of which are seasonal and is only inhabited due to the natural fortitude of the aantha.

The collapse of the Thymi empire early in the Fifth Age saw scattered aantha tribes spread across their abandoned lands, populating their ruins and taking what people remained as slaves. The young races that inherited the Fifth Age were superstitious and cautious, and shunned lands populated by these misshapen warmongers, allowing them to consolidate an area which would, by around 875 RM, dwindle in size following conflict with Arkos.

In around 1100 RM Arkosian explorers uncovered caves north of lake C'data, revealing the birthing pits of the living goddess Maalkat - this was the first recorded contact of

outsiders with the aanth goddess, and revealed that the aanth territories encompassed as much of the subterranean world as the lands above. A war erupted between the Arkosians and the aantha would defend this intrusion into their sacred lands fiercely, dying without thought in defence of their alien 8-limbed goddess.

The war ended with the aanth fortifying the lands around lake C'data with grotesque silken fortresses, and by 1550 RM the region south of the Sterhbel mountains had become a place of pilgrimage to the growing aanth culture, which had become known as N'rakh to surrounding humans by then.

The N'rakhi were notorious slavers and most of their workforce was made up of human slaves who lived in horrifying conditions. Dissent amongst the slaves in the metropolis of N'satta led to a rebellion that rapidly spread across the nation, culminating in 2193 RM with the overthrowing of the city and hundreds of thousands fleeing south-east, taking the city of N'habba and fortifying it. This would lead to the surrendering of the surrounding region from N'rakh within a few years, giving birth to the slave-nation of J'thana. The lands east of lake C'data had remained uninhabited since the N'rakhi victory against Arkos, and it was eventually settled by another group of freed slaves soon after, eventually becoming known as Baratheia in 2200 RM.

N'rakhi borders have remained difficult to cross since then, with constant patrols that only allow chartered merchants from J'thana and Baratheia entry, and then only to specific wards of its largest cities to buy silk and trade needed goods. Contact with foreign human states is conducted through a slave-caste of human diplomats, who are based in Ekallu, Maalkat and M'hotok. They are taught the difficult N'rakhi tongue as well as surrounding languages, allowing them to act as mediaries. These ambassadors are deeply indoctrinated into the ways of aanth culture and are as alien to foreigners as the aantha themselves. What little we know of N'rakh is through contact with such ambassadors and the descendants of slaves who settled Baratheia and J'thana, so our knowledge may be skewed or outdated.

NAARETH

the Holy Gynocracy of Naareth



Square area: 418,609-miles (excl. Asikka)
Population: 10,220,000
Capital: Kaurnakar

Government: Representational Gynocratic Democracy

Ruler: Arch Matriarch Cassomyra

Languages: Narthi

Religion: Church of the Volute, Yashalpa

Currency: Naarethi bit

Imports: coal, iron

Exports: honey, mother of pearl, salt

A curious free nation located to the northeast of the continent of Sammaea known for its arid subtropical climate. It is located south of the Tropic of Rah, with dry plains in the north, savannas and sparse woodlands in the centre, and tropical forests in the south. The flat delta of the river Abashera is prone to extreme tidal flooding, reaching 140-miles inland.

Naareth has been independent since its abandonment as a colony by the Korachani empire in 2995 RM following years of struggling to maintain a culture so wildly different from its own.

Known anecdotally as a land ruled by women, where men are slaves, there is a great deal of interest surrounding Naareth amongst scholarly circles within the empire. In truth, it is a land steeped in baroque religious ritual and is populated by a people ruled over by a caste of noble women, many of whom take great pride in their role as breeders of bloodlines.

Each Naarethi household (city) is ruled by a religious figure known as a Matriarch, whose use of Atramental drugs and technarcane orthoses allow her to bear up to half-a-dozen children in one pregnancy over an accelerated gestation of just five-months, ensuring the continuation of the household. Male offspring become soldiers, overseers, or merchants (none of which are particularly well-regarded positions), whilst females are educated and become citizens, making them eligible to take part in the Rite of the Volute.

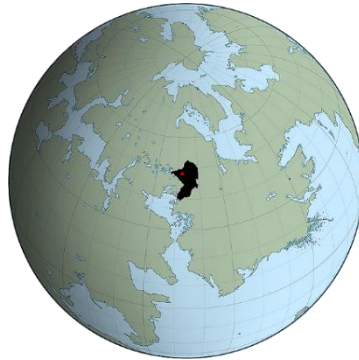
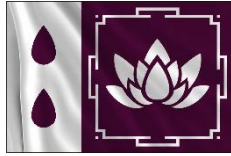
Matriarchs assemble seasonally in Kaurnakar to discuss more important matters of state with the Arch Matriarch and her Hierodules, who serve as her advisors.

Beginning in around 3250 RM, the Korachani empire launched a series of crusades against Sammaea, which included attacks on Naareth. Later dubbed the Egret Crusades, this crippled Naareth, which was one of the regions hardest hit by these crusades. Funded by imperial Patricians and the Church of the Undying Machine in a bid to extinguish its religion, expand private lands, plunder and take slaves, these crusades lasted until about 3500 RM and were a constant menace to the people of Naareth, whose northern coast was left devastated, resulting in its population migrating inland and farther south which remains true to this day.

The region's exotic culture and hierarchy has been a matter of much fascination to scholars from across Elyden, many of who have attempted to visit the land to study its people more closely, but the Naarethi are not an open people and few such attempts to penetrate its defences have ended well. The few who have returned are changed people, their demeanours distant, and their words of Naarethi customs oddly devoid of emotion, indicating that the Matriarchs and their servants may have had a hand in their sojourn.

NAKHÉ

the Noble Kingdom of Saua



Square area: 642,081-miles

Population: 18,803,000

Capital: Adaia

Government: Elective Monarchy

Ruler: Emperor Ogudawa

Languages: Sauan, Eastern Pidgin

Religion: animism, ancestral worship, Cult of the Sleeping Queen, the Church of the Welkin Sky, Naranism

Currency: Sauan Sano

Imports: Coal, Iron

Exports: hazelnuts, gunpowder, wood, Karst limestone

Located in central Llachatul, Nakhé (or Saua, in its native tongue) is a populous and idyllic land whose people are characterised by a dichotomous nature where conflict and spirituality are equally embraced. Saua is little different. This is possibly a result of its geographical identity, for the nation, much like Ahrishen and the Haréshk, both of which are neighbours, lies at a crossroads between disparate cultures, all of which have long and convoluted histories.

Founded in 3108 RM by General Hu following decades of strife within the Five Thrones of Sa'weh. His death in 3147 RM left the region contested between three generals, including his son Huata, though peace was later restored. Saua is now divided into sixty-five feudal states, over which rules a Diadon. Each feudal lord is beholden to the Diadon, though is granted a degree of autonomy over their rule.

Prior to the unification of Sa'weh under the banner of Saua, the five Thrones were ruled by a symbolic otherworlder Queen, who fell into a dormant state in 3093 RM. Since known as the Sleeping Queen, she maintains a loyal following, and there are tensions between then and the court of the Diadon, which lives in fear of her awakening.

It is a kingdom grounded in the past – animism and spirituality are important cultural aspects to its people, who respect nature spirits as well as the spirits of their dead, with whom they are known to commune frequently. Firmamental shapers are relatively common there as a result, despite the nation lying along course of the Nullambit.

Despite its traditionalism, rapidly becoming one of the most advanced of the so-called free nations of the east, it has readily embraced industrialisation, though its people are careful to not allow their industries to sully the natural world – pristine forests, beautiful mountains and crystal-clear rivers alike still dominate the Sauan landscape, and many are sacred to its varied religions and philosophies.

Its culture is strictly hierarchal, with individuals of its three upper castes allowed to seek spiritual enlightenment after raising a family. Incestuous marriages are also not uncommon amongst its ruling houses.

To many outsiders, including Korachani scholars, it is seen as a dichotomous land - on the one hand it clings to animism and ancient pagan beliefs even as it advances into the modern post-industrial world bloated large cities and manufactories. The coming decades will serve as a decider as to the direction in which Saua enters the fifth millennium.

NÁRTHEL

the Commonwealth of Náρθel

(Protectorate of Venthir)



Square area: 427,716-miles

Population: 9,236,000

Capital: Nekir

Government: Parliamentary Republic

Ruler: Archminister Vasilian Pauras

Languages: Korachani, Svathi

Religion: Church of the Undying Machine, Cult of the Sphinx, Naranism

Currency: Korachani Bit

Imports: trade

Exports: opiates, morphine, trade

Náρθel is positioned in the north of Sammaea, overlooking what was once the Strait of Náρθel and Lyridia – and Llachatul – beyond. It is of a dry temperate climate, with short wet winters and arid summers and is dominated by sparse scrubland, grasslands and small scattered mountains.

As a result of its unique location, it is a crossroads of both culture, where it serves as a bridge between Sammaea and Llachatul; as well as of commerce, where trade continues to pass regularly between the Inner Sea and the Dark Sea regions.

A vassal to Korachan since 84 RM, Náρθel had been exploited of its resources for millennia, until around 2950 RM, when many

state-owned mines and quarries were sold to private interests after decreased yields. This period signalled a downturn in Náρθeli economy and culture, with many long-established settlements with their roots in boom-towns abandoned in favour of imperialised cities. Much of the west and north-east was abandoned to the Domnitors in 2950 RM as barren wastelands. This left much of Náρθel empty, save for the north-west, which by then had become a major producer of opiates, and the only reason Korachan had not abandoned it altogether. But Korachan finally abandoned Náρθel in 3699 RM, leaving it independent for the first time in over three millennia. Its rulers, made up of Domnitors who chose to remain there, struggled to maintain the weakened region and were forced to seek the economic aid of its former subjugator, which continued until the Sundering of the empire.

The Sundering of the Korachani empire and the silting of the Strait of Náρθel decades later brought chaos and an economic downturn that made Náρθel a target to many regions, including Lyridia, which in a period of uncharacteristic aggressiveness annexed part of northern Náρθel, including its then-capital Dacia in 3712 RM, leading to much disarray. A newly-freed Sarastro took advantage of this period to apply pressure against Náρθel, leading to their entire shared border becoming a contested warzone by 3810 RM. The conflict died down after decades of waning battles, leaving minimal change to the border, in favour of Sarastro. Later conflict saw Venthir appropriate much of its south eastern territories.

Cities destroyed or evacuated due to the war were slowly repopulated, with the city of Nekir becoming the new capital, even as the city of Haegorn became a major power in the south-east. By that time Lyridia had appropriated some 30,000 square-miles of former Náρθeli territory around the city of Dacia, which broke away from its captors to become an independent nation in 3785 RM.

Náρθel remains infamous for its opiate production, the fields of which dominate its western lands to this day, and the produce of which proliferates the harbours and markers of the Inner Sea and Dark Sea, as well as lands beyond. The svathi people, ancient ancestors of the Lyridian and Náρθeli people, who survived as nomads early in the days of Korachani rule, became low-paid workers in the poppy fields and, later, in manufactories across Náρθel, and they would become a lower-caste that survives to this day. Today much of its opium produced in the expansive fields is used in the production of medicine, with the city of Nekir being at the forefront of morphine production and medicinal research in Elyden.

The silting of the Strait of Náρθel in 3757 RM brought chaos to Náρθel. Once prosperous harbours were abandoned within the space of a few years, and the thousands of ships that made their way west and east across the strait disappeared, taking with them money that had, until then, been the backbone of the nations' economy.

Since the silting of the Strait, Náρθel has concentrated on land trade, linking the Inner Sea with the Dark Sea, with major harbours appearing in the cities of Kaelrath and Phenesh, respectively, which take sea trade and move it overland across Náρθel.

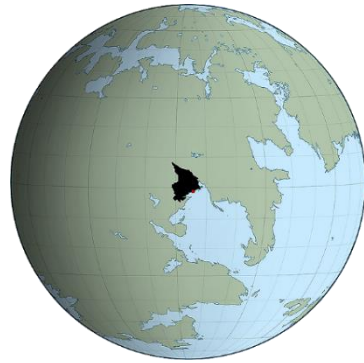
It became a protectorate of Venthir in 3923 RM, with the latter providing security to its new land trade routes in return for a cut of the profits.

shores of the feared Sea of Lethea, it is a populous and vibrant land. Its people value the rewards of hard work, and maintain lavish public paths that are free to all to enter.

Its people worship a deity known as the Unchanging God: a corruption of the Undying Machine, whose roots date back to imperial colonisation of the region in around 800 RM, and whose tenets are almost diametrically opposed to those of the imperial religion, advocating freedom and justice.

NOAVATUR

the Representative Republic of Noavatur



Square area: 1,121,481-miles
Population: 11,388,000
Capital: Noavatur
Government: Representative Council
Ruler: / Speaker Waghota Reza
Languages: Noavaturi, Korachani dialects
Religion: Church of the Unchanging God, Cult of the Dreaming God (mystery cult)
Currency: Korachani bit, various
Imports: coal
Exports: exotic items, iron, wood

Colloquially called the Hidden Empire by outsiders, Noavatur lies along the equinoctial line in the east of Sammaea, to the north of the infamous Sea of Lethea. Its climate ranges from tropical and wet in the south, to subtropical and dry in the north, though it remains a land of jungles and beautiful rugged mountains that make life hard, but not impossible.

Most settlements are situated close to the coast or in the inland basins, where natural resources are harvested on an industrial scale, though it has few major coastal cities due to the inimical effects of the Sea of Lethea. These industries originated with the arrival of Korachani colonists three millennia ago, and continue to this day. Indeed, vast swathes of the jungles have been removed to feed the Inner Sea's need of wood and other resources.

An independent nation since 1304 RM, its people are descended from the survivors of a terrible civil war that left a quarter of its population dead in 1876 RM. The civil war was a result of the assassination of all 1,863 of its Plutocrats – corrupt, epicurean rulers that was holding the independent nation hostage to its colonial past – and the chaos that resulted from their deaths. The tale of their demise in the burning of the Palace of the Prefecturates is now a national story, and the unknown culprit is a folk hero of sorts who liberated millions from the yoke of oppression and began a new age of democracy for Noavatur.

Today Noavatur is a major centre of trade, wealthy from its seemingly endless natural resources, and, despite being located on the

OKKHAM

the Okkhami Federation



Square area: 145,924-miles
Population: 5,913,500
Capital: Diatessaron
Government: Federal representative Council
Ruler: re-elected councillors from each of 17 districts
Languages: Aksara
Religion: Cult of the Dreaming God
Currency: Dephon
Imports: iron ore
Exports: leth, silk

A small nation in the central east of Sammaea, situated in the north of the Sea of Lethea, Okkham is of a tropical climate, with weather that changes little around the year. Like most nations bordering the Lethea, its coastal areas are notorious for the amnesic qualities of the water, resulting in there being few coastal cities of note.

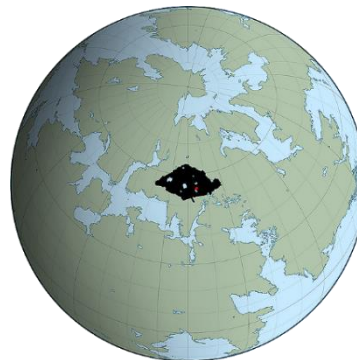
Okkham is a relatively young region, becoming officially recognised as a federation in 3569 RM after centuries of struggle in the wake of breaking away from the larger nation of Cheira in 3337 RM. Today it is divided into seventeen distinct states, each of which has various representatives in the federal council that is based in the city of Diatessaron, which is a hub of diplomats and envoys.

It is known as a place of exotic industries to outsiders, with its moth silk trade being the most widespread. However, the manufacture and trade of the amnesic drug leth is perhaps the most notorious amongst foreign nations. It is manufactured in an arduous process that takes around 4-years, from the collection of the most pervasive waters of the Sea of Lethea, to its completion and bottling, ready for shipment across Elyden from the city of Zo Mac. This industry has brought great wealth to Okkham,

Its people are dark-skinned, and industrious, working hard to maintain the link between the many different districts of the Federation. They are known for their large stature, and some states of the Federation are known for humans who grow to over 7-ft. tall. Rumours abound as to the source of their great stature, few of which are flattering or likely true.

THE OLD FOREST

the Dynastic Alliance of Vanefan



Square area: 1,507,490-miles
Population: unknown
Capital: Githilalan
Government: 5 independent Absolutist Dynastic Monarchies
Ruler: pentarchy made up of representative appointed by each Dynast
Languages: Ummush
Religion: Askefer
Currency: Vanefani Derek
Imports: worked metal
Exports: exotic woods and fruits

Known across many languages simply as 'the Old Forest', this large region of central Llachatul is one of the largest known remnants of a far larger forest that once dominated much of Llachatul as recently as the early Fifth Age, and lies between the nations of Almagest, Astudan, Ahrishen, Rhamia, Varr, Chthyrid, Azazem, and Bassorah.

Exploited by various peoples throughout the Fifth Age and early Fourth Ages, its present borders are characterised by barren land where its neighbours slowly deforested it, in some cases as recently as centuries ago. However, the heart of the Old Forest (well over a million square-miles) remains wooded to this day, with vast swathes of dense virgin woodlands unexplored by the outside world.

Though often ignored by outsiders and thought of as a wild place bereft of civilisation, the truth could not be more different. It is populated by an ancient people whose roots lie deep in Elyden's past, and they live in cities that are built atop the ruins of ancient lands in an effort to lessen the intrusion upon the forest, which is allied to encroach on these cities in a controlled manner. In this way, buildings and trees coexist, and though these

cities reach great heights, they can be sprawling, with a footprint of many square-miles. The large distances between cities and lack of major maintained roads between them have led to a decentralized government, with the nation divided into 5 states, and each of those further divided into dozens of smaller counties, all of which are allowed to self-govern, with a unified code of laws linking them together. Each of its five states is ruled by a distinct dynastic family, and the genealogies of each of these dynasties is intertwined with the others in complex web of relations. The five Dynasts each appoint a proxy to represent them in the capital city of Githilalan, though they do travel there to rule in person in times of need.

Bringing further unity is the Worship of Askefer, a spirit-deity, which encompasses the spirits of all its worshippers, and who is said to grow in power with the passing of each faithful Vanefani. Each settlement has at its centre a sacred tree in which is said to dwell Askefer, and all of these sacred trees are thought to form a network through which shapers can communicate with each other, much as industrialised nations use technarcane engines to allow for communication at such long distances.

Its people are insular and xenophobic, and are unlikely to allow news or innovations from outside lands to reach its cities, and when they do, they are largely critical of events in the world at large. Though Vanefani envoys and diplomats can be found in surrounding nations, their role is largely observational, reporting to Githilalan with news of current events from almagest and Korachan in particular. Its borders are well-guarded and the bulk of its military, which despite not yet being completely industrialised, remains effective against modern threats.

OPHAR

the Child's Realm of Ophar



Square area: 344,570-miles
Population: unknown
Capital: Opret
Government: the Child's Court (Absolutist Monarchy)
Ruler: the Child Emperor
Languages: Ophami, Tarahan, Parthian
Religion: the Child's Adventism
Currency: Ophari Empar
Imports: coal, technarcana, umbra

Exports: ceramic, feldspar, glass

A small nation in the north of Sammaea, south of the Camarinal Sea. It is of a temperate climate, with mild winters and long dry summers, and is characterised by scrubland and dry plains.

