

Taf'Alel Trader's Almanac

PEOPLE

Navigator- A mage of any sort capable of providing the impulse force needed to travel along the fourth dimension. This manner of travel requires a great deal of precision and energy, both of which are alleviated by the use of anchors and can be extremely dangerous without. Navigators are essential to inter-realm commerce and communication.

Deep- I'm not quite sure whether 'People' is the right word, but the Deep seem to be living, so it's as good as any. The Deep are a race that exists in multiple realms at once, according to scholars. They're nearly as tall as an Efreet and just as wide and always appear shrouded in black draped linens in an amorphous shape. They seem to move about without any visible steps, simply gliding along whatever surface they appear on. Despite their inability for verbal communication, Deep led many races to the anchors that would take them to Axis, and occasionally can be spotted moving seemingly aimlessly about, especially on Axis. They seem to exhibit something like curiosity, and generally will follow any people in Axis, or any other realm, where they will very occasionally make appearances.

PLACES

Axis- A cobbled road in a desert that just goes on and on. Axis is the World between worlds, the spoke of the universe. Apparently.

Not every world has anchors to Axis, but a seemingly ludicrous amount do. As a result, it has become a central trade route despite the inhospitable conditions. IWTC worlds also hold well-guarded embassies around their main anchor routes in Axis, although banditry or any other life of any kind is nigh- nonexistent in the unending desert world.

Redgarde Terrans were the first to set foot on Axis, but had little time to ponder over the mysteries of the realm before Deep appeared seemingly simultaneously in several other civilized realms, leading their people to Axis anchors.

Realm/World/'W-Plane'- Just as anything that we can see or touch can be sliced up into infinitely many flat planes, so too can our four-dimensional universe be cut up into three-dimensional realms. Or so the scholars say. Do you really need any more explanation for what a world is? Look around you.

Terrus- Home realm of humans and halflings. The IWTC powers of the Redgarde Republic and Thelane Kingdom are both located on Terrus, and Terrans pride themselves on their pioneering role in dimensional travel.

Dun- Home realm of the Aldun dwarves, all known civilization exists underground within a fairly small region. The surface of Dun is an icy, inhospitable wasteland, although scholars among the Aldun claim that it was once the dwarves' ancestral home.

Ak'Irak- Home of the Efreet and Undine, although only the former have any true relevance to inter-realm proceedings. A world of vast deserts and warm, deep oceans, Ak'Irak has become a popular vacation destination for the well-off of Terrus and Thelemar, much to the joy of the native traders. The Efreet who inhabit the lands prefer to avoid stationary settlements, instead existing in small, mobile city-caravans that specialize in a few wares and trade with others as they pass.

Thelemar- When the first Thelane Navigators began exploring the universe, one of the first realms that they came upon was Thelemar. It was soon settled as a colony of the Thelane Kingdom, but as its population grew, the local government staged a rebellion, liberating the republic now known as Redwell. Despite a thriving, diverse community in Redwell, sentient life is still rather new to Thelemar, and explorers set out every day to search for grand discoveries and fortune in the unexplored wilds of the world.

Del Ara- Home world of the elven races. Slowly sinking into the ocean. Serves them right.

Quum- Heavily sanctioned home world of goblins and goblinoids. Strangely enough, it seems that the denizens of Quum discovered Navigation far before the other sentient races of the universe, since

various species of goblinoid have been found eeking out an existence on other worlds, including Terrus. However, whatever allowed them to accomplish this seems to have been lost, since IWTC surveyors reported the world as 'pre-primitive' and likely never eligible for desanctioning.

THINGS

Anchor- Mysterious standing stones that seem to exist on the vast majority of explored realms. Made of a strange material, a ring of anchors stones, generally linked by a platform of the same material, is always paired with another in a different realm, vastly decreasing the energy needed to move between them and increasing the accuracy that Navigators can achieve along that route.

SAT- Standard Axis Time. Set as zero during the creation of the Axis Treaties, this IWTC-standardized measure of time uses the fairly median lunar calendar of Ak'Irak to count years between all realms.

IWTC- Inter-World Trade Coalition—a trade organization set up between the Redgarde, Thelanes, Aldun, Redwell, and Trader's Guild of Ak'Irak. Controls most commerce and transportation through Axis, as well as through other anchors in its members' realms. The IWTC also funds some expeditions into unexplored realms and manages sanctioning of 'potentially dangerous' worlds.