

THE ENCYCLOPÆDIA ELYDEN

I – the Core Glossary of Elyden

DILIGENTLY COMPILED AND REVISED
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IN 28 – 29 RME (4036 – 4037 RM);

ENCYCLOPAEDIA ENTRIES FOR
THE KORACHANI
COLONIES

AGUA: ancient merill fortress on the isl. of Otxer in the eponymous bay, off the W-coast of Sammaea. The fortress is made from a soapy stone, and is shunned by people of the region.

AHRAAD: fortress in the N of the Korachani colony of Crassula, in the far N - E of Meniscea.

Akina (ahka):

ANNINGIT: small coastal city in the N of the Korachani colony of Tavvadra, in the N - W of Sammaea. Its main industry is fishing (Pop. c. 13,000).

ANUSHEN: settlement on the isl. of Usasaar in the Korachani colony of Tavvadra off the N - W coast of Sammaea. Its main industry is the mining of phosphates (Pop. c. 6,500).

BAKTHRAN: small coastal city in the N - W of the Korachani colony of Tavvadra, in the N - W of Sammaea. Its main industry is fishing (Pop. c. 15,000).

BASTRA: small coastal city in the N of the Korachani colony of Tavvadra. The settlement's main industry is fishing, with its exotic bounties being sent to the homeland in the Inner Sea, where they are enjoyed by discerning nobles (Pop. 12,000).

BESESAAR: isl. in the Korachani colony of Ukobachan. It's E-most point is home to half of the city of Ukobachan, with the other half across the 4-mile strait on the W-most part of the isl. of Ukobachan.

BOS LEGYNURA: Atramentally-tainted region in the Korachani colony of Ukobachan. It is known for its duststone expanses and lattice-like rock-formations.

CASATRA: coastal settlement in the far N - W of the Korachani colony of Tavvadra, in the N - W of Sammaea. Its main industry is fishing (Pop. c. 8,000).

CHANASAAR: isl. in the Korachani colony of Melhumbra off the N - W coast of Sammaea.

CRASSULA: 1. Korachani colony in the E of Meniscea, W of the Sea of Sudunir, along the N polar circle. It was a major source of gold for many years, though was lost following the War of the Artifex in 3019 RM. After close to a thousand years of independence it was regained in 3682 RM, following many years of political machinations and the influence of various Patrician Houses. Today it is home to one of the largest open-cast gold mines in the empire, spread across multiple mines in the region of Kigoa, and is heavily guarded against attack.

2. Main city in the above colony, belonging to the Korachani empire. Founded in c. 2610 RM, overlooking the Bay of Gelicia, the city has survived the region's secession from the empire in 3019 RM, and eventual re-absorption by the empire in 3982 RM, due to the actions of various Patrician Houses. The city of today have moved steadily S to keep up with the retreating sea; a necessary evil as this is the only way of shipping the gold extracted in the open-cast mines of Kigoa to the empire (Pop. c. 50,000).

DEGISAAR: isl. in the Korachani colony of Melhumbra off the N - W coast of Sammaea.

DONACHAR: 1. W-most isl. in the Korachani colony of Ukobachan, off the E-coast of Sammaea. It is home to a large prison.

2. Korachani prison on the eponymous Isl. off the E-coast of Sammaea (Pop. c. 13,500).

DUCENARIA: small city in the Korachani colony of Crassula, in the far N - E of Meniscea. It was originally a fort built in c. 2830 RM in which were stationed 200 Steel Legionnaires trusted with the defence of the entire colony. Contact with the legion was lost following the colony's abandonment after the end of the War of the Artifexes, when it disappeared from the history books with no further trace.

Today it is the largest settlement in the colony that is not directly involved in the mining of gold (Pop. c. 20,000).

DUSSAARA: coastal settlement in the N of the Korachani colony of Tavvadra, in the N - W of Sammaea. Its main industry is fishing (Pop. c. 3,000)

DUSURRA: coastal settlement in the S of the Korachani colony of Tavvadra in the N - W of Sammaea. The settlement's main industry is pearl-diving (Pop. c. 5,000).

