

# THE ENCYCLOPÆDIA ELYDEN

I – the Core Glossary of Eiyden

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

**ENCYCLOPAEDIA ENTRIES FOR**

# **CARCERI**

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**AAIDA**: cave in the far S of the tribe of Korind in the N - W of the Growing Mountains of Mulciber that leads into the Prison Carceri. The cave leads to the Chamber of Dirges, and on still nights the sounds of dirgists can be heard emerging from the cave.

**ABYSMAL OF BARATHRUM**: immense hollow in the far S - W of the Prison Carceri, stretching for some 1,300-miles from N to S, from the Interurban States to the Kharkharadontid desert. It is amongst the largest and deepest of hollows in Carceri, and a staircase of a 823,543 treacherous steps is said to lead down the fiery heart of Elyden, amid ancient silent engines whose purpose is not lost to time.

**ABYSMAL STAIRCASE**: also 'the Eternal Staircase'. and 'Vallack'. Rotten stone stairs circling a wide circular borehole of seemingly endless depth. It is found in overgrown ruins in the c E tangles of the Old Forest, and is said to lead to the depths of the Prison Carceri

Those who venture far enough down the stairs hear distant screams, see a dull nauseous light and sleep fitfully, their dreams polluted by grotesque visions and vivid nightmares of illogical architecture; all symptoms of the domain of the Demiurge Vorropohaiah.

**AKER**: cavern in the c S of Raong, with passages leading into the Prison Carceri. Its upper reaches, which are considered to be part of the natural world, are known for its giant selenite crystals that were once worshipped as part of the regions' nature pantheon. The deepest reaches of the caves are said to lead to the so-called Chamber of Tears, in which one of Carceris largest underground seas is located.

**ALAMANARA**: ancient tower in the N-W of the territories of Ethistonith in Rhinocoloura thought to date back to the Fourth Age, though little is known of its roots. It is made of an unidentifiable metal and, despite its name, is thought to be solid. The tower is around 20-ft. Wide at the base and rises for some 80-ft. tapering suddenly at the apex. It is covered in a thick layer of lichen and mosses, with vines and other creepers growing thickly at its base. Attempts at penetrating the surface have so-far proven unsuccessful, and excavation works outside it have revealed that the tower -more correctly called a pillar) penetrates the earth to a depth of no less than 100-ft. Possibly much deeper. Some believe that it is linked some way to the Prison Carceri, though this claim is otherwise unfounded.

**ALBANDICA**: city in the Prison Carceri, close to the chamber of Marneiotha (Pop. unknown).

**ALLAIKONSAGGO**: fantastical region in the S of the Umbra Sokhar wastes. The region takes the form of a multi-levelled labyrinth hewn from the granite bedrock of a highland plateau to the E of the Moloth Khammothul Mtns. that serve as a border between the Kharkharadontid desert and the Umbra Sokhar.

The labyrinth, which covers some 100-square miles and is rumoured to lead into the depths of the Prison Carceri, is attributed by scholars to the stillborn Demiurge Ryhassharauch and is said to have been created in a fever-dream in the First Age of Mortal Life. No-one who is known to have entered the labyrinth has emerged.

**ALLAUI**: imperial fortress in Madour, 20-miles N-E of the hill of Avran; part of the E Varrachon Mtn. The fortress was originally erected in 674 RM as a stronghold around which mining and logging operations could safely take place. The

place was abandoned in 1007 RM, with most resources in the immediate area exhausted, and its garrison moved S into Vârr. The fort remained empty throughout the rest of Rhamia's history, until the Korachani empire invaded Rhamia in 3992 RM and appropriated many such abandoned sites.

In the next decade, the fortress was expanded underground, a large complex of steel wombs created there where biomachinists and fleshweavers operated, creating haghouters for use in the expected war.

In 4004 RM, during the construction of a new chamber, a hollow was breached – believed by many to have been a passage into the Prison Carceri. Within a few months, the fortress was empty, any sign of habitation gone. Whatever was revealed that day is unknown but the area is shunned and has been allowed to rot by the Rhamians, who know better than to go too close to the Varrachon.

**ALLOTHUAGG**: subterranean sea in the Chamber of Tears, in the Prison Carceri. The sea is expansive, and made up of salt-water sourced from the snaking r. Pishron. Ancient machines are used by ropohaii bordering the sea to separate the salt from the water.

**AMBISS**: collapsed cavern in the N-E-face of the Kythi Mtns. in S-E Lyridia, with links to the Prison Carceri. Prior to its collapse in 3492 RM it was the starting point of two separate expeditions into Carceri. The first was lost, and the second returned with a detailed account of the ropohaii; the tribe of the Demiurge Vorropohaiah and its culture though, sadly, the library in which the accounts were held was destroyed in an earthquake in 3602 RM, and much of that knowledge has since been lost.

**AN ABRIDGED LEXICON OF THE DEPTHS: BEING IN PART A GUIDE TO THE MADDENING ABYSS**: Vol. treatise published privately in 3338 RM detailing an exploration of the depths of the Prison Carceri that took place between 3328 and 3331 RM. The book describes, in some detail, the culture and customs of the people of the so-called 'Maddening Abyss' and an abridged history of the regions, particularly the areas surrounding the cities of Pandaemonia and Dispatis. Much of the text is based on the ramblings of the Korachani explorer Dothil.

**ANACRISS**: city in the Chamber of Agonies in the Prison Carceri. It is known to the world-above through legends and tales of torture, where ropohaii agents would emerge at night to kidnap people for torture. This is unlikely, as what few documented accounts of the city exist have it as the headquarters of an order of ropoaii inquisitors who hunted the length and breadth of Carceri for dissenters and heretics (Pop. unknown).

