

APPENDIX 1

A catalog of Fifth Seasons that have been recorded prior to and since the founding of the Sanzed Equatorial Affiliation, from most recent to oldest

Choking Season: 2714–2719 Imperial. Proximate cause: volcanic eruption. Location: the Antarcitics near Deveteris. The eruption of Mount Akok blanketed a five-hundred-mile radius with fine ash clouds that solidified in lungs and mucous membranes. Five years without sunlight, although the northern hemisphere was not affected as much (only two years).

Acid Season: 2322–2329 Imperial. Proximate cause: plus-ten-level shake. Location: unknown; far ocean. A sudden plate shift birthed a chain of volcanoes in the path of a major jet stream. This jet stream became acidified, flowing toward the western coast and eventually around most of the Stillness. Most coastal comms perished in the initial tsunami; the rest failed or were forced to relocate when their fleets and port facilities corroded and the fishing dried up. Atmospheric occlusion by clouds lasted seven years; coastal pH levels remained untenable for many years more.

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Boiling Season: 1842–1845 Imperial. Proximate cause: hot spot eruption beneath a great lake. Location: Somidlats, Lake Tekkaris quartent. The eruption launched millions of gallons of steam and particulates into the air, which triggered acidic rain and atmospheric occlusion over the southern half of the continent for three years. The northern half suffered no negative impacts, however, so archeomests dispute whether this qualifies as a “true” Season.

Breathless Season: 1689–1798 Imperial. Proximate cause: mining accident. Location: Nomidlats, Sathd quartent. An entirely human-caused Season triggered when miners at the edge of the northeastern Nomidlats coalfields set off underground fires. A relatively mild Season featuring occasional sunlight and no ashfall or acidification except in the region; few comms declared Seasonal Law. Approximately fourteen million people in the city of Heldine died in the initial natural-gas eruption and rapidly spreading fire sinkhole before Imperial Orogenes successfully quelled and sealed the edges of the fires to prevent further spread. The remaining mass could only be isolated, where it continued to burn for one hundred and twenty years. The smoke of this, spread via prevailing winds, caused respiratory problems and occasional mass suffocations in the region for several decades. A secondary effect of the loss of the Nomidlats coalfields was a catastrophic rise in heating fuel costs and the wider adaption of geothermal and hydroelectric heating, leading to the establishment of the Geneer Licensure.

The Season of Teeth: 1553–1566 Imperial. Proximate cause: oceanic shake triggering a supervolcanic explosion. Location: Arctic Cracks. An aftershock of the oceanic shake breached

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a previously unknown hot spot near the north pole. This triggered a supervolcanic explosion; witnesses report hearing the sound of the explosion as far as the Antarctics. Ash went upper-atmospheric and spread around the globe rapidly, although the Arctics were most heavily affected. The harm of this Season was exacerbated by poor preparation on the part of many comms, because some nine hundred years had passed since the last Season; popular belief at the time was that the Seasons were merely legend. Reports of cannibalism spread from the north all the way to the Equatorials. At the end of this Season, the Fulcrum was founded in Yumenes, with satellite facilities in the Arctics and Antarctics.

Fungus Season: 602 Imperial. Proximate cause: volcanic eruption. Location: western Equatorials. A series of eruptions during monsoon season increased humidity and obscured sunlight over approximately 20 percent of the continent for six months. While this was a mild Season as such things go, its timing created perfect conditions for a fungal bloom that spread across the Equatorials into the northern and southern midlatitudes, wiping out then-staple-crop miroq (now extinct). The resulting famine lasted four years (two for the fungus blight to run its course, two more for agriculture and food distribution systems to recover). Nearly all affected comms were able to subsist on their own stores, thus proving the efficacy of Imperial reforms and Season planning, and the Empire was generous in sharing stored seed with those regions that had been miroq-dependent. In its aftermath, many comms of the middle latitudes and coastal regions voluntarily joined the Empire, doubling its range and beginning its Golden Age.

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Madness Season: 3 Before Imperial–7 Imperial. Proximate cause: volcanic eruption. Location: Kiash Traps. The eruption of multiple vents of an ancient supervolcano (the same one responsible for the Twin Season of approximately 10,000 years previous) launched large deposits of the dark-colored mineral augite into the air. The resulting ten years of darkness was not only devastating in the usual Seasonal way, but resulted in a higher than usual incidence of mental illness. The Sanzed Equatorial Affiliation (commonly called the Sanze Empire) was born in this Season as Warlord Verishe of Yumenes conquered multiple ailing comms using psychological warfare techniques. (See *The Art of Madness*, various authors, Sixth University Press.) Verishe named herself Emperor on the day the first sunlight returned.

