

# THE ENCYCLOPÆDIA ELYDEN

I – the Core Glossary of Eiyden

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DILIGENTLY COMPILED AND REVISED  
BY THE SAGE AND SCHOLAR AGALJAREPT HASHMALEEM  
IN 28 – 29 RME (4036 – 4037 RM);

**ENCYCLOPAEDIA ENTRIES FOR**

**K R E M**

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**ABALASOON**: Coastal sandy plains in the W of Krem, known for its columns of translucent blackened glass from ancient lightning strikes, dominated by a gigantic branching one that looks like a glass tree shorn of its leaves. The sand in the region is bestowed with particular traits that allow for the production of glass of tremendous resilience.

It is thought that the tradition of constructing glasteel originated in this region, in c. 2920 RM, spreading down the coast, becoming a major part of the region's culture by c. 3090 RM. Today the city of Osaioon is a major manufacturer of glasteel.

**ACACINNATH**: ancient city-state, possibly empire, thought today to be composed of humans, shie and keratin, in what is now the far E of Llachatul, covering what are today the E of Cuth and most of the W of Rhea, as well as small parts of Krem Sometime in the Fourth Age it used wealth and influence acquired through its powerful mercantile caravans and ships in an attempt to tame the potent supranaturally-enhancing effects of the nearby Cinnabar Wastes. For a while it succeeded, and its ruling plutocracy gained great power and wisdom over the Matera Omna. The fate of Acacinnath is ultimately unknown, but it collapsed some decades later, without further mention, though its ruins were later resettled by the aforementioned ntns.

Two figures with traits similar to those of the old Acacinnathi rulers would emerge centuries later, in the 3<sup>rd</sup> millennium of the Fifth Age, eventually going on to fund the so-called Acacinnathi Dynasty, which rules Cuth to this day.

**ACACINNATHI DYNASTY**: the ruling family in Krem since 2703 RM, following the mysterious appearance of a male and female claiming to be siblings, with traits similar to those of the old Acacinnathi rulers that, in the Fourth Age learnt how to exploit the supranaturally-enhancing effects of the Cinnabar Wastes. Using their supernatural powers and shaping they were able to amass a large following and were able to supplant the then rulers, coming to rule over Krem. They reopened the cinnabar mines, distributing the dust to their most loyal followers in small doses. The mines were heavily guarded and anyone caught stealing even a single grain of dust was severely punished. As a result the mines were directly operated by members of the dynasty.

The dynasty is known for its elongated facial features, and for its incestuous marriages between siblings, which continues to this day.

**AD**: also '*Tribe of Ad*'. ancient ethnic group that emerged in the S - E of Llachatul in the early years of the Fifth Age, some centuries following the devastation of the Shadow War. By c. -1500 - -900 RM, the so-called Tribes of Ad would repopulate the eastern-most ruins of the Acacinnathi empire, in what is today the E of Krem, moving slowly W as serapis and saurholms attacked them from the Turcar desert. These attacks prevented the people of Ad from settling down, and they were forced ever-W, quarrelling amongst themselves as they defended against serapi attacks.

By c. -880 RM, the charismatic warlord Bokkorn was able to unite many of the disparate Tribes of Ad. together they constructed a great cob wall, Dar Cinnra, which at its peak stretched for over 500-miles in what is today the N - E of Krem, which stalled the serapi attacks, affording them the

chance to settle down around the r. Sebbaddi, where they founded the city of Ad Piyan in c. -800 RM.

From this city would the domains of Ad eventually grow, moving steadily W until they encountered the great city-state of Mon Kettra at the coast in c. -720RM. Already a powerful influence in the region, its king demanded the explorers abandon their allegiances and pledge loyalty to him. They refused, and were executed, their heads sent back E. Amongst the dead was a prince of Ad Piyan. When word of his death reached the city, its rulers declared war on Mon Kettra. For decades they fought, until in c.-600 RM, when the destruction of Ad Piyan and its dependencies led to the demise of the Tribes of Ad, whose survivors were absorbed by Kingdom of Mon Kettra.