It is situated in what was historically a politically unstable region, with the belligerent oghur kingdom of Cyhlagharr to the northwest, the Tarahid Annexes to the east, and the waning state of Trakia to the south. It is dominated by scrubland, plains and sparse woodlands, collectively known as Opret, with the terrain turning into badlands in the south and mountains in the northeast.

Its history is tumultuous, and for much of the Fifth Age, the region was populated by warring and politicking city-states, which used warfare, commerce, and diplomacy to gain the upper hand over their neighbours. Borders changed constantly, and over the millennia it has gone under various names and guises, including Opham, Ophram, Opret, Olmnad, and many others between.

The single constant through all this political chaos was the Child's Adventism – an ancient religion brought to the region of Opret in 608 RM by an otherworlder who later became known as the Steward. The Child's Adventism prophesied that a child would arise, who on the passing of its 7th year, would unite Opham and all surrounding lands into an enlightened empire, ending wars and bringing prosperity to its people.

As a result, followers of the cult scoured the land for promising children who were elected to emperor. If, by their 8th birthday, the prophecy had not been fulfilled, they were removed, with the next candidate elected in their place, starting the process from scratch.

The cult spread rapidly across the myriad peoples west of the Sea of Byssos, though it only served to divide its people, and for millennia the prophecy remained unfulfilled.

Throughout this time the Steward worked tirelessly to unite the nations and in 3119 RM it was finally successful, and the incumbent child emperor was declared The prophesied ruler. The Steward took the Child into an ancient temple and performed a ritual that imparted its wisdom and knowledge to the Child, leading to its demise.

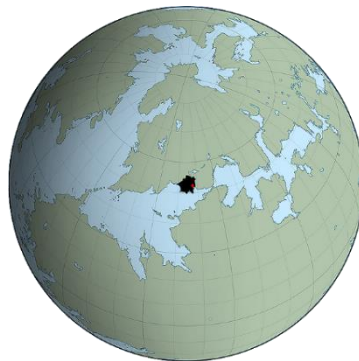
The appearance of the true Child Emperor was a death knell to the old Azosaothi pantheon that until then was still prevalent in the region, and it also managed to attract many of the western-most cities of the Tarahid States, which by then had become devout worshippers of the Child's Adventism.

Today the Child's Realm is ruled by a bipartisan government made up of a priestly upper-class and an elected meritocracy who together oversee the mundanities of daily leadership, with the Child Emperor serving as a divine being.

Its people are devout worshippers of the Child's Adventism, and are known across the Inner Sea for their ceramics, glassmaking, and feldspar mines, of which Ophar is Elyden's largest known producer. Every able-bodied member of its population is well-trained to defend their city should the need arise, and its people pride themselves in their devotion to their homes.

OPHIUSSA

the Autocratic Republic of Ophiussa



Square area: 253,010-miles
Population: 9,520,000
Capital: Drak Lon
Government: Autocratic Republic
Ruler: the Successor-king
Languages: Naleni
Religion: Church of Etamosis
Currency: Ophiussan Bit
Imports: iron
Exports: copper, ophir wine

This independent nation is located in the south of Western Llachatul just west of the Inner Sea, overlooking the Sea of Serpents. It is known for its rain, created when warm air from the south meets cooler air from the north. It is of a cool temperate climate and its main geographical features are the river Maraga, which flows south across the entirety of the nation; and the Esath highlands in the southeast.

The regions' history is dominated by the waning of Elyden's seas, which over the past few millennia has left its once thriving Bay of Snakes dry, part of the shallow valley through which flows the river Maraga.

The present incarnation of the nation emerged in 3752 RM when the previous regime faltered with the Sundering of the Korachani empire in 3705 RM. It had been in a trade treaty with the larger empire since 3451 RM, and its economy collapsed as the Korachani government fragmented, leaving it in chaos. Various revolutionary groups rose in this period to oppose the autocracy and its disregard of the common people. One of these revolutionary leaders was a shaper who would go on to assassinate the present autocrat, assuming control, becoming the Successor-king, who rules to this day.

Though still an autocracy, the present regime is more caring of its people and has ensured its political and economic safety by forging alliances with Parthis and Almagest. It also maintains close relations with Gnoth, though the latter is more distant than its other allies.

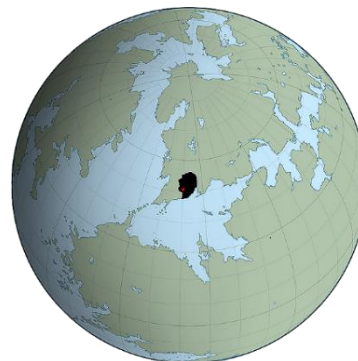
The nation is renowned for its worship of the scion Etamosis, whose fossilised flesh has psychoactive properties that enhance the shaping of oneiromancers, who are quite common in the region. The scions' gigantic body lies in languor, deep within its own territories, and the faith's main temple is

constructed atop the scions' body, which is mined by the priests and consumed as part of its religious rituals. Ophiussans are fiercely protective of their deity, and are dismissive of most other faiths, citing the physical proof of Etamosis and the effects of his flesh on their psyches as evidence that he is a true deity.

Today, Ophiussa is known for its copper production, and its people remain expert mariners, navigating their coast with ease.

OTINTH

the High-autocracy of Otinth



Square area: 400,700-miles (excluding contested area)
Population: unknown
Capital: Otinth
Government: Autocratic Absolutism
Ruler: the Vhocent
Languages: Vethrandan
Religion: Cult of personality surrounding the Vhocent
Currency: High Del
Imports: /
Exports: /

Located in the south west of Llachatul, this insular nation is gifted with an idyllic climate and is dominated by terraced farmlands and pastures that have been cultivated over millennia, replacing the dense forests that once called the region home. Its north west is dominated by the Urahash Massif, an expansive rocky highland region, noted for its cold wet weather.

The Autocracy was formed in 2735 RM, with the growth of a cult of personality that emerged around a self-proclaimed scion known as the Vhocent who over the span of a few years managed to stand against the Vethrandan theocracy that had stood unopposed for over a millennium, toppling it when he single-handedly destroyed the capital city of Evhran in a blast of pure Atramental blast that obliterated the entirety of the ruling caste, leaving Vethranda leaderless and vulnerable to his propaganda. With the theocracy destroyed, he was able to instate his closest followers - a group of shapers collectively known as the Parliament, indoctrinated to his secret teachings – into power, where they continue to rule to this day.

Under the leadership of the Vhocent Otinth has become an isolationist and paranoid nation

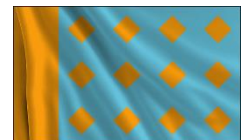
that forbids foreign travel within its borders and which refuses to take part in world trade. This has left it technologically and culturally backwards, and its people ignorant to the ways of the world.

Little is known of the culture or people of Otinth, though their devotion to the Vhocent is believed to be absolute, bordering on a cult that has come to dominate most aspects of life in the nation.

Of note is the region of Atilipho, which is heavy in deep umbra reserves and exists at the border with Sedisia. It has been empty since the expulsion of the Korachani colony of Ohdurtar from the area in 2641 RM. Both Otinth and Sedisia have claimed this area as their own since then, leading to it being contested. As part of each nations' claim to the land, the smaller area of Arrakin must also remain unclaimed, and the borders of both it and Atilipho are heavily fortified, and the political climate between both remains tense to this day.

THE PANTHEON ISLES

the Pantheon Isles



Square area: 495,616-miles
Population: unknown
Capital: Yictaiaanda
Government: Dynastic Absolutist Monarchy
Ruler: King Toul Vhabor Escha
Languages: Katobraghan
Religion: the Church of Takhisis
Currency: Belti
Imports: coal, iron
Exports: monocerouses, sea mercenaries, silver, sulphur

Situated to the east of the continent of Llachatul, the Pantheon Isles is a monarchy that is divided between a part of mainland Llachatul between Limoth and Tethysia (68% of its territories), and many islands that form part of the archipelago also known as the Pantheon Isles (the remaining 32% of its territories). Its climate varies from tropical savannah in the north to tropical monsoon in the south, with little year-round variance in temperature and rainfall throughout most of the year, with a varied distribution.

In its present form the Pantheon Isles dates back to 2825 RM, when the Limothan occupation of almost 2-decades was overthrown following 2 years of fighting and the execution of its governor and staff in the capital of Xagadrra. Following this, the resistance leader Agubbra Escha formed a new capital in the last city to be won back – Yictaiaanda. She would become the founding members of a new dynastic ruling house which survives to this day.

The islands are rich in silver and sulphur, and their mining and exportation constitute most of the local economy, though this is supplemented by selling the services of its expert marine mercenary forces to surrounding nations and private merchant fleets.

Its people are expert fishermen, and are unparalleled in their knowledge of the shallow waters of their archipelago home, deftly navigating their catamarans between the reefs and atolls of the thousands of islands. Most of the islands are uninhabited and many of those only pay lip-service to the ruling dynasty, which technically offers protection in return for yearly tithes and access to able-bodied men for conscription into its navy and mercenary forces. Piracy and slavery are a constant threat and only through the actions of its navy, which works alongside other member-states of the Mymerean Accords, which ensure that the waters east of Llachatul are patrolled against predation.

Its people are also renowned breeders of monocerouses and many islands and cities pay their tithe to the ruling dynasty in the form of monocerouses, which are then either kept or exported to other nations due to their Firmamental properties.

PARAIYA

the Sultanate of Paraiya



Square area: 363,609-miles
Population: unknown
Capital: Sopora
Government: Sultanate
Ruler: Sultan Ebid En Attor
Languages: Korachani, Paraiyan, Sarastroan
Religion: Church of the Undying Machine, familial tribal ancestral worship
Currency: Korachani Bit
Imports: copper
Exports: cotton, dates, iron, wool

Located to the north of the Tropic of Rah in the north of Sammaea, Paraiya is a land of savannahs and sparse woodland, with a semi-

arid to arid-temperate climate, and were it not for the many rivers that flow through its lands, it would be largely uninhabited (indeed the name Paraiya roughly translates to 'Many Rivers').

A recently independent nation populated by indigenous peoples and the descendants of Korachani colonists who mined the region extensively for adamantine, Paraiya was unified under a Sultanate in 3821 RM, beginning a new phase in its modern history. Despite this, its people still struggle to shake off the two great shadows that haunt them – the memory of Korachani colonists, and the Atramentally-active region of the Umbra Sokhar that dominates its south-western borders.

The Paraiyan Sultanate rose in 3821 RM in the city of Sopora after a period of civil unrest that saw traditionalists and their nomadic allies defeated by the power that would evolve into the Sultanate. Before this, the region had been abandoned by the Korachani empire to the caretaking Domnitors in around 2700 RM after close to sixteen centuries of rule. The Domnitors ruled Paraiya for close to a millennium, and were left to their own devices by Khadon. Over generations they mingled with the upper-classes of Beluan, forming a ruling caste that would come to dominate the lands of old Paria, from which the modern name Paraiya comes.

The city of Sopora was resettled in 2750 RM after centuries of neglect, becoming a capital to this new ruling caste, opposing the old capital that was still home to a largely native population in Bakkou. A centre to a traditionalist nation that abhorred the memory of the imperial occupation, Bakkou fought to eradicate cultural remnants of its Korachani occupiers, including its religion and architecture. This clash of cultures was most blatant by viewing the lower classes in each city. In Bakkou those of Korachani descent were treated as lower class citizens, where in Sopora it was those descended from the nomads who were seen as unclean.

Frictions escalated into civil war in 3792 RM, which dragged on until 3813 RM, with Bakkou losing its noble fight and the city being sacked by the subsequent Sultanate, which struggles to maintain unity to this day.

The sultanate has worked hard to abolish old prejudices, and though it has made steps in bringing equality to its differing castes, there are many on both sides of the spectrum who do not want this, and the region remains internally unstable.

Its people are expert architects, highly-skilled in the construction of bulbous wattle towers that collect condensation in large quantities, helping to keep the air cool, and which stand guard over their cities to this day. They are also adept Atramentists, who are well-versed in ways of controlling the spread of tainted lands and caring for those afflicted by its maladies.

Travel within Paraiya is dangerous, and most merchant caravans move with armed guards to defend against nomadic attacks. As a result few people in Paraiya travel, with most seeing little more of their homeland than their home city and its immediate environs. The dangerous nomads who proliferate the north-west are allies of Karakhas, and the subjects of the Sultanate trade north with Mharokk and Lidea, with which they are loose allies. The nomads are themselves only loosely connected and still exist in three separate tribes, with

members meeting on the winter solstice to revere ancient traditions.

PARTHIS

the Secular Republic of Parthis



Square area: 609,961-miles
Population: 15,340,000
Capital: Tethra
Government: Republican Empire
Ruler: Emperor Erzhircyn I
Languages: Parthisian
Religion: Ao, Secularism
Currency: Parthisian Shen
Imports: exotic food, object d'art
Exports: cosmetic surgery, technarcana

Situated on a peninsula in the north of Sammaea, Parthis is of a temperate climate with cool winters and warm summers, with moderate yearly rainfall.

Parthis is a major economic presence in the Inner Sea, and growing in power as most other nations are waning. Parthis has a long and storied past, with one of the best-recorded timelines in the Elyden, dating back to the early days of the Fifth Age, and its people pride themselves on being descended from the first humans – the children of the Demiurge Avraham.

Evidence of its past can be seen through the etymology of the name Parthis - originating in the ancient Fourth Age nation of Sammon, which fragmented ahead of the Shadow War, from which would emerge the nation of Sama Paria. Disintegrating in -900 RM, the ruin of Sama Paria would lead to the formation of Parria, a loose coalition of people that lasted until around 100 RM. Their demise paved the way for the Parthian monarchy, which would rule for around three centuries, until King Pardis handed over Parthia to Korachan in 473 RM after a relatively bloodless war.

This began a tumultuous period of Korachani rule that would last until 934 RM, when it would abandon Parthia to the Interreges. Their custodianship of Parthia ended in 967 RM following a civil war and internal uprisings that left them largely powerless.

Parthia – then known by its Korachani name, Parthis – was a free nation again, embittered, and changed by the introduction of Korachani industries and nascent technarcana, which it embraced as the native populace struggled with self-rule. Korachani

icons and structures were toppled, and after centuries of troubled leadership, the Secular Republic of Parthis was born in 1296 RM, its hatred of the Church of the Undying Machine and other religions burning fiercely.

The new republic concentrated on strengthening its own borders and protecting its people, but as those objectives were reached and surpassed, it began looking elsewhere. In 2123 RM Parthisian troops entered Korachani-occupied Tartak, taking its capital in 2132 RM.

In 2542 RM the republic died when twin consuls claimed power, beginning a decadent period now remembered as the Time of Two Kings. They were overthrown by a beloved republican and his allies 4-years later. The republican was granted executive powers to bring order to Parthis, but instead became emperor, beginning a new age for Parthis.

As an empire, Parthis continued expanding, absorbing Eruto in 2723 RM and welcoming Bisbut as a vassal in 2861 RM. Sensing the ailing state of Korachan, it began aiding Almagest in around 2990 RM until it was able to wrest freedom from its occupier in 3014 RM. After this, the two became close allies, even as Parthis grew more confident in the losses of its Korachani rival.

In 3406 RM the capital of Tethra fell to the White League, whose rule lasted until 3701 RM, when the Secular Republic took control after ousting the League, following its creation in 3465 RM by the League itself.

Parthis continued taking Jurras 2 years before the fragmentation of the Korachani empire, and Khuraur became a willing vassal in 3752 RM after the fracture of Karakhas.

The abolishment of slavery in 3794 RM after years of fighting for human rights garnered the attention of many other nations, most of which were reticent to follow suit. It remains a paragon of progress to many and welcomes expatriates from other nations with the promise of a better life. Its universities are unrivalled and its technarcana is thought to be the most advanced, and certainly cleaner than its Korachani equivalents. Its surgeons are envied across Elyden, and its cosmetic, reconstructive, and augmentative procedures are unrivalled, and it has become the mark of Parthisian nobility to prolong their lives through the most advanced techniques and to commission the birthing of bespoke familiars – tailor-made pets with human-life faces that serve as companions and guards alike.

Though secular, the concept of Ao – a secular form of deism – has become popular amongst the people of Parthis, personifying the concept of empiricism and rationalism. Though the nation is largely atheistic and Ao is secular, many outsiders consider this little different to a religion.

In 3863 RM Mechabet became a willing tributary of Parthis, with the wedding of its corn prince to the daughter of a prominent Parthisian lord. It has enjoyed exclusive trade and defence rights over other nations, though it has shown signs of political unrest over recent years and whispers of emancipation are being heard.

PARTHISAN COLONIES

the Colonies of the Secular Republic of Parthis

1. Sothra



2. Ibannem



3. Varta



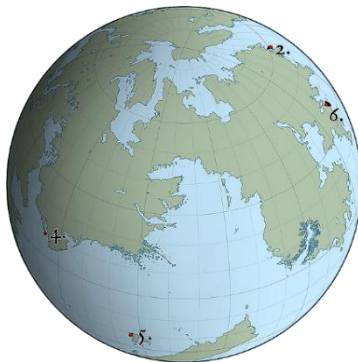
4. Nissa



5. Abdakros



6. Ezhiraya



Combined square area: ≈ 195,000-miles
Combined Population: 1,006,000
Capital: Tethra
Government: Republican Empire
Ruler: Emperor Ezhircyn I
Languages: Parthisan
Religion: secular, freedom of religion
Currency: Parthisan Shen
Imports: food, trade
Exports: bloodstone, information, lodestone, sunstone, trade

Like many large empires and nations around Elyden, Parthis is a colonial power. Though not as expansive or deeply rooted as the presence of Korachan across the globe, it has territories in all four continents, including in Sammaea, where its capital and homeland are found.

It has had various colonies over the years, though most were either abandoned or lost to independence over the years. The incumbent emperor, Ezhircyn inherited his mothers' thirst

for colonialism and has continued her work, successfully establishing the colony of Ezhiraya in the east of Meniscea, bringing further rare resources into the Republic.

Sothra was established in 3698 RM overlooking the Strait of Nárthel in Llachatul, and it became a powerhouse of trade in the region until the Strait eventual silted shut through the waning of Elyden's seas. The colony waned in influence and was almost abandoned, though it experienced a renaissance of sorts as a consulate of Partis in Llachatul, where it could keep gather intelligence on its enemies' movements and relations.

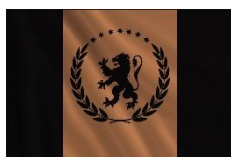
Confident from the success in Sothra, other colonies were established. Ibannem was founded in 3903 RM in the north-east of Meniscea, where it became a major supplier of lodestone to the Republic. Varta followed in around 3950 RM after years of trouble, becoming a mediator to the lucrative exchange of trade between west and east, and is now an enclave within the Surrach. Nissa followed seven years later in the south-east of Cuth, becoming a prized source of bloodstone. Most recent was Ezhiraya, which was founded partially as a show of strength by the newly crowned emperor Ezhircyn in 4002 RM.

A short yet bloody war with natives followed and within a few years the colony had become one of the most profitable for Parthis, excavating rare sunstones, which will fuel its factories and powerplants for centuries to come.