**ANTILLIA**: (4,210-ft.) volcano in the far W of the Adden highlands in the S-E of the Desolation of Astudan. The volcano last erupted in 3706 RM, dislodging thousands of people from both Ahrishen and Carceri below, with many refugees adding to the population of Styga to the S-W.

The volcano was named by the explorer and geologist Visogh after his hometown of Antillium. Pyroclastic flows leading E from the volcano survive to this day, as do the lava flows, from which new flora has begun to appear.

**ATRAMENTAL RICTUS**: grotesque labyrinthine pit in the c N-W of Kharkharadontis, said to lead to the Pismire Chamber in the Prison Carceri. It is believed to be the final resting place

of the mesochthon Retten Onarah, whose influence is said to be responsible for the gruesomeness of the region. It is a tar-like realm, where the rocks are soft and prolonged contact will leave anything stuck to them and eventually absorbed.

The Atramental Rictus is dominated by foul vermin that have been tainted by the Atramenta and amongst them are infamous cestoids – worm-like creatures with debased humanoid instincts that set them apart from the other inhabitants of the region.

It is one of the most blighted documented regions in Elyden and was studied only once, in a Korachani expedition in 3331 RM, and relatively little is known of it due to its relative proximity to the Black Fountain, which prohibits any long-term research there.

**AVENETHI FRATERNITY**: lit. ‘Witch hater’. One of the Fraternal Orders of the Inquisition of the Korachani empire, dedicated to the rooting out of witches and unregistered shapers (particularly those who use the Fir.).

The Fraternity has been based in three cities since its founding; originally Mulciber in Nárthel in 458 RM, then Avlonia, Almagest, since 3943 RM (after it left Carceri) from which the Avénethi Marches are often undertaken, passing through the Desolation of Astudan, into heathen lands.

**AZAZEMI UNDERWORLD**: a vast network of caverns in central Azazem that have been invaded by imperial industry; manufactories and dross farms built within them to take advantage of the many fast-moving r. that existed underground. Much of the underworld was industrialised, the few natural areas remaining cut off from the surface. Following the Dissolution of the High-empire of Korachan most of the Manufactories fell dormant, quickly looted by the people above.

**BAEROLLOLACH**: flo. gigantic byzantine tree in the centre of the Old Forest, its massive form visible from the Nelcha and Umbrala Mtns. towering above the already-considerable mass of the Ram’athi region of the f. The tree is thought to be an ancient thing, dating back to the time of the Demiurges’ first shaping of Elyden and is given great rels. and philosophical importance in the Old Forest.

The bark of the Baerolollach tree is known to be iron-hard, and sloughed pieces of bark are highly prized for their durability and are used throughout the Old Forest. Its seeds, known as ghost seeds, have translucent skins and long cilia that are used to slow their descent from high branches, allowing them to spread farther, though they are barren and never take root. Some scholars maintain that the gigantic roots that penetrate through the ceilings of some of the Prison Carceri’s chambers belong to this tree, including those of the so-called Chamber of Roots.

**BEDLAM**: 1. Chamber in the Prison Carceri, said to lie beneath the wastes of Kharkharadontis.

2. purported city, said to be located in the eponymous chamber (1) in the deep reaches of the Prison Carceri (Pop. unknown).

**BELL SHALLATH**: in many myths and legends across Elyden, the deepest pits of the Prison Carceri where antediluvian beings are imprisoned at the behest of The Shaper. Their true location is unknown, though they are thought to be far beneath the ntn. of Pelasgos.

**BRIDGE OF DESPAIR**: immense subterranean bridge in the Chamber of Sorrows in the Prison Carceri, beneath the N-

coast of Vaalk. The bridge is said to be close to 200-miles long, with the bottom of the chamber immeasurably deep.

**CACOFA**: fortified pit in the S–W of Eret in the N–W of Sammaea. The fort is ancient and crumbling, with little left of substance. It is thought to guard the maw-like pit within it, which is said to lead into a solitary cavern of Carceri. Others say that it was built to stop whatever was within the pit from getting out. Though not Atramentally-tainted, the region is shunned by most and those who venture close to it are said to get a great sense of unease.

**CAMERANIA**: expansive cave-system in the c S–W of the Surrach, S of the Mishanos Mtns. and S–W of the Ghuzz Mtns. that leads to the vast Chamber of Chains in the Prison Carceri.

**CAVERNS OF REDEMPTION**: in Carceri, a place of self-chastisement amongst the tribe of Vorropohaiah. Those who feel themselves unworthy of their Demiurge father chain themselves within the great arches of this chthonic prison, where they wait for 21 beats of the Unseen Drums. If they are still alive after that point, they are let free, redeemed in the eyes of their father. The caverns are thought to be in the same chamber as the capital city of Pandaemonia, about 200-miles N of the city.

**CECROPIA**: region in the Prison Carceri, beneath thought to lie beneath the N–W of Ahrishen. The region is known for its Unseen Drums, which can sometimes be heard in the surface world on otherwise-silent nights.

**CHAMBER OF AGONIES**: expansive hollow in the Prison Carceri, beneath the W-coast of Hololach in Llachatul. The chamber is noted in ‘An Abridged Lexicon Of The Depths: Being In Part A Guide To The Maddening Abyss’ as being a place where ropohaii inquisitors would torture dissenters and heretics, their flayed skins hung up from stalactites and root-frames, fluttering in the sourceless winds of Carceri.

