

Great Year 7757, Year 1.

A young Vendri bawls near a broken toy Baranus on a busy street of District Pohatu, their Burnak whining nearby in distress. A Toa stops, placing her spear against the wall and comforting the child. After an explanation, the Toa gathers up the pieces of the vehicle. With a small exertion of the powers of her Kanohi Kiril, the Baranus is complete again, and the child hugs the Toa in gratitude.

The Paxorak roar as they charge into the Agori village, simply ignoring the stones and arrows fired at them, breaking spears and throwing defenders aside. The Agori scatter as the Paxorak reach the centre of the village, making way for a stampede of reptiles larger than the invaders, their heads flaring back to wide, colourful frills with metallic horns lowered to spear anything in their way. The Paxorak brace themselves, trusting their armor to take the blow.

Despite the darkness in the cavern, the eyes and staff-top of its draconic occupant still glow; a pale green and burning orange respectively. It turns away from its conversation partner, a silver mirror of itself, retrieving a writhing worm and placing it within the spine of an armoured suit. After a moment, the armour shudders, then looks around and up at its creator. It bows in subservience, greeting the being as its father.

The Vendri nods to their Vorox companion, who bellows out a challenge in their folks' whistling tongue. The sands settle as the pack that was surrounding them pause, looking up at the cliff where their leader dwells. After a moment of silence, a Glatorian, still wearing the red of his former tribe, emerges. He takes one look at the skinny youth awaiting him, and laughs, jumping to the desert floor.

The Matoran stares down the pillar of fire, meeting the eyes glowing within with carefully concealed fear. Across the winding, ever-changing paths of the Valley of the Maze, three more Matoran stand before their own element. A Po-Matoran disregards the swirling sand around him, while a Le-Matoran backs away from a looming, living jungle. Outside, a Maxilos looks down at its Energy Hound partner, which has begun to sniff the air nervously.

Skakdi lay around in states of daydream or intoxication, raising their heads lazily to see the two newcomers to their fortress home. A golden-skinned being narrows his eyes as the Matoran address him, taking in their tar-smearred bodies and wrinkling his nose. Presenting a rough, wooden simulacrum, one begs the Dreamweaver for the real mask, for her to feel belonging again.

The Vendri lifts the table, breaking it over the back of the arrogant challenger. The crack echoes through the room as the Nothcus exile glares. They may all have once been his allies, his subordinates in the army of the Tyrant Velika, but now he was their equal, and rival. Not one of them would hesitate to put a knife in his back if he showed a second of weakness. If.

((PLACE))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((LORE))

Dahko - Titan's Front

The area south and east of the fallen Great Spirit Robot, formerly the main populated area of Bara Magna, is called Dahko. While the majority of this area is fertile grassland, and so covered with farming villages. However, Rahi and animals alike also find it ideal, so their migration routes, and predators, are a constant worry. This area is bordered in the south by Aqua Magna, in the east by the White Quartz Mountains, and in the north by the Black Spikes until the Baterran Line.

At the foot of the White Quartz remains the Dunes of Treason, now all that remains of the desert. It proceeds almost to the southern coastline, but is limited by the Ardeo Fissure in the south and Tesaran Jungle in the north. Running roughly through the centre of this region is the Skrall River, joined by the Strenuus River south of the Black Spikes. These varied environments make it ideal for elementally-aligned Oropi, most notably the Matoran.

New Atero

Ruling Structure: Central Council (a representative from each Magnan tribe, the Turaga Magna, and other demographic representatives)

Protectors: Glatorian (all tribes), Toa (all tribes), organised into squads as the MU tradition.

Inhabitants: Matoran (Toa, Turaga), Agori, Vendri, Skakdi (Epakas, "Friend-spirited"), Kolhaki, Akiamu, Vhisotai, Barramoi, Paxorak, Manidi, Vanaki, Gawalai. Transient: Merchants - Any

Vibe: Bustling and cosmopolitan; "The troubles of this world are elsewhere. Aren't they?"

Claimed as the emblem of united Spherus Magna, despite the many cultures and species who want nothing to do with it, New Atero is built from and around the Skrall River and Arena Magna. It can be divided into seven districts, five of which are named after the Lord-Protectors, formerly Toa Nuva, of Spherus Magna. Each of these districts fulfil a different function, and are more comfortable for those beings of a certain element or disposition.

- **District Tahu** is the northern industrial district. Here, raw materials from the surrounding villages and trade are processed and built into anything from machines to fabric. The lack of plantlife and heat from the various forges and factories makes this district unpleasant for those not of fire, stone, or earth origin. It is also a place of research regarding practical uses for strange or unknown substances.

Cabolo - This neighbourhood is the primary research location for chemical and material sciences. While the area has a reputation for toxic and dangerous

explosions, the safety standards it enforces means it has become a surprisingly comfortable residential district for Oropi, especially those from the Tren Krom Peninsula.

The protector of this district is Hagah Norik.

- **District Gali** is the southern district, likely the most cosmopolitan due to its open parks, schools, hospitals, and residences. Though technically encompassing the Arena Magna, many residents consider the Arena to be its own district. This despite the hospitals being largely supported by the games held within. The district is criss-crossed with canals filled by the Skrall River, the main method of transport here. *Amaja Gala* - Though every city has its own Amaja circle, the Amaja Gala in District Gali is by far the largest. It is a pilgrimage site, but for practical reasons rather than spiritual. Any Oropi who feels ill-suited for their work is encouraged to spend time meditating within the Amaja Gala. Most are inspired with new insights into their work, or into themselves. Magnans also can meditate here, but they are granted wisdom less often.

The protector of this district is Hagah Gaaki.

- **District Kopaka** is the eastern district, facing outwards to the former Creep Canyon. It is functionally a military district, as it faces the lands claimed by the various bands of outlaws and bandits only vaguely held in check by the Dark Hunters and Bone Hunters. Despite this, it has an extremely peaceful air, as regulations on both behaviour and construction keep the district ready to turn back any ambitious invader.

Hua-Nakha - This knowledge tower is one of the most heavily-guarded places in the city. While most of the information within is freely available in other places via other methods, Hua-Nakha contains the most complete record of the history within the MU that could be assembled. This includes perhaps the only time that the legendary Ga-Toa Helryx spoke freely about her actions over history. Who knows what this confession may contain?

The protector of this district is Hagah Kualus.

- **District Pohatu** is the westernmost district and is known for its markets, crafters, and quarries. The vibrancy of this district is the source of many new ideas, and inventors and artisans are known to work around the clock on their innovations. The markets are only slightly less busy. Trade only really retreats indoors with the arrival of night, with negotiations and deals hammered out over meals and drinks.

Modepsu Magna - The largest market in New Atero, this neighbourhood was one of the oldest residential areas, but has long since transformed into its largest market. Shopkeepers live above their storefronts, and while it is lively through the day, it collectively shuts down at night due to the families living here. Thus, despite the apparent chaos of shouting, riotous smells, and sights, this is one of the most orderly districts in the city.

The protector of this district is Hagah Pouks.

- **District Onua** is sometimes considered 'hidden', but consists of mines, underground residential areas, and caves. The tunnels link all of the surface districts, and are often less traffic-heavy, allowing dangerous objects to be moved freely. Along with that, District Onua tends to reflect the needs of the district above it. Under Tahu, it provides cool spaces to rest or quieter refuges, while beneath Kopaka it holds prisoners and criminals in the dark. For Gali, there are drainage areas and reservoirs, and beneath Pohatu are wide tunnels for the movement of large goods.

Karzahni - Beneath the Kaini Ignika is a subterranean pit containing things that would not be safe for the general populace. In a dark inversion of the Suvas, immoral Kanohi are kept here, along with especially destructive weaponry. The Kanohi once worn by the Makuta are kept aside in a public area, including the Kraakhan itself. The deeper reaches of the pit contain dangerous Rahi, some temporarily, others permanently.

The protector of this district is Hagah Bomonga.

- **District Lewa** covers the skies of New Atero. While the disassembly of the Great Spirit Robot is expected to last centuries more, various airships and the chute systems of the large cities were swiftly reassembled to support the growth of New Atero. Thus, this district is focused around transport between the others, including lifts and shafts plunging into the mines of District Onua.

Nodus Vehu - Colloquially 'the Tangle' or 'Phothus', Nodus Vehu is the centre of all New Atero's chute networks. Roughly between all four grounded districts, the control centre here can override any other in the city. While most Oropi use them as they always have, Magnans find being soaked in liquid protodermis uncomfortable. Thus, there are ongoing efforts to build a linked container system for passengers, allowing travellers to stay dry between stations.

The protector of this district is Hagah Iruini.

- **Kaini Ignika** is a small district, allowed that status mostly due to its ceremonial role in the lives of both the Oropi (former inhabitants of the Great Spirit Robot) and its most famous resident's historical role in the Reformation. Here rests Mata Nui, the consciousness that once piloted the Great Spirit Robot, and who blesses the new Toa and Glatorian who pledge their service to his people. This is also the primary meeting place of the ruling council. While Mata Nui himself is not involved in the daily running of the city, his advice is still sought on important matters.

A public area holds a representation of the Kanohi Ignika, alongside shrines to the Agas, Magnan beings held in similar reverence by them as Mata Nui is by Oropi. This also contains the Toa Suva, a dome-shaped shrine at the centre of the room. While it is primarily used by the Hagah, other Toa Certus of New Atero make use of it when necessary.

Tower Daxia - Actually extending deep underground, the Tower Daxia is only three storeys above ground. This is the headquarters of the Order of Mata Nui, now publicly serving the Great Spirit as peacekeepers. However, New Atero is hardly in need of policing. Instead, the Order handles darker business, functioning as New Atero's intelligence agency.

The protector of this district is the being known as Umbra.

- The **Arena Magna** remains, even though the Glatorian system has been dismantled. It now hosts games and friendly matches, able to switch between personal duels, vehicle races and combat, Kohlii, and Alkilini. Though competition still mostly draws supporters along tribal lines, the most charismatic and successful competitors become popular across the city, and Spherus Magna. This is also one of the few places where you might find Dark Hunters; this otherwise mistrusted group enjoys the mercenary work on offer, and the opportunity to show off (or show up the traditional guardians of the city).

The Arena Magna's signature match formats are the six-fighter Kagas (chaos) or Kaita (unity) matches. Kagas matches consist of six individual fighters all competing to be the last one standing. This is a rare event, often happening during other

festivities. Kaita matches are two teams of three competing to overwhelm the other. Persistent, but untrue, rumor claims this format was named because of the Mahri forming Toa Kaita in an exhibition match.

The protector of this district is the sheer number of warriors here.

Quest Hooks

- A persistent rumour around the Cabolo district is of the “Leraku”; rare Oropi who eat poison. Nobody seriously believes in them, but it's always possible, right?
- The Chronicler's Company is a group of Metru Nui Matoran who have taken it upon themselves to record the history and current geography of New Atero. They're looking to expand their operations, so may recruit new members who share their ethos.
- The Kangalya; 'mask cleansers'; are a movement of Akiamu, Toa, Vhisotai, Vanaki, and other Kanohi-capable species who believe that certain masks being forbidden as "immoral" is a short-sighted legacy of fearing the Makuta. As such, they have deliberately adopted, or sought permission to adopt, the wearing of these masks to prove their powers can be used for good. Many have chosen the Crast, Akuru, Metlek, Rupanu, and Shelek. However, even they have standards of "true immorality"; the Ikuvora, Tryna, and Jutlin fall into this category.

Villages

New Atero, as a large city, has drawn most of the population of its satellite villages into the Districts. What remains are largely checkpoints or small inns for the convenience of travelers.

Elikh Koro

Ruling Structure: Turaga (Dume), the Bahrag

Protectors: Bohrok-Kalani

Inhabitants: Matoran, Bohrok, Akiamu, Barramoi.

Vibe: The past looms large, literally or figuratively. “I can't help but feel like a carrion-eater on some days.”

For those who had the privilege to visit the City of Legends while it still stood, Elikh Koro might spark a sense of nostalgia. In a valley surrounded by the Black Spike mountains, one can almost believe that Elikh Koro is even inside a dome, were it not for the looming shape of the collapsed Great Spirit Robot lying amid the crushed Magnan mountains.

While the Great Spirit Robot provided enough material to reconstruct not only the Agori villages and shelters for the Oropi, the entire robot is forecast to take centuries to fully disassemble. Elikh Koro, at the base of a waterfall of liquid protodermis draining from the fatal injury that destroyed Teridax, both acts as a base for those salvaging material from the Robot and refines the protodermis in the Silver Sea into Kanoka and Kanohi. This industry is the source of its resemblance to Metru Nui; specifically, Ta- and Ga-Metru; and New Atero's primary export to its neighbouring cultures.

Perhaps the most notable feature of the valley, however, are the expanding Bohrok hives. Carved into the mountain stone, the creatures once responsible for cleaning the GSR's exterior are carried from the broken hives by their fellows and placed within new pods. Overseeing the work are the Bahrag, one-time enemies of the Metru Nui Matoran they now work alongside. The Bahrag's motivations remain mysterious, with their only explanation being "It Must Be Cleaned."

The Bahrag are unable or unwilling to leave the vicinity of their Swarm's work. Their interests are represented outside Elikh Koro by a set of independent Bohrok. Named the Bohrok Kalani, the Second Kal, at least one of this group is usually found in Kaini Ignika to relay the Bahrag's wishes, but the other five can be found across New Atero pursuing various goals. Their powers differ from normal Bohrok - the Tahnok bears Plasma, the Gahlok the element of Lightning, Lehvok carries Poison, Pahrak conjures Magma, the Nuhvok manipulates Gravity, and Kohrok has Sonics.

While the Bohrok work within the GSR, needing little light or sustenance other than the support of the Bohrok Va, many Matoran work outside. The Turaga here judge whether devices are worth repairing, or whether they are worth more as protodermis. Ga-Toa help aquatic Rahi and Oropi leave the GSR, to temporary residence in the liquid Protodermis before moving to Aqua Magna or one of the many lakes or rivers.

Elikh Koro also maintains a large transient population, mostly those of other cultures awaiting or launching expeditions to find valuable objects still within the GSR itself. Some of these expeditions have become quite famous and successful, maturing into full search-and-retrieve businesses... Others have been far less so.

Bohrok-Kal-Nuva:

Tahnok - Plasma Gahlok - Lightning Lehvok - Poison Pahrak - Magma (Catapult Scorpions can do this, so not impossible) Nuhvok - Gravity Kohrak- Sonics

Quest Hooks

- Shipments between Elikh Koro and New Atero have been targeted recently. Mask makers have been kidnapped, and elemental stones have been taken. Turaga Vakama has taken particular interest, and so is looking for people to investigate...
- The Kolhaki-led salvage company, (()) is always looking for skilled workers to help them retrieve Raliska, creation machines, from inside the fallen titan. Jobs include fending off overeager Bohrok.
- Attacks by wild Rahi have increased, and locals are concerned for Apru, the Proto Drake which usually protects the docks. Proof that Apru is alright, or where it's resting, would be worth a lot to the workers.

Tesara

Ruling Structure: Qanus Mucuna, Le-Turaga Powiar, Bo-Turaga Kukrin

Protectors: Glatorian Prata Vastus, Glatorian Anti Gresh, Le-Toa Nepu and Kapu, Bo-Toa Oshida

Inhabitants: Borusci Agori, Borusci Vendri, Le-Oropi, Bo-Oropi, Gawalai

Vibe: "Is this really a city?" Tamed jungle and natural fauna.

Marked as ever by the two broken, petrified trees that loom over the south of the city, Tesara's two villages of Scurra and Nemma have grown together, spreading branches and orchards up to the hot springs at the north. Of all the Bara Magna tribes, Tesara has rejoined with its northern cousins most readily, and it is not uncommon to find Borusci from the north here - some have become bilingual in both the Bara and Bota Magna languages.

The difference between Scurra and Nemma is still apparent in their respective architecture. Scurra still lies alongside the grasslands of Dahko, and so is mostly wooden. Though still forested, the trees here are shorter and thinner, packed so densely that travellers' shelters are often simply fabric tied to them. Even permanent residents are known to string up hammocks and sleep under rain flies on most days, even as their belongings and businesses remain indoors.

Nemna is among the old-growth forest, restored to full life by the Reformation. Much of the buildings here are built from stone - specifically the petrified wood of the giant trees that had fallen over the years. Many of the trees here are old and mossy, giving the area a comfortable humidity. Many of the buildings are built into tree throws, giving them deep basements. Travellers are rarer here, excepting northern Borusci.

The orchards and hot springs of the Pomara district are often also mistaken for wild growth. However, the regular lines and rows of the orchards are a giveaway, as much as the lack of undergrowth. The highest parts of the trees that once housed the Borusci now house Le-Matoran and their tamed Gukko, Kahu, Kewa, and Nui-Rama, who have recreated the Gukko Force. Though their primary focus is defending Tesara from airborne threats, the Gukko Force under Captain Boreaus have branched out into carrying messages, allowing news to travel between Iconox and New Atero in a matter of hours.

The Glatorian Prata of Tesara remains Vastus, dedicated as ever to the protection of the Twin Village, though the Gukko Force has somewhat calmed him. Glatorian Anti Gresh has taken well to the Le-Matoran, frequently accompanying the Gukko Force on patrols. Uniquely, Tesara has two Le-Toa guardians; the youthful twins Nepu and Kapu chose to touch a Toa Stone simultaneously, transforming the both of them. This was claimed as a good omen, and they remain extremely popular among the Tesara Agori. Bo-Toa Oshida remains isolationist, often delving into deep Bota Magna to protect the Borusci members there.

Leadership falls to the Qanus Mucuna, a former arena fighter, as well as the Le-Turaga Powiar, both serious and engaged with the various administrative duties such a relatively large territory requires. Neither get along with the more laissez-faire Bo-Turaga Kukrin, though at least Mucuna attempts to be polite. Appearances aside, Kukrin has his finger on the pulse of the people, his apparent laziness instead spending time talking to the villagers.

Arena Tesara

While an average arena in size and shape, Arena Tesara is known for its simulated 'weather'. Using the steam gathered from the hot springs, this arena can be transformed from dry sand to boggy swamp and even outright flooded. Using heat to re-vaporise the water, matches can even be made misty, though this latter mode is less popular.

The variant of Kolhii played here emphasises mobility. Poles are placed in the ground, and the floor is made just wet enough to be sticky. If the ball touches the ground, it is considered out of play. Thus, the game encourages keeping the ball in the air and passing accurately. Some players claim that the person possessing the ball must remain still on a pole until they pass. This is a variant, played by younger or less-confident folks.

Amaja Tesara

The only place where you can see the sky from ground level, the Amaja Tesara is built within a natural clearing in Scurra and surrounded by thick bushes. This is partly intentional but mostly natural; lower-growing plants take advantage of the lack of canopy, and are trimmed back to not cover the sand itself. The fruits of these plants occasionally drop into sessions; catching one often causes the Amaja to erupt with cheers and congratulations.

Suva Tesara

Traditional Suva of Le- and Bo-Toa, the Suva Tesara is carved from a large chunk of the petrified trees. It was so large that it couldn't be moved, and so stands where the original piece fell. Directly between the two giant stumps, it is ringed by wooden carvings of Kanohi on ropes above, hooked into place to express the Tesaran's prayers. The surrounding temple is actually built of canvas, painted by the Tesarans.

Quest Hooks

- Famous for her spicy dishes, the Vendri chef Vazla is always looking for exotic Bota or Aqua Magna ingredients to try to stun Glatorian Anti Gresh into proposing to her. As a former Vulcanus Glatorian herself, she doesn't mind the ingredients having literal bite when brought to her. Her shop can be identified by the distinctive horns on the sign; implants she still wears while working.
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Villages

- **Caneb Fontes** - Home of those who maintain and staff the hot springs, this is technically part of Tesara proper now. Despite this, its inhabitants continue to claim an independent identity. They elect their own Qanus, who works happily with Bo-Turaga Kukrin.
- **Goma** - Known for the quality of their local brews, Goma is home to New Atero's largest orchards. The nearby White Quartz foothills give the area a wide variety of temperatures, allowing several kinds of fruit to grow here.
- **Pomus** - Nestled in the White Spikes, this village would be a backwater were it not for the relative proximity of Maca Bohila. As such, it has an itinerant population of those escaping Pridari and those visiting the Vhisotai's archives.
- **Saltus** - The 'border' village between Tesara and New Atero, Saltus is most known for the high quantity of Le-Matoran, even having a Turaga instead of a Qanus. It is the home of the Matau Motor Derby, a competition encouraging innovation in transport via speed and, on occasion, lethality.
- **Silva** - The closest Ateroan village to Kadzarhna, it's not uncommon to see Kumopak or lower-ranked Vortixx here. In fact, the Bomak Akhii clan raise and train their Rahi nearby, finding ample space to set up pens.

- **Ventus** - Now the riverside village, Ventus lies on the Strenuus trade route between Vorlis Onuva and Catarivhu, making its port rather cosmopolitan. Some Skakdi make their home here, earning their keep by keeping visiting sailors from disturbing the peace.
- **Viridus** - Still the trade village between Tesara and Iconox, Viridus has a notable population of De-Matoran. Alongside more common Tesaran inhabitants, they have turned Viridus into a village of music, where some of the best instruments are made.

Credit to Neutralista on Discord for Kukrin

Credit to MatiNuva on Discord for Powiar

Iconox

Ruling Structure: Iconox Council. Notable members: Qanus Tremui, Ko-Turaga Hii, Vo-Turaga Naruka, De-Turaga Wahan

Protectors: Glatorian Prata Konkrevi, Glatorian Anti Laciél, Ko-Toa Hyoshin, Vo-Toa Kasudi, De-Toa Modasu

Inhabitants: Koebi Agori, Koebi Vendri, Ko-Oropi, Vo-Oropi, De-Oropi,

Vibe: We will endure, whatever happens below.

Once merely a village around an Exsidian mine, Iconox has grown up to the peak and around the base of Mount Securis. The miners of the Koebi and Ko-Matoran icecarvers have ensured that the settlement not only extends up the mountain, but also within it. Though not as grand as Onu-Matoran-built halls, chambers both in rock and under glaciers make Iconox almost invisible when its inhabitants choose it to be. With De-Matoran scouts keeping watch, this can happen in a matter of moments.

Though independent from Qelebuska, the Ice Tribe from the Northern Frost, Iconox has drawn its attention. Offers of negotiation, intended to incorporate Iconox into the larger civilisation, have been soundly rebuffed, the Qanus and Turaga insisting on their independence. As the League of Four Kingdoms marches steadily northwards, Qelebuska has not tried to press the claim with military force, but the threat remains.