The defence of these colonies has become of paramount importance, and the routes linking them to the Republic are well-travelled and guarded against piracy.

PELASGOS

the Vassal-state of Pelasgos (to Korachan)



Square area: 217,622-miles
Population: 12,740,000
Capital: Cypria
Government: vassalage (to Korachan)
Ruler: Archpatrician Oraton Perthenius
Languages: Korachani, Gerician
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food, umbra
Exports: machined parts, powderguns

Located in the south of Central Llachatul,

Pelasgos is of a warm temperate climate with wet winters and dry summers, and is characterised by its western islands, mountainous north, and eastern hills and plains.

A vassal of the Korachani empire since 73 RM, Pelasgos has been the heart of the Korachani arms industry for millennia, producing weapons, ammunition, armour, vehicles and all manner of machined parts that are used by both the Korachani military and its industries and manufactories.

It has a long history predating the arrival of Korachan there, and its people are descended from the Fourth Age culture of Haden, which would give way through the Fading of the Fourth Age to the rule of the line of Anax-lords from -400 RM. Under their rule was the Judiciary Age born, which lasted until the rise of Korachan there.

Its city-states descended into war between 51 and 73 RM, which ultimately led to the Korachan moving against it, easily taking it over following less than a year of conflict. During the early years under the vassalage of the Korachani empire, the city-states were collected under the banner of the Anax-lord, who became a steward, enacting the will of The Seven in Pelasgos. Appointed by the Archpotentate Malichar himself, the Anax-lord was allowed a degree of autonomy over the rule of Pelasgos, and under a line of successive technical innovators, the nation became a centre of industry.

The Pelasgos people were traders and mercenaries, though with their assimilation into the empire, its beautiful island-chains became converted to industry and mass-production.

This brought about the slow death of the natural land of Pelasgos. Ancient forest-sanctuaries were no more, and its mountains grew dark with soot. Lake became bright with chemical runoff from quarries and mines.

Its western lands were reduced to a polluted wastelands that are now peppered with manufactories, mines and well-travelled highways and bridges linking them together. Between them are the wasted mines and quarries of past centuries, surrounded by a withered wilderness and struggling wildlife.

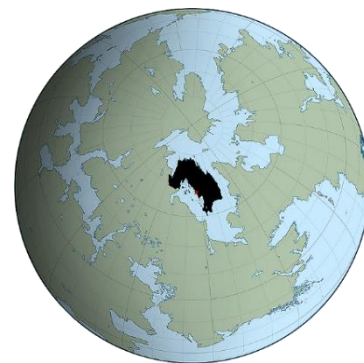
Pelasgos was the centre of a religious schism that disrupted Korachan between 1191 and 1217 RM, known as the Papal Heresies. This led to a reform of the Church of the Undying Machine and the eventual rise of the diverg nation of Chthryid.

Over the years Southern Pelasgos became less productive and a revolt in a major gold mine in 3791 RM left hundreds dead and the industry there effectively ended. Pressure from Hellos, the regional capital, exacerbated the waning of the region and in 3794 RM, after years of strife, the Domnitors eventually departed Southern Pelasgos, leaving the region independent. Hellos first adopted the term Free-isles two years later.

Today, Pelasgos remains an industrial centre, its people hard-working and loyal to the Korachani empire and the Church of the Undying Machine, which has a strong foothold there.

PERGOST

the Federation of Pergost



Square area: 1,721,300-miles
Population: unknown
Capital: Ostoyan
Government: republic comprised of Federation of Allied States
Ruler: none.
Languages: Eldrian
Religion: the Dreaming Night
Currency: Szar
Imports: iron, wine
Exports: ambergris, furs, peat, whale oil

Located in the north of Llachatul, occupying the expansive peninsula known as Rehemaz, Pergost is a vast land dominated by boreal forests, tundra, permafrost, jagged mountains and unnumbered coastal fjords. Here, mortals are outnumbered by wild beasts - one of few regions in extant Elyden where that remains the case. It is a wild land where only the tough survive, by upholding traditions and respecting the land and elements. Indeed, most Pergosti have a pragmatism towards death and mortality that few others understand.

Pergost emerged from the corpse of the great corrupt empire of Eldria, which at its height occupied lands controlled by extant Pergost, Sabia, Kaspia and Astudan. Its ruing Orrex dynasty fell prey to its own corruption in 3682 RM, following a brutal civil war instigated by revolting slaves and workers. The dynasty collapsed, leaving in its wake a lawless void that for decades was filled with petty warring and scavenging amongst its brutalist citadels and palaces.

It was this period that gave birth to Pergost. A loose alliance grew amongst some of Eldria's descendent states, and in 3721 RM a conclave took place within the ruined coliseum of Pergost, where the Federation was formed and took its name. The city of Ostoyan appeared around the coliseum, which is today the home of the Federation, where envoys from across Pergost come to argue their cause.

Today the Federation is largely made up of humans, though diverg, whose ancestors lived in Eldria, are also common. Its cities are insular, though they have good relations with Sabia and Kaspia, with which it shares a common origin. Nevertheless, trade with the south and east remain lucrative, as many of its natural resources - ambergris, furs, whale and seal oil - are highly sought after.

In 3843 RM a spirit possessed three sibling shamens in the region of Mennom. Claiming to be the spirit of the last Eldrian Orrex, the shamens have garnered a sizeable following in the south-east, which has grown increasingly independent over the last decades, leading many to think it will renounce the Federation completely soon-enough.

PNESSA

the Socialist Republic of Pnessa



Square area: 1,768,900-miles
Population: unknown
Capital: Irut Marka
Government: Authoritarian Socialist State
Ruler: the Tryptarch
Languages: Aksaran
Religion: Church of the Prophet of the Emphyrean
Currency: Dephon
Imports: coal
Exports: medicine, rubber, wood

Located in the east of Sammaea, Pnessa is a large nation that straddles the equator and the jungles of the western Waelmigh to its north. It is surrounded by the nations of Okkham, Noavatur, Rhinocoloura, Mulciber, Elekhid, and Cheira, and is of a tropical climate, with lush vegetation and rain common throughout the year.

With its roots in the Tyranon and Agornon castes that were exiled from Rhinocoloura in 3469 RM, the Hmnen regime has only been in control of Pnessa since 3959 RM, after successfully overthrowing the old Caian monarchy. In control since around 2950 RM, its strength had been on the wane since the retreat of the Sea of Suppa since around 3600 RM, ich had been in control since. The Hmnen regime had taken control of the region known as the Neanderine cities in the N of Pnessa in around 3925 RM, slowly working on overthrowing the monarchy since that time.

Members of the Caian family and their direct relatives were executed en-masse in the weeks following their overthrowing, though there are rumours that individuals made it east to Elekhid where they hide to this day. The Hmnen regime took control of most industries, which until then had been operated by lords and barons loyal to the Caian house. Hungry to acquire more territories Pnessa declared war on Okkham in 3971 RM, but

little came of the war after Noavatur came to the aid of Okkham. A few years after the war ended Pnessa moved against Elekhid, and after near 20-years of war there were few changes in the borders causing Pnessa to back down.

Almost bankrupted by two unsuccessful wars, its people began to doubt the effectiveness of the Hmnen regime, forcing it to turn to other means of growth, including trading. In 3997 RM the war with Elekhid was formally ended, with Elekhid taking back lost territories and trade agreements established that are beginning to bear fruit today.

Its people have learnt to make use of the various flora and fauna of the region, and have developed various medicines and drugs, most notable of which is a treatment for malaria that is derived from a millipede secretion that is used across Sammaea.

PORPHYR

the Imperial Technarchy of Porphyry



Square area: 986,049-miles
Population: 13,517,050
Capital: Bettyl
Government: Absolutist Technarchy
Ruler: Praedicate Teleanyara Apexide
Languages: Irothan, Porphyri
Religion: Nyarala
Currency: Onych
Imports: coal
Exports: brass, copper, technarcana, archaeological artifacts.

Founded in 1607 RM by the scion Teleanyara Apexide, the roots of the Porphyri Technarchy lie in the ancient actions of a Demiurge and its scion, much in the same way that Korachan was shaped by the Archpotentate Malichar and the Demiurge Rachanael. It is a place where technarcana and industrialisation are valued, much like the Korachani empire. And it is also a land on the brink of collapse.

These similarities only paint the differences in a starker light. Porphyry is a huge nation - three-times the size of Korachan, with cities citing histories dating back thousands of years, sometimes to the Fourth Age Ehlbezuni empire upon whose ruins they are built. Located in the far east of Sammaea, it ranges from tropical rainforests in the north to arid savannahs in

the south, with the great Porophossyr Mountains splitting it in two over their 1,150-mile length.

This divide is more than geographical - the mountain-chain sunders the nation in two on a cultural level.

The lands east of the mountains cling to the belief of an ancient Ark-building culture where monumental arks are constructed, sometimes dozens of miles from the coast, in esoteric rituals that consume the resources and minds of entire cities over spans of months, if not years.

The west is home to manufactories that produce technarcana reverse-engineered from archaic examples recovered in archaeological digs that span the nation. The bone-like metallic artefacts of ages past are a sought-after commodity that is sold to the highest bidder across Elyden.

This divide between west and east has caused tensions in the nations of late - a large swathe of land has broken away and remains contested to this day, and cultural disparities across the mountain threaten to lead to a schism that may sunder the nation.

Uniting its people is the ancient philosophy-religion of Nyarala, which reveres technology and advancement, though whose devotees blindly follow its teachings without ever truly understanding them. Indeed, the Porphyri live ritualistic lives, where ceremony is valued over individuality. Their technologists are little more than priests who use and maintain great technologies but understand little of how or why they work. Their spiritual leaders, known as the Makhnate, are handmaidens of the Praedicae Teleanyara, rulers and spiritual leaders combined.

Its people, like most in the Porphyri peninsula, are descended from Fourth Age unions between the human inheritors of the world and the near-extinct irothani - blue-skinned mortals beholden to Nyarloth. Many individuals have skin with a faint blue taint, or skulls that are slightly elongated, as a result.

RHAMIA

the Loose Kingdoms of Rhamia



Square area: 115,600-miles
Population: 3,034,700
Capital: Fascia
Government: Bipartisan republic
Ruler: republic
Languages: Korachani
Religion: Raemoluthism
Currency: Korachani Bit

Imports: iron and other ores
Exports: cloning, coal, technarcana

Standing between the Varrachon and the Karachla mountains in Central Llachatul, Rhamia originally formed a part of the expansive woodlands that dominated the subcontinent, of which the Old Forest is the largest extant remnant. It is still home to flora and fauna that originated in those woodlands, though today it is of a cool temperate climate, with short wet winters and moderate summers.

Originally populated by people indigenous to the Old Forest, Rhamia has since seen Korachani colonists invade it in 213 RM to exploit its natural resources. Intending on using it as a base for crusades against Ahrishen, they remained there until 1017 RM, when they abandoned the region suddenly, leaving patrician houses to oversee Korachani fortresses there. The populace was left to struggle for itself, though Korachan would periodically use its territories to mount invasions north.

The region has struggled with pervasive Atramental taint for millennia, and birth defects are also common, reaching their peak in around 2100 RM, leading to the creation of a caste known as Puritans, who oversee births, executing those deemed too corrupted. They remain a powerful policing force in the nation today.

A caste Firmamentists called Cazhans were eventually successful in abating the growing Atramental threat and became prestigious, usurping the Rhamian monarchy in 2239 RM, starting a new period of scientific thinking and harsh laws that allowed Rhamia to survive.

However, the taint continued to spread and over the 3rd Millennium RM, many of its cities became isolated, prohibiting travel between them. In 2823 RM a trio of Firmamentists travelled to the Tower of Jaramora, where they were able to call upon the Firmament to ward Rhamia. Two died from their efforts, and though Rhamia remained tainted, the effects were greatly lessened, allowing people to venture forth again, though they remained notoriously xenophobic and, influenced by their increasingly radicalised religion, the borders of Rhamia were closed to outsiders in around 3100 RM. Today the privilege of breeding is bestowed upon those with untainted lineages - these so-called 'perfects' are the new nobility and guard their purity fiercely.

For centuries Rhamia was a ghost, with no one entering and no one leaving, until in 3642 RM, when Korachani envoys seeking the use of its harbours forced their entry, finding a deserted land with settlements hidden behind monolithic concrete walls. The high-Consulite travelled there the next year and was denied entry, prompting Korachan to declare war, taking the region in a matter of months.

Atramental research facilities were established across Rhamia, and Siphon engines were installed in its cities to nullify the Atramental taint and its harbour were renovated and fortified, becoming home to a new fleet of ships that preyed on the Ahrisheni coast. The populace was betrayed, enslaved in manufactories that appeared in Fascia and surrounding cities.

In 4006 RM, Rhamia was abandoned to the Interreges after years of waning fortunes. They curated a local government with which they rule in a joint bipartisan leadership, though many of its cities have found themselves

politically-isolated, with little access to supplies and support from the government in Fascia.

RHEA

the Magocracy of Rhea



Square area: 819,025-miles
Population: 9,073,750
Capital: Dherba
Government: representative council: the Court of Dreams
Ruler: Archapex Abimelech
Languages: Rhean
Religion: Saewal, Aaru (demigod)
Currency: Haon
Imports: coal
Exports: aluminium, cotton

Situated in the far southeast of Eastern Llachatul, Rhea is a subtropical land with terrain that varies from dry savannahs in the north, to verdant plains and scrubland in the centre, and woodlands in the south.

Rhea owes its roots to the ancient kingdom of Arretoy, which was once united with Karkauth, to the west, which since gave rise to the Dominion of Cuth. It is a centre of aluminium production and refining. Despite this it is still a rising industrial power, and most of its aluminium production is geared towards export to the west, where it is in high demand for engineering projects.

The country is ruled by a magocracy known as the Court of Dreams, which has ruled Rhea since 3242 RM, though it has existed as a secret society for close to a thousand years acting on behalf of shapers who have had a history of harsh treatment in the past. The arrival of the Hieromonarchs in Rhea in 3192 RM led to the removal of the ancient Auradian Dynasties from power, closing Firmamental colleges, which led to the Court of Dreams taking up arms against them, leading to their ousting of the Hieromonarchs, and the fracture of Rhea in two - with the south-west becoming a new state, known as Iacio, ruled by the Hieromonarchs.

Despite their expulsion from Rhea, the religion that the Hieromonarchs brought with them - the sun-cult of Saewal - remained firmly-embedded in Rhean culture and is a major religion there to this day. Despite this, the Court of Dreams allows all religions to be worshipped, and many of its cities, most notable amongst them Zarataba, are havens to minorities and immigrants fleeing persecution -

from the Korachani empire in the west, to the Pantheon Isles in the east.

RHINOLOURA

the Rhinocolouran Khanate



(Entries include the absorbed state of Ethistonith)
Square area: 848,241-miles
Population: 8,183,300
Capital: Sardonyx
Government: Khanate
Ruler: Khan Kurabei
Languages: Kzanademi, Aethios
Religion: Kzanademi Polytheism, the Seven Syncretisms
Currency: Siriphagan Siras, Sarastroan Valk
Imports: slaves, iron
Exports: granite, legumes, myrrh, ochre

Situated in the central north-east of Sammaea, nestled between the wasteland of the Umbra Sokhar and the Growing Mountains of Muleiber, Rhinocoloura occupies a 1,900-mile stretch of the mighty river Shibboleth. Half of its territories are dominated by arid mountains, badlands and highlands, and the rest is comprised of the fertile drainage valleys of the Shibboleth, where most settlements are located. It is noted for its wide varieties of flora and fauna.

The Khanate of Rhinocoloura was established in 3618 RM, following the appearance of the red-skinned Khan Illaregh in the city of Melakab 14-years earlier. This came at the end of a 14-year campaign that swept across the region from west to east, ending with the successful siege of Sardonyx, which remains the capital and seat of the Khanate to this day.

Following Illaregh Khan's death of natural causes in 3712 RM, Rhinocolouran borders have stabilised somewhat, though it was able to absorb Ethistonith in 3739 RM, after political seeds sown by the Khan decades earlier came to fruition.

Though its armies are no longer on the march, the Rhinocolouran military is still respected, though the nation is perhaps better known today for its trade in ochre, myrrh, and myriad foodstuffs cultivated along the alluvial soils of the river Shibboleth - an inauspicious fate for the marching armies of the Khanate.

Despite over two centuries having passed since the absorption of Ethistonith, there remains a large cultural divide between its people, with those in the south clearly identifying as Ethistoni. They cling on to their

past culture, taking great pride in their old customs, particularly the communal practice of *dreamwalking*, and is likely only their shared religion that has kept the absorbed state under control all these years.

SABAISA

the Sultanate of Sabaisa



Square area: 448,900-miles
Population: 4,318,500
Capital: Andrapphala
Government: Sultanate
Ruler: Sultan Aldebarra II
Languages: Sabaisan, Porphyri
Religion: Nyarala
Currency: Onych
Imports: coal
Exports: pyrite

Situated along the Tropic of Maocarhl in the far east of Sammaea, Sabaisa is an arid land, whose north is subtropical, and whose south is of a hot temperate climate. It is of relatively low tides, and its northeastern-most reaches are prone to typhoons along the coast.

The name Sabaisa was first used in 1598 RM, with the union of the Twin Banners of Menkar and Sattar Isha, following the influence of Teleanyara Apexaide, prior to her abandonment of their people and hundred-year disappearance.

The twin kingdoms spread to encompass the southernmost part of the Porphyri peninsula. A swelteringly hot place, moist air carried over the Mirovean Ocean provides a lifeline through which forests and other vegetation can survive, making life there possible.

For much of its history, Sabaisa was ruled by a royal dynasty with its roots in the precursor Menkari and Satar Ishan kingdoms. In 2246 RM an ancient caste of shapers, long thought dead, known as the Attestors, revealed themselves, becoming advisors to the crown. They foresaw a time of darkness during which the royal family would disappear. Their warnings went unheeded, and in 2931 RM the royal family was killed in a religious coup during a solar eclipse.

After this various political and militant groups made attempts for the throne, none of which would prove to be permanent, whilst warlords and other opportunists made their

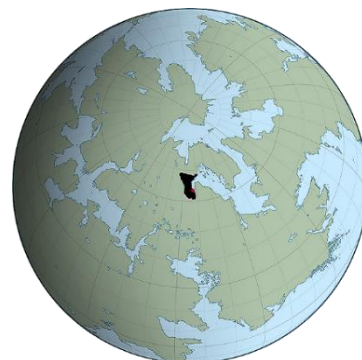
own claims, making a recovery difficult for the region. Sabaisa broke down, and a centuries-long dark age followed.

In 3526 RM the exiled Jahinn Aldebarra was able to unite the disparate states of Sabaisa following two years on campaign with his son acting as lieutenant. He kept the name Sabaisa, though the old royal family had long since been forgotten. Instead he founded a new Sultanate, echoing the government of his old home in Abacardat. Following this, Sabaisan culture took on a more southerly veneer.

Its people, like most in the Porphyri peninsula, are descended from Fourth Age unions between the human inheritors of the world and the near-extinct irothani - blue-skinned mortals beholden to Nyarloth. Many individuals have dark skin with a faint blue taint, or skulls that are slightly elongated, as a result.

