

Universal Atlas, v. 1.2

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Describes the various cities, planets, moons, space stations, and a few star ships mentioned in the book “Honor and Sacrifice” (first volume in the “Tribes of Heaven” series). Tribes of Heaven, its characters, story, and so forth are property of A.S. Koi and Catalyst Studios, all rights reserved, 2011.

Archos – Life-supporting, ecologically diverse planet of relatively ‘young’ geological/astronomical age; claimed as the ‘home world’ by the kaffir species; seat of the Archon Empire.

Asria - A former trading center on the Aurian Coast, now little more than a burnt-out resort town.

Aurius – ‘The Southern Kingdom’. The southwestern coast, swamps, and low hills of the Great Continent (up to the Kez and Tyvstaar mountain ranges which separate it from Ryzaa and Vasa respectively, north to the Silk Flower River which formed the border of Aurius and Shendiir). Formerly a loose (but peaceful) conglomerate of prosperous, well-managed fishing, merchant, and farming states tied together under a hereditary figurehead monarchy, they lacked the rigid organization to defend themselves against neighboring states once the neighbors figured out how to cross the sea and mountains en masse. Even after being annexed and absorbed into Eshandir, they managed to largely preserve their unique culture until global war was declared between Aurmaalek and Eshandir. Hallmarks of Aurian heritage are a deep amber tan complexion and orange to crimson hair; webbed hands and feet were not abnormal features.

Aurmaalek – A smaller continent on Archos, historically populated by humans. While they managed a wary peace with the kaffir nations for quite a long time, a fanatic religious faction deeply distrusting of the Shandrian space program acquired power and began attacking civilian space ports. The kaffir did not take these attacks particularly seriously until the island of Honaarus was hit with an atomic weapon, whereupon the Queen of Eshandir aimed a number of pulse cannons (devices designed for destroying wayward asteroids) into their primary population centers and burned the Aurmalki off the map.

Avenaur – Planet colonized by Shandrians and a faction of saurtzek prior to the foundation of the Archon Empire (now a part of said empire). The ecosystem was damaged variously by a meteor hit, ill-planned farming and deforestation, and the apparent use of bio-chemical weapons. Heavily flooded with toxic water, it now functions as a laboratory for the development of solutions to such damage throughout the empire and beyond.

Baalphegor – The planet the saurtzek claim as ‘home’. Violently taken by Ryzaa during the years prior to formation of the Archon empire; still under Archon control.

Baalshiil - One of the two moons of Archos. Terraformed for large-scale farming operations, it has a small transient population of farmers, workers, and agricultural researchers living within its cluster of domes.

Bleeding Desert - A rocky, alkaline plain on Gravian. Ferrous veins are rampant in the natural formations here; oxidized leeching from these after rare monsoon rains give the waste its name. Used heavily by the Archon military for weapons testing and training exercises.

Burning Desert - One of Holtiin's wastelands; an excruciating stretch of hostile (dusty, rocky, cracked) terrain and little atmospheric protection. During the day, the temperature and direct solar radiation can literally cook living flesh and at night it falls well below freezing. Two notorious and terrifying prisons - long closed (save for tourism and/or military use) - can be found at the end of Dhol routes in this nightmarish realm. Star Assault, Air Defense, and Exo Corps use this region for high-level combat pilot training.

Castoro – Space station which serves Archos and its moons.

Eshandir – Western third of the Great Continent of Archos. The kaffir native to this region are notably tall, typically with elongated facial features and dark hair, often having an ivory or amber complexion although paler than their relatives to the south and from the islands to the west. They benefited historically from their close relationship with the genadri (intelligent arthropod-fungoid creatures of unknown origin) and their close-knit, honor-oriented matriarchal society.

Esimar – 1) A genadri-dominated region of Shendiir invaded and destroyed by the Ryzaaans. 2) A Kimetj-class destroyer of the Archon fleet, station of 89th Star Assault.

Fenrir – Classified, vigorously defended space station, apparently somewhere near the Vaursti system but not shown on regular astro-maps.

Gravian – Frequently contested mineral-rich desert planet in the Ummaxia system. Not considered independently life supporting in spite of having a breathable atmosphere over most of its land mass. The native life of this ‘world’ consists largely of lichens, fungi, and blind cave amphibians.

Holtiin - Former penal colony of Unified Eshandir, now considered the Sister Planet of Archos. Its curious orbit and axis render the equator a strange paradise in perpetual twilight, with both poles uninhabitable and hostile (due to volcanic activity, unbearable heat or cold at certain times of day or year, or profound atmospheric disturbance). Holtiin's primary industry is tourism (hosting a number of major sporting events and several festivals as well as being home to the largest zoological collection in the Archon

empire), but it also boasts the Junior Academy - an impressive military-run university where students can attend on service-based merit scholarships.