Konkrevi, Glatorian Prata of Iconox, is one of those whose eyes gaze to the north. As she is determined to remain at their post in the light of her predecessors, she spends much of her time with the Sanctum Guard, drilling and preparing. Glatorian Anti Laciél has no such fear, embodying the quick-talking social nature the Koebi are known for. As such, they focus towards the rest of New Atero, offering a warm smile to visitors.

Ko-Toa Hyoshin finds himself caught between his colleagues; the active Vo-Toa Kasudi, whose active and boisterous personality clashes with the quiet and calm De-Toa Modasu. Thus, the three Toa are hardly ever in the same place unless they have to be. Kasudi is often among the markets of Iconox, Hyoshin often walks around the quieter residences and workshops, while Modasu is usually outside, with hunters, scouts, and trackers.

Unlike the Toa, the Qanus and Turaga work closely together as part of the existing Iconox council. While they have their own disagreements, they divide administration among themselves. Qanus Tremui handles trade and messages, while De-Turaga Wahan takes

scouting reports and decides where the warriors are needed. Vo-Turaga Naruka handles infrastructure concerns, and Ko-Turaga Hii happily handles the finances of the city. Each have their own assistants as well.

Arena Iconox

Unremarkable by most standards, the Arena Iconox' uniqueness becomes apparent only when fighting there. Built in one of the coldest corners of an already cold location, the iciness quickly affects those who aren't used to it. If that purely mundane threat wasn't enough, Iconox is also capable of covering the floor with a dry but freezing mist. Produced from steamice, this mist clings to the feet and can even be "rained" down over the arena.

The version of Kolhii played in Iconox makes use of steamice as well. Instead of just allowing the substance to smoke naturally, it is actively heated, causing waves of freezing mist to flow across the field. This is intended to frost onto players' hands, equipment, and even the floor of the arena, forcing every movement to be considered and deliberate. It is said that Iconox Kolhii is among the most difficult types to play; even successful players often have to be careful to not injure themselves or succumb to the cold.

Amaja Iconox

Conversely, the Amaja Iconox is placed in the warmest part of the city. Set in the city's central square, storytellers are encouraged to perform often. Almost every evening, in fact. It is safe to assume that if no other event is happening, a story will be told in the Amaja. Even if something else happens, a professional storyteller will often retell the event for those who couldn't watch firsthand. Sometimes even the participants attend these retellings, and may join in and 'act' their parts at dramatic moments.

Suva Iconox

Traditional Suva for Ko-, De-, and Vo-Toa, Suva Iconox appears incomplete. The central dome is there, a strange construction consisting mostly of ice and what appears to be slips of Chatar-paper. However, the surrounding walls are barely the height of an Agori at the tallest. This slow rate of construction is due to the material - Chatar shreds and ice make a far stronger material, and slips of Chatar paper are used here. Each new paper carrying the prayers and hopes of Iconox' residents is frozen into the Suva walls.

Quest Hooks

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Villages

- **Aogeas** - The westernmost settlement in New Atero, Aogeas appears as if it would be on the frontlines of Pridari's expansionism. However, the majority of the village migrated into caverns within the Exsidian mine, so it remains safe.
- **Dolman** - Just barely south of the Baterran Line, Dolman has become the last stop for criminals. A larger-than-usual assignment of Glatorian, along with a Kartodyx-walled prison, keeps the peace here relatively unbroken.
- **Frigus** - Stone walls line the river here, a remnant of when the Skrall were a threat instead of allies. More recently, a dock has been built through it, with the upper portions of the wall a canvas for carvers.

- **Hadaph** - A trading post between Ice and Rock tribes, the Skrall rarely cross the river into the village proper. They remain on the other side of the bridge, in Raikal. Instead, Toa act as guardians, along with a proud Atua guard.
- **Pruina** - A mere day's travel from Iconox, Pruina is the White Quartz' agricultural heart. Terrace farms line the nearby hills, while Mahi and Meus Goats graze on sheer cliff sides. Many visitors pass through, making the village quite cosmopolitan.
- **Nix** - Overlooking the northern reaches of Spherus Magna, this village attracts artificers. The Nix Institution keeps many blueprints of constructs from the Matoran Universe, as well as researching the Bateria and other ancient Magnan constructs.
- **Tesca** - Once Iconox' most well-kept secret, the thermal lake here has a unique combination of minerals that leaves Magnan skin feeling soft, encouraging healing and relaxation. It also polishes Oropi armour, cleaning and energizing them.

Roxtus

Ruling Structure: Qanus Lapida, Onu-Turaga Makopi, Ba-Turaga Keicho, Fe-Turaga Aian, Fa-Turaga Jovan

Protectors: Ductor Apukha, Mileta Skrall, Onu-Toa Vau, Ba-Toa Onanga, Fe-Toa Ahmaro, Fa-Toa Yangai

Inhabitants: Nugii Agori, Skrall, Onu-Oropi, Ba-Oropi, Fe-Oropi, Fa-Oropi

Vibe: Now the oppressed must discover freedom

Where a skull once lay, there is now a cavern descending into the earth. Where hostility once governed, dwellings spread between the sharp, dark pillars. Roxtus was once off-limits for all but the Skrall and those who served them. The only outsiders allowed were those who had goods the Skrall wanted; most often Agori and Vendri.

Now, however, Roxtus is merely unfriendly. Though the Nugian Agori still distrust outsiders, they are allowed to mingle freely. Though Skrall still guard the city, they do not lord over the other inhabitants. The mass migration of Onu-, Ba-, Fe-, and Fa-Oropi to this northern settlement has brought Roxtus' first taste of diversity in centuries, and the Nugii find it to their liking.

Stone buildings house most of the Agori and Skrall in Roxtus, along with Fe-Matoran metalworkers. Fa- and Onu-Matoran, however, follow veins of metal through the ground beneath the city, making Roxtus far larger below ground than above it. Stumbling into occasional Great Being tunnels does nothing to abate the tangled nature of these passages, though Fa-Matoran members of the Ussalry are more than happy to guide the lost back into the most populated areas.

There are no Glatorian of Roxtus. While they may visit freely now, the Skrall occupy the role of protectors here. While there are fewer Skrall than there once were, enough Mileta (or soldier-class) Skrall believe in Ductor Apukha that they can still be seen patrolling and drilling at Arena Roxtus at all hours. Transformed into a Ductor (leader-class) after swearing loyalty to New Atero, Apukha carries his promise in his name; Trusted Oath in the language of Matoran.

Despite the small army of Skrall on the surface, the mines and passages of Roptus fall to the four resident Toa. They each have private names, but are known by the area of the tunnels they take as responsibility; Fe-Toa Ahmaro monitors the northern areas, Ba-Toa Onanga handles the western tunnels, Onu-Toa Vau cares for the southern tunnels and paths leading to Roptus, and Fa-Toa Yangai protects the eastern tunnels.

Functionally, the Qanus and Turaga of Roptus work together in a mirror of New Atero's ruling council, handling day-to-day business while Ductor Apukha is the sole ruler. In practice, the Ductor leaves all civilian business to this council, focusing on the Skrall and military. Though the inhabitants of the city usually go to the council member sharing their culture, any of the Qanus or Turaga will hear issues from any citizen of Roptus. Non-citizens usually contact Qanus Lapida.

Arena Roptus

Not for nothing is Arena Roptus nicknamed "the Sawblade". Even when it was used solely for drilling Skrall Miletta, it was lined with the obsidian from which the Black Spikes take their name. Sharpened, these were ample motivation for no Miletus to lean back or rest during drill. Nowadays, they are only angled inwards. Arena Roptus is bloodthirsty, and throwing one's opponent against its sides is often enough to secure a win.

It is said that Mahri Hewkii took one look at the intricate Rock Tribe symbol etched into the arena floor and declared "Maze Kolhii!" Thus, Roptus' variant was born. The main addition to the rules is that no player is permitted to cross the black lines, though the ball and stick may do so, forcing creative thinking and the ability to run much farther through the "maze" than would be otherwise necessary.

Amaja Roptus

Similarly to the Arena, Amaja Roptus is lined with obsidian. However, here it is shaped and smoothed into remarkably comfortable (if cool to the touch) seats. The Amaja is mostly underground, one of the few with no view of the sky. However, a rare species of glowworm is cultivated on the ceiling above it, giving the same effect. Some incenses can encourage these insects to assume particular shapes, a unique spectacle at the Amaja Roptus.

Suva Roptus

Traditional Suva for Onu-, Fa-, Fe-, and Ba-Toa, Suva Roptus is unique in that it isn't actually in Roptus itself. Instead, it is in a village two hours' walk away, half that by Sand Strider or Thornatus. Seroptus' primary inhabitants are the Sisters of the Skrall, or Skoroll. Granted elemental earth by Mata Nui, the Skoroll attend the Suva as repayment. The Suva itself is carved from black stone, encircled with the Rock Tribe insignia in polished metal under a domed ceiling. Only the Skrall are banned from Seroptus. Anyone else may visit, a Skoroll priestess listening and praying with those who seek help or advice.

Quest Hooks

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Villages

- **Ademnar** - On the main route between Atero and Roptus, Ademnar lacked much room to grow outwards and maintain farmland. The buildings line the trade road, three storeys tall, often with a basement level, surrounding the main square.

- **Bahudrenn** - Deep in the Black Spikes, Bahudrenn is built within the mountain. Many buildings use the raw mountain stone as floors, walls, or ceiling. Several streets even run beneath overhanging cliffs, enclosing them from weather and assault.
- **Belvarr** - Near the Forest of Blades, Belvarr is a striking point for expeditions northward. As such, it has attracted a large population of Bomokhu, as well as scholars eager to examine the near-untouched Core War battlefield.
- **Farron** - Built on a tall cliff to defend itself from the lowlands, Farron has a startling array of defences extending down into the stone. Many of these are now residences or shops, a “Midak” district of sunlit caves.
- **Gorod** - The Great Spirit Robot looms over Gorod, casting it in almost permanent shadow. The proximity of Elikh Koro has allowed this village to grow into the primary research centre for protodermis and its variants.
- **Hudama** - Hudama was once claimed by Tuma’s forces as agricultural land. With Roxtus’ food needs now handled via trade with the lowlands, the meadow valley returned to being seasonally blanketed in wildflowers, many of which are medicinal.
- **Raikal** - One end of a magnificently constructed bridge, this village is considered the centre of the ‘lowland Rock tribe’. This union of Ice and Rock tribe Agori has started hiring Glatorian - the first to wear Black armour in centuries.
- **Sahkramm** - The nearest settlement to the Dragon’s Mountain, this village can often see the Kardas that lives atop it. While the Rahi’s flyovers are often terrifying, residents have made it part of their culture, claiming strength under the dragon’s rage.
- **Shodd** - The extensive system of waterwheel-driven industry here dates back to the rule of Ductor Tuma, and the residents were still fiercely loyal when Apukha came to power. The assistance of Matoran artifice has done a lot to win this village over.

Credit to Neutralista on Discord for Makopi

Catarivhu

Ruling Structure: Qanus Unda, Ga-Turaga Nai’a, Ce-Turaga Chi’e

Protectors: Glatorian Prata Tarix, Glatorian Anti Subler, Ga-Toa Nagatsu, Ce-Toa Reinu

Inhabitants: Gavingi Agori, Gavingi Vendri, Ga-Oropi, Ce-Oropi, Av-Matoran, Gawalai

Vibe: “We don’t stick to the rules too much here”. Morality is more care than law.

One of the greatest surprises of the Reformation was the appearance of a new river pouring into the Skrall. Running in the valley dividing between the Black Spikes and the Gatherer’s Ridge, the Strenuus is relatively shallow and fast-flowing, but remains navigable. With tributaries running into the White Quartz, the Strenuus and Skrall rivers allowed sailors to link New Atrero’s cities with trade routes, and Catarivhu to thrive.

The Gatherer’s Hideout, once a Bone Hunter lair, has been cleared out. Now called Catarivhu Bala, it houses the majority of Catarivhu’s ‘land’ districts, including residences, workshops, and clinics helmed by the Ce-Matoran. The Kata Kofu district; “Little Light”; is near the east bank of the Skrall. This Av-Matoran settlement is the only modern source for functioning lightstones, as the Matoran here are the only ones able to recharge them.

Catarivhu’s shipyards, sailors, docks, and markets mostly cluster on the northwest side of the confluence between the Strenuus and Skrall. Catarivhu Ke’u is the largest source of

boats within New Atero, and though far away from the coast, attracts sailors and seafarers for trade. The area is also the largest settlement of the amphibious Gawalai species in New Atero; these short Oropi are mostly responsible for the port's unruly feeling.

Thus, Glatorian Prata Tarix spends a lot of his time reminding the Gawalai that he is watching them; this often means that he's seen juggling particularly arrogant Gawalai in the air with blasts of water. Glatorian Anti Subler is still new to the position. Appointed from being Tarix' best trainee, she is still unsure about whether she deserves it. Each piece of encouragement from Tarix or the resident Toa sees Subler dramatically recommit herself to her duties.

Visitors might assume that Catarivhu has only a single resident Toa, the Ga-Toa Nagatsu. While she is rather prominent, by rescuing those who fall into the rivers and unsticking boats that get caught on one of the Strenuus' shallower portions, she could not do her work without Ce-Toa Reinu's gentle monitoring of the city. Though unable to read minds without her Kanohi, Reinu is very sensitive to emotions. Thus she can sense distress and anger across the city, guiding Nagatsu, Tarix, or Subler towards the problem.

Qanus Undu is one of the oldest living Agori, and so has mostly retired to paperwork. He insists on walking between his home in Bala to his office overlooking the port in Ke'u each day. Despite their number of years being much higher, he treats the Ga-Turaga Nai'a and Ce-Turaga Chi'e as his deputies and representatives. In return, the Turaga report to him on a regular basis, keeping Undu informed and asking his advice.

Arena Catarivhu

In the heart of Bala, Arena Catarivhu is usually well-lit... By some of the last remaining lightstones in existence. The largest hangs overhead, lighting the entire district. Smaller ones, however, give the arena its main gimmick; the ability to precisely control the colour and quantity of light in the Arena. Usually shrouded with blue filters, local Glatorian blend into the field, making them hard to hit.

When Kolhii matches come to the arena, the lightstones are doused completely. With an Av-Matoran at each to relight them at erratic intervals, playing Kolhii in Catarivhu is most akin to playing in the middle of a lightning storm. Making best use of the periods of darkness to slip past opponents, then of the light to pass, encourages swift movement and even swifter thinking. This is perhaps the sole arena Mahri Hewkii still finds a challenge; a status Catarivhu bears with pride.

Amaja Catarivhu

The Amaja Catarivhu is within Ke'u, an open space surrounded by a carefully built moat. This is a little longer than a Vendri's stride, to preserve the sacredness of the space in the busy Ke'u district. The moat contains fresh water, circulated by a clever mechanism which allows for river life to thrive in it. The sides of the Amaja are lined with seats, though nearby buildings may also play host to those listening to performances.

Suva Catarivhu

Traditional Suva of Ga-, Ce-, and any future Av-Toa, Suva Catarivhu is carved from a still-glowing Ini lightstone - one dislodged from the dome of Metru Nui and salvaged from the Ga-Metru ruins. Though the walls are ordinary stone, slits cut into them let the light from the

Suva shine through, illuminating the nearby area at 'night'. It is said that the Suva remains lit because of the heartfelt prayers spoken near, or to, it.

Quest Hooks

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Villages

- **Aqan** - While those who had "lost their minds" were once left in villages apart from the others and only intermittently cared for, the recent prosperity and use of mental Kanohi has given rise to this village, where mental illnesses are actively treated.
- **Cehatu** - While District Kopaka holds the most advanced knowledge, this village is seen as the most innovative school. Its central location allows scholars from farther off to travel here easily. Here, their disciplines all intermingle.
- **Daiua** - The furthest west of Catarivhu's villages, Daiua is the starting point of the annual Ngalawa Marathon, which ends in Atero's District Gali. The rest of the year, this village is quiet, a stop on the route between Tesara and Roxtus.
- **Gaakicas** - Ironically closer to the Creep Canyon than the Skrall, Gaakicas is one of the only safe entrances to the canyons. This has led to a thriving quarrying industry, and an equally thriving underworld with contacts in the Dark Hunters.
- **Kadras** - Within sight of the Black Spikes, this village is often host to Skrall Mileta learning how to sail, or just swim. The river here pools after emerging from a cave, leading many to mistake it for the Skrall's source.
- **Qala** - Named for the surrounding shining water, this village has cut channels from the main rivers into flat pools where they farm fish. Though most predators are kept out via use of grates, birds and avian Rahi are known to steal a snack or two.

Credit to Neutralista on Discord for Nai'a

Ardeo Fissure

Ruling Structure: Qanus Raanu, Ta-Turaga Okebi, Su-Turaga Kasen

Protectors: Glatorian Prata Cendo, Glatorian Anti Sintilla, Ta-Toa Shiren, Su-Toa Rasuma

Inhabitants: Tarules Agori, Tarules Vendri, Ta-Oropi, Su-Oropi

Vibe: Was this a disaster, or an opportunity? We adapt to it all.

After the Red Star was destroyed in the early phases of the Velikan Imposition, either part of its mass or the airburst created by the Aulus Sidi rattled the continent enough to trigger a brief earthquake. Along the southern edge of the Dunes of Treason, a volcanic rift opened, and soon thereafter was settled by Rahi... and the Tarules.

Named the Ardeo Fissure, settlements are spread out along the rift itself. The innermost are the Su- and Ta-Oropi, mostly Matoran, who draw up the molten stone and shape it into raw basalt and other volcanic minerals. These folk live on the sides of the fissure, avoiding lava-loving Rahi like the Lava Eel and Ranama.

What most people think of as Ardeo itself is a scattered collection of homes, workshops, pens, and farms along the top of the rift. The main residence of the Tarules, the black-stoned roads and buildings are iconic to the area. The farms themselves rely on the volcano; as it

belches up ash, the Agori collect it and spread it on their fields, bringing in surprising harvests of crops that would grow stunted and weak in the desert and badlands.

The Ta-Toa Shiren and Su-Toa Rasuma defend the fissure itself; little can remain solid before their combined heat. Even creatures adapted to the heat of molten stone have little choice but to flee. Unfortunately, among the things that cannot remain solid between them is a working relationship. While Shiren was raised on the tales of Nuva Tahu and seeks a leadership role, Rasuma is determinedly independent. Any prolonged interaction between the two usually boils over in short order, often literally.

Glatorian Prata Cendo is perhaps the youngest Prata in New Atero, and measures himself against Maibus Ackar in almost every way. Though he carries the Maibus' own shield as a sign of trust, some think Cendo's willingness to consult his second and partner, Sintilla, indicates he wasn't ready for the position. Sintilla herself has faith in Cendo, and sees their partnership as unique among the village defenders, and valuable.

Su-Turaga Kasen is one of those holding this view. Only recently a Turaga, Kasen has chosen a mancatcher bident like the Ardeo Guard as his badge of office, and regularly practises with them. His elders, Ta-Turaga Okebi and Qanus Raanu, keep advising him to settle into a more civilian, or at least back-line, leadership role. Okebi has started looking for a different mentor for Kasen, most likely De-Turaga Wahan of Iconox.

Arena Ardeo

Suspended over the fissure itself, Arena Ardeo is known for moving slightly due to the actions of the fighters and crowd on it. While the chains are incredibly secure and there are more than needed to hold it up, the arena's mobility nevertheless disconcerts inexperienced and visiting fighters. It is traditional for Ardeo's trainees to spend hours jumping to get used to it. It is also not uncommon for the local crowd to stamp their feet in rhythm and shake the arena in moments of high tension, making the whole floor echo like an oversized drum.

The local variant of Kohlii is even more disconcerting being so high up. In addition to the staff and shield used elsewhere, players are all equipped with heavy stone armour. Consisting of a breastplate, bracers, and boots, this allows players to block shots with their body. As the ball itself is heavier, this requires a notable amount of strength to properly pull off. Though manipulating the ball without using the staff is still against the rules, cheeky players have been known to stealthily kick it away from opponents. Ardeo Kohlii players are a menace elsewhere, sending lighter balls flying out of the arena if given enough room to wind up.

Amaja Ardeo

Amaja Ardeo is much more grounded. Several tiers of seats lead down to the central sand circle. While this area is smaller than others, the Amaja is much deeper overall. Those who stand in the centre often describe the sides as looming, an impression enhanced by how the seats themselves all blend together in the dark. However, when in use, fires along the stairs light the Amaja. When attendees carry lit candles, it's as if the night sky extends into the Amaja.

Suva Ardeo

Traditional Suva of Ta- and Su-Toa, Suva Ardeo stands out in the city due to being dusty grey; the exterior walls are intentionally dusted with ash from the fire burning within. The Suva itself sits beneath this fire. As with the outside, the floor and Suva are carefully covered in ash. Attendants constantly make sure that even their own footprints don't disturb this layer. The reason is that these are the written prayers of Ardeans, burned to be sent with the smoke.

Quest Hooks

- Kadzahrnan bounties have been laid on the hunter and falconer Rasqan. Though he is known for his efficiency in hunting Spheran animals, he chooses to leave Rahi alone. This makes Clan Bomak Akhii's accusations ring hollow to Ardeoans, who remain protective of a Tarules hero.

Villages

- **Apophanos** - New Atero's largest shipyard, many of Apophanos' families are blended Water and Fire Tribe. This has given rise to the locals being called 'Steam Tribe', an appellation they embrace by wearing blue accents on red armor.
- **Cruspes** - An artificial lake nearby was dug by Clan Bisra. Agrapak Bisra is the Kadzahrnan envoy, and head teacher at the school for shipwrights and sailors here. The annual war games attract visitors from both nations.
- **Excipus** - A base for salvage expeditions towards the lower parts of the GSR, this village is the largest military outpost for the Ardeo Guard. The land just across the Skrall is Dark Hunter territory, which keeps them on their guard.
- **Fluvian** - The trading post for both New Atero and Kairula traders, this village attracts many residents of New Atero looking for leisure. The residents work hard to keep it welcoming despite occasional sandstorms.
- **Luetas** - The northern end of the Fissure itself, this village has a notable minority of Zesk and Vorox. These Nui-Jaga farmers are among the most conversant in Agori of their kind, supplying local alchemists and doctors with a variety of cultivated poisons.
- **Siofra** - The only village in Ardeo to not be built of the famed black stone, residents here farm a number of crops supported by the lush soil of the Skrall Delta. This occasionally attracts Tarakava, and consequently rookie Toa and Glatorian.
- **Taris** - Formerly named Portus Magna, this village is rapidly growing into the ruins of the pre-Shattering port it once was. The most striking feature is the Taris Magna, a lighthouse rebuilt with the preserved stone of Taris Prata, reinforced with metalwork.