[**Editor's note:** Much of the information about Seasons prior to the founding of Sanze is contradictory or unconfirmed. The following are Seasons agreed upon by the Seventh University Archaeometric Conference of 2532.]

Wandering Season: Approximately 800 Before Imperial. Proximate cause: magnetic pole shift. Location: unverifiable. This Season resulted in the extinction of several important trade crops of the time, and twenty years of famine resulting from pollinators confused by the movement of true north.

Season of Changed Wind: Approximately 1900 Before Imperial. Proximate cause: unknown. Location: unverifiable. For reasons unknown, the direction of the prevailing winds shifted for many years before returning to normal. Consensus agrees that this was a Season, despite the lack of atmospheric

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occlusion, because only a substantial (and likely far-oceanic) seismic event could have triggered it.

Heavy Metal Season: Approximately 4200 Before Imperial.

Proximate cause: volcanic eruption. Location: Somidlats near eastern Coastals. A volcanic eruption (believed to be Mount Yrga) caused atmospheric occlusion for ten years, exacerbated by widespread mercury contamination throughout the eastern half of the Stillness.

Season of Yellow Seas: Approximately 9200 Before Imperial.

Proximate cause: unknown. Location: Eastern and Western Coastals, and coastal regions as far south as the Antarctics. This Season is only known through written accounts found in Equatorial ruins. For unknown reasons, a widespread bacterial bloom toxified nearly all sea life and caused coastal famines for several decades.

Twin Season: Approximately 9800 Before Imperial. Proximate cause: volcanic eruption. Location: Somidlats. Per songs and oral histories dating from the time, the eruption of one volcanic vent caused a three-year occlusion. As this began to clear, it was followed by a second eruption of a different vent, which extended the occlusion by thirty more years.

APPENDIX 2

A Glossary of Terms Commonly Used in All Quartents of the Stillness

Antarctics: The southernmost latitudes of the continent. Also refers to people from antarctic-region comms.

Arctics: The northernmost latitudes of the continent. Also refers to people from arctic-region comms.

Ashblow Hair: A distinctive Sanzed racial trait, deemed in the current guidelines of the Breeder use-caste to be advantageous and therefore given preference in selection. Ashblow hair is notably coarse and thick, generally growing in an upward flare; at length, it falls around the face and shoulders. It is acid-resistant and retains little water after immersion, and has been proven effective as an ash filter in extreme circumstances. In most comms, Breeder guidelines acknowledge texture alone; however, Equatorial Breeders generally also require natural “ash” coloration (slate gray to white, present from birth) for the coveted designation.

Bastard: A person born without a use-caste, which is only possible for boys whose fathers are unknown. Those who

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distinguish themselves may be permitted to bear their mother's use-caste at comm-naming.

Blow: A volcano. Also called firemountains in some Coastal languages.

Boil: A geyser, hot spring, or steam vent.

Breeder: One of the seven common use-castes. Breeders are individuals selected for their health and desirable conformation. During a Season, they are responsible for the maintenance of healthy bloodlines and the improvement of comm or race by selective measures. Breeders born into the caste who do not meet acceptable community standards may be permitted to bear the use-caste of a close relative at comm-naming.

Cache: Stored food and supplies. Comms maintain guarded, locked storecaches at all times against the possibility of a Fifth Season. Only recognized comm members are entitled to a share of the cache, though adults may use their share to feed unrecognized children and others. Individual households often maintain their own housecaches, equally guarded against non-family members.

Cebaki: A member of the Cebaki race. Cebak was once a nation (unit of a deprecated political system, Before Imperial) in the Somidlats, though it was reorganized into the quartent system when the Old Sanze Empire conquered it centuries ago.

Coaster: A person from a coastal comm. Few coastal comms can afford to hire Imperial Orogenes to raise reefs or otherwise protect against tsunami, so coastal cities must perpetually rebuild and tend to be resource-poor as a result. People from the western coast of the continent tend to be pale, straight-haired, and sometimes have eyes with epicanthic

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folds. People from the eastern coast tend to be dark, kinky-haired, and sometimes have eyes with epicanthic folds.

Comm: Community. The smallest sociopolitical unit of the Imperial governance system, generally corresponding to one city or town, although very large cities may contain several comms. Accepted members of a comm are those who have been accorded rights of cache-share and protection, and who in turn support the comm through taxes or other contributions.