**CHAMBER OF CHAINS**: large cavern in the Prison Carceri, believed to lie beneath the Surrach, in the N - W of Sammaea. It is known for its multitude of chains, some gigantic, each link the size of a house; and others minute, barely indistinguishable from thread. They hang down from the hidden ceiling and sway gently in a sourceless breeze.

**CHAMBER OF DIRGES**: expansive hollow in the upper reaches of the Prison Carceri, beneath the N of the Growing Mountains of Mulciber. Within are large choirs of dirgists who sing constantly. Their singing echoes throughout the chamber, causing it to reverberate loudly. The sound carries for hundreds of miles across the tunnels and is used as a navigational tools by ropohaii merchants and travellers.

**CHAMBER OF LAMENTS**: expanse in the far S - W of the Prison Carceri, and one of its S-most recorded reaches. The chamber is home to the Library of Hadhur Neb.

**CHAMBER OF OFFERINGS**: expanse within the Prison Carceri, located beneath the N-most reaches of the Umbra Sokhar, in the N of Sammaea. The cave is noted for its large number of temples, where offerings to Vorropohaiah and various scions and saints of the ropohaii religion are made by pilgrims.

**CHAMBER OF ROOTS**: large chamber in the Prison Carceri, said to reach from the N - W of Korachan all the way through the Old forest, close to the border with Almagest. The chamber is famed for accounts of those who have travelled

within it, where gigantic roots, larger than the trunks of most trees are said to hang down from a ceiling that is beyond sight.

**CHAMBER OF SOLITUDE**: major hollow in the far N - E of the Prison Carceri, beneath the region of Pergost. Many caverns are said to lead into this region of Carceri, which is very close to the surface.

**CHAMBER OF SORROWS**: immense chamber in the Prison Carceri, beneath the Inner Sea and the N of Vaalk. It is home to the monolithic Bridge of Despair, which is said to be 200-miles long, spanning a near bottomless depth.

**CHAMBER OF STARS**: expansive hollow in the Prison Carceri, beneath the region of Hathamoth, in the far N of Kharkharadontis, S of the border with the Umbra Sokhar. The cavern is relatively close to the surface, and is noted for its many shafts and tunnels that lead to it the surface, from which it gets its name.

**CHAMBER OF TEARS**: large expanse in the Prison Carceri, said to lie beneath the far E of Raong, close to the border with Gnoth. It is purported to be home to one of the largest underground seas of Carceri, which it believed to be fed by the waters of the r. Pishona.

**CHANIKHOR**: (*han-ak-or*; lit. Place of the shelf) artificially constructed region, covering an area of around 2,500-square-miles in the N-E of Korachan, S of the Adalla Mtns. and N of the r. Chani. Though Korachan is filled with wastelands and barren regions aplenty, Chanikhor is noted for the strangeness of its design; obviously hewn from the foothills of the Adalla Mtns., the region is a marvel of design, with massive steps and shelves leading inexorably upwards to the peak Adalla Mtn. 9,990-ft high. In effect the entire region appears as though cubes have been extracted from the surface of the Mtn. rendering the appearance of random steps, their grey-brown edges smooth. Though the decay of aeons is easily apparent, they are relatively unmarked by the elements or life in general, though the region is replete with lichen and mosses.

Little knowledge exists of the place, with no first-hand accounts existing of its creation. Most records date back to the early Fifth Age, when settlers arrived to the region, seeing it for the first time. A Single stella was found inside the Prison Carceri by imperial explorers in c 1500 RM, detailing the region, indicating that the Demiurge Vorropohaiah may have been responsible for its creation; though its purpose (if indeed purpose it has) is unknown.

**CIMMERIA**: 1. underground l. in the Prison Carceri, E of the Buloparri Massif in the c of Pelasgos.

2. city, forming part of the Prison Carceri, close to the above l. Though largely subterranean, the city has an exit to the surface world, E of the Buloparri Massif in the c of Pelasgos (pop. unknown).

**CISTERN OF NERGAAL**: monolithic ancient sewers in the N-W of Krem, thought to date back to the Fourth Age and an unnamed metropolis. The once-sprawling stone city above it is now ruined, overgrown and reclaimed in nature, and barely recognisable for the vast metropolis it once was.

Beneath, however, the cistern is largely intact, sprawling for miles like an underground labyrinth. Large chambers are still filled with water, travelling W from unnamed sources. Elsewhere, dry chambers lead to collapsed tunnels, vaults and other architecture. Only parts of the edifice have been

explored, and it is thought to be infested by al ghuls and other degenerates. Some believe that it may be linked to the depths of the Prison Carceri.

Despite the name attributing the construction to the Demiurge Nergaal, there is little evidence supporting this and its origins are unknown, likely predating the Acacinnathi empire that dominated the region in the end of the Fourth Age.

**DAEKYN'S BREATH**: Rock formation in the W of Daekyn that is riddled with narrow caverns that are said to lead to the darkest, oldest reaches of Elyden's underworld, deeper even than the pits of the Prison Carceri. The area is dank with the foul air that emanates from the depths.

**DISPATIS**: large domed city in Carceri, beneath the f. of the E of Raong, in the W of Llachatul. The city, like the city of Carceri itself, is said to be built on the shoulders of a divine being, though is situated much closer to the surface, even trading with the Raongi people on occasion. In c. -2000 RM the dome above the city partially caved in, burying it and its 10-million purported inhabitants. A gaping sinkhole over 5-miles in diameter remained, its sides sheer. Over the years the calamity's survivors repopulated the rubble, erecting a new city that claimed the same name as its predecessor.