Kairula

Ruling Structure: Po-Turaga Satets

Protectors: Audis Teneb, Po-Toa Kizai

Inhabitants: Vorox, Zesk, Asori, Po-Oropi, Vanaki

Vibe: (what is the feeling of the place)

Raised from the ground as the last act of Nuva Pohatu and Nuva Onua before they left for the north, Kairula is a surprisingly small settlement for its importance. Named "regeneration" in the language of the Po-Oropi who inhabit it, the town is built almost entirely within a mesa. With the stone hollowed out into tunnels and rooms, Kairula is a natural fortress against the climate of the Dunes of Treason and the beasts that remain there.

Many others would include the Vorox and Zesk that live in the scree among those “beasts”. However, they are actually Kairula’s residents, and first line of defence. With the efforts of the Asori who were trapped on Bota Magna, the once-terrifying creatures of the wild have begun to reassemble their own society, and political power. A Vorox from Bota Magna, Teneb, is the central figure in this movement. Having taken the title of “Audis”, or “Listener”, Teneb and his fellow Asori have made an active effort to begin translating between the Vorox and the other tribes.

The most obvious and surprising result of this to many Magnans is that Vorox gladly work for pay, just like any other Vendri. While the Zesk prefer to maintain a hunter-gatherer lifestyle, the Vorox will guard and guide caravans, taking pay in the form of supplies and coin. The reason for the long hostilities? The Asori of Bara Magna saw the others as invaders, a lasting cultural scar from the Core War. With the expanded desert, the tribe saw their territory increase - and be occupied almost immediately by other tribes who refused to negotiate.

Some suspicion remains. The Zesk continue to avoid outsiders, excepting those who are marked with the musk of allies. The Vorox continue to keep to themselves even when accompanying other tribes as guards. However, the other inhabitants of Kairula are helping to bridge that gap. Po-Oropi leverage the trust of Oropi against the fears of Magnans, and are slowly winning.

Though many Po-Oropi prefer to wander with the trade caravans between Ardeo and Atero, there’s a not-insubstantial amount of carvers who make full-time homes in or near Kairula. A native of the town is notable by the trend of “doubling” their eyes, by placing a bar across the eyeholes of the mask or helmet. This is shared with the Zesk, and actually makes Matoran appear less alien to them.

The ‘official’ protector of Kairula is the Po-Toa Kizai, who spends most of his time working with the Dikapi-riding scouts of the Kairula Guard. He also works closely with Teneb, such that the two of them share the same home. The political leader is the Po-Turaga Satets. His main role is coordinating the trade caravans, though he is actually known for his talent as a storyteller, able to entrance even adult Vorox with his tales.

Kairula has no Glatorian or Qanus. All Vorox are trained as warriors. Though there is a hierarchy among them, they refuse to appoint one above all others. Similarly, no Zesk has taken up the role of Qanus, happy to allow Satets to manage things between different groups. Indeed, few of them seem interested in any hierarchy at all. The skilled rise up through popular agreement, but aren’t given any special titles.

Arena Kairula

Deceptively simple, the Arena Kairula has no grand feature or mechanism. Instead, the arena is simple sand, surrounded by shaded seats. This, perhaps, hints at the true “gimmick” of the arena. As in many other arenas over the ten thousand years of the Shattering, the contest is between the warriors in the field, and the heat of the beating sun. Kairula takes pride in this one fact; only the truly skilled succeed on its sands.

Similarly, the Kolhii played here is proudly the same as what was played on the island of Mata Nui years ago. With tall stone triliths as goals, the sandy floor of the arena, and the nearby mesa, Arena Kairula also resembles the original Kolhii arena from that time. While some would claim Kolhii here to be easier, the players here are constantly refining their tactics and moves. This is the best place to find teachers in Kohlii, with some having played it since its invention.

Amaja Kairula

Similarly to the Arena, Amaja Kairula is outwardly simple. Within the central hall of the mesa, it lies directly under a hole in the ceiling. Unlike most other cities, stories in Kairula are told when the sun touches the Amaja. This is usually around noon, or the hottest time of the day, thus allowing many workers a chance to rest in the cooler air. The best storytellers can weave a story that precisely covers the time when the Amaja is in sunlight. This is also one of the rare places where one can hear Asori stories sung in whistle-tongue.

Suva Kairula

The traditional Suva for Po-Toa, Suva Kairula is atop a nearby mesa, connected to Kairula itself by a rope bridge. The handrails of this bridge are lined with prayers on ribbons or strips of cloth, matched by a similar rope barrier around the top of the mesa. The Suva is otherwise exposed to the air and the weather. The resulting sand merges with the built areas, making them appear as if they're part of the stone beneath.

Quest Hooks

- Though few if any Asori show interest in a single leader, a faction living in the Dunes of Treason claim the arrival of an "Obsidian Prince". These Vorox claim the Obsidian Prince is born of fire and sand and will become the ruler of all of the Sand Tribe; and Kairula is where his reign will start.
- Tivaa is a recent recruit to the Kairula Guard who, despite his powerless Olavu, constantly gets lost. However, he has a strange talent for finding himself precisely where he needs to be. Turaga Satets has taken to giving him packages and messages that are not urgent, trusting Tivaa's strange gift to find the recipient when needed.

Asori Tribes

Alliance with Atero has been profitable for many Asori Tribes, who are growing rapidly. A few of the more prominent tribes are mentioned below. All names have been translated from the Asori Whistle-tongue.

- **Silt Striders** - Claiming the territory of Atero's southern coast, the Silt Striders are only barely allies of Atero. The leader of this tribe, Swese the Tailless, has declared Mata Nui an honored enemy. Swese claims that the Great Spirit is responsible for breaking his stinger, and that he needs to challenge Mata Nui for his honor. The two have not yet met, mostly due to the distance between the Silt Striders' territory and the city.
- **Broken Chain** - Not all of the Asori captured by Tuma's Skrall had homes to return to, so they banded together. The most common tribe across New Atero, many Broken-Chain have settled among the other tribes, resting their tails over their shoulders and learning Agoric.

- **Tail-Herders** - A majority-Zesk tribe, the Tail-Herders were experts in the fauna of Bara Magna. Their efforts preserved many otherwise-endangered creatures, though were often misinterpreted as attacks by the other Tribes. With the Reformation, the Zesk have become skilled at farming Nui-Jaga, with the Vorox of the tribe becoming skilled Rahi-tamers. The Tail-Herders milk and refine the Nui-Jaga venom, making various products including an armour-polish and dyes.
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Typical Ateroan Settlement

Ruling Structure: A Qanus (Agori) or a Turaga (Matoran)

Protectors: Glatorian, Toa, or Atua

Inhabitants: Commonly Agori, Glatorian, Matoran, Toa, Turaga. Less commonly, Skakdi, Kolhaki, Vanaki, Gawalai.

Vibe: Home and tradition

The typical Ateroan settlement is built around a core trade; most commonly agriculture, but also mining, manufacturing, trading, or even lava farming. The majority of the workforce is usually Matoran, though Agori-majority settlements still exist, largely in agricultural areas. Many of these villages have common features; a Vuata Maca tree, a town square, a school, a central gathering place, and residences. Only the largest have a Suva; a settlement must have Toa Certus to justify one.

Oropi-dominant communities trend towards the Matoran Universe style. Buildings are often low and squat domes, termed “pit-houses” by the Agori as they are built partly into the ground. These are quite plain, but may have functional ornamentations like signs or simple windows. Gathering spaces are usually outdoors, as would be most of their art, usually centred around an Amaja Circle.

Magnan-dominated villages are more varied. Agori and Vendri both build at scales comfortable for them, making the residences rather haphazard in contrast to the relatively uniform Oropi styles. Community spaces are indoors, often a large town hall or a tavern that serves food. Rarely, it is a temple to the Agas; a collection of undiscovered beings the Magnans insist exist in a different way outside the observed world.

Crops grown in an Oropi-dominant village are usually inedible. Flax, cotton, hemp, and timber are common. Mining, as well as lava farming, are almost exclusively Oropi trades due to their difficulty and danger. Conversely, Magnan-majority villages grow food crops, and handle livestock; even certain Rahi are cared for on Magnan ranches. The trades of chef, baker, and florist are also common among Magnans. The best chefs create things that tempt Oropi to break their mouth-eating taboos.

Also notable is the blurring of tribal affiliation among the Magnans; often a villager will identify more with their home village than a tribe, though many still wear a token or single piece of armour painted in their ancestral tribe’s colours. The Matoran Atua, formerly of Metru Nui, have also blurred the line between warrior and worker. Many Agori and Matoran villagers are more than capable of self-defence if pressed, resorting to Toa or Glatorian only if the threat is too much for them.

Similarly, it's not uncommon for Vendri to have 'civilian' professions, and even some Toa find their skills more inclined towards peaceful ways of supporting these villages. These 'Toa Faber' are sometimes more respected than those that simply protect; after all, repaired tools and healed children are occasionally more valuable to a rural village than soldiers. The only role to remain independent is Qanus and Turaga; even then an elder who does not work with their people would swiftly lose respect.

Kadzarhna

Ruling Structure: Vortixx Queens alongside Dahkini Clans

Protectors: Kumopak and Lhomanu patrols

Inhabitants: Vortixx, Dahkini, Kumopak, Lhomanu (Steltians)

Vibe: Brightness and wealth founded on decay and corruption.

Literally named "The Trader's Heaven", this settlement on the plains south and west of New Atero is the new homeland settled by both the Vortixx and various Steltian species. It portrays itself as a place where the industrial expertise of the Vortixx and the labour of the Steltians creates a wealthy, luxurious paradise. With the winds blowing from the White Quartz mountains, the smog that once engulfed Xia cannot build up, leaving rooftops and towers clear.

While the Dahkini clans are as subtle as ever with their wealth, the Vortixx and new Kumopak-led clans are much more flamboyant. Dressing in fine clothes or wearing Kanohi simply as fashion statements, they project an image matching the apparent luxury of the city. While many settlements on Spherus Magna are content to sprawl and make use of the wide space available, Kadzarhna is built upwards. The gleam of the towers is visible for miles in the sun.

Perhaps the biggest sign of the settlement's wealth is its attempt to build a massive canal to the sea, with a defensive wall surrounding it. If they cannot control the coastline, the residents of Kadzarhna brag, they will bring the ocean to their doorsteps.

In direct contrast to all of this, however, is the mines and factories beneath the city, their presence only betrayed by occasional vents and smokestacks. Many unlucky Kumopak, Lhomanu, and Vortixx labour here, along with workers 'hired' from other regions. These are mostly Matoran, with other sufficiently tough Oropi. Occasionally, even Agori or Vendri find their way down here. Their relatively weaker constitutions, however, mean they do not last as long in these polluted underground environments.

These workers officially 'disappear' after arriving, which is a constant source of tension between Kadzarhna and the neighbouring cultures. However, the financial acumen, resources, and industrial capability of Kadzarhna is enough to make all but the most righteous look the other way; after all, there are greater threats in this land.

Credit to thekarddragon on Discord for the idea of combining Stelt and Xia

Quest Hooks

- A movement called Appunaitu opposed to the caste system of Stelt has become far more prominent, openly supported by Kumopak-led groups. The Dahkini are quick to blame Appunaitu's successes on Vortixx, straining alliances between the two powers in Kadzarhna.

Kadzarhna Clans

- **Clan Bisra** - (sailors)
- **Clan Bomak Akhii** - (Rahi Tamers. Visorak as fourth lowest caste, essentially servants)
- **Clan Foihau** - (mercenaries/combat training)
- **Clan Stelt Artax** - (military skill)

Artakha

Ruling Structure: Artakha, Dezalhu Collective.

Protectors: Crystal Serpents

Inhabitants: Matoran, Artakha Bulls

Vibe: Glory of the past, gazing forward to the future.

Alleged to be the actual island removed wholesale from the Great Spirit Robot and placed on Spherus Magna, the location of Artakha is both a floating citadel and land, as well as the area beneath, both inhabited by the best Matoran crafters in history. Led in theory by the master craftsman of the Matoran Universe; Artakha; for almost all practical interactions, the leaders of the Matoran are a selected, secretive group who claim the name of Dezalhu - "unfinished ones".

The Dezalhu are a group of fourteen Matoran, apparently one of each tribe. They all wear identical masks, though which specific mask might change for each visitor, and are only distinguishable by their armor colours. They lead the village at the base of a thin, almost chain-like, staircase leading to the floating island of Artakha above. The name Dezalhu speaks of their ambition to join the crafters of Artakha above, but their own craftsmanship is among the best in the world.

Seemingly independent are the Artakha Bulls, who have maintained their lifestyle almost unchanged. Their herds still war with each other for prestige, and still raid Ateroan villages. The Dezalhu have negotiated a "safe zone", a road to their village, but any other space under the island could be laden with the Artakha Bulls' traps. As they have little regard for others' property, these traps may even turn up in nearby villages. Clearing fields has more than one meaning near the island of Artakha.

Few, if any, beings have been allowed to visit the island itself. From nearby peaks, you can see buildings, cities, and greenery on top of the island. That is, however, if the skies are clear. As the original island was reputed to, the weather of the island reflects the mood of the master craftsman Artakha, and is most often surrounded by clouds or fog, preventing others from examining it from a distance.

Elbalta (Formerly Vulcanus)

Ruling Structure: The Shadowed One (deputy: Lariska)

Protectors: Eliminator, Darkness, internal culture of backstabbing

Inhabitants: Dark Hunters, Bone Hunters, Skrall, Skakdi

Vibe: "You better have walked in here for a good reason... Or you'll never walk out."

Walking along the southern coast of New Atero, east of the Skrall Delta, you will eventually come across a valley lined with dark, jagged stone. It sinks rapidly into the earth, lighting up as it gets deeper, a hellish red glow shining from the valley's end and widest point. At one point, this would have sounded like home for the Tarules. Now, its apparent hostility is well-earned as the new base for the Dark Hunters.

Renamed "The Furnace" by its new inhabitants, Elbalta would be unrecognisable as its former identity. The valley floor has been expanded and carved out into training grounds, animal pens, and the reconstructed Dark Hunter Fortress. The lava flows once tended by Agori now forge metal in the service of the mercenaries, when they aren't being used to torture those who disobey The Shadowed One's edicts.

The Shadowed One himself holds court in the former Arena Vulcanus. Upon his throne, he is flanked not only by his guard, Sentrakh, but a pair of Rock Steeds he personally tamed. Here he not only oversees the sometimes-fatal "auditions" of new Hunters, but assigns his agents to their tasks and disciplines failure. All seating here other than the Shadowed One's throne has been ripped up. Hanging from the sheer sides of the arena are cages on chains, where the unfortunate are lowered towards open lava flows.

Elbalta is not entirely abandoned by Magnans. Several tribes of Bone Hunters have been subjugated by the Shadowed One, and serve much as the Agori do elsewhere. Skrall who do not wish to follow Ductor Aphuka in Roptus have also made their way to the valley. As always, former bandits, criminals, and exiles are also welcomed here. As such, Elbata is a stabilising influence in the eastern badlands; The Shadowed One does not tolerate poachers on his business.

Dark Hunter Treasury - Perhaps the largest single concentration of valuable goods on the former Bara Magna, this vault not only holds the wealth of the Hunters, but also certain dangerous or destructive items it is safe for nobody else to have; the Shadowed One prefers the profit from being paid to keep weapons from anyone else's hands to actively using them. Of course, the threat that *he* could use them if anyone crosses him helps. Among the items stored here is the Kanohi Vahi, in the possession of the being named Voporak.

Hordika Dragon Maze - Though these creatures briefly escaped the service of the Hunters during the evacuation of the GSR, they soon found their way back to the Shadowed One. Along with their former duty to ensure prompt payments, the Hordika Dragons stalk the canyons around Elbalta, acting as security, and a prospective Dark Hunter's first test; if one cannot make it past these beings by strength or stealth, they have no place among the Hunters.



https://files.maskofdestiny.com/gfx/1.0/Concept%20Art/2009/033%20-%20Faber%20files_VuIcanus%20Arena.jpg

Quest Hooks

- An Agori named Serailas approaches the party. He requires assistance infiltrating Elbaita without alerting the Dark Hunters to retrieve his inheritance. The last known Hollowing Blade, a weapon made to kill Element Lords, remains hidden in the Creep Canyon near his former home. Serailas is sure that the Dark Hunters have not found it, but that they would not surrender the Blade if he cannot retrieve it before they do.

The Dragon of The Mountain

Ruling Structure: Miserix

Protectors: Miserix

Inhabitants: Miserix

Vibe: GET OUT AND LEAVE ME ALONE

In the ancient past, before the Shattering, the Black Spike Mountains were said to be foreboding, holding secrets they would kill to keep. With the arrival of the Onu- and Fe-Oropi, who listen to the earth and its veins, the mountains' character is considered harsh, but rewarding to the wise. However, one mountain retains the old ways, looming even in daylight, its surrounding peaks leaning away, as if even the stone is unwilling to approach. This is the home of the Dragon.

Scholars know what's going on. The Dragon is the last Makuta, named Miserix, and his draconic form is due to shapeshifting. The hostile plantlife and beasts are exertions of his power, as are the constant storm clouds rumbling with barely-controlled lightning. Surely then, the fear one feels on approaching, the swelling of anxiety and dread that fills those nearby, and chill in one's bones... those are also just Makuta tricks, right?

If any were foolhardy enough to approach, they might find Miserix' most enthusiastic guardians. Trapped within the Nukhu Rahk are Rahkshi and Kraata from the Battle of Bara Magna. They are not entirely welcome, however. Miserix chooses to maintain populations of Muaka tigers on the slopes, where they gladly feast on any Rahkshi that gets too close to the summit.

Finally, the entrance to the Dragon's own sanctum is hidden. Within, it may seem mundane; a domed structure like any Matoran's hovel. However, the scale to which it is built dwarfs any intruder. The entryway alone seems to have hollowed the entire peak of the mountain, with tunnels leading down into the mountain's heart.

What could be found within? No doubt a laboratory; Many Makuta-made artefacts have vanished from salvage operations in the GSR. Perhaps a place of rest, where one might find the Dragon wrapped serpentine around itself. A room of trophies, perhaps? Though the true treasure lies well hidden... Or perhaps the last curse of the Great Beings...

An unadorned chamber with a shallow basin in the floor, a silver liquid within. Too little for a beast the size of the Dragon to bathe in. It ripples of its own accord, as if droplets fall into it, yet the rest of the rock is dry. This pool knows and does not know the world outside. It fears and blusters. It hides and denies. The last Makuta may not be the only last of its kind here.

Nukhu Rahk

The Mountain is surrounded by a rough crack in the earth, torn into it by the shattering and disintegration powers of the Dragon. This was ripped into the ground in a fit of anger, the jagged cliff edges sharp enough to pierce armour. Disguised by thick undergrowth and overgrown by a thick canopy, the "Rahkshi Chasm" is a purposely built trap for those creatures seeking the Last Makuta. The screeches of these creatures, whatever emotion may lie behind it, echo up from the depths, acting as a warning for those who approach the Mountain.

Perhaps the only creature that enjoys the Nuhku Rahk is the Kardas Dragon, which has been known to fly over and pulverise the inhabitants with its breath. This appears to be merely for its own amusement, as it has never been seen eating the Rahkshi. Most believe this chasm the reason this fearsome Rahi is not as aggressive as the legends say, but few travel past the Mountain unarmed in any case.

The Baterran Line

Ruling Structure: Nothcus Perditus

Protectors: None

Inhabitants: Agori, Bone Hunters, Vendri, Oropi

Vibe: If I can't have what I want, I'll take what you have.

A barren strip of land that marks the northern border of New Atero, the Baterran Line is a battlefield between the Bohrok Swarm and the silent assassins; the Battered. Unable to distinguish the shapeshifters from other natural features, the Bahrag simply ordered that nothing natural remain. Though the results were terrifying, few can argue their effectiveness.

If a tree, shrub, or even a simple pile of rocks is discovered here, the Swarm simply destroys it; often uncovering a wandering Bateria.

Of course, these patrols are concentrated along a chosen trade route with the north. In the more remote corners of the Line, Nothcus, criminals, and other outlaws can live without fear of finding retribution. After all, the Bateria have no moral concerns; only to kill all those who carry weapons. Under this sole rule, even the most hardened criminals can find some form of safety; after all, the only way to be killed is by someone's bare hands.

Thus those gifted with physical power, or can earn the true loyalty of someone who is, are the leaders here. Due to the fact that many who fled here fought in the defeated armies of Tyrant Velika, there is no shortage of potential rulers. The one they all acknowledge, however, is Nothcus Perditus, once the Tyrant's general. Having stripped all weaponry from his vehicle, Perditus is the only one who can travel between the scattered villages along the Line quickly; allowing him to crush anyone who would challenge him.

Conditions in the Line are tough. Though it is not impossible to coax crops from the meagre soil, it is even odds whether your equipment will be destroyed and replaced by Bateria seeking a disguise, or the village itself wiped from the earth by a Bohrok patrol. Thus, the inhabitants of the Line must make their living as bandits and raiders. Those not inclined towards such occupations must prove useful in other ways, most commonly serving those who are.

The punishment for those who refuse even this order is simple. "Staking", as it is called, is tying the victim up and dropping them somewhere. They're often pinned to the ground via a wooden stake, but are always given a plain facsimile of a sword. Then they are left to the mercies of the Bateria. Few who witness this fate ever cause trouble.

Quest Hooks

- The Thornatus V9 in Nothcus Perditus' possession once had the most advanced weapon system on Bara Magna. Though he has stripped this, master mechanics across Atero would love to examine the systems to replicate it on other Thornatus.

Pridari

East of the White Spikes, this formerly barren land sprouted with forests, both dense and sparse. The wood from these has been well-used in the building of the League's settlements, along with rock and metal from beneath the low foothills of the White Spikes. These two factors combined make travel difficult outside of a few specific routes; which Augafi barons make great use of to control trade.

A relatively thin strip of land compared to other regions, only a day and a half's travel at its widest, Pridari is nevertheless riddled with rivers and lakes, with a peninsula at its south extending far into Aqua Magna and two large islands yet to be fully claimed and developed creating a welcoming bay. Powerful rain storms, however, batter the coast for eight months of the year, occasionally accompanied by hail, keeping the forests lush and lakes full.