Commless: Criminals and other undesirables unable to gain acceptance in any comm.

Comm Name: The third name borne by most citizens, indicating their comm allegiance and rights. This name is generally bestowed at puberty as a coming-of-age, indicating that a person has been deemed a valuable member of the community. Immigrants to a comm may request adoption into that comm; upon acceptance, they take on the adoptive comm's name as their own.

Creche: A place where children too young to work are cared for while adults carry out needed tasks for the comm. When circumstances permit, a place of learning.

Equatorials: Latitudes surrounding and including the equator, excepting coastal regions. Also refers to people from equatorial-region comms. Thanks to temperate weather and relative stability at the center of the continental plate, Equatorial comms tend to be prosperous and politically powerful. The Equatorials once formed the core of the Old Sanze Empire.

Fault: A place where breaks in the earth make frequent, severe shakes and blows more likely.

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Fifth Season: An extended winter—lasting at least six months, per Imperial designation—triggered by seismic activity or other large-scale environmental alteration.

Fulcrum: A paramilitary order created by Old Sanze after the Season of Teeth (1560 Imperial). The headquarters of the Fulcrum is in Yumenes, although two satellite Fulcrums are located in the Arctic and Antarctic regions, for maximum continental coverage. Fulcrum-trained orogenes (or “Imperial Orogenes”) are legally permitted to practice the otherwise-illegal craft of orogeny, under strict organizational rules and with the close supervision of the Guardian order. The Fulcrum is self-managed and self-sufficient. Imperial Orogenes are marked by their black uniforms, and colloquially known as “blackjackets.”

Geneer: From “geoneer.” An engineer of earthworks—geothermal energy mechanisms, tunnels, underground infrastructure, mining.

Geomest: One who studies stone and its place in the natural world; general term for a scientist. Specifically geomests study lithology, chemistry, and geology, which are not considered separate disciplines in the Stillness. A few geomests specialize in orogenesis—the study of orogeny and its effects.

Greenland: An area of fallow ground kept within or just outside the walls of most comms as advised by stonelore. Comm greenlands may be used for agriculture or animal husbandry at all times, or may be kept as parks or fallow ground during non-Seasonal times. Individual households often maintain their own personal housegreen, or garden, as well.

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Grits: In the Fulcrum, unringed orogene children who are still in basic training.

Guardian: A member of an order said to predate the Fulcrum. Guardians track, protect, protect against, and guide orogenes in the Stillness.

Imperial Road: One of the great innovations of the Old Sanze Empire, highroads (elevated highways for walking or horse traffic) connect all major comms and most large quartents to one another. Highroads are built by teams of geneers and Imperial Orogenes, with the orogenes determining the most stable path through areas of seismic activity (or quelling the activity, if there is no stable path), and the geneers routing water and other important resources near the roads to facilitate travel during Seasons.

Innovator: One of the seven common use-castes. Innovators are individuals selected for their creativity and applied intelligence, responsible for technical and logistical problem solving during a Season.

Kirkhusa: A mid-sized mammal, sometimes kept as a pet or used to guard homes or livestock. Normally herbivorous; during Seasons, carnivorous.

Knapper: A small-tools crafter, working in stone, glass, bone, or other materials. In large comms, knappers may use mechanical or mass-production techniques. Knappers who work in metal, or incompetent knappers, are colloquially called rusters.

Lorist: One who studies stonelore and lost history.

Mela: A midlats plant, related to the melons of Equatorial climates. Mela are vining ground plants that normally produce

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fruit aboveground. During a Season, the fruit grows underground as tubers. Some species of mela produce flowers that trap insects.

Metallore: Like alchemy and astrometry, a discredited pseudoscience disavowed by the Seventh University.

Midlats: The “middle” latitudes of the continent—those between the equator and the arctic or antarctic regions. Also refers to people from midlats regions (sometimes called midlatters). These regions are seen as the backwater of the Stillness, although they produce much of the world’s food, materials, and other critical resources. There are two midlat regions: the northern (Nomidlats) and southern (Somidlats).

Newcomm: Colloquial term for comms that have arisen only since the last Season. Comms that have survived at least one Season are generally seen as more desirable places to live, having proven their efficacy and strength.

Nodes: The network of Imperially maintained stations placed throughout the Stillness in order to reduce or quell seismic events. Due to the relative rarity of Fulcrum-trained orogenes, nodes are primarily clustered in the Equatorials.