Those who survived the destruction of Ad Piyan scattered, either going E, where they reclaimed the lands surrounding Dar Cinnra; and S, where they disappeared beyond the great Mo-orassim Mtns. Some settled the area around the Kyonkher desert, becoming nomads who survive there to this day; whereas others continued S, where they met the fishermen of the Braggay lagoons. Together they would found the state of Motanta, which by -200 RM would come to dominate the lands around the lagoons of Braggay, as far north as the fortress of Hatada, which survives to this day.

**AD PIYAN**: capital city of the ancient ntn. Of Ad, after the Tribes of Ad were united by the warlord Bokkorn. It was abandoned millennia past, and remains as a ruin, miles from the r. that once sustained it. It was destroyed in c. -600 RM by forces of Mon Kettra, which later became Am Onkret.

**AM ONKRET**: capital of Krem, built atop the ruins of an ancient early Fifth Age metropolis of Mon Kettra, which was a powerful coastal city (Pop. c. 200,000).

**AMARANTHINE DESERT**: major stone desert dominating the S highland territories of Krem. The desert is noted for its hardy Amaranth weeds and brilliant rocks that range in colour from orange to deep purple.

**AMAYOKOWAN**: plains and sparse woodlands in the c N of Krem.

**ASHRADAH**: expansive wind-polished canyons in the far E of Krem, extending into Rthei. It is known for its glass-like sheen and layered appearance, displaying a myriad of different brilliant colours.

**ATHU**: highland region in the N-E of Krem, just S of the Kararta Mtn. forming a border with the Turcar desert.

**BERASSIM BASIN**: large endorheic basin dominating the N - E of Krem, forming the N-most part of the Mo-orassim Mtns. The relative depth of the region, and the seasonal r. that allow water to flow into it allow for a high water table that results in many springs and the easy construction of wells. This has allowed more settlements to appear in the region than might otherwise be expected, given the climate.

**BEYOON**: fortified city in the far N - E of Krem. It is part of a trade-route E into Rhea (Pop. c. 38,000).

**BOKKORON**: (D. c. -870 RM) warlord who between c.-900 and the time of his death was able to unite the disparate Tribes of Ad, managing to repel saurholm attacks from the E. He was also instrumented the creation of the cob wall known as Dar Cinnra.

**BOSAYON**: small city in the c of Krem (Pop. c. 6,750).

**BOSUWEN**: city in the c S of Krem, in the Mo-orassim Mtns. (Pop. c. 32,000).

**BUNBUYUNON**: settlement in the N of Krem, just S of the Osawel arm of the Argent Mtns. (Pop. c. 4,000).

**CHURRALEI**: caravanserai in the S of Krem. a trade-route leads S into the Cuthi city of Giraya (Pop. c. 7,200).

**CINNABAR WASTES**, **the**: unattributed supranatural wastelands in the N-E of Krem, along the border with Rhea, that features heavily in passages of the *Mythologia Elyden*. The region is known for its odd properties.

It is said that the Cinnabar Wastes was once home to an edifice of singular beauty and purpose, crafted by a Demiurge aeons before the First Age of Mortal Life, from a substance that is yet unclassified. Over unnumbered millennia this great edifice fell victim to the ceaseless battering of the elements and the inevitable crawl of continents, and crumbled, becoming buried and forgotten, but the deep red ore seeped into the earth, changing not only the colour of the soil there, lending the region its name, but also changing its properties. The flo. of the area drink from this soil, becoming strong and imbuing within those that eat them a closeness to the Materia Omnia that is unmatched. The effects are intense and taxing on the body, often leading to seizures, comas, and death.

Attempts have been made over the ages to capitalise on this phenomenon, and the city-state of Acacinnath came close, but ultimately failed, with the effects just too unstable and powerful to harness. A few rare individuals have survived ingesting the resin of such plants, and their descendants would go on to fund the nation of Cuth, and remain in power to this day as the powerful Acacinnathi Dynasty.

**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.

**DAR CINNRA**: 1. ancient cob wall built by the Tribes of Ad, stretching for over 500-miles in what is now the E of Krem. The wall was built between c. -900 and -800 RM by the warlord Bokkoron, who succeeded in uniting the disparate tribes in the defence against marauding serapis and saurholms attacking from the deserts of the E.