League of Four Kingdoms

Ruling Structure: Ngabarraki Pridak (Second-in-Command, Barraki Kalmah)

Internal Security: Barraki Mantax

Inhabitants: Augafi, Ihidauri, Layamat, Ursare, Vortixx, Manidi, Paxorak, Kumopak, Lhomanu

Vibes: Military expansionist. "The glorious thrive, and glory lies in battle."

Both the greatest threat and the most solid ally of those living in New Atero, the League of Four Kingdoms quickly established itself in the northwest, claiming the village of Iconox and its exsidian mines. After a brief conflict with the native Magnans, the two sides came to a truce; Iconox and the White Quartz Mountains would belong to the territory of New Atero, but the League would claim first trading rights on any Exsidian mined.

For now, the White Quartz remains the border, with a few skirmishes every year as the League tests whether it is time for them to march into and crush New Atero. Until then, however, the Barraki (or warlords) of the League have conquered northwards, mapping and claiming resources as they go. Thus, their cartography is one of the most advanced on the planet; a League map is almost worth more than food to explorers.

While the League is officially moving northwards, its scouts can be found almost anywhere. Paxorak and Ursare map the southern oceans of Aqua Magna, and the islands emerging there. More diverse parties move through New Atero to explore the canyons to the east, and are not above recruiting from the Ateroans as they head into those wild lands. In short, Barraki Pridak is said to have claimed "If the light touches it, it is on one of my maps. And once it is on one of my maps, it is only a matter of time before it bows to me."

Current Leaders:

Chief Warlord and Ihidauri - Ngabarraki Pridak

Second Warlord and Layamat - Barraki Kalmah

Ursare - Barraki Ehlek

Augafi - Barraki Mantax

Paxorak - High King Tergum

Manidi - GOOD FUCKING LUCK FINDING OUT

Vorlis Onuva

Ruling Structure: Aerion (Grounded Vanaki)

Protectors: Skakdi under Layamat command.

Inhabitants: Matoran, Layamat, Augafi, Manidi, Skakdi.

Vibe: "Is this really a foreign land?"

On the western edge of the White Quartz Mountains, Vorlis Onuva is an Oropi settlement that officially marks the border between New Atero and the League of Four Kingdoms. As it is along the northern reaches of the Strenuus, and Koebi traders are frequent visitors due to the Exsidian trade, it's common to mistake it as part of New Atero. However, the signs are there and clear once you notice them.

Firstly, there are no Toa, nor Glatorian. Some Vendri accompany the Exsidian shipments, but they are very strictly disarmed at the final checkpoint before the town itself. Instead, squads of forcefully disciplined Skakdi patrol the area. They are rarely seen without a Layamat leader who is supposed to keep them in check... However, Vorlis Onuva is a remote posting and few Layamat choose to be here. Letting their Skakdi blow off steam does make them easier to handle...

The Matoran here are distrustful of outsiders, having lived with the protection of the other races for so long even the idea of becoming a Toa is odd to them. Thus, they live in their own district, trusting only a few to go out to deal with Koebi members. At least one of these is a representative of the Nynrah Ghosts, whose work still attracts Ateroans. However, the transition to Spherus Magna has not changed the Ghosts' behaviour; their representative is never easily identified.

The leadership of the town falls to Aerion; a Vanaki known for observing Vorlis Onuva from its rooftops. Whether this is an attempt at intimidation, avoiding the Skakdi patrols, or simply more comfortable for the winged Oropi, nobody's quite sure. He does remain difficult to find for his aides; several Manidi whose low station is due to either youth or punishment.

Rhomahri Kara

Ruling Structure: Ngabarraki Pridak

Protectors: Ihidauri Dragoons

Inhabitants: Augafi, Barramoi, Dahkini, Ihidauri, Kumopak, Layamat, Manidi, Paxorak, Ursare, Vortixx, Matoran, Agori

Vibe: The world belongs to us, it just hasn't accepted this fact.

Of the many settlements across the League, few are permanent. Most, if not all, are temporary camps or wooden fortresses. Rhomahri Kara, however, is not. Looming up from the ground is a stone keep decorated with friezes of the Barraki's victories, including the legendary Mask of Life's claiming. Designed with thick rock walls pulled up with the power of Kanohi Kapoi and Uwonui, the tower marks Ngabarraki Pridak's claim on the great forests of Bota Magna.

North of even the Black Spikes, Rhomahri Kara stands at the confluence of two rivers flanking the west and south of the keep. The innermost ring of fortifications holds the residences of three of the four Barraki; Pridak in the tower itself, Kalmah within a grand but functional barracks-monastery, and Mantax near the lower rings, where he can watch those that enter.

The middle arc of Rhomahri Kara holds the mansions of lesser Ihidauri princes. This court swiftly reassembled around Ngabarraki Pridak, despite the thousands of years since it last stood. Though in theory many of these princes have estates in the conquered lands to administer, few would leave the capital for any extended time. The size of their mansions, and how many of their servants' homes are stone, shows the length of time the particular prince has been in the city, and is thus another metric by which they compete.

Said servants' homes are usually in the outermost ring rather than attached to their prince's own mansion. Here, you can see the ongoing construction of Rhomahri Kara more than anywhere else. While Pridak decreed the construction should be outwards from the middle wall, the political status of Ihidauri princes can be read in whose influence is directing the construction this week. From the air, this gives the city the look of a spreading infection, or to Pridak's eyes, a many-fingered hand taking hold of the land.

Not as yet built are the outer wall, which Ngabarraki Pridak plans to be the tallest and thickest of the three, and the foreign ring, which Pridak has charted for the use of emissaries. This latter will be left unprotected by a wall; a statement on how Pridak values the lives of those sent to negotiate with him.

Agnoikaia - Technically independent from Rhomahri Kara itself, the Ursare, under the command of Barraki Ehlek, are rebuilding their own lost capital. Having carried coral from their individual homes, Agnoikaia is quite literally regrowing. The Ursare are also widening the confluence into a lake, giving Rhomahri Kara a port for oceanward expansion. Barraki Ehlek is among the few who did not carry coral when leaving the GSR. As such, he has ordered the building of his own underwater keep, allowing residence to other Ursare without home-coral.

Kayipa - The residence of Barraki Kalmah when he is in the city, Kayipa is the second-largest monastery in the League. It also contains the largest open space in the innermost ring, thus is also the training grounds for Ngabarraki Pridak's dragoons. While the Path of Empowerment is the most common Kayi offered here, the dragoons also undergo the Path of Unstoppable Traversal and Path of the Iron Soul to forge themselves into unstoppable warriors feared by even other Ihidauri. Other species are welcomed by the masters here, though are expected to equal or exceed the dragoons.

Trade Grounds - Though Barraki Mantax has a residence in the upper city, he prefers to spend his time in this open space outside the planned outer wall. The Trade Grounds are not a marketplace. Instead, this place is rapidly filling with warehouses, stored in accordance with the Augafi Web of Udowahi. While the Reis (or trade barons) no longer claim sole ownership of their resources, Mantax is more than happy to keep their loyalty by appointed title; the Augafi *Takuka*, or "Sole Provider", merchant lords often have more power in the wider League than the nominal Ihidauri governors.

Pyatarai

Ruling Structure: Akih Phiocto

Protectors: Monks with the rank of Tu; Leader; Tu Hapalo.

Inhabitants: Layamat, Ihidauri, Manidi, Matoran (Ce-, Vo-), Vanaki, Vhisotai

Vibe: Nothing proves knowledge is the true power like those who desire it.

Approaching the monastery of Pyatarai over the plains, the first landmark is the tower of stone, standing proud and distinct from the surrounding stone. However, by the time the carved fences come into view, it should be clear that the pillar is not nearly the entire complex; rather, it is an artefact from within the Matoran Universe, once held at the centre of Barraki Kalmah's kingdom; Talarai.

The monastery itself is, in the Layamat tradition, built underground. Though Talarai was built into a mountain with soft rock, Pyatalarai has no such advantage. Thus, a new acolyte's first trial is to don a Kanohi Uwonui and gradually shape their own sleeping cell from the rock itself. Thus, few acolytes unable to use Kanohi accept training here, though the exceptional few sleep aboveground in wooden huts like those who have yet to finish their rooms below. Notably, an unoccupied cell in one of the deeper chambers is said to belong to Barraki Kalmah himself.

The greatest hall of Pyatalarai is the Tau Voro; "Home of the Primordial Fire". The pyre built here is known to come from one that burned within Talarai, and used for the same purpose; pyromantic divination. Pyatalarai has grown swiftly in the past few years not because of Barraki Kalmah's patronage, but because of everyone's. The predictions given here are reputed to be accurate, given certain circumstances.

Pyatalarai's particular branch of the Path of the Cyclic Wanderer emphasises self-sacrifice. A prediction is more accurate given the greater danger in acquiring the object to be burned. Most come with a piece of armour from a Rahi; during the time within the MU, Muaka were most popular, thus the League encourages the beasts to populate their land and, hopefully, establish a stable population.

The most accurate prophecies come from what some might call darker magic. If the petitioner were to sacrifice part of their own armour, even their own bone, it is said that the fates divined by the Akih and his most experienced disciples are as true as history that has not yet come to pass. Very few, however, are willing to make the sacrifice. It is rumoured that Ngabarraki Pridak's actions are guided by one such prophecy, though if this is true the contents are known only to him and the Akih.

In any case, the pride of the monastery is one of Ngabarraki Pridak's own sharktooth blades, donated alongside a substantial investment of labour. Other relics and artefacts are also held here, many carried with reverence from Talarai and other Layamat monasteries yet to build their own stupas on Spherus Magna.

Perhaps the most influential role Pyatalarai holds is its most mundane one. Aboveground, a simple hall contains the central records of the Barraki's revised history of their rise, fall, and resurrection from the Pit. Those trained here become teachers, who spread this history to villages across the League's territory. A few even teach in New Atero, though the availability of alternate points of view mean fewer believe the story.

The History of the Barraki

The discovery of children was a strange one for the League. That there was an extended time when these Magnan workers were weak and emotionally unstable, but also supremely gullible? It took the Manidi only weeks to realise that this was an opportunity. Taking the idea of 'schools' from long-lost Ga-Metru, Manidi designed a course of study for Layamat to teach these littler workers alongside the monastic disciplines already being spread.

This new history taught how the Barraki were once benevolent rulers, allied in their desires to make the lives of all of their citizens better. It goes on to explain how they were brought

low by treacherous but powerful beings who usurped their role. Native tales of the Element Lords and the Core War slid neatly into the role the Makuta once held.

Thus, according to the teachers, the League's conquest isn't an invasion... It is a restoration to former glories. Though these children, both Agori and Vendri, are still too young to take over from their parents' work, they have started to spread this history on their own. It is rarer and rarer to find a League inhabitant willingly expressing doubt of these tales... At least, openly.

Roden

Ruling Structure: Unknown (Barraki Mantax?)

Protectors: Unknown

Inhabitants: Unknown

Vibe: This is your final stop. Confess, and it will end.

Roden exists. This much is known. Roden is the prison of the disloyal; where those are held who are deemed to be working against the Barraki or whose crimes are irredeemable but do not merit execution. What is unknown is where it is, or how to get there. Those taken to Roden are bundled into Augafi caravans, tied up and treated like common goods. It's not uncommon to see these unfortunates, bound and blindfolded, being carried along the roads.

Once having arrived, a prisoner finds themselves in a dark, silent stone cell. Attended to by Matoran all clad in black armour, except a vertical stripe of red over their foreheads, they may assume this is their fate. However, it is simply the beginning. Prisoners have nothing to do but wait for their interrogator, most often a Manidi. Via application of their hypnotic stare and more mundane tortures, a confession or relevant information is extracted.

The dark tunnels of Roden are labyrinthine, designed to prevent escape by the rare prisoner capable of keeping themselves together. A few have managed this, allegedly, but none have ever been seen again. Whatever protects the boundaries of Roden must be powerful. And something that powerful cannot be hidden. If it is... how?

Samisce

Ruling Structure: Teryx Mohra Tergum (speaker of Mohra)

Protectors: Atekks, the elite soldiers. Led by Atekk Nauplim

Inhabitants: Paxorak, Vanaki, Vortixx, Agori, Matoran.

Vibe: In the day we fight, in the night we feast!

Technically a series of wooden forts built in the Mohran style along the current northern border of the League, Samisce is the name applied to whichever one Teryx Mohra Tergum currently occupies, as he and his Paxorak act as the spearpoint of the League's advances into the northern reaches of Spherus Magna. Their raids strike at Pridak's order, either softening or probing defences for the true armies of the Barraki to move in and conquer.

Samisce's main hall is portable. Though it is Tergum's own palace, a trophy hall of all his conquests both in and outside the Great Spirit Robot, he is not cruel enough to ride in it, nor even to ask others to carry it. Tergum leads his Atekks, his hand-chosen guards, in carrying

Samisce on his back. If anyone has the nerve to attack him, they will hit only his hardened armour.

A group of devoted Matoran, all wearing the same reddish silver armour as their master, maintain the hall of Samisce at all times. The hall itself never goes into battle, but its windows are lined with Kanoka launchers, loaded with freeze disks. This way, Tergum ensures that whichever commander he's placed in charge, he has a safe place to retreat to and rearm before disciplining any traitorous actions. The upper lintel of the hall bears another incentive; the heads of Paxorak chieftains who refused Tergum's rule.

Samisce's final notable feature is a vault. Built under the central fireplace, it is the only metal piece of the entire structure. Within is Tergum's last resort. If he were truly cornered and unable to fight back, he would open it. Whatever is inside it is a topic of rumour even among his trusted Atekks. Some claim he has a Kanohi inside; an Avsa, Konomau, or a Mohtrek. Some claim it is Makuta viruses, or a Xian superweapon. Whatever it is, it is clearly not enough; Tergum still seeks ever more powerful items for his own defence.

Zeruilha

Ruling Structure: Baraua Zoserak Bisra

Protectors: Bisra-clan Kumopak

Inhabitants: Augafi, Barramoi, Dahkini, Ekedax, Kumopak, Layamat, Lhomanu, Matoran, Paxorak, Skakdi, Ursare.

Vibe: We work, we survive, we sleep, we wake to work again

Innocuously named "the shipyard", Zeruilha's true purpose is hinted at by its thick walls. These are, in and of themselves, almost a small town. Windows and balconies face outwards, allowing guards places to see the sun and outside terrain. The only thing that may hint at it being a fortress rather than a merely vertical city is the heavy gatehouse carved with the disapproving gaze of Barraki Ehlek.

This gatehouse has two thick gates. The outer pairs are Ironwood, and open inwards. These remain barred except for instances where new workers or guards are brought in. The interior gate is an Itruxa-plated Kartodyx portcullis, able to withstand the aggressions of a berserk Lhomanu... with the shallow dents to prove it. The gatehouse and walls are all made of granite, and manned by ██████ sworn to Pridak who repair any damage.

Inside the walls, Zeruilha is dominated by the three large shipyards, large warehouse-like structures. These are made of wooden pieces and planks considered too substandard to be used for the boats themselves. Fortunately, the shipmaster - Zoserak of Clan Bisra - has high standards, leaving plenty of solid wood to protect the hulls under construction.

However, other buildings in the town are afforded less care. Any wood left over from the ships and the shipyards is truly poor quality, and this is what the 'residents' have to build their shelters. Another ruler might ensure his workers are healthy on the work site. But Zeruilha is a prison. Those who end up here are worthless to the Barraki - too weak to die in battle, too minor to know anything, and inconsequential enough to disregard. The guards

here keep them in, and force them to work. If they fall or are injured... There are always more where they came from.

Lacking any other form of order, the inmates have organised themselves into gangs. And as long as they cause no trouble nor disturb the shipyards, Zoserak is content to let them rule their territories.

Typical League Settlement

Ruling Structure: Ihidauri governor

Protectors: Paxorak/ [REDACTED] warriors

Inhabitants: Agori, Matoran, Ihidauri, Manidi, Augafi, Ursare

Vibe: Citizens work to support the League.

While settlements in the League have a lot of variance in size and shape, they have several commonalities. The majority of them are built around an Ihidauri citadel, all carefully shorter than Rhomahri Kara. Those that aren't have a central hall, often occupied by a highly-regarded Layamat or Augafi. This is surrounded by smaller districts; a crafter's district, a barracks, and a school or temple area are all commonly found. The outermost area belonging to the settlement would be farms, quarries, or other resource sites.

The citadel acts as the central administration area as well as the home of the Ihidauri prince assigned as governor. At least, in theory. Many so-called governors appoint someone else to do their job and instead spend their time in the capital. Often this is a lesser Ihidauri, though they often take advice from a Layamat or Augafi, allowing the other to effectively take over. The citadel is also walled, often encompassing private gardens. The central dwelling is domed, while the keep often hosts a large spire, easily seen from anywhere in the settlement.

The administrative halls are quite small, often little more than a collection of offices and storehouses. They also lack walls separating them from the surrounding settlement. As such, these small towns are often less imposing. As they are often designed by Augafi, there are wide passages between the rooms, but very few places to sit if long queues build up. This is partly to weed out non-Augafi, who do not have that species' legendary stamina.

When the trade roads pass through the towns, they often pass between the citadel and the barracks. The latter often holds at least a small squadron of Ihidauri dragoons, and often more than a few Paxorak. The barracks are simple buildings surrounding a drillyard, with separate sleeping quarters, dining halls, and a hospital. Barracks are usually made entirely of stone, where possible. At least one gate leads directly out onto the road, allowing the army to quickly barricade it during emergencies.

The artisan and merchant quarter usually has the smallest walls of any of the districts, if any. This is usually because it is the first place most towns can afford to lose - valuable resources are often stockpiled nearer the citadel, brought in by civilians fleeing the conflict. This quarter is densely packed with homes, workshops, and social spaces. As such, it is often considered the actual "town" by travellers. It often grows organically around the citadel, walls built after to secure it rather than planned.

The smallest district is often the school. Most often a small Layamat monastery, or outpost of a large one nearby, it is usually only one small building surrounded by a low wall. Local Oropi often simply see it as a place to put the “small Magnans”, though it is actually core to the League’s propaganda efforts. The classes here are otherwise practical, and often designed to discover aptitudes rather than nurture curiosity or intelligence.

The citadels, and surrounding towns, are often built near natural resources. Though these are rarely within the town’s area, mines, forests, and quarries are usually within an hour’s walk. Workers and resources often travel through the day, making use of nearby rivers if available. Where possible, Ursare-built canals are under construction to facilitate this movement.

Farms surround the town, with some farmers’ houses closer to their fields. What exactly is grown varies according to the local conditions. Unusually, this decision is often left to the Agori manning the farms, which is the highest position a Magnan can aspire to. Any governor that claims to know better, and whose area’s production suffers as a result, will draw the eyes of the Barraki and swift discipline.

- The Ihidauri conquer; they're the main military might and the spearpoint of the army, and thereafter they rule.
- The Layamat "civilise"; they set up their monasteries and start teaching the conquered.
- The Manidi play diplomacy: those the Ihidauri do not conquer (yet), the Manidi treat with so that the League benefits.
- The Paxorak raid; keeping those the League borders on their toes, and scouting out rich directions in which to expand.
- The Augafi trade: within the League territory, they move goods, people, and other resources.
- The Ursare patrol: controlling the water sources, and ensuring that nothing can sneak up on the League.

- Pridak, of course, is in charge with his being the greatest might
- Kalmah's people control the culture
- Mantax's people travel across the territory, confirming the League's rule and ensuring no rebellion is brewing.
- Ehlek basically has his own sub-kingdom.
- The Manidi have no leader (atm) and are too scattered to try treachery; the way Pridak wants them
- And the High King Tergum is welcome to claim Barraki status, but doesn't want to until he finds something that'd make him invincible to all challengers.

This one I can answer. Speaking in broad generalities, the Northern Continent tends to attract Bo, Po, Ko, De, and Ga-Matoran, as well as Ce-Matoran on the TKP. The Southern Continent attracts Fe, Fa, Ba, Ta, and Onu-Matoran. Vo- and Ce-Matoran are found in great numbers in the Four Sisters. Su-Matoran are found at "plasma nodes" interspersed evenly throughout the universe. Le-Matoran are found wherever it's funniest to be at the moment.

Maca Bohila

Ruling Structure: The Narum - a mixed council of esteemed researchers.

Protectors: The Ruhangai; Vhisotai, Barramoi, Vendri martial artists.

Inhabitants: Agori, Barramoi, Turaga, Vendri, Vhisotai

Vibe: An oasis of peace.

When it became clear that Versuva must be abandoned, the scholars refused. At least, they refused to leave without their records and research. Thus, despite Versuva's obscure location in the domes, it became a high-priority salvage destination. As many of the records within were written in stone and multiple copies were stored, reconstruction of the libraries has been ongoing.

Most important among the records are the Dokanou - Mutestones engraved with the voices and notes of ancient scholars. Like the lightstones of Catarivhu, these are running out of power with Karda Nui no longer providing Mata Ka. The transcription of these records has become many Vhisotai's sole priority. The introduction of papyrus and codice-binding by Magnans has galvanised this effort.

The site chosen is in a lake valley, Jaalnu, in the south of the White Quartz. The several lakes along the Jaalga River are connected by small waterfalls ranging from a little higher than an Agori, to taller than even the Vhisotai. As such, the Jaalga itself has become an emblem of Maca Bohila - an explorer or emissary wearing the distinctive six-lake symbol is often welcomed among other scholars.

The name, however, is where the true meaning lies. Both the river and the valley's name derive from the Matoric word "Jaal" meaning safeguard. Never again shall the information of Versuva be endangered, claim the Narum, as they build library chambers into the mountains. These are truly cavernous, built to the comfort of the Vhisotai, with open windows and natural light wherever possible. Temples adorn the nearby peaks, often providing light wells to the libraries beneath.

Visitors may wonder why the lush valley floor remains wild. Only a few huts are set up near the lakes and library entrances, with only barely more used to farm food for the Magnan inhabitants. The truth is that the valley floor preserves things just as vital as the libraries. Where the latter preserves tablets and codices, the valley floor has become a vast effort to preserve the Bohi and Rahi of the Matoran Universe. The result has given the entire operation its name; The Great Garden.

While many of the Matoran's flora and fauna are spreading wild through the region, the scholars here are fiercely protective of the specimens. Ruhangai warrior-scholars make the valley well-defended even to the League's war machine. So, it has become a sanctuary for the Magnans fleeing the League's control. While many are smuggled out of the other end of the valley, making their way to Iconox and Atero, some choose to stay, joining the scholars as Rokuma aspirants, though their relatively short lifespans make it doubtful they'd ever achieve enough to become true scholars.