SABIA

the Kingdom of Sabia



Square area: 320,356-miles
Population: est. 5,708,740
Capital: Szalla
Government: Absolutist Monarchy
Ruler: Vityaz-thane Birdur III
Languages: Eldrian, Sabian
Religion: the Frostblood
Currency: Szar
Imports: copper
Exports: furs, iron

Sabia is a boreal land situated in the north of Central Llachatul, situated to the east of the Desolation of Astudan, overlooking the Sea of Bielost, which is better-known as the White Sea to most. It is known for its boreal forests and cold, windswept plains, which in the north give way to permafrost. It is home to large herds of beasts and, farther south, industrious settlements that are linked by a strong trade-network and cultural heritage.

Appearing as the Kingdom we know today in 3493 RM, Sabia is descended from the older kingdom of Sakkhria, which collapsed in 3222 RM following the final death of its otherworldly ruler, the Frost King, who is remembered today as the chief deity in the Sabian pantheon of the Frostblood. It grew rapidly in its first century, expanding north, reclaiming territories abandoned by a waning Eldria, whose Orrex leaders had grown corrupt

and insular. The fall of Eldria in 3682 RM cemented the claim of Sabia's new territories, and it grew more powerful as a result.

Sabia has, like its predecessor, Sakkhria, withstood many Korachani and Almagest crusades into its lands. These have targeted its southern cities, and their Firmamentists and their 'heathen' culture, leading to many settlements being attacked and ultimately abandoned over the years, following the genocide of their people. This has left the people of Sabia with a strong enmity of Korachan and Almagest, between which they see little distinction.

A popular legend in Sabia, is the Sword Tartaruch, which was forged by the Savant-king of old, and was used to defeat many demons that beset the early borders of Sakkhria. The sword was wielded by many champions over the years and was lost in 3590 RM after a battle with an otherworlder and its followers in the Allasai.

SAGITTARIA

the Democratic Republic of Sagittaria



Square area: 320,270-miles

Population: est. 10,000,000

Capital: Camaca

Government: Democratic Republic

Ruler: Aranthur Faru

Languages: Sagittarian

Religion: freedom of religion, Church of Etamosis

Currency: Sagittarian Bit, Surrachi Valk

Imports: trade

Exports: trade, food

Located in the north of Sammaea, overlooking the Gate of Erebeth, with the Sea of Serpents to the west and the Inner Sea to the east, Sagittaria is of a cool temperate climate with moderate winters and warm summers.

Sagittaria is a nation that has lost much to warfare, including Izabal in 3159 RM and Altha in 3612 RM, before the present democracy was established in 3751 RM.

Descended from religious exiles who fled Korachan in 15 RM, its present government took over from a period of strife that following an earthquake in 3612 RM that toppled its capital and killed its ruler, the Interminable One - one of the most powerful shapers and steroid figures in Elyden at the time.

Originally an advisor of the ruling Merovichi household, he ousted them in 1567

RM, becoming the Autocrat of Sagittaria. He fostered a caste of sycophantic sorcerers who became his subordinates. Sagittaria waned under his rule - its once-fruitful inland sea of Troja dried as the Autocrat flattered himself building monuments and palaces. He was eventually assassinated by the Knights-exile, who would go on to rule in his stead, but his followers interred his body into a powerful technarcane engine, where his spirit was allowed to live on in the independent city of Sogossa, where he became known as the Interminable One. A cult of personality emerged, rapidly evolving into a religion that spreads across Sagittaria.

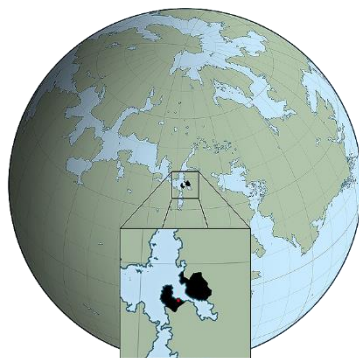
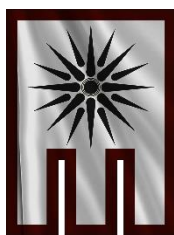
The region was wracked by a terrible plague in 2758 RM and the Knights-exile were forced to seek the aid of the Interminable One and his sorcerers, who quickly nullified its effects. Yet they manipulated the Knights-exile, turning them into their puppets, until in 3236 RM, when the Interminable One came into control once more - becoming ruler and deity.

In 3582 RM, at great cost to the nation, an artificial body was constructed in Khalhat, to which the spirit of the Interminable one was transferred. The Interminable One was reborn in flesh after nearly 1400-years of rule from within a machine. His rule became absolute, and none doubted his divinity - until his body was mortally wounded in 3612 RM. Seeing the body of their god destroyed, and his life taken, the people lost faith in him. The church and the sorcerers waned in strength after this, and Sagittaria entered a period of strife, fracturing into rival states, which were brought together again in 3751 RM.

Today Sagittaria is a centre of agriculture and trade, with links to the Surrach and its panopoly of resources in the west, and the Inner Sea in the east.

SALOROC

the Ducal Crown of Saloroc



Square area: 42,642-miles

Population: 2,052,000

Capital: Saloroc

Government: Constitutional Monarchy

Ruler: Queen Ishatal Gulla

Languages: Salaroc

Religion: The Void

Currency: Salorocin Bit

Imports: coal, umbra

Exports: technarcana (golems)

Located in the north-east of Sammaea, divided in two by the Sea of Sün, its western coasts enjoy temperate climates though its eastern coasts are considerably drier, due to moist air being carried west from the Inner Sea.

The extant people of Saloroc are descended from the ancient Fifth Age Svathi people, who moved south from Scythea in around -1100 RM and would go on to become accomplished mariners.

In -587 RM a priestly caste known as the Zion Hierarchs overtook the people of Symenian Peninsula, from where they came to rule, taking one of their three fabled golems with them. The Apostate Wars of -192 RM left Zion shattered, and the people of Symenia became free again, first using the name Saloroc in around -50 RM.

Originally a city-state with a few satellite vassals, Saloroc grew powerful through piracy. Its slavers became a force in the east of the Inner Sea, preying on sea trade and small coastal settlements that they often subjugated and colonised.

The opening of Zion's borders to Korachani trade in 174 RM led to the subjugation of Saloroc, which became one of its more imperialised cities; something exacerbated by the Exarch's full vassalage of Zion to Korachan in 212 RM. It was during its vassalage to Korachan that its borders expanded north across the Sea of Sun, where it appropriated the city of Scythea and its environs in 382 RM.

Devastated by its losses in the War of the Artifexes, Korachan allowed Saloroc, a relatively insignificant part of the empire, to fester. In 3029 RM Saloroc fell under the control of the twin Hathata despots. The sons of its Lord-Barrator, they inherited his post during a time of decline for Korachani industries in the area. Using the imperial occupiers as scapegoats, they drove the populace into a frenzy and declared Saloroc's independence in 3032 RM, and ejected Korachani governors and patrician houses, after which they named the city 'the Ducal Crown'.

Saloroc's new-found independence did little for its industries and it continued to diminish as Zion was handed over to Sarastro as part of the Sarastroan Sanction of 3103 RM. A neglect of its Zion cities led to Saloroc increasing its borders south before Sarastro fortified its borders, though Saloroc's use of golems to defend its lands remained a deterrent to Sarastroan attentions.

Today the region is known for its golems - powerful constructs with their roots in ancient techno-religious texts recovered by Zion early in the Fifth Age - which defend its borders against enemy intrusions. Though the texts that had led to the construction of the golems were destroyed by Korachan during its occupation, the region is still a major producer of such technarcane engines, though none can rival the original golems, of which only one now remains in the Calixaran plains, defending Saloroc from Sarastroan attentions.

SARAGOS

the Technocratic Republic of Saragos



Square area: 183,184-miles

Population: 4,703,500

Capital: Saragos

Government: Elective Technocracy

Ruler: Chief Technocrat Achatecht XI

Languages: Saragosi, Venathi

Religion: Church of the Machine (Saragosi sect)

Currency: Saragosi Bit

Imports: Coal

Exports: technarcana, manufactured items

Situated in the northeast of Sammaea, Saragos is of hot temperate climate with moderate winters known for long periods of light rain, and dry summers. It is bordered to the north by Venthir and the south by Naareth.

This small nation originated in 1939 RM after chief technologist Zaddock and his allies were exiled to the south of Venthir by Queen Hetepheres decades earlier. It lies across the Tropic of Rah, and has the Molachari Desert to its west, making it a dry region, though it is far from inhospitable, and is covered in expansive savannahs. Its cities are known for their large communal wells as well as their expansive vaulted subterranean water reservoirs, that are sometimes used for public transport.

It is considered one of the most advanced nations in the known world, with the highest literacy rate and the greatest proportion of vocationally-qualified individuals in the greater Inner Sea Region. Its technarcane machinery is famed by other nations and considered at least the equal of technarcana produced in Porphy or Korachan, if not superior. Its people are masterful engineers and its civil workers are well-trained, with its modern designed cities having well-organised infrastructures and amenities.

Perhaps most mentioned are its airships, an innovative form of vehicle that uses large bags of lighter-than air gasses that allow it to travel in the air. These airships are used to maintain a thriving trade-route with the otherwise reclusive people of the Porphyri peninsula, bypassing the dangerous lands of Mulciber.

In 3703 the Archpotentate Malichar travelled to Saragos and met with the Chief Technocrat there. The outcome of the meeting is unrecorded, though upon returning to Korachan, Malichar began a time of

reclusiveness that has lasted three centuries and continues to this day.

SARASTRO

the Reformed Empire of Sarastro



Square area: 678,976-miles
Population: 16,830,500
Capital: Argea
Government: Absolutist Autocracy
Ruler: King Sathep the Risen
Languages: Sarastroan
Religion: Reformed Church of Sarastro, Naranism
Currency: Sarastroan Heckel
Imports: coal, spices
Exports: diamonds

This large nation dominates the northeast of Sammaea, and is of a warm temperate climate, ranging from arid in the south, and temperate in the north. It is bordered by mountains in the north and east, and receives little rain, though have various rivers that are fed by snowmelt and occasional heavy storms.

A major political presence in the north-east of Sammaea, Sarastro is one half of what followed the Sundering of the Korachani empire in 3705 RM, with the other being the High-empire of Korachan, which maintained its lands in Llachatul. Sarastro retained most of the old empire's southern territories, including Mharokk, Lidea, and Vaalk, amongst many others.

The Sundering came about through the culmination of various elements, though amongst them all it is a long festering schism within the Church of the Undying Machine that is today thought of as the major cause. The Church of the Undying Machine broke up following irreconcilable ideological differences amongst its upper echelons a month before the empire itself fell, leaving the Inner Sea in chaos. From the chaos emerged the two empires: the High-empire of Korachan, based in Llachatul, and the Reformed empire of Sarastro, based in Sammaea.

Sarastro prospered under the leadership of the Tyrant Sathep, though its individuals did not. Sathep himself was a relic of a far older time, and was distrusting of technology in the magnitude that it had come to dominate life in Elyden. Slavery became rampant, and what resources Korachan had not stripped from the earth were rapidly exploited, including vast diamond and gold mines discovered after the Sundering that brought great wealth to the Reformed empire.

A mixture of hotter climates and harsher terrain give Sarastro a distinct appearance that is different to that of the High-empire, and most of its cities are seen as backwards as a result. In truth Sarastro is no less industrious than Korachan and other major powers around the Inner Sea Region, it's just that its cities look older and its people cling to older fashions and traditions.

The capital of Sarastro, Argea, is famed for its bakeries and the bread that is distributed for free to its populace, who, despite many aspects of life being harsher than its northern counterpart, enjoy certain privileges (some would say basic rights) that the helots of Korachan are denied.

SEDISIA

the Empire of Sedisia



Square area: 380,689-miles
Population: unknown
Capital: Haii
Government: Imperial Republic
Ruler: Imperial Elected Senate
Languages: Vethrandan
Religion: Church of the Chained God
Currency: Desin
Imports: coal, copper, iron,
Exports: food, raw umbra, plum wine

An independent nation located to the south west of Llachatul between two insular nations - the tyranny of Otinth in the west and the Republic of Gnoth in the east. Situated in an ideal temperate climate and possessing rolling farmlands that have been cultivated over millennia of interference by mortals, the once dense forests of the area are no more, replaced with thousands of square miles of pasture and fields - a far cry from the near desolate nature of the Inner Sea.

The empire of Sedisia was founded in 1985 RM, following the cultural growth of the city-state of Haii within the expansive theocracy of Vethranda. Its influence had grown over the past hundred years, allowing it to absorb various cities and territories, increasing its political strength until in 1911 RM it overthrew the theocracy within its territories, establishing its own government. Over seven decades later it would declare full political independence from Vethranda, forming the empire of Sedisia, which would go on to expand over the next centuries to the Gnothi

border, annexing roughly half of Vethrandan territories.

Despite this annexation, Sedisia is today the only major territory in which the Chained God, which originated in Vethranda, is worshipped.

Sedisia is famed for its plum wine, which is a cheap alcohol that is drunk across southern Llachatul and northern Sammaea, though it is also a major producer of raw umbra, exporting it as well as large volumes of food, much of which goes across the Gate of Erebeth to the east.

Of note is the region of Atilipho, which is heavy in deep umbra reserves and exists at the border with Otinth. It has been empty since the expulsion of the Korachani colony of Ohdurtar from the area in 2641 RM. Both Sedisia and Otinth have claimed this area as their own since then, leading to it being contested. As part of each nations' claim to the land, the smaller area of Arrakin must also remain unclaimed, and the borders of both it and Atilipho are heavily fortified, and the political climate between both remains tense to this day.

SEPAHAUNAT

the Principality of Sepahaunat



Square area: 300,304-miles
Population: est. 2,730,000
Capital: Tazayil
Government: Elective Monarchy
Ruler: Princess Jemmahala
Languages: Tazam
Religion: the Cult of Sybarr
Currency: Baccal
Imports: coal
Exports: copper, opiates

Located in idyllic climate in the north-west of the continent of Sammaea, Sepahaunat is a relatively recent nation. Founded in 3259 RM by Prince Iqarhot following just over a hundred years of relative peace following the reunification of Tazayil cities by the warlord Shemayak in around 3130 RM.

Today Sepahaunat is a wealthy independent nation with a healthy economy. Ruled by Princess Jemmahala, the Principality is known for its rocky volcanic western coast, that stretches north-to-south for close to 1,000-miles; and the shallow waters off its eastern coast. Its people are expert mariners, favouring catamarans, and they are united in their

worship of living-saints known as idolons, in the religion of Sybarr.

Its eastern borders are close to the fractured nation of Enith, and its armies are currently mobilising in the event that the civil conflict raging there spills over into Sepahaunat.

SERROK

the Holy Kritarchy of Serrok



Square area: 531,400-miles
Population: unknown
Capital: Acyottagod
Government: elected Kritarchic council
Ruler: Speaker Saio
Languages: Aksaran
Religion: freedom of religion, Church of the Prophet of the Emyprean, New Temple of the Emyprean, Cult of the Dreaming God (mystery cult)
Currency: Dephon
Imports: iron
Exports: diamonds, coal

An equatorial nation situated in the tropical rainforest of Waelmigh in the east of Sammaea, with coastal borders overlooking the Sea of Lethea in the west, and the Mirovean Ocean in the east, and land borders with Cheira in the north and Porphyry in the south. It has high precipitation and a very short dry season, and most of its land is covered in rainforest, with the north and east giving way to rocky and mountainous terrain. Its southernmost territories are dominated by the drainage basin of the river Berekodra.

It is famed for its wildlife, of which the near-mythic serpopard is probably most-famous, also featuring on its national flag. Other notable creatures are its giant woodland isopods, which can reach lengths of up to ten feet, and its feared mind-controlling fungus, which infests deep parts of the Ungororo forests, sealing the fate of unfortunate beings that wander within - including humans.

Serrok as we know it was founded in 3794 RM as a Kritarchy made up of ruling members of all officially-recognised churches, ruling as a council. This method of government is well-regarded to this day and has guided Serrok into the modern age successfully, successfully managing a western coastline that is notoriously difficult to manage due to the amnesic effects of the Sea of Lethea.

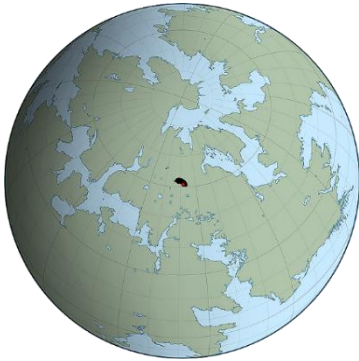
The quality of life in Serrok is largely determined by its climate and terrain, with its

people being highly resourceful and adaptable to the terrain and unforgiving weather. City maintenance is a time-consuming affair and the near incessant rain is something that needs to be contended with. Law-enforcement is harsh, with policing forces well-equipped and famed for their trained baboons which are used as much as a deterrent to wrong-doers as they are to chase fleeing criminals. As a result, most recidivists are scarred from bite-marks left behind from previous apprehensions.

In the Korachani empire and other lands without the immediate borders of Serrok, the region is seen as a mysterious land of misunderstood culture. Though there is truth behind the anecdotes to reach foreign lands, there is much more to Serrok than skulking serpopards, policing forces that utilise trained baboons to intimidate lawbreakers, and deadly threats that lurk in steaming jungles.

SHOTHA

the Demesne of Shotha



Square area: 90,300-miles
Population: unknown
Capital: Faeamun
Government: Stratocratic Republic
Ruler: Knight-governor Tegno Gievi
Languages: Asibaian, Almagesti, Gáthan
Religion: Desolati cults
Currency: Almagesti Bit
Imports: trade
Exports: trade, mercenaries

Located in the centre of Llachatul, just north of the Old Forest, Shotha is of a col dry climate, with summers being only slightly warmer than winters, with little fluctuation in rainfall. It is of rocky terrain, and its south is dominated by the Lukaen badlands, which are characterised by expansive jagged grey rock formations.

Shotha is a land built atop of the ruin of the nation of Asibaia following the War of the Artifexes that ended in 3014 RM. Following the war, Almagest was left an independent republic, exerting a great deal of influence and pressure upon the Strait of Skaros and nations along its coast. Many battles were fought in Asibaia during the conflict and the region was left ruined, its people fleeing into Almagest as refugees after the end of the war.

The mercenary Desolati, apocalyptic warrior-monks who believe that true enlightenment can only be reached following

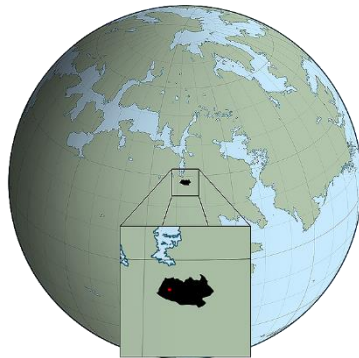
the ultimate decay of everything, became involved in the war, selling their services as caravan guards, mercenaries, sell-swords and bolstering patricians' private armies. They prospered greatly from the conflict, their coffers and ranks filled like never before by the wars' end. They settled the ruins of the far north of Asibaia (Almagest's expansion east having already swallowed the rest of its old lands), forming a loose coalition of a few dozen settlements, many of which would go on to become sizeable city-states. They would eventually go on to form the nation of Shotha by around 3120 RM, with the capital of Sundor acting as their stronghold.