2. Specifically, the name given to the largest fortress constructed in c. -780, to the N of the above wall, where the bulk of mil. forces were stationed.

**DONYOON**: small city in the c of Krem (Pop. c. 17,000).

**DUNKOYAN**: city in the N of Krem, in the E-face of the Argent Mtns. (Pop. c. 45,000).

**EMMON**: isl. 225-miles off the S - W coast of Cuth, belonging to Krem.

**HA SAWEL**: coastal city in the S - W of Krem. It is known for its daring sailors who hunt talasomeds in the waters of the Iapetan and Baliman Seas (Pop. c. 30,000).

**HA'DDHOTHAT**: vast region of Atramental waste in the highlands of Mo-orassim, across the border between Krem and Rhea. It is noted for its duststone formations and shadowisps that can trave far on prevailing winds.

**INDAYA**: small city in the E of Krem, in the far E of the Berassim Basin (Pop. c. 16,500).

**INDERA AHAM SOLTA**: (B. 2034 - D. 3126 RM) Kremi shaper and animist who in c. 2080 RM penned the Megillar Scrolls during many sessions of automatic writing, whilst astrally-projecting in the otherworld, where their words were imparted to her by a choir of spirits. The scrolls became the bases for the philosophy that became known as the Way of Megillar, which became a guide for living a good life, and remains an important and pervasive part of culture in Krem to this day.

**IYADA**: fortified coastal settlement in the S - W of Krem. Its main industry is fishing (Pop. c. 6,000).

**IYASAL**: coastal settlement in the W of Krem (Pop. c. 3,400).

**JAMOON**: small coastal city in the N - W of Krem, in the region of Abalagoon. Its main industry is the creation of glasteel items (Pop. c. 17,200).

**JIDASON**: coastal settlement in the S - W of Krem (Pop. c. 4,200).

**JOSALA**: small city in the N of Krem, along the S-face of the Argent Mtns. (Pop. c. 13,000).

**KAMAN THAT**: city in the c S - W of Krem, along the course of the r. Sebbaddi. It has a long history with the nearby city of Nasht, and the two are considered twins, one with the r. flowing E and other with the r. facing W, respectively. In c. 3103 RM, the two cities fell to a vicious plague that left their populations devastated, though they later rebuilt (Pop. c. 20,000).

**KAYAWON**: settlement in the N of Krem (Pop. c. 4,000).

**KEREM**: native name for the ntn. of Krem, situated S of the Kararta Mtns in the c S - E of Llachatul.

**KETTARANG**: predecessor of the extant ntn. of Krem in the S - E of Llachatul. It emerged in c. 600 RM following the fragmentation of the ntn. of Karkuth, whose former N territories would become a lawless region dominated by anarchy, where entrepreneuring people struggled to make a living. Large fortified farmsteads came to dominate what had once been the region surrounding the ancient city of Mon Kettra. The region came to be known as Kettarang and its people became renowned for their tenacity and skill in defending their home-land from thieves and bandits.

Over the next decades Kettarang would be the target to Venthiri privateers after Queen Heteperes signed a free charter in 636 RM. This sped up the formation of a coalition amongst the Kettarangi people, which helped protect its lands against banditry and pirate raids.

Coastal fortresses were built and shipyards constructed where fast ships could be rapidly commissioned. These ships would patrol the coast of Kettarang, guarding settlements from attack, which in turn helped the coalition grow into a republic by 732 RM.

By 1326 RM Kettarang had brought many outlying city-states together under the leadership of the champion Yandar Dashe, who in 1333 RM founded a new city atop the ruins of Mon Kettra, naming it Am Onkret.

Kettarang and Karkuth developed a healthy relationship following the founding of Am Onkret, with trade a constant across their borders. Their navies worked together in patrolling their respective coasts from enemy vessels and together the two - Republic and Kingdom - thrived, re-initiating trade with the east.