Orogen: One who possesses orogeny, whether trained or not.
Derogatory: rogga.

Orogeny: The ability to manipulate thermal, kinetic, and related forms of energy to address seismic events.

Quartent: The middle level of the Imperial governance system. Four geographically adjacent comms make a quartent. Each quartent has a governor to whom individual comm heads report, and who reports in turn to a regional governor. The largest comm in a quartent is its capital; larger quartent

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capitals are connected to one another via the Imperial Road system.

Region: The top level of the Imperial governance system. Imperially recognized regions are the Arctics, Nomidlats, western Coastals, eastern Coastals, Equatorials, Somidlats, and Antarctics. Each region has a governor to whom all local quartents report. Regional governors are officially appointed by the Emperor, though in actual practice they are generally selected by and/or come from the Yumenescene Leadership.

Resistant: One of the seven common use-castes. Resistants are individuals selected for their ability to survive famine or pestilence. They are responsible for caring for the infirm and dead bodies during Seasons.

Rings: Used to denote rank among Imperial Orogenes. Unranked trainees must pass a series of tests to gain their first ring; ten rings is the highest rank an orogene may achieve. Each ring is made of polished semiprecious stone.

Roadhouse: Stations located at intervals along every Imperial Road and many lesser roads. All roadhouses contain a source of water and are located near arable land, forests, or other useful resources. Many are located in areas of minimal seismic activity.

Runny-sack: A small, easily portable cache of supplies most people keep in their homes in case of shakes or other emergencies.

Safe: A beverage traditionally served at negotiations, first encounters between potentially hostile parties, and other formal meetings. It contains a plant milk that reacts to the presence of all foreign substances.

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Sanze: Originally a nation (unit of a deprecated political system, Before Imperial) in the Equatorials; origin of the Sanzed race. At the close of the Madness Season (7 Imperial), the nation of Sanze was abolished and replaced with the Sanzed Equatorial Affiliation, consisting of six predominantly Sanzed comms under the rule of Emperor Verishe Leadership Yumenes. The Affiliation expanded rapidly in the aftermath of the Season, eventually encompassing all regions of the Stillness by 800 Imperial. Around the time of the Season of Teeth, the Affiliation came to be known colloquially as the Old Sanze Empire, or simply Old Sanze. As of the Shilteen Accords of 1850 Imperial, the Affiliation officially ceased to exist, as local control (under the advisement of the Yumenescene Leadership) was deemed more efficient in the event of a Season. In practice, most comms still follow Imperial systems of governance, finance, education, and more, and most regional governors still pay taxes in tribute to Yumenes.

Sanzed: A member of the Sanzed race. Per Yumenescene Breedership standards, Sanzeds are ideally bronze-skinned and ashblow-haired, with mesomorphic or endomorphic builds and an adult height of minimum six feet.

Sanze-mat: The language spoken by the Sanze race, and the official language of the Old Sanze Empire, now the lingua franca of most of the Stillness.

Seasonal Law: Martial law, which may be declared by any comm head, quartent governor, regional governor, or recognized member of the Yumenescene Leadership. During Seasonal Law, quartent and regional governance are suspended and comms operate as sovereign sociopolitical units, though local

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cooperation with other comms is strongly encouraged per Imperial policy.

Seventh University: A famous college for the study of geometry and stonelore, currently Imperially funded and located in the Equatorial city of Dibars. Prior versions of the University have been privately or collectively maintained; notably, the Third University at Am-Elat (approximately 3000 Before Imperial) was recognized at the time as a sovereign nation. Smaller regional or quartent colleges pay tribute to the University and receive expertise and resources in exchange.

Sesuna: Awareness of the movements of the earth. The sensory organs that perform this function are the sessapinae, located in the brain stem. Verb form: to sess.

Shake: A seismic movement of the earth.

Shatterland: Ground that has been disturbed by severe and/or very recent seismic activity.

Stillheads: A derogatory term used by orogenes for people lacking orogeny, usually shortened to “stills.”

Stone Eaters: A rarely seen sentient humanoid species whose flesh, hair, etc., resembles stone. Little is known about them.

Strongback: One of the seven common use-castes. Strongbacks are individuals selected for their physical prowess, responsible for heavy labor and security in the event of a Season.

Use Name: The second name borne by most citizens, indicating the use-caste to which that person belongs. There are twenty recognized use-castes, although only seven in common use throughout the current and former Old Sanze Empire. A person inherits the use name of their same-sex parent, on the theory that useful traits are more readily passed this way.