Despite their roots amongst the entropic eschatological Desolati, the people of Shotha are largely unobtrusive, using their position between Almagest and the east of Llachatul to act as mediators of trade, with caravans crossing the Desolation of Astudan to Gatha to buy and sell wares. Protected by the wealth and martial expertise of the Desolati, Shotha grew prosperous, but never expanded greatly; a fact that served as a boon with the advent of the Great War in 4007 RM, during which they traded with various factions to their benefit.

In around 3810 RM the Desolati conquered the neighbouring region of Faeamun, which until then had been an independent city-state between it and Stolas. Eventually, the city would go on to become a new capital to Shotha, from where the Desolati rule to this day. The wane of the city-state of Faeamun left the easternmost borders of Shotha contested with the alien region of Stolas, and skirmishes between Desolati knights and misshapen al akhi are common.

SIRIPHAGOS

the Most Serene Republic of Siriphagos



Square area: 58,080-miles
Population: 2,723,800
Capital: Siriphagos
Government: Plutocratic Council
Ruler: the Alacran
Languages: Attanish, Sarastroan
Religion: freedom of religion; the Seven Syncretisms
Currency: Siriphagan Siras, Sarastroan Heckel
Imports: various, trade-based economy

Exports: various, trade-based economy

This small landlocked nation is located in the Bauldor basin, in the north-east of Sammaea, between the Bethet Mountains and the Growing Mountains of Mulciber. Its climate is hot temperate and it is dry for most of the year, save for a short month-long 'wet season' in mid-autumn.

In antiquity, the basin was known for its caravanserai and the many merchants that travelled the region, which was a crossroads where trade from the north, south, west and east was brought before making its way across Sammaea, and beyond.

Independent since 3707 RM, before which it had been a vassal to Sarastro for over a century, Siriphagos remains a centre of trade to this day, and controls the famed Salt Road and all trade that crosses it, via the efforts of the Siriphagan Alliance – a consortium made up of major merchant houses from across the Inner Sea Region. The alliance offers many services to its members, including money changing, lending, and guard services, as well as lodging to merchants across the Salt Road.

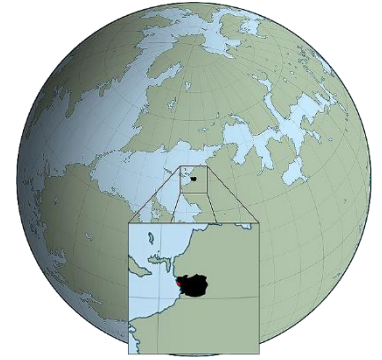
The capital is home to a Plutocratic Council, which is populated by merchant-lords and others of great influence in Siriphagos and beyond, who are collectively known as the Asker, fulfilling the role of upper caste. Above the council is the enigmatic halfblood who refers to himself as The Alacran, who takes wives from amongst the most beautiful of Asker princesses. He usurped the control of Siriphagos in 3934 RM, and allows the council to make day-to-day rulings on his behalf, which keeps the Asker amenable.

Its cities are cosmopolitan and home to people from across Elyden, including many mortals other than humans, as well as halfbloods and otherworlders of various types. Many noble families from across Elyden also have offices here, making it a melting pot of culture and religion. Likewise, its people are considered to be jaded and well-versed in the history and news of the Inner Sea Region, and its guides – known as meereni – are a veritable treasure-trove of news, history and information, available at a hefty premium to the discerning traveller.

The city of Siriphagos is a thriving metropolis that accounts for well over half of the republic's population, and it is here that the prices of many goods, including the salt after which the trade-route is named, are determined. Watered by great aqueducts and subterranean cisterns that are rumoured to be far older and more expansive than the city itself, it is a bustling city of auction houses, trading halls, caravanserais, hostels, and warehouses. Merchants come here to do business and to relax, and it is known for its brothels, taverns, bathhouses, umbra dens, and other places where weary merchants can distract themselves.

THE SIX CITIES

the Six Cities of the Dakhran Collective



Square area: 24,025-miles
Population: 1,134,000
Capital: Dakhra
Government: Diverse. Elective Republic
Ruler: Each region elects a representative to sit at the Council of the Six Cities
Languages: Saviudi
Religion: Church of Rahana, various
Currency: Surrachi Valk
Imports: coal, umbra
Exports: food, ore

Located to the west of the Surrach in the north-west of Sammaea, overlooking the Sea of Aaren, the Six Cities is a coastal region noted for its temperate weather and dry air flowing overland west from northern Sammaea. It has diverse wildlife and flora acclimatised to the dry climate, and its soil is very fertile, leading to much farming in the region.

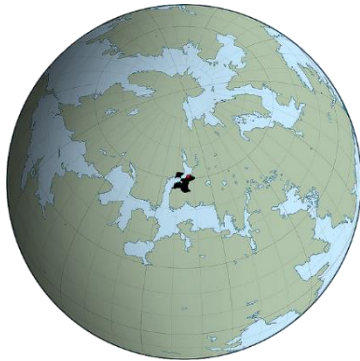
The Six Cities were born from the ruin of the Ahinan empire, which collapsed in 3580 RM following a devastating plague that wiped out its largest cities and decimated its government. Its cities struggled on and eventually fell into ruin. A string of warlords appeared in the power vacuum, subjugating the remaining populace. The short-lived nation of Saviana emerged during this time, though war remained common, and many of the remaining cities were reduced to rubble.

In 3791 RM, a loose coalition formed opposing the Tyrant Daaran who had risen to power in Saviana, taking over much of the western part of the region. Following a protracted war that ended in 3796 RM, the Tyrant was defeated and the land was divided amongst the six generals, and the term the Six Cities was first used in an official capacity to describe the region. These territories are roughly analogous with the extant states of Dakhra, Apinar, Nekharaal, Daath, Pegan and Tanass, though borders have changed over the years. The region of Alron emerged some 75-years ago, from parts of Dakhra and Pegan, creating a 'seventh' city, though the original name remains. Other autonomous states (such as Vanka and Moloch) have since appeared too.

The regions' population is descended from a mix of Korachani colonists who originally landed in Eret, indigenous Savi natives, and people from the east of the Surrach. This had led to an interesting genetic and cultural mix that continues to this day, giving each of the 'six' cities and their satellites their own character. The local calendar (AB) is derived from the founding of Ahina and is currently in its 1523rd year.

SKAROS

the Vassal-state of Skaros (to Korachan)



Square area: 269,361-miles
Population: 8,903,400
Capital: Skarosia
Government: Kritarchic Republic
Ruler: Tithe-baron Bhemman Ognash
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food
Exports: aluminium, machined goods, turnip wine

Located in central Llachatul, overlooking the eponymous strait after which it takes its name, Skaros is a cold temperate nation whose land has been continuously exploited for its resources for millennia, leaving it a pock-marked grey wasteland bereft of any natural beauty.

It originated as a demesne of the Lascark Kingdom, which in the early Fifth Age was a major power in the region dominating the coast of the Strait of Skaros, but broke away in -68 RM. It was declared a free nation after years of war. It became a target of the Korachani empire, following its rise to power decades later, and after a year of war, it was the third nation taken by Korachan, in 23 RM.

Now the oldest nation to be in continuous thrall to Korachan, it has gone on to become a vital part of the imperial economy, providing raw resources for its many industries. It has since become famed for its foundry-workers, miners, and loggers, who are considered amongst the most accomplished and tested in all the empire. Indeed, some of the largest open-cast pits and manufactories are found in Skaros to this day, despite the gradual wane in the resources at the empire's disposal.

Its northern territory became a major battleground during the War of the Artifexes and, half of the nation was handed over to Almagest as part of the peace treaty signed in 3014 RM, leaving behind a scared and wounded nation that took many years to recover.

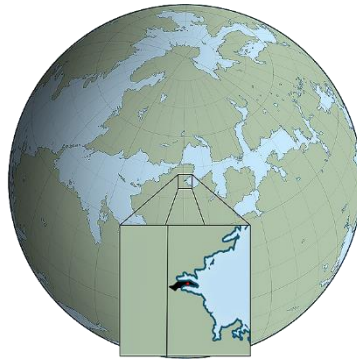
Following this, Korachan expanded the nation west across the strait in a bid to restore its territories, bringing war to the indigenous people there. Despite this, the region became a hotbed of unrest due to losses of the War of the Artifexes, and between 3300 and 3350 RM many of these new colonies, centred around the city of Arkam, were allowed to break away,

eventually becoming the nation of Ataraxia in 3450 RM.

In 3792 RM, after years of decadence and failing rule, the ruling Patrician Houses were deposed by the tithe-barons in a coup that was funded by the empire itself, and they have ruled Skaros since then as regents of the Archpotentate Malichar.

SOGASSA

the Magocratic Republic of Sogassa



Square area: 2,352-miles
Population: 58,000
Capital: Sogassa
Government: Magocratic Council
Ruler: the Interminable One
Languages: Sagittarian
Religion: Cult of the Interminable One
Currency: Sagittarian Bit, Surrachi Valk
Imports: machined parts, technarcana
Exports: none notable

City-state located in the north of Sammaea, at the base of the eponymous peninsula to the south-east of Sagittaria. It is a small region, thought to be the smallest independent state in Elyden, and is only in control of a few settlements. Interest in it lies not in its armies, resources, or industries, but in its ruler – the Interminable One.

Originally an advisor of the Merovichi dynasty, he betrayed them in 1567 RM, becoming the Autocrat of Sagittaria. He amassed a following of sycophantic sorcerers who governed and enacted laws in his stead. The prosperous inland sea of Troja died under his rule as the Autocrat built monuments and palaces to himself. He was killed by a group known as the Knights-exile in 2163 RM, who went on to rule in his stead. His followers interred his body into a technarcane engine, where his spirit was allowed to live on in the independent city of Sogassa. There, he became known as the Interminable One and became the centre of a strong cult of personality that became a new religion that spread across Sagittaria.

The Interminable Ones' sorcerers were able to manipulate the Knights-exile after Sagittaria was weakened by a plague in 2758 RM, turning them into their puppets. Construction of an artificial body was commissioned in Khalhat in

3582 RM, to which the spirit of the Interminable One was transferred. Reborn in flesh after nearly 1400-years of rule from within a machine, his rule became absolute, and none doubted his divinity - until his body was mortally wounded in 3612 RM. Seeing the body of their god destroyed, and his life taken, the people lost faith in him. The church and the sorcerers waned in strength after this, and Sagittaria entered a period of strife, fracturing into rival states, which were brought together again in 3751 RM.

The body was taken back to Sogassa and what remained of his consciousness was restored into the ancient technarcane engine that originally housed him. But his artificial body and mind were both greatly damaged, and he remained as a catatonic figure, only able to communicate to his sorcerers telepathically.

Sogassa remained independent throughout the ensuing fragmentation of Sagittaria, controlling the small peninsula to this day.

The city-state is largely inconsequential and, having few resources and little strategic importance has been ignored by its neighbours.

SOLEYN

the Soleyn Territories



Square area: 369,065-miles
Population: unknown
Capital: Ansa
Government: Divine Monarchy
Ruler: Mahantkhaj Chadarati
Languages: Aberanni
Religion: Kwei, Ghasha
Currency: Soleyni Bit
Imports: coal, gunpowder
Exports: copper, powderguns

An exotic land far from the Korachani empire, Soleyn is situated south of the Anubian desert and east of the mountain-tribes of Mulciber, overlooking the Brine Sea. Its people are considered by foreigners who understand little of the land as masochists who spend their days in pain-dens, though they are in truth a rugged people shaped by a harsh, if beautiful, land into hard workers who are twisted by an ancient religion, known as Kwei, that has dominated their lives for millennia.

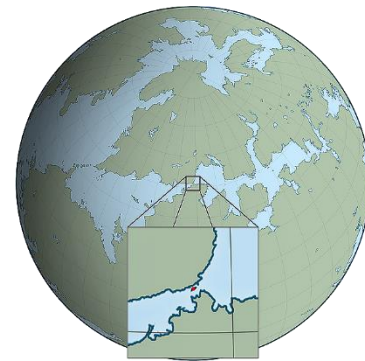
Soleyn was founded in 1328 RM by the first Mahantkhaj, Rahankhe I, following the deposing of a tyrannical otherworlder, Amenabast, who had subjugated the area since

the early Fifth Age. It was divided into 17 territories, which remain in place today and give the nation its official name. Amenabast's tyranny had enslaved a large population of shie, which were freed by Rahankhe I, and whose descendants remain in Soleyn today. Many of them devote their lives to the protection of the Mahantkhaj, a calling that is greatly respected amongst other shie in Soleyn.

The people of Soleyn are skilled pyrotechnicians and produce fine powderguns that are exported north and south at great profit. They are famed for their heavy hand cannons, which are difficult to wield and are a mainstay of their armies.

SUCHARIIT

the Island-nation of Suchariit



Square area: 180-miles
Population: 200,000
Capital: Suchariit
Government: Plutocratic Republic
Ruler: Speaker Lyares Madrani
Languages: various
Religion: freedom of religion
Currency: various
Imports: trade
Exports: trade, drydocks, shipyards

An autonomous nation situated on the island of Nerita in the far west of the Inner Sea, guarding the Gate of Erebeth. The population of Suchariit is concentrated in the many harbours and ports, which are home to Order of the Gate – the mighty navy that, since the signing of the Accord of the Gate signed in 2824 RM between the major nations of the Inner Sea, has guarded the merchant fleets of accord members passing across the Gate of Erebeth.

The city of Suchariit emerged in 3342 RM after the diminishing of the Inner Sea gave rise to the island of Nerita along the midspan of the strait between the nations of Tahall and Sagittaria. From humble beginnings it rapidly grew to ensure that no single entity or nation would monopolise trade across the Gate, in accordance with the signing of the Accord, though the nation of Tahall was given the right to tax westward trade across the Gate, through the toll city of Baratall. The city has since grown to accommodate the increase in trade across the Gate, with its harbours housing great storage yards, caravanserais and

auction houses where trade crossing the Gate could be sold, taxed or stored.

Since then, it has established sizeable shipyard facilities that cater to the needs of all forms of vessels and its drydocks are famed across the Inner Sea and the Sea of Orrida.

SUMA'YA

the Free Realm of Suma'ya



Square area: 111,890-miles
Population: unknown
Capital: Suma'ya
Government: theocratic republic
Ruler: Archpontiff Kadaiar Madial
Languages: Korachani
Religion: Cult of Sacrifice
Currency: Korachani Bit
Imports: food
Exports: umbra, ore

Situated in the north of Sammaea, just west of the Daarken Gulf, Suma'ya is a dry land that is touched by the Atramenta.

It emerged to occupy the political void left by the departure of Korachan from Ba'akh in 3097 RM after over 3-centuries of stewardship under the Domnitros. While the north of Ba'akh was handed over to Sathep the Risen during the Sarastroan Sanction of 3103 RM, the south was allowed to rot, with only Sarastroan slavers paying any attention to it.

Political strife engulfed the region following its abandonment as a leaderless populace squabbled amongst the degenerate-filled ruins of their occupiers' old cities to claim the few working siphon engines that would keep them safe from the growing Atramental taint that was slowly engulfing their lands. The land fractured into rival warring cities that attacked their neighbours even as they struggled to survive, and by around 3310 RM a nameless Atramentist emerged as dominant in the city of Suma'ya, having subjugated his neighbours and driven all degenerates out of populated areas, where they were left to wander the wilderness between cities as their industries were restored.

In the stability that followed a cult of personality developed around the Atramentist, who by then was known as the Tyrant of Suma'ya, and it developed into a crude religion

that by 3416 RM had become known as the Cult of Sacrifice.

The region advanced siphon engine technology, developing a method where sufferers of aeopathy and larval siphons (artificially-grown haemonculi lacking self-awareness or senses) were interred within the engines to control the leaching of Atramental energies from the ambient. Before long people were willingly sacrificing themselves to the process, bringing prestige to their families and instilling a hierarchy of class based on the number of sacrifices a family made to keep the Atramenta at bay.

The Tyrant preached insularity and xenophobia and after his death and deification as the Prophet of the Ravenous Heart in around 3900 RM, the nation continued to withdraw from the international platform, avoiding the attentions of its larger neighbours where possible.

SUOR

the Thaumaturgy of Suor



Square area: 250,000-miles
Population: 4,088,000
Capital: Kiash
Government: Theocratic Autocracy
Ruler: Arharnazha VI
Languages: Aberanni
Religion: Suori Church of the Machine
Currency: Suori Bit
Imports: silica sand, luxury items
Exports: copper, glass, zinc

Located south of Anubia and west of Naareth in the north-east of Sammaea, Suor is a tropical nation that was founded in 3496 RM, following close to thirteen decades of chaos at the hands of the genocidal Egret Crusades, perpetrated by the Korachani empire against so-called 'heathen' peoples. Ironically the region had been practicing a corrupted form of the Korachani religion that had been introduced there by the imperial explorer Navah Berden millennia earlier, in 598 RM. He brought with him many imperial customs, some of which persist to this day, including the reverence for crossroads, which has resulted in a caste of road guardians known as bassorans.

The Crusades decimated the region around the Sea of Orma, leaving little in the form of a

unifying government as opposing groups vied for power. The otherworlder Arharnazha I emerged from this period with a dedicated following and a brood of halfblood offspring, which form the ruling caste of the Theocracy to this day. The Theocracy is recognised as an authoritarianism by outside nations, and its power is concentrated in a few large coastal cities, where the majority of the nation's population is found. Smaller rural settlements exist outside of the main influence of the otherworlder's regime, or otherwise to provide its major cities, such as Kiash and Trachatra with resources.

Suori settlements are traditionally built on hilltops, which are entirely covered in stone buildings, at the centre of which is a large church dedicated to the Suori Church of the Machine. The hearts of these hilltops are filled with catacombs, where the dead are buried. The people of Suor are expert glassmakers and ironworkers and their large greenhouses and conservatories are famed throughout Sammaea, most famed of which is the conservatory-city of Kapurra, which is grows tropical plants that would otherwise not survive in this climate.

THE SURRACH

the Many Peoples of Saviud



Square area: ≈ 3,900,625-miles (some contested borders with the Bakhran States)
Population: unknown, estimated over 15,000,000
Capital: /
Government: each of the 74 recognised states has its own government. Together, they form a loose confederation of states
Ruler: /
Languages: Saviudi
Religion: various
Currency: Surrachi Valk
Imports: various
Exports: various

The Surrach is an expansive region that dominates almost four million square-miles in the central north of Sammaea. Its climate varies from arid in the south, to temperate in the north. Its coastal regions having short wet winters, while the northeast is dry, with less difference in temperature across seasons. It is watered by a handful of rivers, most of which are in endorheic basins.

The region is known for its disparate states, city-states, and small demesnes of loosely allied people – 74 of them in all – which all share a common cultural heritage, though which remain fiercely independent, with most states having their own resources, customs and religions.

The regions' history begins in the early Fifth Age, when the empire of Chegrint rose in around -100 RM, eventually collapsing in around 980 RM, from which emerged five distinct cultures that waxed and waned for centuries after this.