Occasional earthquakes and other aberrations are attributed to the entity that slumbers beneath the city, whose dreams have slowly turned the earth around it to duststone, and its inhabitants into ashen lifeless things. Sporadic earthquakes levelled much of the sinkhole, destroying the city again in c. 600 RM. What remains is an uncharacteristically cold region said to be riddled with a honeycomb of hollows and caverns waiting to cave in beneath unwary explorers, and a howling wind that local legend claims moans with the lament of millions of spirits (pop. unknown).

**DIVRATICUA**: region of labyrinthine tunnels in the Prison Carceri, dominating the S-reaches of the Black Mountains, under the N of Ataraxia, with no-known exit to the surface world.

**DOTHIL**: (B. 1777 – D. ?) also '*Surveyor of Impossibilities*'. Korachani cartographer and, later, explorer. Born in Krieshtan, on the isl. of Maleth, in the middle of the Inner Sea, to a sea-merchant family, he spent his youth on one of his father's vessels before studying at the Observatory in Deochan, where he became a cartographer in 1796 RM. He spent some years in a private office, reproducing maps by famed explorers for the literati in Khadon, though always wanted to be the explorer himself.

After working hard to attract rich patrons between 1802 and 1803 RM, he was granted a charter to explore Kharkharadontis in the name of the Empire. In 1811 RM he came across a previously unrecorded hollow that led into the mythical realm of Carceri, the so-called underworld that stretches beneath as much of Elyden's surface. There, he became obsessed with the Prison Carceri and devoted the rest of his life to a futile attempt at mapping it and cataloging its flo. and fau. He grew rich bringing back spoils from his expeditions and was able to prolong his life through Atramental means and technarcane orthoses, though few ever believe his wondrous tales of the oddities he came across.

Known as the Surveyor of Impossibilities in his first years of exploration, he was known to spend years and even decades away from home, with his increasingly infrequent returns to

the civilized world becoming cause for celebration. But each return showed the world the price of his expeditions. His mind was broken and his body was not that of the man who first left Korachan in 1803 RM. His stories became more fanciful and grotesque, and he fell out of favour, accused of lunacy by all but his most ardent followers, who would all eventually die of old age, leaving him with no living link to the Empire. His return to the capital in 2215 RM was largely ignored - most had never heard of him and even cartographers and scholars had passed him off as dead over a century before, and accused the man as being an impostor. The few who would listen to his ravings assumed he was a descendant of the first Dothil, though his ramblings of chambers without ceiling, baroque engines hundreds of square miles in size, and cathedrals that hung from cavern roofs didn't garner him much acclaim.

His last recorded return to civilisation, if indeed it was him, was in 3978 RM. If that's true, he would have been 2,201 years-old - an unimaginably long life, even by Korachani standards, which have led some biographers to postulate that he had died at some point in his travels, returning as an otherworlder to continue his work; or that he had discovered some alien method with which to prolong his life; or that time may not pass the same in Carceri as it does in the surface world.

Much of what we know of deep Carceri is attributed to him and his acolytes, though more recent findings could just as easily be the ramblings of a mad descendant. The move valued and tested maps of Carceri - particularly those of the upper depths - were drawn up by him and are prized to this day.

**ECHELONS OF VARIS**: ancient feature in the S-W face of the Varrachon Mtn. covering around 4 square-miles of valley, containing hundreds of rows of bulbous column like structures, each of which contains bass carvings and inscriptions. The rows follow the contours of the grey slate valley and rise to a level uniform height. Little is known of its purpose, though it is believed to date back to the early days of Vorropohaiah's rule, following the construction of the Prison Carceri.

**ENVATAR**: impressive cavern system in the c W of Vârr, just E of the Calla formations, the lower chambers of which are flooded. Though the caves are rumoured to be connected to the Prison Carceri, there is little evidence to confirm this. Many expeditions have been sent into the caverns though they are infested with gruaimin, and no expedition has explored the caverns in full yet.

**FAIIA**:cave in the far N of the tribe of Satar in the N of the Growing Mountains of Mulciber that leads into the Prison Carceri.

**FORGOTTEN ONES, the**: Entities from *Elyden's* cosmogony, rarely mentioned in extant texts. What is known of them is mostly from legend and oral lore that has survived in some form from ancient times, where they are described as the *Great Crafter's* first creations; prototypes to the *Demiurges*. Unsatisfied with his work, the *Forgotten Ones* (also named *Mesochthons* in some texts) were buried and allowed to rot. Some imperial folklore remembers them as the *Mes Yammana* (Mharokkan origin), the Demitho Shoshathani (in *Pelasgosi* myth), *Negadhaish Allai* (*Venathi* legends, from tablets unearthed near *Hautia*) or *Lhamacthoi* (Vârr, Azazem and *Korachan*, where some neolithic ruins from the Third or

Fourth Age have been found with inscriptions indicating them).

Most legends name them as slothful beings, reduced to a catatonic state by their torpor and imprisonment by the *Great Creator*. The dreams of their aeons-long sleep seep across the land under which they repose, infecting the land as though gripped by the Atm. Some Vârran scholars have stipulated that the Prison Carceri may have been created by Vorropohaiah at the behest of the *Great Creator*, as a prison for the *Mesochthons*, his own madness a symptom of eons spent in proximity to them, though it is disputed by many scholars.

**GATH VALLII**: a cavernous hall in the Prison Carceri, said to lie beneath the E of Lyridia. The hall is characterised by the plethora of gigantic chains that hang from its unseen ceiling, some of which bear individual links that are the size of large buildings. Most are rusted solid, orange stalactites hanging from them, though a few hang freely, swaying impossibly in the unfelt breezes of Carceri.