By c. 2651 RM Kettarang had grown into a large republic that went by the name of would be known as Kerem, but this guise was to be short-lived as in 2703 RM the coming of two individuals claiming to be descendants of the old Acacinnathi dynasty would change the statue quo, coming to rule the region, which would take on the more common name of Krem.

**KOTHA ORIT**: lit. *'Mountain of Light'*. Solitary Mtns. in the far S - E of Krem, . The Mtns. are named after their white rocks, which gleam in the tropical light. The Mtns. S-face are noted for their rich aimant (2) deposits, which are mined by Krem.

**KREM**: (dem. Kremi). Located to the S - E of the continent of Llachatul, Krem lives in the shadow of the great Argent Mtns. with the inland desert of Turcar to its N - E, and the expansive fold Mtns. of the Mo-orassim to its S. Nestled between these 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, doleing 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 Megillar, 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. **See Vol III: Extant Nations and Realms.**

**LAEDAN**: seasonal endorheic l. in the N - E of Krem, in the Berassim Basin, to the N of the Mo-orassim Mtns. Many seasonal r. are known to flow into it in early to mid summer.

**LINYOON**: city in the c S - W of Krem. It is known as a center of manufacturing (Pop. c. 40,000).

**MEGILLAR**: 1. Dry region in the N of Krem. It is dry, characterised by scrublands and sparse trees

2. Rel. scrolls penned in the N of Krem in c. 2080 RM, named after the region in which they were written. They were created by the shaper Indera Aham Solta, through many sessions of

automatic writing, whilst astrally-projecting in the otherworld, where their words were imparted to her by a choir of spirits.

The writings espouse a philosophical way of life that is said to lead to a shorter gestation of ones' spirit after death before being reborn as an otherworlder. The truth behind this is unfounded, but the region is known for the many otherworlders that travel there from around Elyden. Few amongst them know of what draws them there, but the supporters of the Way of Megillar, as the philosophy is called, swear that they are drawn to the region by the influence the Way of Megillar had on the gestating sprits within the otherworld.

The scrolls are stored in the holy city of Okkowan, where the bodies of dead otherworlders are interred glass-fronted reliquaries in a great temple. The scrolls themselves are preserved in a crystal altar in the back of the temple.

**MERODACH**: major industrialised city in the c S - E of Krem, within the Berassim Basin. Situated atop a natural spring, the city has ample free water that is made available to its many people through a vast network of water pumps, the construction of which dates back to c. 2700 RM (Pop. c. 750,000).

**MON KETTRA**: ancient early Fifth Age metropolis and, later empire, in what is now the E of Krem, known today as the city of Am Onkret. The city was a powerful harbour and commanded much of what is today the W of Krem. In c. -720 RM settlers from the fledgling nation of Ad encountered the city and its ruthless king, who executed the explorers, who included amongst their ranks a prince from the city of Ad Piyan. When word of his death reached the city, its rulers declared war on Mon Kettra. For decades they fought, besieging satellites of the great Mon Kettra, even as its cavalry moved E, attacking the cities of Ad.

The war lasted until c.-600 RM, ending with the destruction of Ad Piyan and its dependencies, whose survivors were absorbed by Mon Kettra, which continued to grow over the coming centuries, becoming an empire hungry for resources. It spread S, destroying struggling Nathi colonies, surpassing the extent of the ancient Acacinnathi empire, subjugating the city of Hammon from where its armies consolidated and spread farther S and E, taking over the city states of the region with little resistance, crossing the S-most extent of the Mo-orassim Mtns. in the spring of -174 RM.

The armies of Mon Kettra were ill-prepared for the jungles they encountered S of the Mo-orassim. They perished to disease, hunger and thirst, and what the natural world did not kill, the armies of Karkuth did.

Defeated, the armies of Mon Kettra fled N. It fortified the city of Hammon and its environs against this new foe, and strengthened links between its existing cities, from Poyakwan in the N all the way to the lake-city of Sandoon in the S, creating a trade-route that has cut a line through the vegetation of the land and is still used to this day.