EBEREK: coastal fortress in the Korachani colony of Tavvadra in the N - W of Sammaea. It houses a large part of the navy of the region and its ships patrol the Bay of Otxer and guard merchant ships on the passage N - E to the homeland in the Inner Sea.

EHAKACHAN: settlement on the isl. of Chanasaar in the Korachani colony of Melhumbra. It is a major producer of cork in the empire, and its plantations are mostly worked by Sammaean slaves (Pop. c. 8,500).

EICASTIA: mining settlement in the Korachani colony of Crassula, in the far N - E of Meniscea. The settlement is one of many directly involved in the mining of gold. Working conditions for the slaves are atrocious, with many dying of pneumonia and frostbite (Pop. c. 8,000).

EKEG: also, *the Sunbaked Necropolis*'. An ancient stone necropolis on the isl. of Inarak off the N - W coast of Sammaea, N - W of the Santorean Mtns. The necropolis is believed to have been deserted for over 2,000 years, and little is known of its history. The necropolis takes the form of thousands of individual small structures, squarish, with a bronze domed roof, inside which are the bones of 1 individual.

ENESSAAR: small isl. Off the N - W coast of Sammaea, 600-miles N - W of the Korachani colony of Tavvadra.

ERASACH: small coastal city in the W of the Korachani colony of Tavvadra. It's primary industry is fishing (Pop. c. 12,000).

EROCHAN: major harbour in the Korachani colony of Tavvadra off the W-coast of Sammaea, overlooking the Bay of Otxer. It appeared in c. 3600 RM after centuries of diminishing sea levels left the colony's capital landlocked (Pop. c. 42,000).

FAEACHAN: prison colony on the isl. of Faeasaar on the Korachani colony of Ukobachan, off the E-coast of Sammaea (Pop. c. 13,000).

FAEASAAR: isl. in the Korachani colony of Ukobachan, off the E-coast of Sammaea. It is home to a prison colony, where felons are 'rehabilitated' before being put to work on the umbral rigs farther E in the colony.

FALLACHAN: small coastal city in the Korachani colony of Crassula, in the far N - E of Meniscea. It is a base for slaving vessels that ply the waters of N Meniscea in search of slaves to work in the open-cast gold mines in the colony (Pop. c. 16,800).

IAMUN: Mtn. range in the Korachani colony of Tavvadra in the N - W of Sammaea. The Mtns. form an extension of the far larger Santorean Mtns.

IRREDIVIVA: isl. 550-miles off the W-coast of Sammaea and part of the Korachani colony of Tavvadra. The isl. and its neighbours were the site of major testing of Atramental weaponry between c. 2700 - 3100 RM. This left the once-idyllic landscape twisted and tainted by an unnatural form of the Atramenta.

IRREDIVIVAN ATRAMENTAL TEST SITE:

ISILAI: administrative centre of the Korachani colony of Melhumbra, on the eponymous isl. Is it home to two major harbours: one where the slaving fleets of Melhumbra berth and restock between raids, and another that sees vessels from across Elyden transporting the representatives of patricians, magnates, kings, and emperors who cross Elyden's seas to visit its expansive slave market (Pop. c. 62,000).

JORANA: isl. in the Korachani colony of Ukobachan, in the Sea of Ereneia. The entire isl. is covered by the Atramental expanse known as Bos Legynura.

KIGOA: region of permafrost in the Korachani colony of Crassula, in the far N - W of Meniscea. The region is home to one of the most abundant gold reserves in Elyden and has been exploited, on-and-off, for over 13-centuries, and remains a major producer of gold to this day. The entire region is heavily guarded against attack by natives and other entities.

LEHACHAN: abandoned Korachani colony on the isl. of Ikyra, 315-miles N - W of Tavvadra off the N - W coast of Sammaea. It was settled in 2405 RM and was a profitable source of iron for many years before plague wiped out its population in 2763 RM. It has been abandoned since then.

Madour 1. Korachani colony in c *Llachatul*, between Vår and Rhamia. See Vol III: the Nations of Elyden.

2. city and capital of the eponymous region. It was abandoned early in the forth millennium RM, though the *Korachani empire* reappropriated it in 3989 RM, rapidly taking surrounding lands. The old city was found abandoned, a particularly deep mine collapsed, leading into *Carceri*. The mines were sealed with reinforced concrete, the high walls levelled and the city rebuilt. Now landlocked following the retreat of the *Sea of Propontis*, a harbour was constructed along the coastline, and it now sees many slaves arrive from the N-E (pop. c. 174,000).