**GOLHEDON**: in Korachani-controlled Carceri, a class of clerk responsible for the tracking and recording of slain Shapers. Traditionally, their roles involved collecting the skulls of dead Firmamentists and inscribing their name, offence and method of death on them (though in reality a golhedon rarely carried out any of the above duties, entrusting them to his underlings; a practice that became increasingly popular as the caste grew wealthier towards the end of the Avénethi Fraternity's tenure there). The skulls were placed in special rooms (called a gulgoleth) where they remain to this day, numbering in their hundreds of thousands.

The practice is an offshoot of the more common Korachani custom of scrimshawing or filigreeing the skulls of the dead.

**GULGOLETH**: Lit 'place of skulls'. Ossuaries belonging to the Avénethi Fraternity during its stay in the upper levels of the Prison Carceri, where the skulls of executed witches were kept.

**HADHUR NEB, LIBRARY OF**: Ancient subterranean temple-complex in the W of Ananthul, in the far E of Sammaea, forming a part of the Prison Carceri. Situated within the Chamber of Laments, the Library of Hadhur Neb is a sprawling labyrinth of chapels and repositories hewn from the deep earth of the region, much of which is now collapsed and buried beneath old silt-deposits, . The complex is thought to link with the Prison Carceri.

Exploration of the site has revealed corroded clockwork automatons, rusted beyond all recognition. Whatever they once guarded is now either lost or rotten, any treasures likewise lost.

**HODROK**: cave system in the W of the Band Mtns. around 60-miles from the coast with the Sea of Adum. The caves lead to the labyrinthine depths of the Prison Carceri.

**IBLIS**: an expansive cavern in the Prison Carceri, 100's of miles across. It is thought to lie somewhere beneath the c of Lyridia and is named after the region above it, the populace of which is largely unaware of the gaping hollow that exists beneath. It is characterised by its relatively low ceilings (though as high as 100-feet in places, the roof of this cavern is always visible in the half-light of Carceri) and the massive snake-like roots that hang from the ceiling like stalactites or protruding from the floor in mockery of trees. Others penetrate both ceiling and floor and dominate large portions, like strange

living columns. None know what manner of flo. is to blame for roots buried so many miles beneath Elyden's skin, though their flesh is harvested by the ropohaii that call the region home as food.

**IDOLUM**: also 'the Moaning City'. Settlement in the E of the Surrach. It is known for the strange moaning sounds that fill the air, particularly subterranean areas - both natural and man-made. Local legend claims that the city is perched above a deep cavern that connects to the underworld. Some scholars outside the region maintain that this is evidence of the sheer reach of the Prison Carceri, the middle of which is considered to be in Vârr, over 5,000-miles distant (Pop. c. 20,000).

**JEHENNA**: city and region in the Prison Carceri, thought to lie beneath the ntn. of Cisneria in the Black Mountains. Little is known about the city despite its notoriety, and many scholars have come to doubt its existence entirely, though Cisnerian mountain men swear by the noises they hear in the region at night, as well as the shadowy figures they see at night, who they claim are ropohaii searching for people to take back to the underworld (pop. unknown).

**KAKOPHIS**: 1. sea bordering the far N - W of Meniscea, between the Seas of Ialcus and Valus. The sea is under the control of the Cehophelan empire and its capital, the city of Enadh, overlooks it.

2. damp city beneath the sea of the same name, thought to be a major conurbation in the Prison Carceri and one of the most distant areas of its expansive reach. The city of Kakophis gave its name to the sea that lies above (pop. unknown).

**KATABASIS**: city in the c E of Laaskha, in the W foothills of the Arcanatheia Mtns. the city is one of few belonging to the Prison Carceri, that has a presence above the ground. It is heavily fortified and patrols in the region claim that on nights when both moons are new they have encountered skulking ropohaii in the region surrounding the city. Little is known of the city, but it is believe to be much larger beneath the surface (Pop unknown).

**LETHE**: city in the Prison Carceri beneath the N of the territories of Ethistonith in Rhinocoloura, just E of the Anialla Mtns. The city has a surface exit built around an ancient sinkhole. The mouth of the hole is heavily fortified and has an open-air market where goods from the deep are sold to the surface world. It is one of few Carceran settlements to trade so openly with the surface (Pop. Unknown).

**LETHEON**: expansive r. in the of the Prison Carceri, its source said to be a deep sea funnel deep in the Sea of Lethea. It flows for some 4,400-miles N through various tunnels and chambers before disappearing in the deepest reaches of Carceri, where some think its tainted waters are consumed by the heat of Elyden's deep interior.

**LIMBAS**: city in the Prison Carceri, thought to lie somewhere beneath the Mtns. of Band, in the N of Llachatul, in the Chamber of Woes. The city is composed of exiles, degenerates and other diaspora of the sunless realm (Pop. Unknown).

**LLAMI**: cavern in the ntn. of Serrok, with tunnels that lead to the Prison Carceri.

**MARNEIHOTLA**: major chamber in the Prison Carceri. It is amongst the most well-known areas to laypeople, and is famous for its purported size. Rivalling a ntn. in area, it is said to lie beneath the Inner Sea, extending into the N of Parthis, and is famed for its subterranean seas and weather effects,

including clouds, rain; and is said to possess entire diverse ecosystems.

**MOUTH OF THE ABYSS**: large cavern complex in the c S-W of Vârr, in the E of the Adalla Mtns. The caverns are known to link to the Prison Carceri, and are ignored by locals, who fear the ropohaii that are rumoured to emerge from the depths.