During this time Karkuth had grown into a confident kingdom under the leadership of a line of aggressive kings, and its armies pushed ever outwards. Clashes with Mon Kettra, whose dominion was on the wane, became more common, until in 184 RM, when war broke out. Over the course of two decades Karkuth swept N, taking cities as it went, until it besieged the once-great city of Mon Kettra itself

in 202 RM. For over a year Karkuthi armies attacked its walls, finally felling them in the last days of the Autumn of 203 RM, scant days before the armies were to abandon the siege for winter. The city was razed, the soil around it salted so that it could not be resettled, and it was allowed to crumble as a reminder to the foes of Karkuth.

Its domains fragmented after this time, first becoming absorbed by the growing Karkuthi kingdom, but later being abandoned to their own devices, which devolved into a lawless region where anarchy prevailed and entrepreneuring people struggled to make a living. Large fortified farmsteads dominated what had once been Mon Kettra, and, without centralised leadership, they were forced into protecting themselves against thieves and bandits. The region came to be known as Kettarang and its people became renowned for their tenacity and skill in defending their home-land.

Though their coastal cities had always been the targets of Suori chorsairs, a new law granting free charters to privateers in the name of Queen Hetepheres in 636 RM saw Kettarang suffer new attacks from Venthiri privateers become always targerse people of Kettarang became targets of Venthiri privateers in the following decades.

This sped up the formation of a coalition amongst the Kettarangi people, which helped protect its lands against banditry and pirate raids. Coastal fortresses were built and shipyards constructed where fast ships could be rapidly commissioned. These ships patrolled the coast of Kettarang, guarding coastal settlements from attack, which in turn helped the coalition grow into a republic by 732 RM.

By 1326 RM Kettarang had brought many outlying city-states together under its banner by the champion Yandar Dashe, who in 1333 RM founded a new city atop the ruins of Mon Kettra, naming it Am Onkret, which remains the capital of Krem to this day.

**NASHT**: small city in the c S - W of Krem, along the course of the r. Sebbaddi. It has a long history with the nearby city of Kaman That, and the two are considered twins, one with the r. flowing E and other with the r. facing W, respectively. In c. 3103 RM, the two cities fell to a vicious plague that left their populations devastated, though they later rebuilt (Pop. c. 20,000).

**NASOON**: small fortified coastal city in the S - W of Krem, overlooking the Sham delta of the r. Sebbaddi. It is home to man troops that patrol the nearby waters (Pop. c. 12,000).

**NINKYUN**: mound in the S - W of Krem. It is thought to date back to ancient times, possibly the Third Age or earlier, and is made up of the skull and bones of thousands upon thousands of mortals killed by the diseases of Nergaal's armies. It is regarded as a place of death and disease to this day, though known the true history that precedes it.

**NONKOWAN**: city in the c W of Krem. Its main industry is the creation of glasteel items, particularly ceremonial weapons (Pop. c. 32,750).

**NOSHEER**: seasonal enforeic r. in the c E of Krem, flowing into the Berassim basin to the N of the Mo-orassim Mtns. When the r. Flows, it ends in the seasonal endorheic l. Laedan.

**OKKOWAN**: major city in the c E of Krem. It is the centre of the Way of Megillar philosophy, and is home to the Megillar Scrolls (2), as well as the interred bodies of dozens of otherworlders that visited Krem (Pop. c. 800,000).

**OSAIOON**: small fortified coastal city in the N - W of Krem, in the region of Abalasoan. It is a major manufacturer of glasteel, made from sand procured in the coastal plains of Abalasoan (Pop. c. 20,000).

**OSAWEL**: Mtn. in the N of Krem, forming an extension of the larger Argent Mtns.

**POYAKWAN**: ruined city in the N - W of Krem, which once formed part of an extensive trade route in the Mon Kettran empire.

**RONYEN**: major fortress in the far N - W of Krem, overlooking the trade-route linking the ntn. with the S of Tzallrach.

**RYOON**: fortified settlement in the far N - W of Krem, forming part of the trade-route into the far S of Tzallrach (Pop. c. 7,000).