Dahkhai

Comparatively humid compared to Dahko and Pridari, Dahkhai is riddled with waterways both navigable and not. Several of these waterways are “silvered”, or contaminated with liquid protodermis from the ruined GSR, creating places where Rahi can live free of Magnan competition. This has created bands of artificial and natural ecosystems, giving the dense rainforest an irregularly striped pattern, following the silvered rivers when seen from above.

Thus, cultures here have either become adept sailors, or are fighting the jungle itself to carve their place in it. Off-shore islands invite the former, though few if any are settled. The combination of distance and the looming GSR has kept the peoples here isolated, though a new, ambitious faction of Skakdi is determined to bring the region under their rule.

(Settlements arranged roughly north to south)

Valley of the Maze

Ruling Structure: None. Claimed by the Element Lords

Protectors: The Maxilos and Energy Hounds

Inhabitants: The irredeemable of the Matoran Universe, and condemned Magnans

Vibe: Only death will end your punishment.

The former headquarters of the Great Beings, the Valley of the Maze was once merely forbidding. A constantly-shifting series of traps and passages shaped by the Bateria, it eventually attracted the attention of the Element Lords. This eventually rendered it nearly uninhabitable, with only a few people ever known to have survived a return journey. At the centre stands the great volcano Mones Magna and its interior Great Being fortress.

As the Velikan Imposition progressed, the Tyrant sought to take refuge here once more. Though he never made it here, the Bateria were ordered to seal all entrances. Anything within was trapped. The Order of Mata Nui took the opportunity and made use of the inescapable labyrinth to store the prisoners once held by a similar prison within the GSR. A Ninpakh gaoler transports those convicts into the Maze, and abandons them there.

Though one might think that the combination of threats within the Maze Valley are more than enough to contain the worst of New Atero's villains, the Order has dealt with the unpredictable before. They have deployed the majority of their Maxilos robots to the surrounding mountains. As the Bateria are strictly ordered to remain within and the Maxilos without, these constructs unintentionally cooperate to create a two-layered defence.

Clashes between the Element Lords constantly destroy sections of the Maze, while the Bateria rebuild. Consequently, there are very few safe havens, and any that do exist are temporary. Prisoners have to rely on their own wits or curry favour with an Element Lord to live for any length of time, as they are stripped of any tools or items before being sent in.

The final notable feature of the Valley is actually not in the Valley. A nearby watchtower is manned by the Order, using telescopes, Kanohi Akaku, and other viewing technology to watch as much of the Maze and its prisoners as possible. In this way, the Order keeps count

of the prisoners who have survived, and the central consciousnesses of the Element Lords. The relative peace here, despite immense responsibility, has made it a common retreat for Order members away from New Atero.

Bota Accans

Ruling Structure: Ilhuyarak, the Last Kahgarak

Protectors: All inhabitants, other than the Colony Drones, defend the area.

Inhabitants: Visorak, Colony Drones, Venom Flyers

Vibe: Tangled vines, sticky webs, and terror.

Though this place is called many things, all who have encountered it agree on its name; The Forest of Death. There are three signs you are approaching Bota Accans. Ignoring all three is universally considered just short of active suicide by most explorers. First are the maddened beasts. Second are the mists. Third are the webs. Nobody knows what lies further in, as the inhabitants of the forest do not like visitors.

The maddened beasts are familiar in theory - Victims of the Hordika venom are allowed to roam the outskirts of Visorak territory. Whether they were Rahi or Oropi once, now they fight and feed, making this area extremely dangerous to the unprepared. Magnan creatures and peoples aren't mutated by the venom. Instead, their minds are broken by pain as their bodies dissolve.

The mists are easily missed, blending into the greenery. They also burn away in the sunlight, so only appear after rain or during the night. Despite their source, these mists are not directly harmful if inhaled or by contact. The actual threat is the opacity; limited vision only adds to the Bota Accans' danger. As with other mists, they can be blown away by machine or wind, but this just alerts the inhabitants.

Finally, one encounters the webs. They are almost as thick as an Agori's forearm, and pulse with an inner light. This sickly green venom is the source of the mists and the maddened beasts. The vine-like webs are sticky, and more than capable of withstanding the raw strength of a Toa or Vendri. The motions of struggling victims can transfer across the entire web, read easily by the Visorak.

The Visorak remain largely in a colony in the rough middle of the webs. Their leader, Ilhuyarak, has managed to bully or convince his fellows that settling down here is the wisest move. Given that they remain the largest remnant of the Horde, his decision appears to be wise. With their Colony Drones, the Visorak can theoretically remain here indefinitely, protected by their webs and the general hostility of the surrounding forest.

However, their ambitions and pride will not allow the Visorak to merely hide. Evacuating the GSR, Ilhuyarak was able to discover a Dakrala; a creation machine for his kind. Though it is inert, the possibility the machine offers is tantalizing. The Visorak under his command have begun scouting for a power source, some way to ensure the Dakrala can be brought online and ensure the survival of their kind.

Though this means they may come into conflict with their former victims, Ilhuyarak and his colony are not below negotiation. Though they have little to offer, and almost no idea how to make contact successfully, the promise - or provision - of a way to run their Dakrala may protect any visitor... though Ilhuyarak cannot appear weak. His strength guides the colony, and protects him from their wrath.

Golden Fortress

Ruling Structure: Azorann the Dreamweaver.

Protectors: Azorann the Dreamweaver

Inhabitants: Haokk Skakdi

Vibe: Equal parts fantastical and grotesque

A fortress lies on the east coast of Dakhai. The walls are made of the finest stone, the towers bristle with defensive weaponry, and the doors are implacable hardwood. That, however, is all that is known to everyone. This entire structure is the dream of the Haokk, the Blessed, a group of Skakdi led by the being known as Azorann the Dreamweaver. This structure responds to their needs, and is friendly to them and their allies. Foes and strangers feel the fortress' enmity.

At the simplest level, the Golden Fortress is easier for the Haokk to traverse - passages are wider, distances are shorter, and ceilings are higher. For an invader, these are all reversed. An enemy of the Haokk could run for minutes to cross a distance a Haokk can cross with steps, and find the walls crowding their swings even as the Haokk move to surround them. Other times, doors or staircases may be present, sealing off parts of the Golden Fortress.

With these defenses, and all their needs met inside the Fortress, the Haokk may have named themselves accurately. However, this clashes with Azorann's own ambitions. Born of dissatisfaction and anger, the Dreamweaver seeks to build an empire. He does not envision a world at his feet, but a world grateful for his gifts, as he brings their dreams to reality. Azorann will create a paradise from the dreams of the world, and rule it as the benevolent god he believes himself to be.

He is still young. The Skakdi under his command are a small group, and all his elder. Though they all value his rule, and are grateful for his gifts, many are unwilling to accept him as their Varrak leader. Azorann retains control through several elder Haokk, loyal enough to command others in his support. In practice, these are the Varrak of the Haokk. Azorann was given the title of Varravak, placing him above the warlords. He has yet to realise his precarious position, though the Dreamweaver will likely take up the reins of command soon.

The command that the Varrak share is a simple one; bring more subjects to the Golden Fortress. As such, they have scouted their area of Dakhai and have focused on Exatagna and Deressax Saqa. The Magnans here are just as vulnerable to Azorann's power as the Skakdi are, and once enough of them realise the joy and fortune of serving the Dreamweaver, their cultures will unite under the Golden Fortress' banner.

Ikyaga

The Skakdi of Zakaz once used the Tahtorak as steeds. As Zakaz descended into endless civil war, the Tahtorak became victims of it as well. They endured millennia of this conflict, hopeful that the “madness” that had taken hold of the Skakdi would pass. Their patience ran out. Were it not for the Destiny War and destruction of the GSR, Zakaz would have fallen by the actions of the Tahtorak.

Free from the GSR, the Tahtorak once thought to simply abandon their former masters to the jungle. However, once it became clear their madness would drive them to battle on this world, the Tahtorak rallied. Though the Magnans may never know it, a living siege of dragons stands as their allies. The Tahtorak who choose this mission call themselves the Ikyaga, and will not rest until Zakaz’s warriors are destroyed. Forever.

Exatagna

Ruling Structure: Clan Heads (Qalexan sing. Qalex)

Protectors: All adult members of a Scrapper Clan are expected to defend the clan

Inhabitants: Vendri, Agori, Qalequs

Vibe: Nowhere else feels more post-apocalypse than here

The region of Exatagna is today a scattered assortment of broken metals, unstable earth, and the alien environment dripping from the fallen Great Spirit Robot. The Shattering and Reformation hardly affected this region or its inhabitants, as it had been shattered many times before, and the revived Spherus Magna threatens to shatter it again as earthquakes and geysers betray the movement of tectonic forces far below.

Before the Core War, this area was known for its unique natural beauty. The volcanic hotspot beneath gave rise to several geyser basins and hot springs, creating a humid environment settled by a subculture of the Fire Tribe. Many of these hot springs were claimed to have healing properties, and so the area thrived on tourism. A small town that sprang up at the edge of the area became Vulcanus, and eventually Elbalta.

Though once called the child of the Elemental Lords of Fire and Water, the Core War was not kind to Exatagna. As Vulcanus became an important port for the Fire Tribe, Exatagna became a vital source of freshwater. A vital spot to strike if one wished to take that city. And over the years, several battles took place here, increasing in size until the area became one large battlefield and its modern name was gained; the Wasteland of Metal.

The final historical event that shaped the region was the Shattering. Though the entire planet felt the effects, the Shattering caused the slumbering volcano beneath to erupt, blasting not only natural, volcanic ash and gas into the air, but several chemicals designed for war. The entire region became saturated with acids, only fortune and sinkholes saving Vulcanus from being completely smothered.

As centuries passed, the volcano calmed. Desperate for resources, Vulcanus began to explore Exatagna, and with the assistance of breathing filters, settle it once more. These ‘scrapers’ provided Vulcanus with much of its metal, its primary resource among the other

Ateroan tribes. Despite this, the vast size of Exatagna meant that the scrapper clans diverged culturally, though they still provided the occasional Glatorian.

In the aftermath of the Reformation, the largest difference in Exatagna is some small resurgence of the pre-Core War flora and fauna. While Scrapper Owls, Spyrixes, and Smoke Lemurs have always thrived here, true trees and flowers have bloomed for the first time in centuries. Some of the scrapper tribes have taken to agriculture, settling along the quieter lakes and pools. Fauna from the northern forest has moved south to benefit.

Not all of the environment is pristine. The fallen GSR has both of its feet in this region, and slow leaks of the Silver Sea within have led to liquid protodermis seeping into the groundwater. Some of this bursts forth as geysers. Some of it has melted against the underground heat, making magmatic sinkholes. Rahi have also emerged, either willingly or caught in the currents, with Vahki Hunters (locally 'Doriaius', or 'sleepers') being especially successful here.

Perhaps the most mysterious new arrivals are the Qalequs, or 'rusty things'. Barely larger than an Agori child, these apparent constructs are often found foraging through metal piles. Containers are their targets of choice, and they aren't above stealing from the scrapper tribes. This conflict has led to more than a few Qalequs being destroyed - resulting in little more than greenish-black mist and more scrap metal.

Deressax Saqa

Ruling Structure: Hull Council

Protectors: House Guards, known as "Apaean"

Inhabitants: Agori, Vendri, Gawalai, Ursare

Vibe: The sea's our blood, the islands our home

The Glatorian System was effective, but it was not popular. While many saw its necessity as tensions still ran hot with Core War grudges, there were those who objected. Some were warhawks. Others were peacemakers. This latter group, when it became clear they could prevent neither the Glatorian System nor outright war, self-exiled. Groups from each tribe gathered and headed south, along the edge of the Sea of Liquid Sand, to found their own villages.

These were the ancestors of Deressax Saqa. Two things shaped their lives pre-Reformation. Firstly, the discovery of a series of stone mountains emerging from the quicksand below. These titanic peaks were chosen as their home. Secondly, a cache of Water Tribe blueprints and several wrecked Daquus - the once-formidable ships that dominated Aqua Magna during the Core War. With these two things, the Deressans tamed the Sea of Liquid Sand, recreating small, two-hulled Daquus and sailing across the fine-grained desert with ease.

Deressax Saqa is ruled by a group of elders. Reputedly descended from the first captains of the first Daquus, this "Hull Council" consists of seven families. The eldermost, according to capability, of each family represents them all. In theory, they also lead the family; but their children or relatives may have more influence. The Hull Council is, in theory, a democracy, but surreptitious politics often settle matters before they reach a public hearing.

The Reformation brought an anticipated, but surprising, return. The ocean of Aqua Magna was restored, and their mountains returned to being islands. While the Deressans evacuated above the new waterline, many left homes and belongings to the sea. Their most valuable possessions, their Daquus, survived; helping them to rebuild.

In modern times, Deressans have had cause to delve into the cache found and protected by their ancestors. The shallow-drafted Daquus still serve their purpose of quick travel between islands and the mainland, but storms on Aqua Magna are far more vicious than the sandstorms of Bara Magna. Three-hulled Altragys, which have a deeper draft in the centre, have become more common, and are the most familiar Deressan ship to foreigners.

Along with ships, Deressans are famous for their large shields. These pavises, or Aegla, often cover the entire front of the wielder's body. Along with their protective use, the shields are used offensively to push attackers either off a boat, or off an island. Young Deressans are taught to 'wrestle' with their Aegla, attempting to push their opponent backwards and out of a pre-defined circle. On ships, the entire crew locks Aegla, presenting an impenetrable wall to boarders.

The Aegla also act as rafts; with a little rope, a Deressan crew can not only save themselves by tying their Aegla together, but also much of their cargo. Along with emergency equipment, this means that Deressans are among the most reliable sailors on the ocean. Were they alone on it, they'd no doubt dominate it. However, the Kadzarhnans, Daquis, as well as aquatic Oropi and Rahi exist.

Deressax Saqa's first contact with Oropi was unfortunate. While Rahi were merely strange creatures they could learn to work around, Gawalai raiders started appearing on the islands. Kadzarhnan ships were second to be seen, but the Clans did not judge the smaller ships an advantage or a threat. Thus, friendly contact came via Ekedax, who have promised to keep the Gawalai in check. These Ekedax, dubbed the Glaskan (shining pattern), have settled the submerged Deressan villages, but choose not to integrate.

New Atero is the Deressan's primary trading partner - most often Kanoka for the products of Aqua Magna - though official diplomatic ties have not yet been settled. Pridari is focused to the north, and only the most basic acknowledgement has been exchanged. Similarly, those cultures of Bota Magna have yet to make contact due to distance.

Perhaps the most pressing contact is that with the Golden Fortress. Attempts to settle the mainland coasts have drawn the attention of Azorann, who finds the peaceable nature of the Deressans intriguing. These villages are frequent targets of Skakdi attacks, putting a great strain on their pacifism. Use of more complex shield formations, as well as disabling Kanoka, have succeeded so far. However, these have merely been exploratory raids. Whether the Deressans can defend against a full assault is uncertain.

Clans of the Hull Council

- **Sirusaus** - The descendants of Sirusaus, claimed to be the one who led the first Deressans to their home, are known for their star charts and navigational abilities. They had charted much of the Sea of Liquid Sand by the Reformation, and now sail

across Aqua Magna updating these charts. Their maps are not just valued by their other clans, but other seafaring cultures.

- **Kaiaran** - Descended from the inventor of the Deressan Daquus, the Kaiarans make the repair and construction of watercraft their trade. They are the sole Vendri-led clan, due to higher strength and greater reach. They are also the most vocal supporters of settling the mainland to gain more resources.
- **Galsleki** - Weavers and fabric merchants, the Galsleki's handiwork is most evident in sails. However, they are truly known as the most fashionable of the Deressans, setting trends on the islands. Their draped garments; skirts, loincloths, and chest wraps; have begun to be exported. The current fashion are clothes with an image only visible if the garment is worn correctly.
- **Qaleksul** - The clan most likely to accept commoners and outsiders, the Qaleksul's expertise in forecasting weather relies on knowledge from distant shores and seas. While they are more likely to travel to those locations, they also readily accept those raised there. As such, the central family is a meritocracy - those youths who show the most success in predictions are afforded more opportunities to rise. The current head chooses their successor from these talents. Rumours of Elemental powers and those who control them has left this clan worried about Toa and Kaiax Vendri.
- **Phothasqa** - The primary crop of Deressax Saqa is not a vegetable, but rather a fibre. While the Reformation has brought new fertility to the islands, this remains true. All of the clans have some farmers, but the Phothasqa are the masters. It is said a Phothasqa can coax life from a stone. They work hand-in-glove with the Galsleki, providing rope and fabric for the other to work.
- **Agiarax** - It is said the first Agiarax was the only reason the Deressans survived the journey to their home. The clan maintains that legacy by being doctors and alchemists. The fireproofing on every Daquus is an Agiarax invention, and works well enough to stifle a Ta-Oropi. The release of many poisonous Rahi into the seas has brought a new wave of experimentation and learning to the Agiarax. Many of their youth are preparing to travel to Atero to study these foreign toxins.

Northern Reaches

Formerly the planetoid of Bota Magna, the Great Jungle has been reunited with the other shards. While it has always been lush with vegetation, the largest change for the residents has been the overflow of several rivers. The new swamplands have drowned and toppled many centuries-old trees and forced the Jungle Tribe to redraw trade routes. Rising ground has had a similar effect, moving trees and parting the canopy into clearings.

The Viridian Shield mountains around Bhijontaba have seen renewed seismic activity. Some mountains reigniting into volcanoes while mines thought to be dying have shifted to reveal rich veins of ore. The Northern Frost has had similar effects, with chasms opening in the ice cap as the ground beneath shifts for the first time in millennia.

Perhaps the largest change has been the return of a monsoon season. Sweeping up from the coast of Dakhai, these seasonal rains almost entirely deny visibility in the lowlands. Breaking into bleakly hot winds on the mountains, enough remains to pass into the Northern Frost and create swirling blizzards.

Oktatu

While the Ice Tribe of Qelebuska and the Skrall of Bhijontaba have always been closely aligned, the northward invasions by Pridari have driven the formerly scattered Jungle Tribes into military alliance under their largest city of Dlekulu. Jungle Tribe scouts feed information to Skrall warbands, while Qelebuska revives their Core War factories to produce weaponry and defences. Currently, the Oktatu alliance is attempting to draw the Barraki's forces into the deep jungle, where they can be made to 'vanish'.

Qelebuska

Ruling Structure: Melulek Council

Protectors: Mzingel hunting parties, Pheshe guards

Inhabitants: Koebi Agori, Koebi Vendri

Vibe: The ice is our shield against the bitter blizzards above

The earliest history of the Koebi is of people who lived by tracking and hunting large animals. They dug into the snow, setting up tents or building ice-brick structures above as shelter. In time, this technique was used on the polar ice cap itself, creating the capital city of Phevula. So the Koebi sheltered themselves from the cold, under the ice.

Outposts and villages, constructed in the same subglacial manner, form thin lines of trade and connection with the nearby Skrall and Borusci. Just like Phevula itself, these settlements can vanish beneath the snow, leaving unwelcome visitors to the harshness of the Northern Frost. With the land itself as their defence, the Qelebuskan Koebi remained unconquered through the end of the Core War.

The Qelebuskans are the most technologically advanced of the Bota Magnans, having maintained Core War-era equipment and machinery wherever possible. Though devices that require Elemental energy have been long depleted, hydroponic farms supplement food and medicine, electrical heaters and generators keep homes livable, and even a Great Being computer is protected and used by the Melulek Council.

Phevula, and other Qelebuskan settlements, are built in a very specific order. Where possible, hydroponics are built on top, with the 'ground floor' of residences on the same level. Lower floors are used for trade, bureaucracy, storage, and mining, typically in that order. These are usually connected by stairs and air ducts, the latter sometimes large enough to be repurposed as lifts.

The upper storage floors contain objects that need to be frequently accessed, so are often simply cold storage for food and drink. In the larger settlements, lower floors become archives. The conditions preserve paper, wood, and delicate augments that would otherwise decay on the surface. Lowest of all are rarely accessed. Phevula's lowest floors are under constant study as audits take place and objects are rediscovered.

Perhaps the greatest secrets of these archival floors are the fleets of Shipasha scouting bikes and attached Konjan rotored drones - perhaps the only full such collection of Core War-era vehicles remaining. Some of the Melulek suspect captured vehicles from other Tribes may also be stored nearby. They have forbidden further exploration of that floor, fearing what other Core War relics may be held dormant beneath their city.

Historically, Qelebuska clashed the most with the Skrall of Bhijontaba. Efforts to cross the ice and besiege Phevula became annual rituals, expected at the start of summer and falling back as the autumn chill set in. Dlekulu raids were far less predictable, but far shorter, as the Jungle Tribe rarely gathered enough infrastructure for extended sieges. The Ice Tribe themselves were rarely on the offence, though they did send strike teams during winters, allowing their troops to escape into blizzards.

It is thus the height of irony to many that these opponents have become Qelebuska's foremost allies against the forces of Pridari. Official embassies from both now exist on Phevula's uppermost floor, and representatives sit in on Melulek meetings. They are not trusted, however, and are forbidden to visit lower levels unnecessarily, and outright forbidden from the storage floors.

Pandlzwe

Separated from their homeland of the Great Volcano, the Fire Tribe on Bota Magna soon found themselves caught between enemies. With little to barter except their skills, they soon discovered that they themselves had become a resource to be fought over. They scattered, soon coming across their Tribe's former allies - Iron Tribe survivors. Combining their strengths, the new group soon reemerged. Declaring themselves neutral to the other Tribes' conflicts, they swore vows of silence to ensure they would never spread secrets... Others' or their own.

The Pandlzwe live on the tundra; a borderland between Rock, Ice, and Jungle; selling their services as smiths, as well as torches and candles. These are kindled from lightning strikes, and the "catching" of this fire is a highly ritualised activity involving specialised metal rods. This "tame fire" is sold with the assurance it cannot be possessed or spread by the Element Lord of Fire, a guarantee that has yet to be broken.

Both Agori and Vendri of the Pandlzwe wear distinctive black gauntlets, stained by ash even if they do not work at a forge. These are made extremely well, and do not hamper them speaking in sign language. In addition, they wear mouth-covering helmets; while these may resemble certain Ateroan Kanohi, they were developed independently. As such, a Pandlzwe's expressions are communicated via their eyes, the motions of which often add subtle meanings and connotations to their hands' words.

Among themselves, the Pandlzwe relax the vow of silence. Each community maintains a tradition of songs, sung to keep time and history. An individual's voice is valued; a child becoming old enough to join in is a celebration, an elder's passing a tragic loss of a voice never to be heard again. Some groups are more conservative than others; in the most hidebound members may even take weeks to speak to Pandlzwe other than their spouse and children.