**NAMELESS CITY, the**: fabled city in the Prison Carceri, said to lie beneath the sea bed in the E of the Inner Sea. Mariner's legends from across the sea speak of a city where uncaring 'gods' slumber and their fish-like children squabble amongst themselves for power on the sea floor (Pop. unknown).

**NEBYLITSA**: also 'the Nonsense City'. Subterranean city in the Prison Carceri, said to lie beneath the W of the Lybic Sands in the c N - W of Nárthel. It is mentioned in fairy tales and nursery rhymes in the N - E of Sammaea, where its denizens (thought to be gruaimin steal naughty children and take them below ground. Though considered fanciful by most, there may be a grain of truth to the tales (Pop. unknown).

**NEHEBAK**: cav-system in the S of Cisneria, said to lead to the labyrinthine depths of the Prison Carceri.

**NESSA**: pit in the upper levels of Carceri, roughly beneath the city of Ta Oma in the c of Ahrishen. It is said to be guarded by a valthas, and has been described by the few who have explored it as having many drip waterfalls, and snottite stalactites, thought to have their origins in the Ahrisheni wetlands above.

**NOTH NAMMAR**: great iron temple beneath the E of Mharokk, carved from a solid vein of rare red iron in the upper levels of the Prison Carceri. A sphinx idol, also hewn from the red iron, dominates the temple. Deep, and rarely encountered by surface-dwellers, the temple is rumoured to have been home to the Idol of Baphomet, following the wanderings of the demented peripatetic Set Nastanaur, who commented in c. 890 RM after his seven-decades-long itinerancy of Carceri, that it was kept in the sphinx-temple, where it was worshipped by a breed of corrupted humanoid.

**NUMEN**: 1.a small dense f. In the c S of Vârr, known for the lone mystics that live around its periphery. Those who live close to it (not least of all the mystics) tend to have vivid nightmares on a regular basis. Some attribute this to the vicinity of a shunned cavern leading into the Prison Carceri.

The f. was once far larger, dominating most of the E of Vârr, though the Empire's presence reduced it to little more than a few small woods by c. 2000 RM, the largest being Numen, with a few smaller spare wooded areas scattered towards the coast of Propontis, none of which have been touched by industry.

**ONOGOTHONT**: gigantic ancient Elloran temple in the c N-W of Karakhas, dating to the Fourth Age. It is hewn from the pink/brown granite of the region. It is the largest remnant of such temple architecture and is known for its free-standing tiered complexes, many of which are connected by hewn walkways. Much of the complex extends to similarly-hewn tunnels and caverns that stretch for miles, and also included priests' quarters. Over the years it grew into the centre of a now-disappeared metropolis of some 200,000 people.

At some point during its latter years workers are thought to have hit a natural cavern, thought to be an isolated Atramentally-tainted portion of the Prison Carceri. Within months the city was abandoned and the temple complex

deserted, its lower levels filled with an un-decaying flesh caking the floors. Whatever depopulated the city is believed to be responsible for the decay of the Elloran culture, which was ruined by the dawn of the Fifth Age.

**PANDAEMA**: iron citadel in upper levels of the Prison Carceri, guarding one of the larger tunnels leading into Pandaemonia from the N of Pelasgos.

**PANDAEMONIA**: capital of Carceri, located some miles beneath the E of Korachan, close to the border with Pelasgos, though with no known entrances in the vicinity. The city is built upon the prone body of the Demiurge Vorropohaiah; grown to grotesque proportions in its languor.

The city itself is a sprawling conurbation and largely vertical, perched on the side of the cavern, reaching up the walls, and hugging the red rocks of the ceiling. Very little in Pandaemonia is comparable to a normal city, for it is a place of despair and chaos, and the heart of the domains of the ropohaii. Though the exact populations is unknown, it is thought to be a sprawling metropolis with as many as a million or mortals calling it home. Though ropohaii make up the bulk of the populace, it is thought that other races, including humans, can also be found here (pop. unknown).

**PERIPATETIC**: A nomadic people, descended from the children of Vorropohaiah and humans, corrupted by the maddening influences of the Demiurges' tomb in the Prison Carceri. They live in the upper levels of Carceri, and rarely venture to the deeper levels. It is uncommon for them to venture into the external world, though occasional forays are not unknown, particularly in Vârr and Korachan, where some settlements welcome their exotic wares and their knowledge. Though in general they are shunned by most surface dwellers, who see them as grotesque and a reminder of the unknown world that lies beneath.

**PERIPATON, the**: Underground citadel, long since ruined and abandoned, in the upper caves of the Prison Carceri, off the W coast of Lyridia Dhai. It is thought to have been a gate town in the Third Age linking the upper world with the catacombs of Carceri, though was later abandoned and populated by the descendants of human and ropohaii unions who became known as peripatetics, after the ruin.

**PISHRON**: expansive subterranean r. In the Prison Carceri, noted for it being comprised of salt-water. Its source is believed to lie in the far S of the Sea of Ryogen. The r. flows for some 2,000-miles before ending in l. Allothuagg.

**PISMIRE**: large chamber in the Prison Carceri, close to the surface under the c E of Kharkharadontis. Despite its vicinity to the surface the chamber is not thought to have any links direct to the external world, though is thought to have links to the Atramental Rictus.

**PIT OF BOL PHAROAH**: deep pit in the Prison Carceri linking the upper levels with the deeper levels. The pit is said to be some 3,000-ft. deep and is near-vertical, with no way of ascending.