Honaarus - Island in the Honor Archipelago, site of a Shandrian star port, devastated in a nuclear strike.

Honor Archipelago - The southern of two large, populated island chains off the coast of Eshandir. (Note to English speakers: The word “Honor”, Shandrian, is pronounced with a hard “H” – Hoe-nohr, spelled with the runes “ho’e” “naur” meaning “cold” and “dark” respectively, and is not to be confused with the word for the principle of “honor”, which in Shandrian is “mai’u” and in Unified Archon is “maune”)

Huar - 1) Smaller but more populous of the two Shandrian island chains. 2) The largest of the islands in this chain. 3) A distinct race of kaffir native to these islands, generally nocturnal, cautious around outsiders, with large eyes and a unique skin tone. They have preserved their culture very carefully over the eons in spite of trade with other nations.

Irimia – An Intergalactic Navy Rehabilitation cruiser (Sretzi class). Named after the third queen of the Archon Empire.

Ishulya – 1) An island of the Honor Archipelago, sacred to the Aurians, Vasiit, and the Huari, destroyed by the tsunami following the attack on Honaarus. 2) A Kimetj-class destroyer of the Archon fleet, station of 23rd Star Assault.

Kelmia – An Intergalactic Navy Reclamation (Yekaji class) cruiser, something of a mix of a star-traveling city and an “aircraft carrier”, hauling about Marines and Exo Corps and their vehicles and weapons along with a large medical team, science team, Military Police force, and other units and specialists necessary to the purposes of the ship as well as the harmony of its occupants on long journeys.

Kez - Vast, high, forbidding mountain range between Shendiir/Eshandir and Ryzaa. Inhabited by tough, wily tribes of kaffir who survive off the milk and wool of rugged six-legged goat-like creatures known as "throkks". Kez kaffir bear a mix of standard Shandrian and Ryzaan features but are often distinguishable by their large fangs and naturally grey hair; taloned feet are not abnormal among them. They have historically been valued as mercenaries when they deign to leave the mountains to experience the outside world(s).

Kourhos – Former Ryzaan colony now dominated by humans. Seat of the Kourhoni Theocracy.

Lorelei – A pre-Imperial trading post city on the west coast of Vasa, populated and frequented by Vasiit, Shandrians, Huari, and Aurmalki. A renowned center of cultural exchange and harmony. Raided and destroyed by Ryzaan forces after a lengthy trade embargo (Ryzaa refused to cease using human slave labor so the Lorelein refused to allow their ships to even anchor in the harbor)

Maalek – 1) The star around which Archos orbits. 2) The (often anthropomorphized) embodiment of solar/celestial energy in ancient Shandrian mythology.

Mantzaar - A small nation located in the jungle-covered cliffs of a large island between the eastern shore of the Great Continent and the western shore of what was Aurmaalek. It is surmised that this land mass was once substantially larger and connected to one or both continents but earthquakes reduced it to its current state. The kaffa who dwell here have dark amber to olive complexions and dark red to black hair. They are generally of shorter stature and display a mixture of both Ryzaan and Aurian physiological or facial traits. Isolated and forgotten for centuries, they developed a pacifistic culture unlike any other on Archos. The empire allows them to keep their religion and other practices in exchange for a regular supply of drugs grown on the islands; Mantzaar who never leave the region may avoid mandatory service and so forth but those wishing to live in Imperial territory or attend Imperial schools must follow the citizenship requirements, including keeping their religion private and joining the military.

Medderax – 1) Capitol city of Aurmalek. Survivors of the pulse cannon assault on this nation were rounded up and executed here by Shandrian 'haarkijetj' 2) A class of ultra-destroyer star ships.

Mior – 1) Gas giant in the Vaursti star system. Orbiting by a profusion of satellites, some of which were habitable prior to a series of conflicts ending approximately IY 612. 2) Colloquially, the most recent wars in said system. 3) The Aurmaalki word for eternal damnation and suffering

New Asria - The largest city on Holtiin; a thriving metropolis home to the Junior Academy, the former royal palace (from when Holtiin declared its self-governance for a few hundred years prior to the foundation of the Archon empire), a library/community center which in itself is a tourist attraction and curiosity, and a sprawling zoological garden with specimens from throughout the universe, along with quite a variety of nightlife.