Maleth: 1. isl. 35-miles long in the middle of the Inner Sea.

2. fortified shipyards that service both mil. and com. vessels travelling the waters of the Inner Sea.

3. in the mythology and rel. of the *Korachani empire*, the isl. in middle of the Inner Sea (a crossroads) where the future Archpotentate Malichar found the *Scripture of Shadow*, propagating the rise of the empire and the Church of the *Undying Machine*. during Malichar's sojourn there, the isl. was largely uninhabited save for a few waring city-states and half-buried Neolithic temples.

Following the rise of the *Korachani Empire*, the strategic position of *Maleth* in the middle of the Inner Sea, as well as its natural harbours turned it into a fortress-isl. *Maleth* was fortified and fitted with shipyards, drydocks, manufactories and other Mil.-institutions, where it remained a naval

powerhouse until the dying days of the *Empire*, securing *Korachans'* W-most sea trade-routes. It also served as a stopping-point along the Shadow March, where steamers and ships transporting pilgrims could resupply and refuel before returning to Laaskha from Vaalk.

4. Korachani patrician-set who overtook the otherworlder Archon in 140 RM.

MELHUMBRA: 1. Isl. off the N - W coast of Sammaea, forming part of the Korachani colony of the same name.

2. Korachani colony off the N - W coast of Sammaea, between the Sea of Lynnae in the W and the Sea of Batyae in the E, and S of the Erthydean Sea. It has been under Korachani control since 2973 RM, and has been a major territory of House Croton since 3348 RM. It is a major source of slaves for the empire, which are acquired through slave raids along the Sammaean coast. It is also a major producer of cork.

3. city in the above colony, belonging to the Korachani empire. It was once the main administrative centre of the colony though found itself landlocked in c. 3440 RM and remains now as a hub of the cork industry on the isl.

NIPARACH: 1. rocky region on the isl. of Usasaar in the Korachani colony of Tavvadra off the N - W coast of Sammaea. It was once covered in sparse forests, though these were stripped by Korachani colonists to make way for open cast mining some centuries ago.

2. settlement on the isl. of Usasaar in the Korachani colony of Tavvadra off the N - W coast of Sammaea. Its main industry is the mining of phosphates (Pop. c. 9,000).

OPUSAS: small city on the isl. of Usasaar, in the Korachani colony of Tavvadra, off the N - W coast of Sammaea. The city is a major course of Zircon, and its primary industry is its mining and refining, before being shipped back to the homeland via the harbours of Usachan (Pop. c. 18,000).

OXTER: 1. Large bay off the N - W coast of Sammaea, slowly shrinking from the diminishing of Elyden's seas. The retreat of the coastline there has revealed various ancient coastal ruins thought to have belonged to an ancient merrill empire. The ruins are constructed from a light stone with a soapy texture and are shunned by locals

2. isl. Revealed by diminishing waters of the above sea. It is home to the ancient merrill fortress of Agua.

RAHACH: mining settlement in the c of the Korachani colony of Crassula, in the far N - E of Meniscea. Its main industry is gold-mining and it has the largest open-cast gold mine in the colony (Pop. c. 10,000).

SATIAN: settlement on the isl. of Degisaar in the Korachani colony of Melhumbra. It is a major producer of cork in the empire, and its plantations are mostly worked by Sammaean slaves (Pop. c. 7,200).

SEBASAAR: 1. small isl. in the Korachani colony of Tavvadra, S of the Atramentally-tainted isl. of Irrediviva. It maintains a small settlement that goes by the same name where researchers can stop before expeditions into the tainted isl.

2. small settlement on the above isl. in the Korachani colony of Tavvadra, where researchers can stop before expeditions into the tainted isl. (Pop. c. 2,000).

SEBRASSA: mining settlement in the S - W of the Korachani colony of Crassula, in the far N - E of Meniscea. It is a major producer of gold in the region (Pop. c. 10,000).