(("outside people" - fire tribe, iron tribe, and exiles from the other tribes. Live on the tundra. Fire tribe sell/maintain "tame fire" - torches and candles. Marked by black hand and forearm armour - shoulders show tribal affiliation, if any. Vows of silence to ensure neutrality in the Wars - they will not repeat because they do not speak. Sacredness of voice belief. They sing

in their forges and camps but resume silence in presence of outsiders, even rescued victims of the tundra.

Bhijontaba

Ruling Structure: Silver Corps Ductor-class.

Protectors: Lavender Corps

Inhabitants: Skrall, Skoroll, Nugii Agori, Barramoi

Vibe: (what is the feeling of the place)

((Skrall Homeland - Sky-Touching Mountains))

Skrall Corps: Amber - Diplomacy - Skrall Diplomat Lavender - Security - Skrall Sentinel Red - Conquest - Skrall Brawler Blue - Industry - Skrall Technician Green - Reconnaissance - Skrall Outrider Fuchsia - Conservation - Skrall Conservator Silver - Elite - SUPER Skrall, no. Skrall Elite

Dlekulu

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((LORE))

((Very anti-technology. Breeders and cultivators of symbiotic botanical implants/druidic grafts. Centre of Jungle Tribes. Former fire tribe keep wildfire from burning through the forest, and sell/maintain "tame fire" - torches and candles.))

((Vorox City))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((LORE))

((Fire Tribe Outpost))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Storm chasers and fire-herders - they keep wildfire from burning through the forest, and sell/maintain "tame fire" - torches and candles. "Snow Tribe" refugees.))

((Water Tribe Outpost))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Giant nets catch pure water from the mists and rainstorms that sail over the forest - these are too small to be influenced by the EL Water, so trustworthy.))

((Typical Northern Settlement))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((LORE))

((Jungle Tribe village))

((“Abandoned” Great Being Laboratory))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((LORE))

Aqua Magna

(Great Ocean)

Daquis laquara

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Those exiled to the Sea of Liquid Sand, now surrounded by the reformed Aqua Magna. Their main island and capital is Vatuos, once a mountain on the edge of the southernmost crater where Aqua Magna separated))

📍 5° 17' 31.9999" N 52° 35' 3.0001" W [Salvation Islands](#)

((Ursare City-State))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Lake Ursare City-State. Aligned with Atero. Uses Hydruka to maintain a trading district.))

((Pit Mutated Islands))

Ruling Structure: The Godura (largest predator/most powerful creature)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Pit-Mutated island chain. TKP-like spot. Place for the "mythical Ieraku" and "great beasts" (Pit prisoners) and "sentinel titans" (Ateroans know these are Maxilos. The Tusk Climber that survived the Visorak, 1000 years of Hordika mutation, being driven into the ocean by Bohrok (twice), Pit-mutated monsters and just general sharks, the Reformation, Maxilos robots trying to take it into a prison that's no longer there, and it stands as "The Godura", king of its own island. "The Godura" - an overlarge Tusk Climber Hordika that has been equal parts protective of humanoid visitors to the island. Sailors have figured out that it enjoys gifts, mostly of tools large enough for it to handle. If the tool is too small, the Godura will likely be more angry.)))

((Zyglak Islands))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Zyglak tribal nation))

((South Pole Frostelus))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Frostelus City))

Conferia

(("Dark Mata Nui"/Helots and Spartiates - A small class of nobility who dominate the regions with fear. They control the teleporter to the GB Space Station - "Blue Star" overhead. Each region provides something to the GBs in return for "blessings" hoarded by the elites. No region is tribally-locked; "helots" are moved freely between.))

((Shrine-Fortress))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)

Vibe: (what is the feeling of the place)

((Dark Kini-Nui - Spartiate Elites - controllers of the teleporter, donate their bodies when called upon - beautiful and strong. [Ephorates](#)))

((Fire Region))

Ruling Structure: (who runs the place)

Protectors: (who acts as warriors/police)

Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Smithing, Fabrication, Toolmaking, Metallurgists))

((Water Region))

Ruling Structure: (who runs the place)
Protectors: (who acts as warriors/police)
Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Fishing and Water Harvests))

((Rock Region))

Ruling Structure: (who runs the place)
Protectors: (who acts as warriors/police)
Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Mining and Quarrying))

((Sand Region))

Ruling Structure: (who runs the place)
Protectors: (who acts as warriors/police)
Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Animal husbandry, ceramics, weaving))

((Jungle Region))

Ruling Structure: (who runs the place)
Protectors: (who acts as warriors/police)
Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Agriculture, alchemy, brewing))

((Ice Region))

Ruling Structure: (who runs the place)
Protectors: (who acts as warriors/police)
Inhabitants: (who lives here)
Vibe: (what is the feeling of the place)
((Scholars of the gods, priests, bureaucracy, [Spartan Gerousia](#)... Only Region To Not Sacrifice To Blue Star))

- On what the new society on Spherus Magna will do with villains such as the Barraki and the Dark Hunters: "Well, they would have to capture them first. It's a big planet with a lot of places to hide, so odds are the 'villains' will disappear until they want to be found."
- It will be easy for Nektann and his Skakdi to claim some part of Spherus Magna to live in, since it is a big place and no one is looking for them.
- On Ahkmou's fate: "Oh, this is an easy one -- if you were Ahkmou, what would you do? I would find myself a bunch of Agori who don't know who I am and hang out with them. And I am sure that is what he is doing. Remember, the new society does not mean everyone lives together in the same city -- it's a big planet, people are going to scatter, and Ahkmou can easily get lost someplace where MU inhabitants won't run into him."
- Karzahni is still alive.
- The Shadowed One is still alive.
- As things stand now, the Matoran would need to salvage equipment from the Matoran universe and find a way to make it operational in order to be able to reproduce on Spherus Magna.
- Krukua's message to Vakama in the past is currently part of future storyline.
- The Bahrag will be able to escape the Matoran universe; they are otherwise in danger of being unable to survive in its dead-state environment. They are not aware that Mata Nui's mission has been completed or even what his mission is.
- The Bohrok will remain inside their nests. Their dormant Krana will be able to survive, as always.
- The Bahrag will leave the MU and relocate to Spherus Magna, somewhere. The Bohrok are asleep, so the shutdown of the robot will not affect them since they do not require heat, light or air in this state.
- Greg would assume that the Dark Hunters and the Order of Mata Nui will continue to exist in some form.
- The prisoners of the Pit will need to be relocated from the Matoran universe if they are to survive.
- The inhabitants of Xia will most likely stick together and establish their own enclave somewhere.
- With no Makuta to control them, all surviving Rahkshi will become wild. Those Rahkshi who have escaped the Matoran universe have all scattered.
- On government on the new Spherus Magna: "Right now, I am inclined to think that a global government won't happen. If you think about it, it was the governing body -- the Element Lords -- who were the problem the last time."
- On Mata Nui's eventual return: "I see Mata Nui as going the King Arthur route -- someday, he could return at the hour of his people's greatest need."
- Although Umbra would be able to survive in the Matoran universe's sterile state, he will probably emigrate to Spherus Magna and seek out wherever the Ignika is being kept.

POST-BIONICLE 2010

- When the inhabitants of Spherus Magna resettle into new homes, what may happen is that Agori will drift back to where their tribes originally came from and where others of their kind still live. Greg: "I can't see everyone living in just one city when there is an entire planet to live on."
- Any Glatorian who were stranded on Bota Magna will likely join in the new social order on Spherus Magna.
- On the fate of the Toa Nuva: "I don't expect the Nuva to stay together as a team. The point of this society is it needs to be integrated, not just everyone staying with everyone they already know. I expect Gali and Lewa to perhaps team up with Kiina and Gelu, etc., as opposed to saying with their fellow Toa."
- With its consciousness destroyed, within three days the Matoran universe will become devoid of heat and light and will become largely uninhabitable. Anyone to stay in the Matoran universe would have to be able to survive in those conditions. The robot's artificial gravity stabilizers will also degrade, and the Matoran universe will become inverted as the robot is lying on its front.
- Although it is not of anyone's immediate concern, the denizens of the new Spherus Magna will likely strip the robot down for parts and technology.
- The Turaga are still alive.
- With Tren Krom still trapped in the Matoran universe, his fate is unclear and will be dealt with later.
- With Makuta defeated, the Visorak will most likely escape into the Desert or Jungle of Spherus Magna and become wildlife.
- The Zyglak will continue to shun the rest of society, since they hate anyone who follows Mata Nui.
- On the fate of Lehvak-Kal: "Depends. If Aqua Magna moved slowly, they might have been pulled along with it. If it moved quickly, they would have been ripped out of orbit and are now floating in the void."
- The dust clouds surrounding Spherus Magna are still out there.

LIFE ON SPHERUS MAGNA

- It has been a month or so in the story since the defeat of Teridax.
- There are many species from the Matoran Universe in the new Matoran/Agori settlement on Spherus Magna, but there are far more Matoran than anyone else from the Matoran Universe.
- In the aftermath of the battle between Mata Nui and Makuta on Bara Magna, there are probably a little over 40 Toa left.
- Kualus and Nuju are not able to speak to the birds native to Spherus Magna in the way they can communicate with bird Rahi from the Matoran universe, because the languages are completely different. The biomechanical birds from the MU speak a variant of programming language, like the other languages in the Matoran universe.
- The Order of Mata Nui will stay together.
- Lightstones no longer work now that the Matoran Universe is destroyed. The Matoran did not bring any of them to Spherus Magna.
- The Makuta stone from the Amaja Circle tales was brought from Metru Nui to Spherus Magna. The Makoki Stone and other items of value would also have been taken when the Matoran migrated from Mata Nui to Metru Nui, etc.
- The Matoran did not bring heatstones to Spherus Magna.
- The Matoran military groups from Mata Nui/Metru Nui have not been disbanded since Makuta's fall.
- The Matoran will probably continue their sports and games on Spherus Magna when they have the time.
- Old enemies such as the Dark Hunters and Barraki will doubtfully be welcomed in to the new society.
- Now that the Matoran Universe and prototype robots have broken down, they will be used to build shelters on Spherus Magna.
- Some beings are holding out from evacuating the Matoran universe, primarily those who can survive without heat or light.
- The Order of Mata Nui will certainly try to establish a new version of the Pit, in collaboration with the Agori. Greg supposes that guarding the new Pit would be a shared responsibility between Glatorian and the Maxilos robots. Hydraxon's role is unclear, but he may be used as more of a bounty hunter.

CHARACTER STATUSES

- Takanuva still has yet to fulfill his true destiny. Greg knows what this destiny is, and whether or not it will ever be revealed depends on whether it becomes important to story.
- Takanuva and the Toa Mahri should be considered veteran Toa by now.
- Tahu is adjusting rapidly to his newfound Rahkshi powers.
- After the fall of Roxtus, Branar met up with one of the fragments of the Rock Tribe.
- The following characters/creatures have made it out of the Matoran universe and are on Spherus Magna: Voporak, the Rahi Nui, the Kardas Dragon, Tahtorak, the Kanohi Dragon, and Umbra. It is unknown whether Varian has made it. Tren Krom was freed from his island and allowed to escape, but it is unknown who.

SPHERUS MAGNA NATIVES

- In Greg's words, this is what would happen if two Agori from different tribes were to have a child, and what tribe that child would belong to: "Agori are not born with colors. They simply wear armor that has the color of the tribe they are in. So it would come down to which tribe the child (or their parents) chose to live in. For example, now that resources are not so scarce, if a Fire and Water tribe couple had a child, one parent or the other might choose to change villages and bring the child along."
- Vastus is older than Tarix, who is older than Strakk. Raanu is older than Ackar. Gelu and Kiina are probably about the same age.
- There are a fair number of baterra still remaining on Spherus Magna.
- The baterra do not generally use ranged weaponry, since this would require ammunition and because the baterra's essential technique is to get into close range of a target before killing it.
- Baterra are roughly the height of a Bohrok.
- The implication in the story, according to Greg himself, is that Angonce is currently on Spherus Magna.
- It is doubtful that the Sisters of the Skrall would want to take part in the new social order of Spherus Magna, and Malum and Strakk definitely will not.

MATORAN UNIVERSE NATIVES

- The Matoran will be able to feed on the organic animals found on the new Spherus Magna, just as they fed off of organic fish on the island of Mata Nui.
 - Special Av-Matoran will continue to transform into Bohrok even on the new Spherus Magna.
 - The inhabitants of the Matoran universe might find the concept of romance interesting to observe on Spherus Magna, though it will not affect them since it is not something they have need for as a society.
 - Sarda and Hydraxon have likely made their way to a camp on Spherus Magna.
 - Any Maxilos machines which were inside the Matoran universe when Makuta left Aqua Magna are currently still in the Matoran universe or otherwise already moved to Bara Magna. Any that were outside the robot are still in the ocean of Aqua Magna.
 - In Greg's words, the Order of Mata Nui is currently doing "Pretty much the same thing they were doing before, enforcing the will of Mata Nui."
 - If the krana get out of the Matoran universe robot, they will have to manage to survive; otherwise, they will go dormant in the Matoran universe as they did when the Turaga buried them.
 - If the Zyglak leave the Matoran universe, they will probably not get along with the natives of Spherus Magna, since they will be co-existing with the Matoran universe population. Also, the Zyglak might well not recognize a Great Being if they saw one.
- On Miserix potentially trying to start the Brotherhood of Makuta anew: "I do not expect him to try to rebuild the Brotherhood, because at this point he has no access to antidermis. He's nowhere near the Mata Nui robot and I doubt the Toa will be rushing to salvage antidermis from the wreckage."

POST-2010

- On the new style of government on Spherus Magna: "Unknown at this point. I personally don't think a global government would be a good idea, they had one before and that was part of the problem."
- The inhabitants of the Red Star would be aware of the destruction of the Matoran universe robot. They are not, however, aware of the rejoining of Spherus Magna, nor do they care. The Red Star itself will stay in orbit indefinitely now that the Matoran universe is destroyed.
- On re-creating Metru Nui on Spherus Magna: "Cities may well be built on Spherus Magna, but no real reason to make one that looks just like Metru Nui. Metru Nui had a function -- it was the robot's brain -- and that's not needed anymore, so they can make the city look however they like."
- On transplanting the islands of the Matoran universe to the surface of Aqua Magna: "Probably not a good idea ... those islands are designed to exist in a controlled internal environment, not an external environment. For example, none of the cities or villages would have any power, since they got their power from Karda Nui before. They have no self-contained power grid."
- On the continuation of the Matoran race on Spherus Magna without Mata Nui to create new members: "You're assuming Mata Nui had to be directly involved in creating new ones. He didn't. The Turaga, for example, once they were back in Metru Nui could have created more Matoran, even though Mata Nui was still asleep. All he did was create the initial members of species, he didn't have to create every single one. Remember, he was paying virtually no attention to what was going on inside of him for most of the last 100,000 years -- his focus was on the planets he was visiting."

CHARACTERS

- Karzahni can breathe air and is still alive, but he will most likely be kept in captivity since he is mentally unstable. It is not impossible that he may regain his faculties, though he was never very stable to begin with.
- It is very doubtful that Malum will re-enter society on the new Spherus Magna.
- When the Bahrag are evacuated from the Matoran universe, they will probably go off on their own, since they have nothing in common with Agori or Matoran.
- Were a surviving Bohrok-Kal to turn up on Spherus Magna, it would simply go back to hibernation, since the Bahrag do not need saving.
- Any of the powers that the Barraki gained from their mutation in the Pit have now been lost since their mutation was reverted.

Farshtey Feed (p265-270)

Posted by Planetperson on Feb 14, 2010

- Angonce is inside the Great Beings' **fortress** in the Valley of the Maze in the Prologue of Journey's End.

Worldbuilding Notes

Ancestral Names of Bara Magna:

Ackar - *The General* - Becoming a Name during the Core War; Ackar is a leader of the Tarules. Those who take this name are expected to be skilled in combat and charismatic leaders. Few take this name as children; it is most often given by acclaim after successful battles.

Certavus - *The Martial Artist* - A rarely claimed Name of the Koebi; Certavus is expected to innovate and develop new methods of fighting. This Name has not been claimed since its last bearer, as that unbeaten champion developed the techniques used in the Glatorian Arenas to this day.

Kiina - *Unknown* - Not truly a Name of the Gavingi yet, the current bearer's deeds as a glatorian and leader of the New Atero defence force have led some to claim her Name will be adopted by the next generation.

Malum - *The Repenter* - Never claimed, only carried, until a bearer can prove themselves a hero enough to erase the deed of the first Malum. Troops under the command of Malum in the Core War are believed to have triggered the Shattering, and so the current Malum must redeem the Name.

Nepenthes - *The Caretaker* - A Boruscan Name, this is rarely claimed, only having been held three times since the Shattering. The requirement is not hard to fulfil - heal all who come to you, without favour or fear. A Nepenthes is usually a Solutian: their large frames help them endure wounds, and greater strength allows them to subdue beasts driven to anger by their pain. Despite this, a Nepenthes are known to be generous and gentle, only applying their strength when necessary, and (almost) never to harm.

Strakk - *The Survivor* - Though bearers of this Name are usually seen as conniving and untrustworthy, the core of this Name is to survive. It is one of the oldest Names still in use, and so its values are from a time far before even the Core War.

Surel - *The Beastmaster* - A Koebi Name claimed by one who can win the loyalty of the animals of Spherus Magna. It is traditional that each new claimant tame a new beast; the first Surel is said to have brought sand stalkers to his tribe as beasts of burden. The latest was said to have tamed a pack of iron wolves.

Tarix - *The Ally* - Once the Name borne by the Gavingi's chief diplomat, the Core War and Glatorian Era meant that this Name became associated with battle as well. The bearer of this Name is expected to build alliances and be true to them, joining the Gavingi and the other tribes.

Vastus - *The Venom* - Named partly after the weapon this Name traditionally wields, this Boruscan Name is carried by those with skill in stealth and, during the Glatorian Era, guerilla warfare. Bearers of the Name are expected to be able to hunt even the most skittish of game, and preserve those skills through times of plenty and peace.

Canon Characters:

Matoran:

Ta-Matoran

- Aft
- Agni
- Aodhan
- Balta
- Brander
- Dezalk
- Kapura
- Kalama
- Keahi
- Maglya
- Nuhrii
- Sarda
- Tiribomba
- Vohon

Ga-Matoran

- Amaya
- Dalu
- Idris
- Kal
- Kailani
- Kotu
- Kyrehx
- Macku
- Marka
- Nireta
- Nixie
- Okoth
- Pelagia
- Shasa
- Vhisola

Le-Matoran

- Afa
- Boreaus
- Defilak
- Kumo
- Makani
- Orkahm
- Piruk
- Sanso
- Shu
- Talki

- Tamaru
- Tuuli
- Vican
- Vira

Po-Matoran

- Akhmou
- Ally
- Bour
- Epena
- Gadjati
- Golyo
- Hafu
- Kamen
- Kivi
- Pekka
- Piatra
- Podu

Onu-Matoran

- Aiyetoro
- Akamu
- Azibo
- Damek
- Dosne
- Gar
- Garan
- Kaj
- Mamoru
- Midak
- Onepu
- Taipu
- Tehutti
- Zemya

Ko-Matoran

- Arktinen
- Ehrye
- Jaa
- Jaatikko
- Kantal
- Kazi
- Kokkan
- Kopeke
- Kylma
- Lumi
- Pakastaa
- Talvi

- Toudo

Av-Matoran

- Gavla
- Kirop
- Photok
- Radiak
- Solek
- Tanma

Toa:

Toa Nuva:

- Nuva Tahu
- Nuva Gali
- Nuva Lewa
- Nuva Pohatu
- Nuva Onua
- Nuva Kopaka

Toa Mahri:

- Mahri Jaller
- Mahri Hahli
- Mahri Kongu
- Mahri Hewkii
- Mahri Nuparu
- Mahri Takanuva

Toa Hagah:

- Hagah Norik
- Hagah Gaaki
- Hagah Iruini
- Hagah Pouks
- Hagah Bomonga
- Hagah Kualus

Unaffiliated:

- Cordak Lesovikk
- Mangai Tuyet
- Orde
- Chiara
- Varian
- Zaria

Turaga:

Turaga Metru:

- Metru Vakama

- Metru Nokama
- Metru Matau
- Metru Onewa
- Metru Whenua
- Metru Nuju

Unaffiliated:

- Amaja Jovan
- Hakiden Dume
- Mangai Lhikan

Order of Mata Nui:

- Axonn: Wounded in an attack from Velika's agents early in the GB Civil War, he was a victim of the Shattering of Truth. Along with many others, his Rode was destroyed, thus he now wears a Kanohi Kaoki, shared with his partner Brutaka.
- Botar II: (Turns out it's a title. The new Ninpahk answers to the same name.)
- Brutaka:
- Dekar-Hydraxon: Now known as "Dekadraxon", this transformed Barramoi has taken on a new identity. No longer in charge of the Order's prison and Maxilos robots, he is a far more active agent in the world. Specifically, he keeps tabs on the League's activities, his reputation and actions still a source of concern for the Barraki. Though he has chosen new weapons; a pair of electro-knives and a modified Thornax launcher, Spinax remains by his side. Dekadraxon is somewhat of a "frontier myth" in New Atero; the Order tends to play this up so that less distinctive agents get dismissed.
- Jerbraz:
- Johmak:
- Krakua:
- Mazeka:
- Tobduk:
- Trinuma:

Barraki:

- Pridak:
- Kalmah:
- Ehlek:
- Mantax:
- Takadox:

Dark Hunters:

- The Shadowed One:
- ACTIVE:
- INACTIVE:

Fire Tribe:

- Ackar:

- Crotelius:
- Kryry:
- Malum:
- Perditus:

Water Tribe:

- Berix:
- Kiina:
- Kirbraz:
- Scodonius:
- Tarix:

Jungle Tribe:

- Gresh:
- Tarduk:
- Vastus:

Sand Tribe:

- Kabrua:

Ice Tribe:

- Gelu:
- Kirbold:
- Metus:
- Strakk:

Bone Hunters:

- Fero:

Rock Tribe:

- Atakus:
- Branar:
- Stronius:
- Tuma:

Iron Tribe:

- Sahmad:

Famed Warriors of the Arena Magna

These people are celebrities, capable of making combat not mere violence, but an art. While there is no shortage of fighters across New Atero, the warriors of the Arena are famous. Their techniques and weapons are known and studied; even the Glatorian and Toa associated with other settlements come here to spar and study.