Pachar – A space station which serves far-flung mining, agricultural, terraforming, and trade operations, Verraken, and interaction with non-Imperial traders and transit in neighboring systems (including Kourhos).

Orminos – Space station which serves Holtiin and the Toh'duarnha system.

Ruahanu – Isolated planet in the Vaursti system. While cold and icy, it was discovered to have a breathable atmosphere and was colonized largely by pirates and refugees from throughout the universe. Through multi-species intermixing over many centuries, the Ruhn people were considered their own breed of “folk” by Ryzaans and Ilu. No longer considered habitable since an Ilu invasion in IY 575

Ryzaa – Central and eastern third of the Great Continent of Archos; largely swamps and hills. The native kaffir of this region are small of stature, sharp-featured, pale haired, and notoriously ill-tempered and aggressive.

Ryzaa City – Former capitol of the Kingdom of Ryzaa, now the seat of the Archon empire. The most populous city on Archos.

Sanjeera – 1) The old seat of power for the nation of Aurius, decimated by fallout from the tactical strike on Honaarus. 2) A Kimetj-class warship, staffed by 17th Star Assault.

Shendiir – The northern kingdom. The Aurian word for Eshandir (“North Eshandir”) prior to unification/annexation.

Storm Valley - A rocky plain sitting in between two mountain ranges just north of the "safe" region of New Asria on Holtiin. Beset by frequent thunderstorms, high winds, and tornadoes most of the year, it is usually visited only by science students from the Academy. During the calmest part of the year, however, a championship gen race - the Storm Valley Cup - is held here, drawing tourists, bookies, and gamblers from throughout the universe.

Tjau - One of Archos' two moons. Home to a large, mostly subterranean complex linked by dhol tunnels, formerly used as a (primarily military) prison through colonial times and apparently even into Imperial times. The closing of this complex as such - and the end of slave labor on Baalshiil - is celebrated annually across Archos in various local holidays and ceremonies. Since the closing, much debate has occurred in the Council regarding an ethical, productive use for this abandoned space, which still technically belongs to the Archon government's military branch.

Todekki – Space station serving Gravian and Avenaur.

Tohdo – 1) Abbreviation for the star system that contains Holtiin (Toh’ duarnha). 2) The jump gate site for said system.

Triotos – 1) The capitol city of the Republic of Ruahanu, devastated in IY 575 2) An Archon star destroyer which was the first of its class (“Triotine cruisers”)

Tukodok - A smaller city on Kourhos, which in Sol's time, suffers from overpopulation, poverty, and disease. Most of its industry has been shut down and broad scale civil unrest due to fear and starvation are kept at bay poorly by the police forces of the Theocracy.

Tyvstaar - "The Great Impassable" or "Kingdom of the Gen" ("Gentiirja"); the mountains between Aurius and Vasa. Tall, dark, and jagged, these were avoided by traders and soldiers alike and never colonized by kaffir.

Vasa – Southern third of the Great Continent on Archos, primarily consisting of rocky plains and a substantial expanse of sand desert. Originally its people (kaffir for the most part, referred to as “Vasiit”) dwelt in trees along the coast line and down the Felset Peninsula, but Ryzaan flame squadrons burned down a good portion of this forest, driving the natives into the caves and desert, several hundred years before the foundation of the Archon Empire. Reparations are still being made.

Vaursti – 1) A G type star, around which orbits the gas giant Mior. 2) The contested system attached to said star (including the Great Ice Belt and Mior).

Verraken – Former Ryzaan colony, hanging on the edge of independence from the Archon empire. A source of political unrest.

Vyeshaal – Former seat of power for North Eshandir. Known for its unique ‘cultivated organic’ architecture, breathtaking views, incredible art and unrivaled textiles, it is now a popular site for tourism and historical study, but also a popular site for retirement.

Yetzjmaal – 1) A city (on Baalphegor) that was shared by Shandrian traders/colonists and the saurtzek who agreed to allow it on their world, boasting a variety of buildings, parks, and aquatic features both above ground and subterranean (often shared within the same construction/cultivation). Shandrian writers of the time referred to it as a ‘metropolis of unspeakable marvels, which neither drawing nor photograph nor verbal description could adequately convey’, ‘an ingenious melding of the greatest elven achievements’ while Ryzaan writers referred to it less flatteringly, ‘a disturbing maze of abominations’, ‘unforgivingly cold, reeking of chemical effluence, crawling with inedible vermin’. See “Baalphegor”. 2) An Archon warship of unknown class, docked at the station “Fenrir” in a top-secret hangar.