The north of the region was colonised by the Korachani empire between 2300 and 2400 RM, but due to more pressing matters at home, as well as difficulties with integrating the natives, eventually led to the widespread abandonment of the colonisation effort, though many groups chose to remain there, eventually resulting in the extant states of Maracha, Eret and the Urtan Leagues. Many areas of the Surrach are littered with the ruins and relics of this early colonial period, and many of its cities are built atop such sites.

The centuries following the Korachani retreat, saw the region united under the singular banner of the empire of Selahim, which at its height sprawled from the west coast to the Surrachi plains. The suicide of emperor Drakugh in 2761 RM after the region was sundered by a great earthquake and volcanic eruption in 2759 RM left the empire leaderless and without direction.

The thirteen Ankhs, his closest confidantes, could not elect a leader and their squabbles and power grabbing rapidly descended into a civil war which gripped the region for 13 years, at the end of which the land was divided between the 7 surviving Ankhs and the coalitions of states that had formed during the war. A state of uneasy truce emerged, though political backstabbing remained common, though their borders were ephemeral, changing as new states emerged or were absorbed by others.

By around 3000 RM the region had become known as Saviud, which means 'conflict' in the native tongue. It was during this time that Saviud became characterised by its many disparate charismatic leaders, whose ideals shaped the cultures of their respective domains. Though now regarded as tyrants and despots, records show that they were mostly revered (though the verity of our sources is debatable, at best) by their subjects. By around 3400 RM, the region of Saviud had taken on a cadence little different to that of today, though many city-states and demesnes have come and gone since then, with their borders in a constant state of flux.

The region is most characterised to outsiders by its fragmented nature, though this is in no way an indication of an unhealthy culture. The Inner Sea, with its temperate climate and many rivers feeding it, was more conducive to the formation of more concrete nations. The innermost reaches of the Surrach are of a drier climate with more varied scattered resources. This has made it more difficult for settlements to unite into nations as they have elsewhere. As a result, most settlements in the Surrach appear over places that are rich in a particular resource. This means that the industries and exports of most states revolve around a specific resource.

Many cities are dominated by high towers built by rich families and dynasties that serve as status symbols as much as they do defence. Others are known for their street-orchards, with fruit harvested by appointed officials from across the city. Its western coast is known for its high number of ancient merill ruins, exposed in the last centuries by receding waters.

Trade between city-states is vital, and the entire region has a healthy mercantile tradition with most cities having large caravanserais and markets that cater to the never-ending caravans that cross the wildernesses between states. The largest of these trade-routes is the Ivory Road, though others exist. Both sea trade along the western coast and land trade east into Parthis, via its colony in Varta, are also common.

A common language, known as Saviudi, unites the region through its merchants, and it is a technical language that is spoken in markets, auction houses, ports, and royal courts. Meanwhile, the common people speak their own dialects and languages, which do not follow the delineations of borders and city walls and number in their hundreds.

The south of the Surrach is known for its somewhat disparate culture, including the custom of binding the skulls of new-borns to create elongated skulls, and the chthonic deity they worship in rock-hewn temples known as hypogea.

SURUTUR

the Kingdom of Surutur



Square area: 138,384-miles
Population: 3,547,500
Capital: Buto
Government: Divine Monarchy
Ruler: Her Holiness Astiassa IX
Languages: Karkuthi
Religion: Kabiri, Cult of Keghuaron
Currency: Haon
Imports: coal, iron
Exports: cinnamon, cotton

An insular nation, Surutur is located to the far south-east of the continent of Llachatul, overlooking the equatorial waters of the Sea of Krymea. It is a land typified by high rugged hills to the west and south, and vast flat coastal plains that were revealed between 1000 – 2500 RM by waning sea levels. Jungles rapidly overtook these areas, and they now make up the most plentiful habitat in Surutur.

Originally a territory of Arretoy, Surutur became a kingdom in 2934 RM with the rise to power of the Yaloliac Regime, whose tyrannical ruling house revered albinos. In-breeding is common amongst the royal house, and children born into the house who are not albinos are drafted into an elite army known as the Botha Ntigha.

The kingdom is xenophobic, known mostly to outsiders through its cultivation and production of cinnamon, which is enjoyed by many cultures in Meniscea as well as the east of Llachatul and Sammaea, where the spice can fetch handsome prices. Otherwise very little is known of it, and few individuals outside of trusted merchants are allowed in its cities.

TAHALL

the Republic of Tahall



Square area: 267,289-miles
Population: 10,020,400
Capital: Leraha
Government: authoritarianism plutocracy
Ruler: Archminister Zarosh Zull
Languages: Tahallian
Religion: freedom of religion, Church of Etamosis
Currency: various
Imports: coal, metals, umbra
Exports: agate, quartz, trade, shipyards

Located in the south of Llachatul, overlooking the Gate of Erebeth, Tahall is positioned in a headland that enjoys an ideal temperate climate and various resources and, perhaps most importantly, many deep natural harbours that over the years have protected its ships and settlements from the elements and outside interference.

Like Ezasuh and Sagittaria, Tahall is descended from the Sagittaar people of the Korachani peninsula, who became persecuted by the followers of the Archpotentate Malichar and his church. They fled and scattered across the western Inner Sea, with most settling around the Gate of Erebeth. Those who settled north of the Gate would mingle with the pastoral natives, focusing on agriculture and fishing, eventually controlling trade across the Gate of Erebeth, making them wealthy; while those who settled the south became more warlike, sending privateers against merchant ships of other nations. The lands north of the Gate opposed this and became embroiled in a war of ideals against the south in 76 RM. This led to their separating into the nations of Tahall and Sagittaria.

The centuries after the schism saw Tahall expand, settling the many natural harbours of its coastline, giving birth to a nation of navigators, fishermen, sea merchants and privateers. Prisoners from their sea raids were taken back home and trained as an elite corps

of marines who became infamous. It secured the Gate of Erebeth taxing passing vessels and attacking those who did not pay the toll. Other nations grew weary of this and eventually, in 2781 the Order of the Gate was founded by various nations and magnates to safeguard passage across the Gate and to defend merchant ships from the predations of Tahall, weakening the position of Tahall. Their ships clashed with those of the Order for many decades, leading to the signing of the Accord of the Gate in 2824 RM, entering Tahalli monopoly of trade across the Gate in exchange for the legal right to tax certain items heading west across it.

In 3647 RM Emperor Vardyan I of Parthis established a partnership with Tahall, giving it technarcane machinery and other technologies that Tahall could not manufacture alone, in return for a stake in the levies accrued from trade crossing the Gate of Erebeth. The agreement brought Tahall into the modern age and saw it become a more powerful presence in the west of the Inner Sea – its navy was bolstered with new technologies and its cities enjoyed economic and physical growth following this.

Tahall has since become a major economic power in the Inner Sea and the Sea of Orrida and all vessels and it named one of the richest nations in the near world by many in the Inner Sea – though the truth of this is disputed.

TAMAR

the Vassal-State of Tamar (to Sarastro)



Square area: 127,880-miles
Population: 5,007,400
Capital: Tamara
Government: Sovereign Regency
Ruler: King Kabbir Elyria VI
Languages: Tamaran, Sarastroan
Religion: Reformed Church of Sarastro
Currency: Sarastroan Heckel
Imports: ore, manufactured goods
Exports: food, saffron, wine

Located in the south-east of central Llachatul, overlooking the Dark Sea, Tamar is a land of temperate climate, with warm dry summers and cool wet winters. It has a range of terrain, which is conducive to various forms of agriculture. Indeed, it is famed for the quality and range of its food produce, including vegetables, fruit, meat and alcohols, which find their way onto the dinner-tables of the myriad territories across the Reformed Empire.

Tamar emerged from the ruin of the Thamaran tyranny, which had been ruled for centuries by a ruthless caste of Firmamentists called Cazhans who rose to power in 843 RM after discovering ancient Firmamental texts in around 750 RM.

Their ruled until 1319 RM, when the last of the Cazhans was killed after decades of strife (though some are thought to have fled to the northwest, where their descendants remain to this day).

The decades following their overthrowing saw the noble house of Elyria, its ancient ties to the Korachani empire long-forgotten, grow into prominence, becoming the regions' rulers in 1354 RM, with the region taking on the name of Tamar. The Elyrian Dynasty saw Tamar unified once more, and its lands became productive, and its markets filled with produce. It became an economic power, exploiting its resources to fuel the growing industries of greater powers in the west.

Tamar became a political and economic ally to many major nations in the late 3rd and early 4th millennia RM, with wealth flowing towards it even as its resources began to wane. Instead, it returned to its ancient traditions of agriculture, becoming a major supplier of food to various regions.

Tamar grew confident in this time, taking the isle of Berek from the Haréshk in 3563 RM, though it was later returned in 3741 RM as part of new trade and defence agreements, though the Haréshk failed to honour these when Sarastro attacked Tamar in 3754 RM, leading to their alliance breaking down.

Tamar was eventually taken by Sarastro in 3760 RM, and it remains an important vassal to this day, with its royal house ruling as regents in the name of Sathep the Risen, though many believe that they retain affiliations with the Korachani empire, secretly feeding it Sarastroan secrets.

Its capital, Tamara, is once of the longest continuously settled cities in Elyden, with records dating back to -900 RM. Some of its oldest structures are still in use today, and ancient necropolises and rock-cut tombs that were once located in hills surrounding older incarnations of the city, now situated deep in its settled regions, some ignored, others built over, with some converted into low-class houses and warehouses. It is a major stop along the Great Road trade route, and merchant houses from across the Inner Sea region can be found within its storied walls.

The people of Tamar are hardy and of dark olive skin, inherited from the ancient Goethan people from whom they are descended, and they make fierce soldiers, hard-workers and stubborn politicians, whose characteristics are renowned across the Dark Sea.

TARAHHA

the Tarahid Annexes (to Parthis)



Square area: 348,400-miles
Population: 6,034,000
Capital: Tantalum
Government: autocratic Pentarchy
Ruler: the Pentarch Domus Kreios
Languages: Parthisan, Tarahan
Religion: Ao, secular
Currency: Parthisan Shen
Imports: cotton
Exports: hardsuits, horses, technarcana

Located at the base of the Parthisan Peninsula in the north of Sammaea, the Tarahid Annexes are of a dry temperate climate with rugged hills, sparse yet densely clumped woodlands, and great manufactories that are famed for producing master-crafted hardsuits of baroque design and Atramentally-bred horses.

Taraha, as it is commonly known, is a land steeped in blood, and the very landscape was forged in countless battles over many millennia. The Sadiathan plains were the site of battles during the War Scourging that ended the Fourth Age, and bones can still be found littering the region to this day.

After the Fading of the Fourth Age, an otherworlder subjugated the disparate people that lived around the Lothal hills from a great fortress, and the extant city of Badh is built near the ruins of this 5,000-year-old stronghold.

The otherworlder's eventual death led to a long period of strife as its children squabbled over its territories. This period lasted until 423 RM, when one scion was able to unite the disparate lands under the banner of Taraha, based in the city of Tantalum. Though its name is now forgotten, the halfblooded ruler was able to lead its people to a degree of unity that saw the region flourish.

Taraha became a power to be reckoned with, defending itself against foreign predations, including the attentions of Korachan, Parthia, Ophra, as well as roving oghurs from the west. A flux in Atramental activity between 1875 – 1950 RM brought unease to the region, leading to a change in regime in 1932 RM that saw the capital moved to Utreria, where a Pentarchy was established to better rule its disparate states, which by then had become known as the Tarahid States.

A devastating earthquake toppled much of the new capital and its surrounding regions in

2000 RM, forcing the Pentarchy to move back to Tantalum, beginning a period of decline that saw corruption dominating the elections of new Pentarchs, effectively rigging most elections.

In 2417 RM the Pentarchy was brought to an end with the assassination of four members by the fifth, who retained absolute power. He ruled for four years as a puppet of Korachan and in 2421 RM allowed the empire to enter Taraha as conquerors.

This period of subjugation lasted until 2974 RM, at which point Korachan left the Interreges in control of Taraha to manage a populace that had grown unruly. In the tumult leading up to its abandonment, a large portion broke away, founding the so-called Interurban States in 2895 RM, while the White League, which had always been a looming presence in the region, became more powerful than ever before, claiming the city of Vulka as a major stronghold.

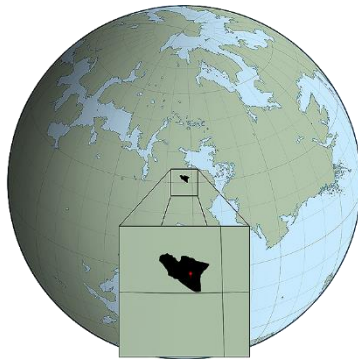
Following the departure of the Interreges, the region fractured into three states, though their rulers each kept the moniker Pentarch, which was the cause of some confusion to foreign dignitaries.

In 3136 RM the 3 states were united after years of political marriages and in 3323 RM they were eventually annexed by Parthis, with the collective region coming to be known as the Tarahid Annexes, a name it keeps to his day.

Aside from its skill in cloning and breeding enhanced horses, Taraha is also known for its Akhsi caste of merchants which are drawn from cyclocephalic foundlings, and which command great respect across the Tarahan territories despite their physical frailties.

TARATI

the Vassal-state of Tarati (to Venthir)



Square area: 49,284-miles
Population: 535,000
Capital: Tarati
Government: Republic Tetrarchy (puppet state to Venthir)
Ruler: leadership divided between four Tetrarchs
Languages: Taratian, Venathi, Korachani
Religion: Cult of the Sphinx
Currency: Ventha
Imports: food, trade
Exports: iron, spice, trade

This vassal-state of Venthir is located in the far north east of Sammaea, and is of a hot temperate climate, receiving little rain. It is situated in a dry basin between the north of Anubia and the northwest Venthir, and is dominated by rocky highlands to the north-west and east, with only two major passes linking it to the outside world – one into Venthir, and another to the city of Anubis. Within its borders Tarati is a rich city-state surrounded by endemic spice plantations and mines.

The city has its roots in the Fading after the Fourth Age, when it was settled by survivors of the War of Scourging, who lived simple pastoral lives until 116 RM, when the dominant Venathi empire settled surrounding lands. This culminated in minor skirmishes between the vastly superior Venathi military and the peaceful Taratians, ending in Tarati's occupation by Venathi forces after which its resources were exploited. Bloody unrest in Sarastroan cities in 157 RM forced the occupying empire to reconsider its Taratian colony, abandoning it in 159 RM after further defeats in Naareth crippled its resources. Following this the Taratian people returned to their pastoral lives and began trading with the Korachani empire after its arrival in the area in c. 350 RM.

Tarati continued trading with the Korachani empire over the next centuries following its dominance in the area, though diplomatic manipulation of its ruling classes ensured that by 1100 RM the Imperial Patrician Houses of Kydor, Lyctus, Melia and Himeran had secretly gained control of the city-state's major commercial and governing bodies. Unrest in 1305 RM saw the four ruling houses (by then united and known as the Tetran) challenged by a caste of halfbloods calling themselves the Avatars who had been steadily growing in influence over the past years. In 1308 RM Korachan abandoned support of the Tetran, who remained there as custodians, fighting against the Avatars over the next centuries. This left Tarati weakened and without trade-partners, forcing the Tetran into an alliance with the Avatars.

By 2210 RM trade was beginning to recover, though the Tetran (by then a decadent dynasty almost a millennium old), like most of the city's population, was filled with halfbloods. All links with the Tetran's original four houses had been lost, though dialogues with the Korachani empire were rekindled in 2913 RM, allowing the empire to use Taratian territories as a base for its troops in return for new trade rights. Descendants of the Avatars opposed this and rose against the Tetran, demolishing its palace in 31013 RM and executing its leaders in a bloody coup that cost the lives of thousands of civilians and militants. The Avatars instated their own ruler; the self-styled Avatar Encarr who rebuilt the fallen palace, appointing four halfblood lords to oversee the running of the city in a mockery of the deposed Tetran.

The Avatar Encarr was assassinated in 3421 RM, and Venthir occupied it the same year, remaining as a parent state to this day, though the tradition of four lords remains, and they are still called the Tetran.

TARTAK

the Vassal State of Tartak (to Parthis)



Square area: 404,496-miles
Population: est. 11,000,000
Capital: Liraet
Government: Parthisan administrative council
Ruler: chamber of governors
Languages: Parthisan
Religion: Ao, secular
Currency: Parthisan Shen
Imports: food, iron
Exports: amethyst, cotton, phylacters, umbra

Located in the north of Sammaea, to the south-east of the Sea of Byssos Tartak is located in a temperate-hot region to the north of the Cammorean mountains. Its winters are short, though characterised by storms coming in off the Byssos, though summers are long and dry.

Tartak emerged from the militocratic state of Hetha, which in -87 RM fractured into two following the assassination of its elder council by its general, who became an autocrat, allowing the region to fragment - the north was scoured and its rulers exiled, fleeing farther north, eventually founding the nation of Jurras. The autocracy expanded, raiding surrounding lands savagely, taking treasures and knowledge with them to the capital of Ahsher (later Tartak), which became renowned for its riches and artefacts.

Tartak was besieged by the Korachani empire and destroyed in 419 RM, beginning over five centuries of subjugation, which ended with its ceding of governance to the Interreges in 923 RM and their eventual abandonment of it altogether in 967 RM. During its tenure over Tartak, Korachani industries spread across its lands, with mining, logging and fishing operations reducing its territories to wastes.

The withdrawal of the Interreges and Korachani nobility brought an influx of immigrants, including the so-called 'Exiled King', who claimed direct ancestry from pre-imperial Parthisan Royalty. A shaper of unmitigated power, he soon inserted himself as ruler of Tartak, viciously culling his opponents whenever they would rise against him. In 2053 he poisoned the wells of the city of Sher, effectively turning it into a ghost town. Chaos reigned for the next decade, before Korachan reclaimed power and later moved the capital to Liraet in 2064 RM.

Parthis besieged Tartak in 2123 RM, taking Liraet in 2131 RM. Tartak was eventually

abandoned in 2132 RM under duress from the Council of Seven in Korachan, allowing Parthis to take control, spending years eradicating all remnants of the Church of the Undying Machine that had reappeared there during the empires' latest tenure there. Some of the remaining religious leaders fled south, disappearing into the Umbra Solare region.

Tartak has remained under Parthisan rule since then, becoming a major source of umbra for the power. The exploitation of resources continued, and following introduction of Parthisan law in 2127 RM, the White League established many fortresses in Tartak, as did the Godslayers, whose frequent forays into the Umbra Solare and Karakhas became the basis of many local legends and customs.

The signing of the Covenant of Khuraur in 3478 RM left the city-state of Khuraur independent, bordering eastern Tartak. Parthis immediately established links with Khuraur, trading part of its eastern border in Tartak in exchange for trade exclusivity and other privileges.

TEMUR

the Khanate of Temuja



Square area: 302,400-miles
Population: unknown
Capital: Duariahahn
Government: Elected Khanate and Plainsleague council
Ruler: High-master Yesughan of the Plainsleague
Languages: Temujin, tradetongue
Religion: Tutelary spirit worship
Currency: Derek
Imports: unknown
Exports: crystal

Located in the central north-east of Llachatul, Temuja is a highland landlocked nation bordered by mountains to all sides apart from its south-eastern-most borders, which it shares with Malan. Its climate is continental, with long wet winters and short dry summers. There are few trees within its borders, but it is famed for its fertile plains and steppes on which a multitude of wildlife thrives, most notably the horses for which its people are known.