**SATINA**: patrician house that is renowned across the Inner Sea for its large diamond mines. The house owns most major jewellers in major cities and provinces around the Inner Sea and beyond, and through them is able to manipulate the supply, keeping it lower than demand to artificially inflate prices. This virtual monopoly has made it one of the wealthiest patrician houses in Elyden, and individual members are amongst the most influential and feared patricians around the Inner Sea and beyond.

The house is expansive and has influence in the S - E and N of Sammaea, as well as around the Inner Sea, where its individuals are known to be amongst the richest and most decadent of nobles. It has major mines in Amagest, Karakhas, Kharkharadontis, Kholamor, and Krem. **See vol II: Patrician Houses of the Inner Sea.**

**SEBBADDI**: r. in the W of Krem, flowing for 750-miles from sources in the S of the Argent Mtns, before emptying in the Iapetan Sea, where it forms the delta of Sham.

**SENKA**: board game common to lands S-E of the Dark Sea, including Khamid, Tzallrach and Krem. See Vol II: Games and Passtimes of Elyden.

**SONMEN**: settlement in the S - E of Krem. It is known for its goat herds (Pop. c. 6,000).

**SULSUN**: settlement in the S - E of Krem. It is known for its goat herds (Pop. c. 6,000).

**SUN KOWAN**: mining settlement in the E of Krem. Like most settlements in the region, it is a major source of aimant (Pop. c. 5,000).

**SUNDALA**: mining settlement in the E of Krem. Like most settlements in the region, it is a major source of aimant (Pop. c. 6,500).

**TALASOMED**: *fau.* form of gigantic octopus common in the tropical waters of the E of Llachatul. **Classification and Taxonomy of Life.**

**THAM**: delta of the r. Sebbaddi, in the far W of Krem, in the S - E of Llachatul.

**THEURGE**: in the Kremi philosophy of the Way of Megillar, Theurges are spiritual leaders. They emerged by c. 2200 RM, after the Way of Megillar spread throughout Krem after the writing of the Megillar Scrolls in c. 2080 RM. They are guides to those undertaking the Way of Megillar, offering spiritual aid to those faltering along the Way. Their goal is to help the people of Krem reach enlightenment, so that they are at peace with themselves when their spirits pass on, facilitating their rebirth as otherworlders.

**TUJASOON**: mining settlement in the E of Krem. Like most settlements in the region, it is a major source of aimant (Pop. c. 4,200).

**UMENYAN**: small fortified city in the E of Krem. Like most settlements in the region, it is a major source of aimant (Pop. c. 5,000).

**UYAMIN**: fortress in the far N - E of Krem, guarding the trade-route E into Rhea.

**UZEKOWAN**: city in the c of Krem. It is a major producer of leathers, hides and velum (Pop. c. 32,000).

**WAY OF MEGILLAR**: philosophy commonly adhered to in Krem and, in small numbers in the S of Tzallrach, and parts of Rthei. The philosophy espouses an altruistic and introspective way of life that is said to lead to a shorter gestation of ones' spirit after death before being reborn as an otherworlder.

The philosophy originated in the N of Krem, in the dry plains of the same name, in c. 2080 RM, after being written by the shaper Indera Aham Solta, through many sessions of automatic writing whilst astrally-projecting in the otherworld, where their words were imparted to her by a choir of spirits.

There is dispute as to the truth of this, but the region is known for the many otherworlders that travel there from around Elyden. Few amongst them know of what draws them there, but the supporters of the Way of Megillar swear that the otherworlders are drawn to the region by the influence the philosophy's practitioners have on the area.

The Way of Megillar spread across Krem following the death of Indera, becoming popular in the plains region of Amayokowan in the c N of Krem, before spreading farther S. Within 100-years it had supplanted most other rel. in the area, and had been adopted by most in Krem. A caste of spiritual leaders known as Theurges emerged by c. 2200 RM, acting as guides to those undertaking the Way of Megillar.

The scrolls are stored in the holy city of Okkowan, where the bodies of dead otherworlders are interred glass-fronted reliquaries in a great temple. The scrolls themselves are preserved in a crystal altar in the back of the temple.

**ZOWAS**: monument in the W of Krem, just W of the capital of Am Onkret. The monument depicts the two Acacinnathi founders of Krem, facing W.

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