- ((Name)), ((Species)), ((Format)), ((Gimmick)), ((Personality)).
- Valdek; Skrall; Singles; King of the Heels; A bully, a brute and a cheater, a fight against the Roxtus exile, Valdek will rarely play out without something being rigged. He has only been publicly caught red-handed once despite this, however, when a Ba-Matoran who once helped him rig fights bungled her job. Given the demerit this put on his Arena record, he has since added her to his revenge list, right alongside every fighter who's defeated him. His personality, nevertheless, has gained him an ironic following who he claims as the start of his army.
- Siderite; Vendri; Singles; Full Iron Basher; Siderite is determined to rebuild the reputation of the Iron Tribe. Highly ingenious with machinery, she built herself a pair of high-powered gauntlets that can clasp around her arms. She will often fake-out first time contenders by making it look like swordplay is her forte and that her gauntlets are only there to allow her to wield greatblades... only to drop her sword mid-fight and rush them for a bare-knuckle boxer pummeling. Even those who are keen to her trickery find the strength of her mitts hard to contend with, as she is easily able to bash through stone and heavily damage metal with only a few jabs. Her fans are mostly Fe-Matoran, who wear orange masks to support her - and the Iron Tribe Agori among them.
- Krahkasa; Vorox; Singles; The Honored; One of the only Vorox to be officially recognized in The Glatorian System, Krahkasa would begin her career being treated like a mere pit beast. However the surprising amount of intelligence she showed, along with her more calm and thoughtful style of fighting compared to other Vorox, caught the attention of spectators and in time earned her a small audience of her own. At last seen for the warrior she really was, Krahkasa would be a rare free-agent Glatorian, officially fighting for no Tribe in particular, though in her mind and soul representing the Sand Tribe. Nowadays, Krahkasa acts as a public face for the Asori. Her calm, unfettered mindset carries through into her battle-style, which involves keeping an opponent at bay with her pneumatic halberd while she looks for an opening to pop a Thornax into them. Needless to say, her fans mostly reside in Kairula.
- Xell; Skoroll; Singles; The Psionic Shieldmaiden; Xell is the youngest of the "Daughters of Baramus", a sect of female Skrall picked by Sisters to be a public face for their faction in New Atero. Chosen specifically to bottleneck Valdek's ambitions, Xell is much his antithesis, being calm and focused on the more defensive side of combat. Despite wielding only a shield with a Thornax Launcher attached to its backside, her considerable telekinetic abilities make her a force to be reckoned with. She rarely uses the full extent of her power in matches, however, firmly believing in battle honor and not wishing to undersell martial ability by letting her powers carry her to victory every time.

Purple markings are how her Roxtus supporters declare their allegiance, with rumours flying as to which Skrall will be lucky enough to marry her one day.

- Bhalor; Lhomanu; Singles; The Hurricane Hurler; It is said that Bhalor once served aboard the ships of Clan Bisra, but she drew storms to her. Eventually, the reputation of her being bad luck on a voyage got around, and only the most foolhardy hired her. Having gained her freedom on Spherus Magna, she chose to step into the Arena Magna to earn money. Though her immense strength and 'pirate' persona caught some attention, it wasn't until she eared enough money for a Rhotuka Launcher, intended as a backup weapon, that she truly became famous. Discovering her own power to call on and harness the swirling winds that had haunted her all her life, Bhalor took them as her new gimmick, becoming The Hurricane Hurler and playing up her species' reputation as an implacable force of strength. Despite what some may think, she has gained several Lhomanu and Steltian fans, along with a reputation of being the benchmark - If you cannot defeat Bhalor, they say, you have no chance in the Arena Magna.
- Vultra, Toa, Singles, The Meteor Master; Boisterous, loud, and a crowd favourite, Vultra found his calling not as a Sarasius or an Olisius, but as an Arena fighter. His self-given mission is to bring inspiration and hope to all, and such has never missed a match, or an opportunity to meet his fans after. Though a capable fighter outside the Arena with Elemental Fire and Kanohi Kadin, he is the first to defer to the local guardians if an incident occurs while he is on tour. His signature move; flying up to the centre of the arena and dive-bombing the opponent while ablaze; was once named "Red Star's Fall", but he renamed it to "Meteor Drop" promptly after it was brought to his attention some found the historical event traumatic. His signature Lantern Flail is not just a showpiece. He uses it to guide people home from his performances, and often uses it as a spotlight for his opponent if they defeat him.
- Team Jungle:
 - Monma; Vendri; Doubles; Whip Growth Grappler; Monma has proven herself time and again to be a tricky opponent to beat with her ability to hit her contender from nearly anywhere in the arena. Forgoing any weaponry, save for her shoulder-mounted Thornax Launcher, she focuses solely on hand-to-hand martial combat and grappling. However what adds a level of further complexity to this is the fact her arms have been augmented to extend to incredible lengths, turning her upper limbs functionally into grabbing whips. Given the range and high mobility these arms give her, she is able to run opponents ragged trying to catch her, all while she strikes them from every angle. One of Tesara's darlings, Monma also has Toa fans looking to recreate her signature style with their elemental control.
 - Cakutus; Vorox; Doubles; The Living Thornax; ~~Cakutus was a controversial pick by Monma, for while Jungle Vorox are allowed in Bota Magna civilization, ancient prejudices still exist. The Primary of Jungle stood by her choice, however, and it has paid off in many victories for Team Jungle. A defensive juggernaut despite his lean frame, Cakutus' barbed chitinous armor makes it hard for opponents~~

~~to attack him without hurting themselves. Furthermore he has the unorthodox tactic of throwing Thornax by hand, using them more akin to grenades or caltrops than launcher ammo. Given this means their flight isn't simply a straight line or predicable arc, his opponents can quickly find themselves backed into a prickly cage. This defensive, long game method of fighting pairs well with Monma's grappling reach, making the pair a complex duo in double battles.~~

- Spine; Maxilos (Construct); Singles; The Implacable; Less an entertainer and more the cleanup crew, Spine is the law in the Arena, dispatched to stop unruly participants, whether humanoid, animal, or criminal, from causing trouble. In addition to the standard Black-Fire Sword and Cordak Blaster (usually loaded with non-lethal, stunning rockets), Spine is equipped with chains on its right hand capable of channeling its Black-Fire and limited motion; seeking to tighten themselves around anything they contact. Spine is so named due to a Rahi-like spine attached to its back, solely to make it distinct from other Maxilos in the Arena Magna. Unsurprisingly, Spine has a mixed reputation - Some enjoy its rare appearances, echoing its 'catchphrase' of "Stand Down Or Be Subdued". Others think Spine intervenes far too often, stopping fights before they get truly interesting.

Magnan Religion; Aeras, Axcuis, and The Agas:

The most commonly acknowledged deities of modern Spherus Magna are the Agas - the 'perfections'. Named after a Praetoric word referring to the pure moment of creation, the common people applied it to mean the 'most perfect' or 'purest'. Though presumably applied as a title to leaders in the ancient past, all surviving evidence only uses it for these figures. Shrines to these figures were maintained through the Shattering era in both Bara and Bota Magna, though many were abandoned as populations fell or areas became uninhabitable.

Older deities are also shared with the Skrall traditions - that of Aeras and Axcuis. Seen as the first Agori and Vendri respectively, Axcuis subdued the wild elements, or Kagas, by taking them into his/their/her body. Axcuis used the powers to shape the wilderness and the planet, but was soon overwhelmed. Aeras killed him/them/her, taking the pieces of Axcuis' body and creating Agori, Vendri, and Skrall to inhabit the land, as well as creating wildlife from the Phorus. No surviving story explains the Phorus.

Aeras, patron of civilisation, is represented by a "face". In Atero, this has begun to blend with Kanohi shape-traditions; certain Kanohi taking on meanings related to their power. Botan traditions remain much more abstract, often little more than an underscored Y - Y. The image of some long object driven into the ground remains a mark of peace or safety.

Axcuis, patron of the wilderness, is largely acknowledged as nature. Random or unpredicted events are attributed to Axcuis, usually their will still restraining the Kagas that would have otherwise made it a tragedy. It is considered good manners to cough before travelling so as to attract Axcuis' protection on the journey.

Notably, the sun (Solis Magna), its partner star (Sirus Magna) and the darkness of the night sky (Aras Sidi) are all deified as well, with their origins being unclear. Solis Magna is often characterised as watchful and honest, Sirus as wandering and mischievous, and Aras as deceitful but caring. Sirus is always a younger sibling, but whether Solis or Aras is the eldest depends on the location - equatorial or hot regions portray Solis as dominant, while polar or cold regions call Aras the stronger of the two.

The Agas are seen as rising after Aeras and Axcuis, and maintain the world as it is now. Myths claim they came from mortals through a moment where they perfectly embodied the concept they now represent. These myths are incredibly varied. Recounting all the variants is a fools' errand, though the general idea is listed with the Agas below.

Agas Aexa

Domain: Crafts, Law, Authority, Diplomacy

Common Symbols: Hammer, Flame, Crown, or Scroll

Pre-Shattering, the Agas Aexa was considered the Greatest of the Great Beings. They were never considered an individual. Rather, the Agas Aexa was what the Great Beings represented to the average Magnan. A crafter beyond all measure, many inventions that predated the rise of the Great Beings (or were improperly recorded) came to be assigned to the Agas Aexa in some sort of mythological capacity.

The common myth of the Agas Aexa is their creation of a vital piece of technology. This may be the wheel, the sword and/or shield, or clothing. Most commonly, they are said to have become the Agas Aexa via inventing language or medicine. They are frequently depicted as the most level-headed and fair of the Agas, the leader largely due to others deferring to their judgement and wisdom.

Ateroan and Pridari traditions portray the Agas Aexa as a crowned giant wielding a warhammer. Their armour is lined with exsidian, and their cloak has detailed embroidered writing - considered to be the first code of law given to mortals. Notably, one can tell the age of a depiction by whether the hood is up or down. Older depictions have the hood up and shadowing the face, while newer ones show the crown to be part of a Kanohi - specifically the Arta.

Northerner traditions show the Agas Aexa as a hunched Fire Tribe Agori, standing near a forge. Frequently, one hand is held open and forward, with a flame held above it through clever engineering in established temples. This is consistent even in the Ice Tribe. The outstretched hand is taken to be the Agas Aexa offering the light of knowledge they have sacrificed their health and strength for, that the viewer may grow it.

Agas Atsaga

Domain: War, Medicine, "Blood", Victory, Sovereignty

Common Symbols: Pointed Leaf, Bloodied Dagger or Knife, Shield

The Agas Atsaga is perhaps the most consistently worshipped of all the Magnan deities. Pre-Shattering depictions are incredibly varied, though identifiable by carrying a bloodied blade. On the other hand, this Agas often holds bandages or a container designed to store ointments. Thus, the Agas Atsaga holds both destruction and construction in their hands.

The common myth usually depicts the Agas Atsaga as a great warrior or conqueror, sometimes a king, sometimes a rank-and-file soldier. The specific battle fought in is often related to the founding myth, either the speaker's or any influential culture nearby. The Agas Atsaga is usually compassionate, unwilling to wield their might unless there is no other choice. They also never kill; though victims are struck down, they are healed just as quickly, in awe of the Agas Atsaga's skill.

In the regions of New Atero, the Agas Atsaga is a tall figure, somewhere between Vendri and Toa. They are usually clad in white-and-gold armour, reflecting the archetypal "Avoh" or Element of Light, though wear a simple helmet, deliberately unlike elaborate Kanohi. Pridari depictions are far more specific - they resemble, if not outright depict, Barraki Pridak. This region deemphasises the Agas' servant qualities, replacing the healer's bandages with an open hand offering coin or food.

On Bota Magna, depictions still vary. Frequently, the Atsaga appears feminine, wearing a wreath of healing herbs. Less often, this Agas is depicted as elderly, the community's perception of a grandparent, and sitting either cross-legged or straight-legged, such that the idol itself can serve as a place to rest a sick person's head. Occasionally, a humanoid figure is lacking altogether, the Agas represented by a leaf and knife, with a dot beneath - those

who wish to portray themselves as willing to heal anyone from any Tribe usually prominently display this symbol.

Agas Bia

Domain: Death, Psychopomp, Darkness, Terror, Honour

Common Symbols:

(bota magna - rare positive depiction of the iron tribe. an iron triber who diligently wrote each name of their fallen tribe into a now-lost memorial before carving their own name and dying; ensuring their people's names lasted and so is a 'perfect death')

~~Normally unacknowledged beyond their shrines, this Agas is invoked in dangerous situations or battle. The Skrall are the sole culture to depict the Agas Bia openly, adding to their sinister reputation. To them, Agas Bia calls them to their greatest deeds, while taking those who fail the challenge. In the other cultures, this Agas is seen as an embodied element; this is understood to derive from the Element Lords, whose wars caused much death. Some depictions from Bara Magna instead show an indistinct Vendri wearing a Great Being's cloak, more often with a patchwork, horned mask within New Atero.~~

Agas Qexan

~~This Agas' appearance is often of what the local culture considers attractive or ideal. As such, they often resemble local rulers, respected historical figures, or anyone else considered foundational to a culture. In Ateroan society, this Agas has taken on a golden colour and the silhouette therein, claimed to be that of the Mega-Village inhabited by Mata Nui to defend and Reform Spherus Magna. Traditional Skrall society depicts this Agas as an elderly Skoroll, claimed to be the mother of the first Ductors. Qelebuskan portrayals show a Vendri or Agori mother, cradling a child and presiding over a hearth.~~

Agas Sara

~~This Agas is usually depicted as whatever beast is most commonly used to pull chariots. This is most commonly a spikit or sand stalker. The Agas Sara is the patron of travel and choices, so many Magnans whose livelihood is made on the roads will wear or carry a helmet modelled after the spikit's head. As thanks to both the Agas Sara and the beasts who make travel possible, roads are often marked by shrines to this Agas.~~

Agas Vulia

~~Considered both the god of the wilderness and of agriculture, this Agas is unsurprisingly depicted in many different ways. The two primary depictions seem to derive from the agori and the vendri. Agori depictions favour the farmer, showing this Agas as a tribe-appropriate agori tending tribe-appropriate crops. Vendri depictions trend towards showing a tribe-appropriate vendri carrying a projectile weapon, which varies depending on culture. The Skrall appear to have no shrines to this Agas, but do worship; this Agas is the patron of the Skoroll, and as such is often depicted as one of them.~~

Skrall Religion

Though the Skrall pay lip service to the Agas, due to centuries of cultural mixing, they maintain their own traditions as well. The idea of the Agas being ancestors is strongest among the Skrall, and certain villages in their homeland may claim that an Agas was born, ruled, and died there. However, this is merely the Agas syncretized into native Skrall beliefs; the reverence of the honoured dead.

Each city-state of Skrall has a neighbourhood of reliquaries, where a portion of the bones or armour of a Named or Ductor are stored. On the larger caskets, scenes from the departed's life are carved to show their achievements. The living Skrall, however, remember and retell the stories of the revered dead no matter how large the reliquary may be.

Many Ductors are expected in some way to create their own reliquary. Most choose to carve a stone box about as large as their torso, assuming that if they achieve great things, those of their city will make a larger or more ornate one. If the Ductor is irredeemably disgraced in life, this reliquary is often abandoned, though faithful followers may retrieve it for their own purposes.

Skoroll maintain a communal catacombs, where possible, often repurposing an abandoned mine. All members of a Skoroll community in good standing are buried here, and collectively remembered as "honoured mothers". Particularly notable Skoroll may be buried with an engraving explaining their deeds and story, though they are more often commemorated via oral tradition.

These reliquaries or catacombs often become sites of pilgrimage, where living Skrall come to meditate on their city-state's ancestors for insights. Those who feel in particular need of guidance from a certain figure may leave a token - cloth, a weapon, armour, or even oil - near the reliquary overnight. This token is retrieved later and carried with the Skrall as a relic. Skoroll may go a step further, creating circlets of knucklebones worn by the leaders or eldest of their community so that the revered dead may guide through the living.

Oropi Religion: Virtues and Principles

Though the Great Spirit Robot has fallen, and Mata Nui retreated from the world, the Matoran still hold to the Three Virtues of Unity, Duty, and Destiny. The new chaos of life outside the Great Spirit Robot has also brought a new reliance on the Six Principles; Courage, Purity, Faith, Creation, Prosperity, and Peace.

Not all Oropi hold to the Virtues. Most notably, Kolhaki almost universally disregard them, favoring their own set of beliefs and practices. Matoran, conversely, hold strongly to the Virtues and Principles, seeking counsel with Turaga as to how best to follow them. Most Oropi fall between these two extremes.

An individual may choose to follow only some of the Principles. This choice could be informed by their element, place of residence, occupation, or goals. They may even choose based on the Principles' skill associated with it by the Metru Nui Matoran. Which of the Principles an individual chooses to pursue may change as their circumstances do.

The six main Ateroan cities, other than New Atero itself, each inherited a Principle. While these are not as directly tied - not all Tesaran Oropi choose Faith as their Principle - the tradition of a derived Kolhii skill is kept in their Arenas. The symbols of those skills are often associated with the local Arena directly; and indirectly with the city.

Each Virtue and Principle has a symbol, usually worn as a charm or carved into an Oropi's armour or belongings. Rohongan traditions also associate each Principle with a Kanohi, though the Virtues were considered too large and omnipresent to be represented by "mere masks". Those masks are often used for grand representations of the Principles, in statues or Amaja.

- Courage - Matatai
- Purity - Galya
- Faith - Calix
- Creation - Runai
- Prosperity - Vokah
- Peace - Eteko

Tramis: Leyline Alchemy

The Tramis, "paths", are how the Elements naturally flow through Spherus Magna. Not physical, but rather detectable by how their effects appear on the planet's surface and in its life, Tramis were only discovered by the first Great Beings. Before then, the Elements were considered wild and unpredictable. Not helped by how their snarls would manifest as wild elementals (Called Nahkah in Matoric and Kagas in Ateroan dialects), these small-scale natural disasters would destroy whatever was in their path.

As such, they became known as destructive gods, reborn for any number of reasons. Each culture across Spherus Magna had their own superstitions. What would cause a Kagas to rise, where, and what it would do weren't just matters of religion, but survival. Discovering more about the Kagas, most usefully how to kill them, was the beginning of scholarship on Spherus Magna.

In time, the study of Kagas led to the study of Elements. Scholars across Spherus Magna's historical empires worked together, advancing scholarship slowly, but inexorably. Who or where the breakthrough was made has been lost, but this culminated in the "taming" of the Tramis, the Elements coming fully under the control of Magnan protoalchemy.

The Tsarsaa - "river-stick/measure" - were developed to channel and safely release the Tramis. These appear as spires driven into the ground, usually in a ring of about six, though more elaborate or powerful ones could contain several concentric spire-rings of increasing number. For the layman, these are the most obvious traits. Often, these circles are worked into sculptures or public spaces, even crossroads, one of the most notable being the spires of the Arena Magna. Perhaps the most ambitious - and most well-hidden - are the spires that support the Great Volcano, and maintain its ever-liquid lava even as its interior is cool enough to store powerful relics

With this success, it was discovered that there were many Elements - the six that gave their names to the dominant cultures were merely the most vibrant. Tapping these rarer Tramis allowed the creation of machines and items before thought impractical or impossible. Most notably, the tapping of Air Tramis enabled the creation of commercial flight, which finally drew the brightest scholars together in one place to pool their knowledge.

A final event marks the beginning of Aethas - protoalchemy - as we know it. The discovery and attempt to tap a Tramis that was highly localised, discovered to have effects directly on the mind. This could have been the discovery of the soul, but rather was discovered to be a vein of pure inspiration. The scholars present at this grand event woke, and were affected by, an alien being. The protoalchemic tapping of its essence injured the being, but granted scholars unprecedented flashes of insight into the fundamentals of the universe.

The ensuing frenzy of creation and innovation brought praise on these scholars, eventually enough that they superseded kings, ministers, and councils to become the Great Beings. Scholar-rulers of the planet-wide community their new technologies brought about, they became close to gods... and in the end, fell to infamy and obscurity.

The Shattering destroyed much of the infrastructure that tamed the Tramis. Though in a cruel twist of fate, the ensuing apocalypse killed enough Magnans that the surge in Kagas went unnoticed for centuries, written off once more as the whims of fate and nature.

Rahi:

Acidflies are thriving in Spherus Magna's swamps, and are just as much of an irritation to Oropi as ever. However, their swarms can be lethal to Magnans and Magnan animals, as their bodies are much more vulnerable to the acidic stings of this Rahi.

Agaturi have integrated so well into the Magnan ecosystem that many non-scholars assume they're just another revived Magnan creature. Many of them can be found on Dakhai coasts, especially Deressan islands. Deressan children make a game of trying to find them on beaches.

Archives Beasts are difficult to find, but techniques pioneered by the Toa Hagah have made it easier to guide these out of the GSR. Surprisingly, they seem to favour Exatagna, hiding among the scrap there. Whether there are any others that have gained intelligence remains unknown, despite it being known to be possible.

Archives Moles are famous Roptus pets, friendly and calm enough to be handled by even children. They're also found in District Onua, where small huts are built to house them, instead of letting them burrow into the walls.

Ash Bears are common in Pridari, though their calm demeanor has made them little problem for that region. They can be found occasionally stealing food from farms or small villages, even breaking into stockpiles.

Despite the best efforts of scholars and Ga-Toa alike, **Axefin Anglers** seem to be almost impossible to safely evacuate from the GSR due to their required water pressure. Mahri Hahli, however, insists there are surviving examples loose in Aqua Magna, as the Toa saw them while retrieving the Mask of Life.

Actively hostile to evacuation and exploration teams alike, the **Axolotl Tarakava** seem to be barely inconvenienced by the dark and cold of the GSR interior. Their hunger has driven them to relatively extreme actions, even attacking each other as they stake claims over the few remaining entrances.

Frequent across the coasts and islands of Aqua Magna, **Bazah Iguanas** spread quickly once freed of the GSR. Their most common interaction with Magnans is being caught to use as live bait - their bright crest and alarm cries attract a lot of attention, and if hauled up fast enough, they can be reused.

Berg Striders favour the foothills of the White Quartz Mountains, where they gather in flocks just as they used to within the GSR. Some overtures have been made to Qelebuska to host a few flocks in a more familiar environment, but the Northern Frost remains reluctant to allow the alien species.

The Ussalry of Roptus wage a constant war against **Blade Burrowers**, but not due to the danger of the Rahi. Rather, the tunnels they dig are just large enough, and well-structured enough, to look like undeveloped cave. Preventing people from walking into them by accident is the chief duty of Ba-Matoran Ussalry members.