Where other nations, including heathen lands such as nearby Ahrishen and even Nakhé, have embraced the industrialisation of our times, Temuja struggles to abandon its

heathen spirit worship and largely pastoral ways.

Given its formidable natural protection from the world beyond its borders, Temuja (known as Temur in Korachan) has withstood scrutiny from afar, including various attempted crusades that have otherwise successfully penetrated into other heathen lands. Its people are insular, at least where the Korachani empire is concerned, though are thought to enjoy economic and cultural relations with its neighbours, particularly Baatan, Nakhé and Malan.

Due to this little is known to us about its politics, military and culture, though a few titbits have made their way to the west.

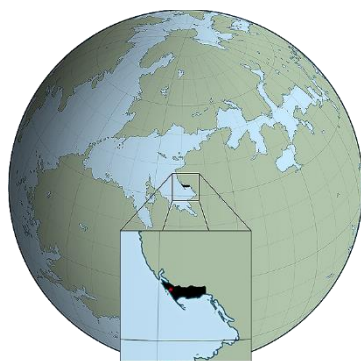
It is ruled by a Khan, a tradition inherited from its ancient founder, though which today is elected rather than acquired through subjugation. Its cities, known as greattowns, send representatives to the capital, who sit in a council to vote on matters of state and to put forth petitions to the Khan and his advisors. Its military favours defensive and evasive tactics, with great fortresses situated in the mountains surrounding its lands, looking beyond its borders, outside, particularly to the west onto the Desolation of Astudan, from which various incursions have come in the past.

Traditionally, it was known for its expert horse-archers, though today many have traded bows for crude single-shot rifles that would be considered antique curios by imperial scholars.

Its people practice a heathen form of animism, where the spirits of the dead are revered. Above these familiar spirits are the so-called tutelary spirits – each with the traits of a particular animal with which it shares a visage, to which prayers are directed in times of need.

TERION

the Independency of Terion



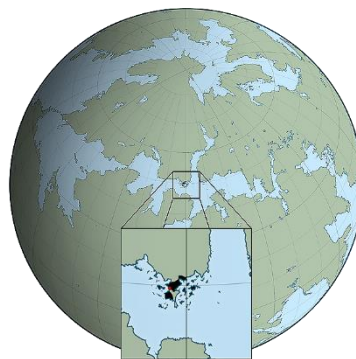
Square area: 24,965-miles
Population: unknown
Capital: Teria
Government: Autocracy
Ruler: Emperor Oram Helaya
Languages: Saviudi
Religion: no state religion
Currency: Surrachi Valk
Imports: various
Exports: textiles

This small autonomous region is situated to the west of the Surrach in the north west of Sammaea, and is of a temperate-warm climate.

A series of insular rulers between 1800 and 2100 RM led to the region declaring its independence from the Surrach, which it maintains to this day under a long line of tyrannical rulers. There is little land travel in and out of Terion, barring merchant caravans trading essential goods.

THUMAL

the Sovereignty of Thumal



Square area: 15,880-miles
Population: 468,500
Capital: Elbia
Government: Absolutist Monarchy
Ruler: Empress Ezkabet II
Languages: Hololachi
Religion: freedom of religion
Currency: Parthisan Shen
Imports: machinery, technarcana
Exports: copper

This small state exists as two semi exclaves in the far southeast of Western Llachatul, nestled between the Mull City-states and the Korachani colony of Amondor, with dozens of surrounding islands marking the extent of its territories. Its climate is cool temperate, and it has wet winters and short warm summers.

It has its roots in conflict between the native Daimaian people and invading Korachani colonists starting in around 3740 RM. The Korachani pushed north from the coast of Sumanda, as far as present-day Beria, but the colony was a desperate attempt of an ailing nation still reeling from the loss of half its territories mere decades earlier. The native people were unruly and they fought hard to regain their land from the invaders. Despite their protests the colony stood strong - the empire depended on the copper reserves found there and defended its newly-acquired lands vehemently, but over the centuries, as copper reserves waned and the imperial grip on the colony loosened and the natives continued to disrupt operations until in 3820 RM a large swathe of Amondori lands to the north and the southwest of the colony were abandoned so that the administrators could concentrate on the remaining lands.

The Daimaian people repopulated the abandoned regions, mingling with the descendants of earlier Korachani colonists, building forts and restoring quarries that had been abandoned by Amondor years earlier. They made alliances with island communities, which until then had been isolated and self-

sufficient, and by 3890 a league of dozens of islands and even more settlements had formed, out of which would emerge a republic council. Border tensions with Amondor led to the declaration of war in 3917 RM, and an emperor was appointed by the council to act on behalf of the league. Following the resolution of the conflict, the emperor refused to hand over control, and the Sovereignty of Thumal was born.

Its people are all trained into a cohesive militia, and should the state enter war, they can be conscripted at a moment's notice to effectively defend their homeland. Its main industries are fishing and copper mining and the Sovereignty enjoys a close alliance with Parthis, the Mull City-states and Hololach, which are vital in aiding in the defence against Korachani predation.

THE TOMB OF THE GODS

the Stolas



Square area: 90,600-miles
Population: unknown
Capital: /
Government: loose tribal coalition
Ruler: /
Languages: Al Akhi
Religion: idolatry of the Merkabh Totem
Currency: barter system, Almagesti Bit
Imports: manufactured goods
Exports: unknown

Known to most outsiders as the Tomb of the Gods, this region, located in the centre of Llachatul to the north of the Old Forest is home to wretched aviform mortals, known as al akhi, who owe their roots to the Demiurge Malachai, whose languid body is said to lie buried beneath their lands, likely giving the region its common name.

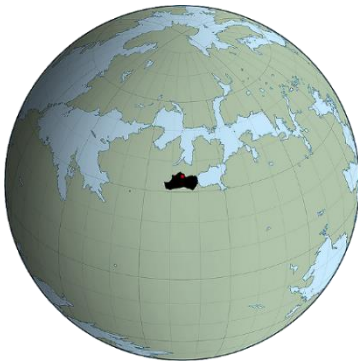
The al akhi are a debased offshoot of a nobler race of bird-like mortals known as the aiklahs, which were driven to near-extinction years ago. Restricted to the region of Stolas, the al akhi are pathetic twisted beings whose culture revolves solely around the worship of a monolithic totem in the middle of Stolas that depicts their deity Merkabh, which scholars believe to be a corrupted form of the demiurge Malachai or possibly one of its scions.

The region is a grey wasteland with little known resources and the al akhi have few relations with their neighbours and maintain little contact with them outside of sporadic trade for essential items, which is done in temporary camps outside their territories, which is where the little we know about the region comes from.

Though they have no desire for expansion, they guard their land fiercely and guard their borders against outside attention, though their technology is primitive at best - were another industrialised nation want to invade their lands, the al akhi would be unable to resist. However, there exists a great deal of superstition and dread around their lands, leading most outsiders to shun the place.

TRAKIA

the Imperial State of Trakia



Square area: 417,320-miles
Population: unknown
Capital: Holothan
Government: Autocracy
Ruler: Emperor Subahass II
Languages: Cammori
Religion: none
Currency: Trakian Chit, Parthisan Shen
Imports: food
Exports: oghur slaves, umbra

This nation is located to the west of the Sea of Byssos, and occupies largely rocky terrain with harsh canyons in the north badlands in the centre. Its climate is dry, and there is only one notable river flowing through its territories - the Sisara, which flows east into the Byssos from Khalhat.

Appearing in 3155 RM, Trakia emerged from the collapse of the Tarahid States following the abandonment of the Korachani occupation to the Interreges in 2974 RM and the subsequent withdrawal of the Interreges themselves in 3047 RM. This left the region in chaos, and it eventually fractured into multiple parts. Though the north would eventually reform into the Tarahid, the southern cities united earlier, expanding south into newly-exposed lands following the rapid retreat of the Sea of Byssos over the past centuries, eventually becoming known as Trakia.

Its people were descended from merchants and trades who, less than two centuries earlier had ruled the mercantile city of Roah, which was rich from trade with all surrounding nations, including Ihaus territories in the south. Roah collapsed in 2940 RM after foreign disease made their way into its streets, slowly killing its people. That and a change in trade-routes left it devastated, its people fleeing, re-establishing themselves in rural communities that would later join with the refugees of the collapse of the Tarahid States to found Trakia.

The city of Holothan became capital in 3213 RM, and it has a storied past, going back to at least 1000 RM, when it was a major trade city, and it later became a centre of oghur slavery, where Thracian oghurs were bred and broken for sale across the western Inner Sea. Thorough the slave trade has since waned, oghur slaves remain a ubiquitous sight across Trakia.

Its southern border is contested with the Ihaus lands of Khalhat, which lay ancestral claims to much of southern Trakia, leading to a stretch over 600-miles long that has been contested for some years. Both sides of the border are well-guarded, though conflict is uncommon.

TRINITANIA

the Free-land of Trinitania



Square area: 136,900-miles
Population: unknown
Capital: Trinitania
Government: Elected Plutocratic Council
Ruler: Administrator Maratha Rosigna Davara
Languages: Lomhari, Korachani
Religion: no state religion
Currency: various
Imports: trade
Exports: trade

A small free demesne in the far north of Kharkharadontis, surrounding the Southernmost reaches of the Sea of Ugoloth. It is humid and verdant, and it has hot summers and winters that are dominated by light yet constant rains that form when moist air coming onto the land from the Ugoloth meet warm airs descending from the northern face of the Egerian Ridge. It is devoid of the thick rainforests that dominate other regions at the same latitude due to the being surrounded by so much land, though it remains fertile.

It emerged from the lost Korachani colony of Ostrachan (now Ostrohan) in around 2400 RM, growing wealthy from supporting the Salt Road, allowing it to reach farther west than ever before, bringing its trade to the lands to the south and west of the Sea of Byssos.

This contact with eastern merchants brought Striphagan merchant-lords to the region, who married into the Ostrachani nobility, establishing a new plutocratic regime there. This new regime founded the city of Trinitania as its capital, helping it to gain control of the entire region and securing all

trade in the surrounding area, which by around 2500 RM had become known as the Free Land of Trinitania.

In 2994 RM Parthis attempted to diplomatically annex the region by marrying into the plutocratic families but in 3014 RM, following the War of the Artifexes of the Empire it became fearful of foreign attentions and cut diplomatic ties with the region, and disallowing marriage between its ruling households and any foreign entity. It remains culturally insular to this day, despite the traffic that passes through it as part of the Salt Road, remaining proud of its own culture and customs.

The people of Trinitania are proud of their heritage and what they have accomplished in their relatively small stretch of land, and do not suffer the lies and generalisations of the north, particularly despising those who would deem all those from Kharkharadontis as tainted wretches and barbarians, and they are quick to prove any such people wrong.

TZALLRACH

the Kingdom of Châr Mathi



Square area: 1,048,576-miles
Population: > 12,000,000
Capital: Lucittaria
Government: Absolutist Monarchy, with elected council governing the four territories
Ruler: Anarch Amaimon
Languages: Charamani
Religion: Anatha Baetyl, cult of Aaru
Currency: Châr Mathi Asla
Imports: coal, lead, silver
Exports: lodestone, wine

Situated in the south of Central Llachatul, Châr Mathi (Korachani name Tzallrach) is a warm temperate region, west of the Argent Mountains, and overlooking the Sea of Iapetan in the south and the Boiling Sea in the west. Its southernmost territories are stony deserts, and as one moves north the terrain changes to savannahs and eventually scrub forests, with multiple rivers winding their way west and south.

It was populated in the Fifth Age by a group of people known as the Amadians - descendants of Fourth Age cultures that had been obliterated by the War of Scourging. They would go on to form the Charama culture, whose people became expert fishermen, and whose settlements spread from

present-day Khamid to the Hebat mountains. To the south, the kingdom of Nath was emerging as a major power in what is today the Arid Triptych and by around -600 RM had established colonies along the Charaman coast, with conflicts ensuing between Amadian natives and colonists, though Nath would falter during the Lion Heresies that saw major slave revolts in its Charaman territories. This led to its collapse in around -190 RM, by which time most of its Charaman colonies had been abandoned, allowing the Charaman people to expand.

By around 50 RM the Asanate Dynasties has grown to fill in the void left by Nath, forming the Venathi empire, and by 132 RM it was in control of present-day Sarastro, Nârthel, Tarati and Naareth, and when the so-called Lion King Labaisingh came into power he had in his sights the lands of Charama, which he wanted to reclaim, to restore the ancient Nathi kingdom's territories. He spent his reign in war against Charama, squandering the riches of Venath in a war of attrition that cost him his life in 151 RM. His death at the hands of the 'Barbarian' king Fichim propagated the collapse of Venath, allowing the people of Charama to evolve.

As Queen Heteperhes built the kingdom of Venthir from the ruin of Venath, a new power rose in the north, and a line of Botum kings emerged in Charama in around 320 RM, which by then had become known as the Charath Crown. The Crown was an expansionist power and expanded north and south rapidly, assimilating most Amadian culture, including the cultural motif of the lion, which remains a powerful Tzallrachi symbol to this day.

The line of Botum rulers ended in 779 RM, and the region went into decline after that. By around 1100 RM it had stabilised into four states - Moetia in the west, Nadaira in the east, Khun in the north, and Lurium in the south. These four states existed in an uneasy alliance for close to 1000 years, until the arrival of Hikare, a Nomarch from the city of Luccittaria, who in 2073 RM began a political campaign to unite the four states, arranging marriages between the families of the ruling Onarchs. In 2093 RM he was successful in uniting the four Onarch families through marriage and political relations - with him as husband to the Moetian princess. Using his power, he secured the support of the other Onarchs and in 2101 RM he was declared king of a united Charath - renamed Châr Mathi, of which he was the first Anarch.

Under his leadership, the united states flourished, and he set a solid foundation on which Châr Mathi would later flourish. His descendants built a powerful military and navy to contend with the belligerent powers that surrounded it, and the Anarchs instilled a sense of worth in the people of Châr Mathi that ensured their independence and self-sufficiency. To this day Châr Mathi remains relatively neutral in the political machinations of Elyden, erring on the side of the free peoples of the east due to its history with Firmamentism.

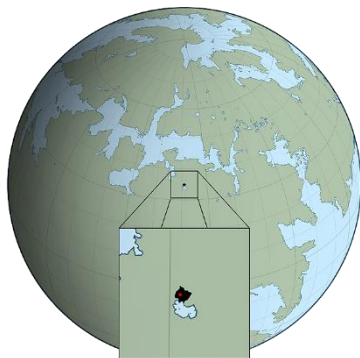
In around 3740 RM the Iapetan Alliance was formed by Châr Mathi and other nations to police the waters of the Iapetan against piracy, making sea passage much safer.

The people of Châr Mathi are religious, worshipping the polytheistic pantheon of Anatha Baetyl, whose eponymous deity is a goddess of sun and strength. The religion emerged during the emergence of the Charama

culture, and though it diminished during the time of Nathi dominance, it re-emerged later and remains strong today.

UKHARTH

the Free City of Ukharth



Square area: 8,650-miles
Population: 93,700
Capital: Ukharth
Government: Hereditary Oligarchic Council
Ruler: Presider Pegarius Zonra
Languages: Paraiyan
Religion: familial tribal ancestral worship
Currency: Sarastroan Heckel
Imports: ores
Exports: Honey, military engineering

This small landlocked state exists in the north of Sammaea, and is nestled between the east of Karakhas and the west of Paraiya. It is of dry temperate climate, with little rain and mild winters, and is known for its rocky difficult terrain and jagged eastern highlands, all of which have contributed to its lasting independence.

It is centred on the city of Ukharth, after which it is named. The city is built atop the ruin of an ancient Fourth Age fortress whose base is massive and a paragon of now-lost engineering skills. The city itself only occupies a small part of the fortress, most of which lies overgrown and reclaimed by the wilderness, but whose dry moats and ravelins remain functional and well-defended.

Ukharth emerged as an independent state in 3815 RM, following the Paraiyan Civil War, when nobles exiled from Sopora settled the region, which at the time was little more than a collection of fortified homesteads. They united them together under their banner, and rebuilt the central citadel of the ruined fortifications, establishing a capital there. They restored the ancient fortifications and established settlements with the most defensible areas.

A Karakhasid attack was mounted against the city in 3922 RM, besieging the capital for nigh on a year, but its food reserves and were far above anything the attackers could have envisaged and the siege faltered, proving the strength of Ukharth to the world.

Today, Ukharth remains independent, its people stubborn and hard-working. Its lands are known for their terraced fields and stone apiaries, and its honey is prized across the Inner Sea region.

UMBRA SOKHAR

the Atramentally-claimed Wastes of the Umbra Sokhar



Square area: 2,396,304-miles
Population: est. 1,000,000
Capital: Miharast
Government: totalitarian state
Ruler: Azaliosh Iyedr II
Languages: Solaran
Religion: Ether-zothaza, Haaruanism, the Seven Syncretisms
Currency: Solaran
Imports: food
Exports: Atramental-items, exotic materials

The Umbra Sokhar is a vast basin in the continent of Sammaea that is renowned for its atramental taint. It is shielded by the most intense atramental decay from Kharkharadontis by the expansive Moloth Khammothul mountains, which serve as a buffer between civilised lands in the north and east, and the uninhabitable atramental wastelands in the south.

The Korachani empire has been enamoured with the Umbra Sokhar since its age of exploration, millennia past, and many expeditions were mounted to explore its grotesque wonders. It was in this time that the flesh-lands of the Flaescus were discovered, beginning a morbid fascination with the region that endures to this day.

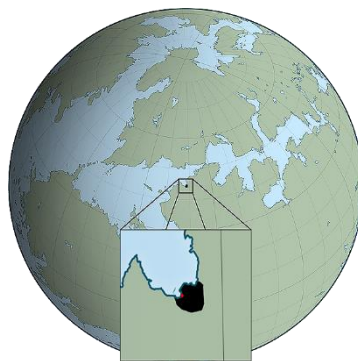
Though often mistaken for one by the people of the Inner Sea, the Umbra Sokhar is not a singular nation, but rather, a geographical area as denoted by the endorheic basin that exists between the mountains of Sahodom, Kelachot, Riphaea, and Moloth Khammothul. Once dominated by the great river Spicia, the region is now a dry atramentally-tainted wasteland that is characterised by small warring city-states that dominate its north-western expanse, the largest of which are Cataflaque, Kadota and Miharast.

These cities are known for their metropolitan populace, which include not only

humans, but also etheri, keratin, shie, dverg, and plagi in numbers unheard of in the north. The etheri also form a widespread nomadic people that are experts at navigating the wastes and surviving the atramental corruption that the Umbra Sokhar is known for.

THE URTAN LEAGUE

the Prefectures of the Urtan League



Square area: 7,482-miles
Population: 739,200
Capital: Urtan
Government: Prefecture council
Ruler: Chairwoman Chussa
Languages: Sagittarian
Religion: free religion
Currency: Surrachi Valk
Imports: coal, ore, umbra
Exports: olive oil, fruit

Small state to the south west of Izabal in the north of Sammaea, to the north of the Surrach. It is of a temperate climate, and is characterised by rocky grasslands and gentle hills that lead to the coast in the north east.