**PRISON CARCERI, the**: 1. Also 'Carceri'. (Dem. Carceran). Expansive system of caverns and hollows in the earth of Elyden created by the Demiurge Vorropohaiah, and his children the ropohaii, millennia past. Its near-endless corridors cover the chthonic underworld over most of Llachatul, the N of Sammaea, with its farthest corridors spreading for thousands of miles, as far as Malan, Kharkharadontis, Parthis

and Pergost. Its deepest reaches are said to pierce the fiery heart of Elyden, where byzantine ruins still infest its belly, ancient beings trapped within. The tribe of Vorropohaiah still resides in the deep belly of this place, their minds corrupted by despair and madness.

2. during the rule of the Korachani empire in Vârr, some of the upper-most hollows of Carceri were appropriated by the Avénethi Fraternity and used as a prison for Firmamentists, and came to be known as Carceri. Their tenure began in 2702 RM, after their old Headquarters in Venthir was destroyed in an earthquake, and the Fraternity remained there until 3943 RM, when they moved to Avlonia, Almagest.

They left caretakers behind to oversee the maintenance of the old structures, but they were wiped out by the Regent-kings by 3995 RM, after which they allowed the abandoned structures to fall into disrepair.

**REDHIZZAR**: ancient acropolis in the S of Horsch, in the Band Mtns. The citadel was the refuge of the sorcerer-lord Redhak II Hazz, whose corsair fleet terrorized imperial shipping in the Skarosi gulf in c. 950 – 1100 RM. His reign was finally ended in 1102 RM, at which point attacks ended. Years later imperial explorers investigated the ruins of Redhizzar, finding the place deserted, built over a gaping pit which remains unexplored, believed to reach down to the depths of Carceri, where the prison of the Forgotten Ones is said to be.

**ROPOHAII**: lit. 'of Vorropohaiah'. One of the Two-and-Twenty mortal tribes, and the children of the Demiurge Vorropohaiah.

The ropohaii were an industrious people, though afflicted by the same uncertainties that crippled their Demiurge father. Paranoid and covetous, they spent more time constructing and defending their temple-forts than they did increasing their lands and peoples. Shackled by their fathers' fears, they were driven underground into the realm of their own creation that became known as Carceri, and the land above forgot about them.

They undertake a strange arduous ritual akin to the Shadow March of the Church of the Undying Machine, albeit on a grander scale, where pilgrimages of tens of thousands circumnavigate the depths of the Prison Carceri on their way to the Temple of Vorropohaiah, where the body of their father is maintained in state beneath the city of Pandaemonia. There the truly faithful sacrifice themselves to him in a form of communion, where the god consumes the body of the follower. This is thought to be an extreme form of the andromachy that's common to all the Demiurges; with perhaps the ropohaii having dwindled so much in spiritual stature that more than just devotion is needed to sustain Vorropohaiah.

Few accounts exist of the ropohaii above ground, and what records are known depict them as misbegotten sun-starved people who leave the darkness of their realm only in times of dire need. Though in some regions (particularly Vârr), there exists a pariah caste, known as Peripatetic, which sometimes ventures to the surface, which is thought to be descended from the union between ropohaii and humans in the distant past. **See Vol II: Asichthai.**

**SAMBATIA**: subterranean l. in the Prison Carceri, beneath the Band Mtns. in the N of Llachatul.

**SHRINE OF OFFERINGS:** expansive temple-complex in the Chamber of Offerings in the Prison Carceri, where offerings from the length and breadth (and depth) of Carceri are brought before statues and reliquaries of Vorropohaiah and his scions and various saints. The Shrine is a place of pilgrimage to ropohaii from across Carceri and many spend their lives on the road, making their way to the Shrine.

**SKOPHOTH:** city in the chamber of Dirges in the Prison Carceri, beneath the Growing Mountains of Mulciber (Pop. unknown).

**SLAVE-LORDS:** slavery is widespread in the tunnels and arenas of Carceri, where slaver-lords (fulfilling a role similar to other culture's merchant-lords) venture above-surface to capture people for the arenas and to put to work as slaves.

**SONIM:** cavern in the far N of the Kharkharadontid wastes, just S of the border with the Umbra Sokhar, in the region of Hathamoth. The cavern leads to the so-called Chamber of Stars in the Prison Carceri.

**SPIDERHAUNT DEPTHS:** system of labyrinthine caverns in the lower levels of Carceri. The caverns in this region are known for their thick tangle of web-like growths and gigantic white eyeless spiders that dwell here.

**STYGA:** city in upper Carceri, in the S of the Desolation of Astudan. The settlement appeared after major flooding of upper Carceri in 3600 RM and grew with the influx of refugees from the eruption of Antillia in 3706 RM. The city is unique in that it forms part of Carceri though is situated partially above the surface, in the S of the Desolation of Astudan. It is a rare place of trade between the upper world and Carceri, with trade with Shamalan to the W and Gâtha to the E being relatively common (pop. c. 32,000).

**TABERNACLE OF ARBESUH:** subterranean temple in Carceri, said to be located somewhere beneath Ahrishen. It is known for the size of the natural chamber in which it was built, which is comparable to a small continent, as well as the fossilized-like surface of the structure. Its ceiling is covered in thousands of needle-like stalactites, from which water drips constantly. The chamber is said to be inhabited by bat-like creatures with wings that can envelop their prey.

**TARHUNNAM:** collapsed cave in the wilderness of the S-E of the Old Forest near the border with Ahrishen. It is now a huge sinkhole, covering some 100 square-miles, with small tunnels leading into deeper caverns below, which link to the Prison Carceri.