SHARLEH: Mtn. range in the Korachani colony of Crassula in the far N - E of Meniscea. The range stretches for 375-miles, dominating the E-coast of the Kigoan peninsula.

TASARACH: mining settlement in the N of the Korachani colony of Crassula, in the far N - E of Meniscea. It is a major producer of gold (Pop. c.8,500).

TAVVADRA: 1. korachani colony off the W coast of Sammaea, just S of the metropolis-state of Cadere. It is largely independent and serves as a link between Korachan and equatorial Sammaea. The isl. of Irrediviva, 550-miles N - W of Tavvadra, and its neighbours, were used extensively in the testing of Atramental weapons, including bombs.

2. Main city in the above colony, belonging to the Korachani empire. Founded in c. 2420 RM, it was once coastal, though has since become landlocked. Its link to the sea is now the city of Erochan (Pop. c. 80,000).

TEMPLE OF METISOLLA: ancient cliff-face temple on the isl. of Usaar, in the Korachani colony of Melhumbra. It is thought to date back to the Third Age. The temple-face is hewn from the rock of the isl. and takes the form of a gaping maw, though most details have been lost.

TOBRARACHAN: fortified city in the E of the Korachani colony of Tavvadra, in the N - W of Sammaea. It is home to a renowned university where the Materia Omnia and the Atramenta and Firmament are studied (Pop. c. 24,000).

TULAN: 1. Arctic sea in the far N - E of Meniscea, just S of the Korachani colony of Crassula.

2. Fortress in the S of the Korachani colony of Crassula, in the far N - E of Meniscea. The fort is named after the nearby sea.

UKOBACHAN: 1. Korachani colony in the E of Sammaea, off the E-coast of Zhariah, S - W of the Sea of Erenia. It is a major Atr. tainted region and is known for its many umbra refineries, and its massive harbour where umbriska tankers make harbour before the long voyage back to Korachan, via the W of Sammaea. It is also known for its prison colonies on the isl. of Faeasaar and Donachar, and many of the prisoners go on to work on the umbral rigs on the isl. of Ukobachan and Jorana.

2. Main isl. in the Korachani colony of the same name, in the Sea of Erenia. It's W-most reaches are dominated by the Atramentally-tainted region of Bos Legynura, and it is

home to many of the umbra extractors for which Ukobachan is famed.

3. Main city in the above colony, belonging to the Korachani empire. Founded in c. 1840 RM, it straddles the two isl. of Besesaar and Ukobachan, in the W and E, respectively. The city is major port, with deep harbours to accommodate the large tankers that ship processed umbriska to Korachan.

UNTRO: major fortress in the S - E of the Korachani colony of Tavvadra, and home to most of the region's ground troops.

USAAR: isl. in the Korachani colony of Melhumbra, off the coast of N - W Sammaea.

USASAAR: (lit. *green island*). isl. 60-miles off the W-coast of the Korachani colony of Tavvadra. The isl. Was once verdant though has been stripped bare by the industries of the empire, and is now a rocky dusty place covered in open cast zircon and phosphate mines.

USACHAN: major city on the isl. of Usasaar, in the Korachani colony of Tavvadra, off the N - W coast of Sammaea. Its main industries are the mining of phosphates and zircon and it has a large slave population, mostly taken from the W Sammaean coast (Pop. c. 80,000).

UTRASAAR: 1. isl. In the far N - E of Meniscea, just S - W of the Korachani colony of Crassula.

2. Abandoned fort on the above isl. It was constructed by Korachani colonists in c. 2900 RM but was abandoned just over 100-years later, and remains ruined to this day.

ZETTRA: 1. ruined fortress on the isl. of Lyrnica off the N - W coast of Sammaea, W of the Korachani colony of Tavvadra. The fortress was built in the later Fourth Age to defend the surface world from the caverns of Zettra, around which it was constructed. The reason behind this is unknown.

2. Large vertical cavern on the isl. of Lyrnica off the N - W coast of Sammaea, W of the Korachani colony of Tavvadra. The cavern leads down for some 300-ft. before ending in an expansive flooded chamber. The largest cavern is guarded by a weathered sphinx statue. The fortress of the same name was constructed around the cavern in the Fourth Age, its true purpose unknown.