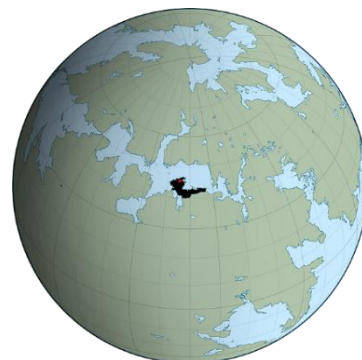
It is comprised of seven city-states, known as prefectures, which are allied together in the eponymous league, which is ruled from the city of Urtan by ambassadors from each Prefecture who vote to pass legislatures.

This system of government emerged in 3682 RM following the overthrowing of an old Tyrannical regime in the city of Sabaton, which remains now as the regions' largest producer of olive oil.

Its people maintain close relations with the Surrach, and also trade to the east with Sagittaria and Erebeth.

VAALK

the Vassal State of Vaalk (to Sarastro)



Square area: 360,000-miles
Population: 12,830,400
Capital: Anakarra
Government: vassalage (to Sarastro)
Ruler: governor Set Sin Balal Abia
Languages: Sarastro, Korachani
Religion: Reformed Church of Sarastro, Taaran Vala, Order of the Bloody Hand, Omnist Movement
Currency: Sarastroan Heckel
Imports: food, wood
Exports: aluminium, coal, spices

Occupying around 5,200-miles of coastline in the north of Sammaea, along a large peninsula protruding into the Inner Sea, Vaalk is of a temperate climate, with windy wet winters and dry summers. It is noted for its rocky terrain, particularly in the north and west. Its expansive coastline is renowned for its many natural harbours and inlets, around which exist a multitude of cities and ports, some well over a thousand years old. Far older cities, once coastal, now exist many miles from the present coastline which has expanded with the slow demise of the Inner Sea.

The present incarnation of Vaalk – as a vassal state of Sarastro – is relatively recent, having been created in 3736 RM following millennia of Korachani rule, where it had been a loyal demesne, its people known for their marital traditions, and whose soldiers once made up the backbone of imperial armies.

The Sundering of the Korachani empire in 3705 RM saw Vaalk (then known as Vaaltha) remain loyal to the northern empire, and it was only through increased isolation and a naval blockade by the newly-independent Sarastro that Vaaltha eventually capitulated in 3736 RM. Korachani citizens were peacefully repatriated to the Heartland, as was the Church of the Undying Machine. Over the coming years many of its structures were felled to make way for new temples in the style adopted by the Reformed Church of Sarastro.

Vaaltha had a history of religious unrest, following centuries of institutionalised organised crime and deep-rooted corruption within the highest echelons of the Church of the Undying Machine, as well as its main ruling political body, known as the Heptarchy. Both of these institutions had their heads severed in 2309 RM, as the Archpotentate Malichar himself descended upon the nation at the head of an army that targeted the

strongholds of the crime lords, eliminating them in one fell swoop. Over many months hundreds of thousands of people were slain, many of them innocents caught in the crossfire.

This left a mark on the people of Vaaltha, and many turned away from religion to a more secular form of self-enlightenment that borrowed from the martial traditions of its past. This became known as the martial philosophy of Taaran Vala, and by the time of the Sarastroan subjugation of Vaaltha it had grown more popular than the Church of the Undying Machine. Hesitant of stirring the hornet's nest, Sarastro wisely chose to allow the belief to flourish alongside enforcement of the Reformed Church of Sarastro, and Vaalk is the only nation in the Sarastroan empire to not have an enforced religion.

The people of Vaalk respect martial traditions, and put little faith in material wealth. They consider the mortal vessel to be sacred, to the point that they do not condone the use of mortal bodies in the manufacturing of dross - the only extant nation to refuse to eat dross produced elsewhere. Another tradition that is unique to Vaalk is the fashion of growing one's hair as dreadlocks, which are seen as a sign of strength and virility. Though originally there were strict customs dictating what length dreadlocks could be grown to and by what social classes, these rules have become more relaxed over time. Most common amongst helots and freemen, the custom has lost traction amongst the patrician classes, where many individuals try to adhere to foreign social mores.

VÂRR

the Free Lands of Vârr



Square area: 238,635-miles

Population: unknown

Capital: Sataar

Government: Patriarchal Absolutist Monarchy

Ruler: Regent-king Melahar II

Languages: Korachani

Religion: Church of the Undying Machine;

Cult of Solum, Naranism

Currency: Korachani Bit

Imports: scrap

Exports: recycled goods, machinery

Located in the centre south of Central Llachatul, to the west of the Sea of Propontis, Vârr is of a cool temperate climate, with cold

relatively dry winters, and cool summers. It is a land that has been consumed by the greed of the Korachani empire, and the scars of millennia of abuse mar its skin, with hundreds of spent open cast mines dotting its surface, dusty basins struggling where once verdant plains existed, and the graveyards of ancient forests felled centuries ago dominating its northern-most territories. But none of its blasted lands are as shunned as the fell mountain known as Varrachon.

Vârr is widely considered to be a cursed place, across the empire and beyond. Superstition runs rampant amongst its people, and its lands are thought to have the largest concentration of occultists in all of the Inner Sea's territories.

It was shunned following the Fading of the Fourth Age - its strange idols and the looming mountain of Varrachon unsettling mortals and animals alike. Indeed, even as people abandoned their nomadic lifestyles for more sedentary lives, the areas immediately surrounding the Varrachon remained shunned and distrusted, despite being relatively fertile and easy to work.

Korachani exocrines were first sent east into Vârr between 100 and 200 RM, and by around 700 RM many of its western settlements were worshiping the Church of the Undying Machine, allowing imperial agents to more easily sway the populace to imperial politics in the hopes of a bloodless coup, which was successful in 792 RM in the capital of Nouvar, effectively making the ruling Anax caste puppets of Korachan.

Korachani industries flooded into Vârr over the next centuries, using the territory as a resource and little else. Its cities were ignored save for what manpower they could provide the empire with and what resources they could contribute to the imperial warmachine. They became waypoints in the transportation of raw materials west into Korachan, and it was the first imperial territory that slaves captured in the east would see on their way to the heartland.

Of particular note to mythologians was the discovery of the ancient caverns of Carceri, which are spoken of at length within the *Mythologia Elyden*. This only increased the distrust and paranoia surrounding Vârr amongst its occupiers, and it gained a sinister reputation amongst Korachani workers and patricians assigned to work there, particularly in the shadow of the Varrachon, which has a long and grotesque history in the area.

In 3412 RM Vârr was finally abandoned to the Interreges after centuries of waning resources and increased pollution and mismanagement. By then most of its patrician houses had already fled, sensing that its demise was not far behind. Even the slave trade dwindled under the reign of the Interregnum, and in 3791 RM they too abandoned it to its own devices.

Decades of political turmoil followed its newfound independence and the political landscape was plagued by uncertainty, as warlords and tyrants appeared across its landscape to claim control, though eventually the region settled. Vârr has since split into various independent demesnes within the greater territory, including Noachis in the north, Nouvatai in the east, and the largest territory that is controlled by the Regent-kings in Satarr occupying the remainder. Though the city of Nouvatai, ruled by a caste known as the Prolocutors, is thought by many to be an

independent city-state, it remains under the rule of the Regent-kings.

Today, a people released from the shackles of three millennia struggle to live in a land that is devoid of major resources or security. Most have returned to a pastoral subsistence, though cities have reappeared in the two centuries since Korachani abandonment to take advantage of what little resources remain.

Its people remain distrustful of witches and the Firmament following millennia of imperial indoctrination, and similarly they remain faithful to the Undying Machine, though worship of the ancient god Solum has seen a resurgence. Appropriated by the exocrines and iconoclasts of early imperial occupiers as a saint of the Undying Machine, Solum has been elevated to a god once more and is slowly overtaking the strength of the Church of the Undying Machine in Vârr.

It has little in the form of natural resources, with most of them having been bled dry millennia ago during the Korachani empire's long tenure there. As a result, its main industries are scrapping and recycling, and it accepts scrap metal and unused engines and machinery from across the Inner Sea, which it repurposes and resells to other nations.

VENTHIR

the Kingdom of Venthir



Square area: 1,100,400-miles

Population: est. 12,000,000 - 14,000,000

Capital: shared between Teira (governmental) and Hetepheropolis (ceremonial)

Government: Autocratic Monarchy

Ruler: Queen Hetepheres the Strangler

Languages: Venathi, Korachani

Religion: the Cult of the Sphinx, Church of the Undying Machine

Currency: Ventha

Imports: food, iron

Exports: cotton, gold

Dominating the north-eastern coast of the Arid Triptych in Sammaea, Venthir is of a warm temperate climate, with a distinct difference between the north and west. Its northwest is relatively dry due to it lying in the rainshadow of a long mountain-chain, though the southeast, despite being closer to the Tropic of Rah, is milder, with a regular (if short) rain season in winter, and dry warm summers.

Venthir is a large kingdom dominated by fertile plains that are irrigated by many rivers whose banks are home to great cities and a proud people whose roots go back to the early Fifth Age Venathi empire.

For much of its existence Venthir was a vassal of the Korachani empire, enjoying a degree of autonomy that was largely due to the force of will of its sphinx regent - Hetepheres, better known as the Strangler, or, informally, the Bitch-queen. Under her control since 201 RM, Venthir was a centre of industry, trade and the alchemical arts.

The Archpotentate Malichar entered Hetepheropolis as a guest, where he was shown the might of Hetepheres' armies. He departed after the two spoke alone, then, 2-years later, Hetepheres simply handed Venthir over to Korachan. She remained regent and was granted a level of autonomy that other conquered states envied. Imperial Patricians and workers flowed into Teira, which by 376 RM had become the heart of the Korachani administration as Hetepheropolis remained the queens playground. The religious cult that had grown around her was allowed to remain though it was designated a sub-cult of the Church of the Undying Machine.

Her paranoia led to the political influence of a technologist caste, who were responsible for creating technarcane orthoses to shield her from the thoughts of other sphinxes. They would go on to become her rulers in Teira, overseeing a healthy economy that helped Venthir flourish as Hetepheres disappeared in her chambers.

She emerged in 1905 RM after centuries of absence. Fearful of the power the technologists had accrued, she abolished the technocracy the next year and went on a savage campaign that saw manufactories and industrial centres destroyed, beginning a dark age for Venthir. Many of the technologists fled their persecution, settling lands to the south, eventually founding the technocracy of Saragos in 1939 RM.

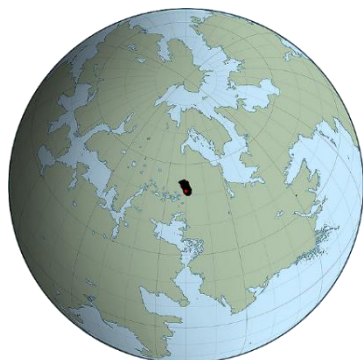
Venthir waned after this, becoming insular, its economy faltering. It became a leech to Korachani coffers. Hetepheres became more reclusive, consorting with personal technologists, searching for new orthoses and implants to further distance her from the auguries of her kin. Many Korachani institutions withdrew from Venthir. And the destruction of its industrial centres had the adverse effect of allowing Atramental lands to increase in size, claiming many settlements by 3010 RM.

In 3061 RM Venthir was granted control of much of eastern Nárthel in return for the regions' restoration. His helped restore industry and commerce to the region and it grew in influence once more.

The Sundering of the Korachani empire in 3705 saw most of its southern territories lost to Sarastro, and though Venthir remained loyal to the high-empire, it became more confident and conflict with Sarastro increased along their borders. Following decades of strained contact exacerbated by the silting of the Strait of Nárthel, Venthir finally broke away from Korachan in 3781 RM, being an independent region since then.

VIRAHAN

the Kingdom of Virahan



Square area: 167,281-miles
Population: 3,029,200
Capital: Viraha
Government: Constitutional Monarchy
Ruler: Ranasha Sechengala II
Languages: Temujan, Ahrisheni, tradetongue
Religion: Tutelary and Ancestral Spirit worship
Currency: Derek
Imports: coal, iron
Exports: horses, sulphur

This land-locked nation is situated in the middle of Central Llachatul, between Temuja in the north, Nakhé in the east, and Ahrishen in the south. It is relatively dry and cool, and bordered by mountains in the north, and its predominant geographical feature is grasslands and sparse hardy woodlands. Wild horses, aurochs, and other animals abound there.

Though politically it emerged from Ahrishen, it owes far more culturally to Temuja than it does to its parent state in the southwest. Indeed, its people speak Temujan and observe many cultural traditions that are alien in Ahrishen. This goes back to the early days of the Fifth Age, when the Khudari people emerged from the Fading of the Fourth Age and mingled with the Areshi natives farther south. In 2386 RM Korachan left Lyridia Dhai to the Interreges who began trading north with the Areshi people, leading Ahrishen to expand north, claiming lands from early Temujan people. Within a few centuries the Temujan culture hero Maghora had united the people of Temuja under one banner. Ahrishen continued its spread north, and many new Temujan settlements capitulated with little bloodshed. The unification of Haréshk in 2893 RM, forced Ahrishen to consolidate its territories.

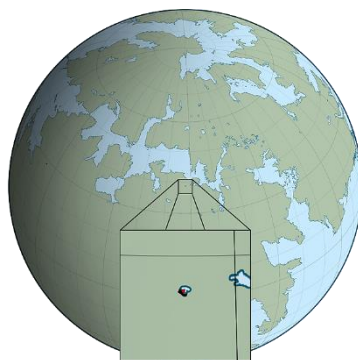
Its northern cities retained much of their Temujan heritage, including their language and religion, and in 3067 RM a delegation was sent to the capital in Mahserth to request independence, though this and later requests were refused. It was only following the outbreak of plague in 3117 RM when Ahrishen

allowed the north to break away, and it finally became the independent state of Virahan, with the far northern city of Baata forming another splinter state – Bataan – the same year. Originally a republic, with each county and major city represented in the capital of Viraha (which gave its name to the nation), it became a constitutional monarchy in 3389 RM, remaining so to this day.

The Virahani people have been mining sulphur in their lands for centuries, and they celebrate their festivals with large pyrotechnic displays. They follow the same form of animism that is widespread in Temuja, with worship of Tutelary spirits as well as ancestral worship being prevalent.

WYCHAN

the Occultist's City of Wychan



Square area: 306-miles
Population: 126,000
Capital: Wychan
Government: Magocratic Republic
Ruler: council of seven shapers
Languages: Korachani
Religion: Church of the Undying Machine
Currency: Korachani Bit
Imports: food, machinery
Exports: alchemical items, shapers

A small independent city-state completely enclaved within the southeast of Mharokk. It encompasses the southern shore of lake Omar and is of temperate dry climate with little natural land given its size. What it does possess is rocky with sparse vegetation.

It emerged as a settlement along part of a trade-route following the introduction of the Korachani prefecturate to Mharokk in 2702 RM, though the immediate region surrounding it already had a reputation for being home to many occultists and mystics throughout the Fifth Age, in no small part due to a nearby ley that remained undiscovered by conquering nations for most of its existence. Though censors and exorcines stifled many of their regions' heretical beliefs, they were unable to

completely eradicate the occultist tendencies of the region.

The settlement slowly grew, attracting Atramentists and Firmamentists alike through to the end of the third millennium RM, after which it became a centre for the study of the Materia Omnia, resulting in a large college of the Avéneithi Fraternity of the Inquisition being funded there.

The years preceding the Sundering of the Korachani empire were fraught with disruption and the Avéneithi Fraternity left in 3699 RM. Their absence led to further unease within the city as the political situation in Mharokk worsened. It broke away from Korachan alongside the rest of the empire's southern territories in 3705 RM. Wychan seceded from Mharokk amidst the chaos of the Sundering, and survived for decades relatively unchallenged.

Since then it has continued to be a haven to shapers from all cultures and backgrounds, and together they work to keep the city-state hidden from prying eyes and defended from harm. Though foreign powers know of its location and its independence, its shapers have done well in shielding Wychan from casual discovery, and its army of well-trained shapers pose a mighty deterrent to anyone who would attempt to attack the city and its environs. As a result, it is largely ignored by both Korachan and Sarastro, though independent merchants do maintain a secretive trade-route with the city.

ZION

the Vassal State of Zion (to Sarastro)



Square area: 97,970-miles
Population: unknown est. < 2,000,000
Capital: Baesha
Government: vassalage (to Sarastro)
Ruler: council of territorial rulers
Languages: Salorocin, Sarastroan
Religion: Reformed Church of Sarastro, The Void
Currency: Sarastroan Bit
Imports: coal, umbra
Exports: olive oil, object d'art

This waning vassal-state forms part of the so-called Faded State that surround the Daarken

Gulf in the far southeast of the Inner Sea. Its coast is damp, with moisture drawn east from the Sea of Ethea and the Daarken Gulf along prevalent winds, with the inland areas being much dryer, particularly east of the Ghola Mountains, where the climate is considered to be near-desert.

The state has been a vassal to Sarastro since the Sarastroan Sanction in 3103 RM saw Korachan granting autonomy to Sarastro, including control of various lands, including Zion. This saw the ruler of Sarastro, Sathep the Risen, becoming the de facto ruler of Zion, who in turn bequeathed it to his lieutenants, ending the rule of the Exarchs. Today Zion is ruled by a council of rulers, each entrusted to a particular territory that encompasses a handful of cities and worked land.

Zion has a long and storied history that dates back all the way to the early years of the Fifth Age, when it first appeared in c. -500 RM around the Symenian peninsula following the rise of the Zionic Priests in the High-city of Garap who unravelled ancient Firmamental texts in -648 RM. These texts would later become known as the Zionic Tulpa and would shape the early history of Zion for centuries to come.

A caste of Firmamental mystics known as Exarchs emerged from the Ghola mountains in around -150 RM with ancient knowledge of how to construct and control golems, giving them great power. Indeed, they came to control the Zionic peninsula through the strength of their golems, and they made contact with the Korachani empire, eventually capitulating to it in 212 RM, on condition that they remain in control. And so, the Exarchs became the regents of Zion under Korachani patronage, their golems effectively turned into tools of the Archpotentate Malichar and The Seven. They were converted from their ancestral religions to worship of the Church of the Undying Machine by around 900 RM.

The Exarchs ruled as regents until the Sarastroan takeover in 3103 RM, when they were hunted and driven out of Zion, with golems, and the secrets needed to construct them, destroyed. Their remnants scattered around the northeast of Sammaea, and their descendants continue their work in recovering the secrets to the construction of Zionic golems.

Today Zion is a wasted land, exploited by its Korachani occupiers over millennia, and discarded. Sarastro makes use of what natural resources it can, including quarrying marble, but otherwise Zion is a largely forgotten place, its people seen as a source of conscripts, soldiers and workers. Even its noble classes are looked down upon by the Patricians of the Low-empire. Most people have fled from cities, which are ruled by tyrannical sycophants of Sathep the Risen, to rural areas, where they have reverted to a pastoral existence, making a tally of the nation's population very difficult, due to the number of unregulated small settlements that have appeared to take advantage of what small areas of resources remain in the land.

* * *