**THANT BALAUR:** also '*the Hidden Forest*'. Large expanse of caverns and sinkholes in c N of the Old Forest, known to those who have seen it as the Hidden Forest, after the heavy vegetation that grows where light strikes its many shafts and cavities. Some of its hollows are said to lead to the depths of Carceri.

**THYSIATERA:** rel. city in the Prison Carceri, along the course of the r. Letheon (Pop unknown).

**TORMEA:** city in the Prison Carceri, believed to lie somewhere beneath the city of Caria in the Haréshk, though the two are not linked. TorMEA is built around a cylindrical shaped pit, of largely natural origin, its structures built around the edges of the cavern, their inner rooms hewn from the cavern wall. A great Panopticon dominates the centre of the pit, a cross-shaped skyway leading to a central amphitheatre from which

its deprived government – made up of seven priests of the Demiurge Vorropohaiah – holds sway (pop. unknown).

**UKUR:** cavern in the far N of the Kharkharadontid wastes, just S of the border with the Umbra Sokhar, in the region of Hathamoth. The cavern leads to the so-called Chamber of Stars in the Prison Carceri.

**UNNYARHIAL:** ancient machinery in the deepest bowels of the Abyss of Barathrum, in the Prison Carceri. The machinery is fused with the stone, covered in layers calcified growths from eons of dripping water. Thousands of rows of vacuum tubes and binary cogitators are linked together into an archaic engine, the purpose of which is unknown to modern mortals whose minds cannot fathom the scale of the machinery in its entirety.

**UNSEEN DRUMS, the:** in the constant twilight of Carceri, there exists no measure of time, save the birth and death of generations and the beating of unseen drums that beat every 21 hours, reverberating distantly across the entirety of Carceri. None know the source of the beating, but most think it is one of Vorropohaiah's great feats of engineering, which are thought to emanate from a deep manufactory-cavern in Elyden's core.

**VARRACHON:** flat-topped Mtn.-chain dominating the N border of Vârr, created from the waste of hollowing out the parts of the Prison Carceri. Vârrans regard the place with an ill light, seeing it as a mound of flesh stolen from Elyden and allowed to rot in open air. It is the source of the Sospira; a great cistern and aqueduct which flows E, emptying into the Sea of Spires. It is shunned by those who see it, including the Korachani empire, which ignored the region during its time of governance there, not that it was thought to have anything of value.

**VESTIBULE, the:** one of the main openings into Carceri, accessible from the Numen f. in the c S of Vârr. Despite the relative ease of its accessibility, the place is rank with dark emotions, and few are those who have willingly enter this maw. Those who have entered and returned are changed men, brooding, of few words, and of haunted dreams. None speak of their experiences in the Vestibule, and most die alone, unable to form bonds with other mortals.

**VIDUIFICA:** city in the Prison Carceri, said to lie beneath the Inner Sea, beneath the island of Maleth.

**VISSIL:** also '*the Cloudy Peak*'. (8,950-ft.) Peak in the Kythi Mtn. range in Lyridia, on which the Nine Abulia are kept in stasis in an archaic technarcane engine and the Sibyl works, alongside her augurs. The peak is situated 20-miles E of the capital in Myra and is riddled with caves, one of which is commonly visited by the Sibyl and is said to lead into the underworld of troglodyte myth (more realistically, the cave is presumed to lead to a funnel that forms part of Carceri). The upper caves are replete with small fanatical troglodyte communities who dedicate their lives to worship of the Abulia (pop. c. 1,000).

**VORROPOHAIH:** In the mythology and history of Elyden, one of the Two-and-Twenty Demiurges. He was an expert artificer, but the loss of his divinity affected him badly and he grew crazy, his creations becoming increasingly nonsensical. This culminated in the construction of the Prison Carceri, which is a system of monolithic caverns that spans half of Elyden, with some hollows rivalling continents in size. The

Prison Carceri is a place of grotesque wonder where the laws of the physical world above do not apply. As a result corridors may connect chambers that are on opposite sides of Elyden, and time is thought to pass differently the deeper one travels.

Much like Rachanael, Vorropohaiah is said to be alive, with the city of Pandaemonia built around his corpulent being. See **Vol IV: the Two-and-Twenty Demiurges.**

**VORROPOHAIH, TEMPLE OF:** temple in the subterranean city of Pandaemonia that is constructed around the corpulent stomach of the gigantic Demiurge Vorropohaiah, where faithful ropohaii enter in final supplication to their deity.

**WARDEN OF NESSA, the:** valthas guardian of a deep pit of Carceri, beneath central Ahrishen, who guards the pit of Nessa.

**WHITE WURM, the:** a monolithic petrified dead worm in the N - W of the chamber of Marneihotla in the Prison Carceri, beneath the c of the Inner Sea. A city is said to be built in the

hollow of its chest, mining its marrow, which is used as money to barter with.

The Wurm is thought to be a mesochthon (Pop.unknown).

**WOSRET:** an ancient otherworlder, said by some Carceran legends to be the first otherworlder ever, who stands vigil over the Bridge of Despair in Carceri guarding it against those deemed unworthy to pass.

**YGGDRASA:** limestone cavern system in the S-W of Nárthel, between the Jahal Mtns. and the W of the Uefir Highlands. The caverns lead down in a sharp diagonal decline, turning into a steep pit that has been explored to a depth of no less than 2-miles, but which is known to continue further.

Side-chambers are known to link with the Prison Carceri, though it is unknown if the deeper unexplored portions are independent systems or also linked to Carceri. Its main entrance is 283-ft above sea level.

**ZHAHAIOJ:** cave-system in the N - E of Pergost, with links to the Chamber of Solitude, in the Prison Carceri.

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