Bog Leeches have an ecological purpose, according to the scholars of Maca Bohila. And as soon as they discover it, they will let everyone know. In the meantime, these Rahi are treated like Kraata - shoved into stasis crates and sent to the scholars to be held there.

Bog Snakes are adapting well to Spherus Magna, to the delight of Maca Bohila conservationists... and the disappointment of everyone else. While New Atero lacks the type of large wetland this creature prefers, Bog Snake bites are increasingly common in Pridari.

Boiler Crabs are perhaps the biggest unsung heroes of New Atero's growth. Their ability to subsist on almost anything makes them vital in disposing of the increased waste coming from a growing population.

Menaces to merchants camping near water, **Bonora Crabs** steal almost anything shiny. Most worryingly, they often raid ammunition stockpiles in Pridari, snipping through wooden shafts to steal the arrowheads.

Brakas have settled well in the Dakhai jungle, their distinctive 'kau kau' cry being heard for miles. They've been sighted in the region of Exatagna, though seem to only be gathering trinkets rather than setting up home.

Breaker Crabs are about the only things that can stand up to the Water Tarakava. Though hardly a match in size, their large claws can crack the Tarakava's delicate arms. Kadarhni ships, followed by Lomuran and Deressan, use drummers to lull the Rahi into not attacking the vessels.

Pet **Burnaks** are popularised in Spherus Magna due to Piruk. They are strong enough to carry Agori children and to pull Vendri children in carts, while being smart and loyal enough to be guard animals or affectionate pets.

Cable Crawlers have been released into Dakhai, using the vines in that region much as they did the cables of Le-Metru. Negotiations are ongoing whether they can be released into the Jungle Tribe's region of Bota Magna. It is fiercely debated whether they assisted in keeping chutes free of pests, and whether they should be introduced into District Lewa.

Their symbiotic relationship with Kikanolo makes **Catapult Crawlers** a uniquely difficult Rahi to place. These Rahi attack almost anything that moves, but follow Kikanolo herds - far too common in New Atero. Attempts have been made to tame, or at least calm, Catapult Crawlers, though leaving 'offerings' near their known burrows seems to be most effective.

Cave Fish, despite their name, thrive in the sunlit waters of Aqua Magna. Though they're able to absorb liquid protodermis, ocean water leaves a thin crust of salt, eventually forming a solid block around the Rahi if they are forced to expand too often.

Cervika spread through the western part of New Atero and Pridari, being as ever a main prey item for Muaka. The rare white Cervika have settled in the White Quartz mountains. Magnans were quick to make use of the antlers, creating rakes, shovels, and other tools.

Chute Lurkers are quickly losing their name. Kept far away from District Lewa's chute system, they have instead been settled within rivers, where they are thriving. Primarily in Pridari and Dakho, they're a threat to any small enough swimmer, though Catarivhu's Toa keep the area near the city clear.

Cliff Bugs are another layer of defence keeping people away from the fallen GSR. Turns out that its sheer protodermic walls are the ideal habitat for this Rahi, and they will pelt anything approaching their nests on the exterior.

Cliff Screechers are a common sound in the night when travelling in the Black Spikes, and their populations have spread south over time. Scholars are concerned that they might be overhunting native Magnan creatures, as their hunting method is quite brutal.

While **Colony Drones** are still in service of the surviving Visorak, those freed from the Swarm have been adopted into Oropi societies, providing their sustaining Rhotuka to all. Their ease of care means they're often found in urban environments.

Crop Hoppers have only one positive point to their reputation - they outcompeted other pests that may attack crops. Scholars now, more than ever, seek to find out why the small Rahi become such devouring swarms.

Iron Wolves in Iconox' territory have become effective partners with **Crystal Climbers**. The canine creatures sweep valley floors, while the reptilian Rahi flush prey out of the walls. Though the two creatures remain fiercely territorial and hostile to other species, combined packs are becoming more common, and daring.

Dagger Spiders are quite common in the Dakhai region, and their swarms are one of the reasons the Golden Fortress only claims a very small territory. While they are not immediately lethal to the Skakdi, the swarms are unpredictable and can overwhelm individuals.

Dart Frogs are persistent pests in the jungles of Dakhai, making sleeping within the wilder areas of that region a huge risk. Unlike most other poisonous Rahi, their consumption of Magnan poisons makes them dangerous to all beings.

New Atero's diplomatic overtures to other cultures usually involve at least a few **Dermis Turtles**. The combination of accurate weather prediction and their songs make them desired Rahi across Spherus Magna. Deressax Saqa's goodwill is largely bought by a colony sent to their capital city.

Devourer swarms are common within the GSR, needing little other than a stable source of water to live quite happily there, slowly disintegrating the protodermis contents within.

Dikapi are still used to cross large distances by Matoran and Agori alike; Kairula-based traders use them to cross the Dunes of Treason. They're also the favoured mounts of Kairula guards, who can range almost to the borders of Tesara and Ardeo on regular patrols thanks to the Rahi's endurance.

Doom Vipers are a test of even the most compassionate. Though some have made their way out of other openings in the GSR, many believe the Rahi should be left to die inside the GSR.

Dust Darters are a constant problem not unlike Magnan mosquitoes. Thankfully, Bota Magnans have many ways to deal with creatures of this size, and are more than happy to share.

The **Dweller in the Deep** hasn't been seen since the fall of the GSR. This is worrying. Most hope it's dead. Nobody wishes to find it.

Elikaku have become common sights in Pridari's many lakes, and rarer in New Atero. Barraki Kalmah's propaganda has been attempting to spread the rumour that they can be communicated with and report back to him. All this has done is encourage superstition; Agori often drive them off or trap them, in the latter case releasing the Rahi only after blinding it.

Energy Hounds are still in use by the OoMN, who have made efforts to popularise them among New Atero residents, with mixed results. Still, they are no longer a dead giveaway for an OoMN installation.

Excavator Giraffes have happily and safely adapted to eating the rock of Spherus Magna, and are most common in the Black Spikes. They've started to incorporate non-protodermic materials into their biology, hinting that it's possible for the MU ecosystem to survive long-term.

Fader Bulls are known across the planet, having teleported into Bota Magna out of sheer distress, and spreading from there. The Fire Tribe of Bota Magna has adopted at least one herd of these Rahi, finding a spiritual kinship in their ability to fade when threatened. It appears the Rahi share this affection - Fire Tribe members astride these Rahi are taken with.

The Golden Fortress Skakdi have taken to taming **Fenrakk Spawn**, making use of their long legs to effectively traverse the thick Dakho jungle. They do not have near enough to equip all Skakdi willing to fight, but are actively seeking out and taming more.

Called Dakho's "lesser spiders"; **Fikou**, both northern and southern, spread into the forest. Northern Fikou have taken to the trees, webbing entire canopies together, while their southern counterparts behave more like scorpions, skulking along the jungle floor.

Fikou-Nui are most often sighted near the eastern exit of the GSR, apparently trying to catch anything coming out there. They have not spread into Dakho, which makes some salvagers believe they're settling domes and tunnels within.

Finned Chute Squids are increasingly rare, refusing to hunt outside the now-defunct chutes of the GSR. Some success has been found with Ursare, both Aqua Magnan and Pridaran, adopting them, but the majority remain in stasis in Maca Bohila.

Fireflyers are a common sight around Ardeo, as well as anywhere a campfire is set up. They have become a familiar sight for travellers. In Elbalta, however, they are an instrument

of discipline - Dark Hunters who earn punishment are locked in a cage, then doused in angry fireflyers.

Frost Beetles are consistent problems in District Kopaka, and why the district has been built along military lines. Many of the Knowledge Crystals are protected, while decoys are grown and hung at the outer edges of the district. It seems, however, the Frost Beetles understand the concept of a decoy, and aren't that interested in them.

Frost Leeches are, ironically, found in Ardeo more than anywhere else. By latching onto the walls of Ateroan homes, the Frost Leech can cool entire rooms. They are often sheltered in a small box, to protect them from curiosity and predation.

Though **Furnace Salamanders** find Spherus Magna cold and bright, the conservators of Maca Bohila have been trying to find places that they can adapt to. Thus, several groups of Hikaki have been allowed to run wild, in the hopes they will share nests with the Salamanders.

Fusa have adapted well, and are most notable for their use in arena conflict. Fighting Fusa are trained to believe the particular arena they fight in is their territory, and so will see those entering the arena as challengers. This also, mostly, keeps the arenas clean and safe between uses, as the Fusa act as guards and eat anything that falls into the space.

Gadunka swarms are little problem in the modern Spherus Magna. Though Ursare explorers have confirmed they persist across Aqua Magna, they're easily ignored by surface dwellers.

Gafna are known for two things on Spherus Magna; their elemental abilities draw them towards elemental leylines, allowing people to find places to recharge certain elemental stones. Secondly, their high metabolisms are causing them to integrate Magnan materials into their biology.

The enigmatic **Gate Guardians** were abandoned in place by the Visorak Horde, and so have taken it upon themselves to guard anything they feel is important. This often leads to them guarding other Rahi's nests, but it's not unknown for them to adopt a Magnan or Oropi.

Ghekula have been adopted en masse by the Ga-Matoran, unwilling to let them go extinct. as such, they're going feral in the Skrall River... Thankfully, they're just as helpful as driving off Magnan serpents. Even Magnan-majority villages have ponds for these Rahi near playgrounds or animal pens.

Great Temple Squids are considered extinct in the GSR. It is presumed the death of Betrayer Teridax wiped them out. However, extremely similar creatures are known on Spherus Magna; presumably 'prototypes' of these Rahi.

Gukko are still used as mounts by the famous Gukko Force of Le-Matoran, with many allowed to roam freely in the wild. The **Kahu** subspecies are strong enough to lift Toa and Vendri, and so act as mounts for the protectors of Tesara.

Admirers of Mahri Jaller may choose to adopt **Hahnah Crabs**. They can be found in the jungles of Dakhai, and have made their way south to Deressax Saqa. The trade in these friendly Rahi was one of the reasons the Deressans made contact with New Atero.

The small elephant-like **Hapaka** remain common pets and herding animals on Spherus Magna, most popular among farmers and rural villages. They've been adopted by Magnans as well, and show a natural tendency to herd children as much as Mahi.

Hikaki are often found running near unsettled areas of the Ardeo Fissure. Many others have been settled along the Dunes of Treason. The places they choose to nest are considered as homes for Furnace Salamanders, just as they were in the GSR.

Hoto are the bottom of Ardeo Fissure's unique Rahi ecosystem, and some are worried that they might go extinct soon from predation. Many more would wish the Hoto good riddance, as they tend to burrow into the walls of Ardeo homes.

Huri Snails are ubiquitous, having quickly gone wild. They apparently filter-feed on protodermic elements left in the soil, and so are found everywhere Oropi are. Though the Deressans occasionally find them in trade shipments, they cannot survive in the protodermis-free environment.

Husi are still used as a currency among nomadic Agori and Matoran, especially among the Zesk. The Husi are calm around the Zesk, unlike many other prey Rahi. Other Husi are found in Ardeo, their heat resistance a useful adaptation to move people and small loads around the Fissure.

The **Hydruka** are used alongside airweed to create areas in Ursare cities where traders and ambassadors can visit. The trick was taught to the Lake Ursare by the former Mahri Nui dwellers, then made its way to Rhomahri Kara.

Ice Bats are almost a symbol of Iconox, nesting in its many mines and even Arena Iconox. Their evening flights and morning returns are considered a great spectacle of the White Quartz region, even though they attract several other Rahi and creatures eager for a snack.

Ice-Shard Hounds were quickly outcompeted by Iron Wolves, being driven from their territory even with the Hounds' advantage in blizzards... However, Iconox Magnans learned that a well-fed Ice-Shard Hound can be trained as war beasts, and used them to drive off the Barraki's armies during the early Reformation.

Ice Vermin have become known as "snowslide rats" in the White Quartz, and are a priority target for removal whenever discovered near inhabited regions. They are no less dangerous in the Black Spikes, but they have a tendency to try to challenge Bohrok there.

Ardeo residents are fond, even protective, of the **Infernavika** flocks that have been settled there. Whether children running through them to startle them into flight, or the elderly feeding them from the front of their houses, these Rahi are almost synonymous with Ardeo.

Jagani-Raga have become terrifying allies of the Skopio. While many creatures run from the sight of the Skopio, they will be driven towards the hiding place of a Jagani-Raga. "Caught between a Skopio and a Jagani" has become a common idiom for two unpleasant options.

Jaganoka are a constant pest around Kanoka shipments, sneaking into the boxes of Kanoka and stealing them. Some have started to work together, using Kanoka Pehkui to shrink entire crates and carrying them off.

Kadikaris are frequently seen around Elikh Koro, eating the grass growing from the mountainside. They have also taken to 'cleaning' inactive Bohrok of moss. Attempts have been made to acclimate them to New Atero's chute system, to keep it clean, but they're often startled by travellers and cargo.

Kane-Ra are the primary reason why Kikanolo cannot be caged - many wild herds of Kikanolo are accompanied by the larger Rahi, which protects them from predators. Lone Kane-Ra are often more erratic than others, so no attempts have been made to tame them.

The **Kanohi Dragon** has not been seen since it escaped Xia. Multiple unconfirmed sightings have been reported, but nobody has been able to confirm any.

Katareas Torchbirds remain the best friend of those living underground. Not only are they popular in Roptus, but the mines of Iconox and District Onua also host populations. Though they require special cages, the torchbirds save many lava farmers in Ardeo as well.

Kavinika are a mid-level predator and constant risk in the Black Spikes. Climbing up onto cliffs, they will drop down to pounce on their targets. Roptus' resident Toa keep them away, along with the Skrall, but more isolated valleys and mountain passes are a risk.

Keras are used in the Catarivhu Guard as amphibious mounts, slower but more durable than Puipo. They are most happy in Catarivhu Bala, but are used extensively by the night shifts to patrol the whole city. They can also be found as cheap, quick taxi options to cross District Gali's canals.

Kikanolo are considered intelligent, and work with traders to carry and pull cargo around New Atero. Keeping them against their will is considered slavery, though the difficulty of this task means there are few cases. Wild Kikanolo will go out of their way to free unhappy members of their species, welcoming them into the herd.

Kinloka follow the trade of Kanoka. As one of New Atero's main exports, most of the nearby nations have at least a small population of these ravenous creatures. Efforts to discover a repellent have found some success with the emissions of Cadaver Storks.

Kiri-kiri birds are extremely common in both Tesara and the Dakhai jungles. Though they're considered pleasant Rahi, they are forbidden near Gukko Force bases to protect the tamed Nui-Rama therein.

Kirikori Nui have taken to living in Pridari's forests, being driven away from Dakho's grasslands by the more numerous Crop Hoppers. The amount of plantlife available seems to discourage them from grouping up into swarms.

Klakk are commonly found in caves and the interior of the GSR. Their powerful screams can carry for miles on still nights, and are capable of shattering shields at close range. These powerful screams also weaken the protodermic shell of the GSR.

Kofo-Galuna thrive in rivers and seas across the planet, to the point where they are considered a pest in Elikh Koro, getting regularly trapped inside the pipes feeding liquid protodermis into the refineries.

Kofo-Ghara are increasingly common across Aqua Magna, to the point where fishermen are starting to either catch them, or mimic them, for hooks. While they aren't edible on their own, many Magnan fish find their movements interesting, and the Rahi will use its venom in self-defence, making the fish easier to pull in.

Kofo-Jaga are found all over the less-inhabited areas of the Ardeo Fissure. They are, indeed, the chief danger of falling in the crevasse is not the lava, but the Kofo-Jaga that will inevitably chase you into it.

Kraawa are commonly found accompanying Excavator Giraffes, browsing plantlife and Bohi that the other Rahi cannot eat. Their ability to grow after being hit is weaponised, with the rest of the herd hitting them until the Kraawa is large enough to drive off the predator.

Kratana are almost exclusively kept by the Order of Mata Nui. Through subtle bounties, they ensure any of these discovered within the GSR are brought to them. A single specimen is allowed to the Maca Bohila scholars. The results of their studies are top secret.

Kuma-Nui are perhaps the most reliable way to discover exactly where the various Great Being tunnels go. Every time one of these huge Rahi attack, that area is marked as an entrance to the tunnels. Kuma-Nui have even been spotted inside the Valley of the Maze.

Landslide Spiders are not only in the mountain ranges of Spherus Magna, but have become remarkably well adapted to the interior of the GSR. Though it may take them months, they drill holes into the domes and defend themselves by dropping entire dome pieces on predators.

Lava Apes are a common encounter in the jungles of Dakhai. Despite their name, they prefer the jungles - it refers to their colour. Though they are substantial foes, they prefer herbivory, only eating meat if it approaches them first.

Lava Eels and **Lava Crawlers** are drawn to and keep expanding the Ardeo Fissure. They are not doing so industrially, so it would take decades to make substantial additions. The Lava Eels burrow into the rock and melt it, and eventually the Lava Crawlers break down the weakened rock for their own territory.

Ardeo Matoran farm **Lava Hawks**, using their shed scales to build fences along the fissure, and inspection platforms that descend into it. The Lava Hawks themselves are allowed to feed themselves, as the pens are near the cliff edge.

Though **Lava Rats** were considered dangers to granaries, they've been swiftly controlled by many predators. Notably, some larger predators have begun to throw or chase them into burrows, flushing out the inhabitants with the distressed Lava Rat's natural defence.

Lightfish are a common replacement for lightstones. Farms of them have been set up, with varying success. Their small size and great numbers mean there are plenty to go around, but the question of whether they are an indefinite solution.

Every inhabitant of Roptus can recall a jump scare from a **Lohrak** in the tunnels beneath the city. The Ussaly have tried to root these Rahi out, but there are many tunnels and only so many guard members.

Lokurro Penguins are common residents not only of the Dakho and Dakhai coastlines, but also frequently found on Deserran islands. Young Deserrans more and more often have to keep them from fishermen's catches, practicing their people's famed shieldwork against the round Rahi.

Roptus' main allies in guarding the tunnels are the lizardlike **Longfangs**. These creatures stalk the uninhabited tunnels, hunting anything smaller than them. If a Longfang begins to fail in hunting, it heads closer to populated areas, where it can find an easier life protecting the homes there for food.

Mahi pull carts around farms across New Atero, their feed requirements being substantially less than Magnan-native species. Few wild packs exist, being bullied away from resources by larger herbivores and frequently eaten, and so they remain defenders of farms.

Beneath District Tahu of New Atero, specially maintained tunnels serve as caves for **Makika**. Fed enough to become sluggish, and carefully acquainted with a single handler, the poison removed from these semi-tame Rahi is used in mines across New Atero, and is becoming used even beyond.

It was considered to not rescue **Makuta Fish** from the GSR, but cooler heads won out and the creatures were released into the wild. They have become an absolute nightmare for fishermen and poorly-built seacraft alike.

Mana Ko remain in the employment of the Order of Mata Nui, secretly. They have been relocated to locations deemed dangerous, such as the Mountain inhabited by Miserix, and a few mountain passes between Pridari and Atero. Mana Ko are also found along the Dakho side of the GSR.

The tunnels under Roptus are the ideal habitat for **Manas**, and they're released into the uninhabited tunnels to find their own hunting grounds. Everyone quietly hopes that whatever the Manas find in there cannot overpower, or mutate, them.

Mantis Tarakava are not related to the more common Tarakava, but they do share a powerful punch. These Rahi made their own way to the sea, and have presumably acclimated well, given a few reports of mysterious sinkings following sightings of bright colours beneath the waves.

Manutri find the conditions of New Atero uncomfortable, and aside from the few kept in Maca Bohila, the species swim south almost as soon as they're freed from the GSR. Though nobody has yet been able to check, scholars expect they sense a polar region in the south.

Mata Nui Cows are purchased, stolen, and bargained for by Pridari, who uses them to feed their Skakdi troops. These creatures are also used as bait for larger predatory Rahi, which are then hunted by the Pridari nobility, including the Barraki themselves.

Though **Mata Nui Fishing Birds** were largely marine inside the MU, they have been steadily moving up the Skrall as the Tarakava along the coast learn to strike them. Now, they can even be seen within District Gali, raising fears that the Tarakava will follow.

Metru Mantises haven't been tamed, but are deliberately led towards Visorak sightings in hopes of killing the latter Rahi off. Their calm nature has made them common sights in New Atero's villages, where they stalk fields for insects while ignoring the farmers.

Most common in the mountainous regions, **Muaka** are the apex predator of the White Quartz mountains. They're considered a mark of good fortune for traders in the region, as no other creature would challenge the Muaka... and the Ihidauri nobles hunting them for sport are eager customers.

Mud Hydras are almost completely cared for in Maca Bohila, where their regenerative capabilities are studied. The vanishingly rare examples in the wild are often injured, thus erratic with multiple heads.

Necrofinches have become domesticated surprisingly easily, and are common in many high-security facilities. A necrofinch's cry is guaranteed to attract attention, so alongside regular patrols of more conventional guards, few criminals are able to sneak past them.

Niazesk have, due to their small size, found themselves becoming incredibly edible to many Magnan lifeforms. While their swarms are still terrifying, the amount of protodermis in a Niazesk is not enough for fatal poisoning, and their organic components are mostly digestible.

Domesticated **Nidinohi Flies** are a marker of a Mask Maker's shop - the Rahi is given masks created by the Mask Maker, and trained to fly near the workshop. This flying advertisement allows people to see and find Mask Makers even in the crowded streets of New Atero.

Nopha Rays are quite rare, with their ideal mountain lake habitat being quite rare around New Atero. Maca Bohila has a few wild ones, while many kept in stasis for later release when appropriate habitats are found.

When the Asori discovered the **Nui-Jaga**, they immediately took them in and tamed them as a symbol of the tribe. Tame Nui-Jaga have a stripe of tan on their pincers and tail, and are not only used to hunt, but also milked of their venom. This is an effective cleaner of almost any machinery, including Magnan augments, and an effective repellent of insect Rahi when diluted.

Nui-Kopen have taken full advantage of the grand landscape of Spherus Magna and have established territory inland, away from the coast and rivers. They are most commonly found in Pridari, and have started following Paxorak raiders, much to Teryx Mohra Tergum's annoyance.

In contrast, **Nui-Rama** favor the coasts and rivers, where they can drink freely. Their hives are built thin towards the wind, and thicker at the base, along the coastline of New Atero. Some Nui-Rama are employed in the Gukko Force, though they're only used largely within Tesara.

By hunting in packs, **Onyx Raptors** have begun to challenge the Skopio for apex predator of the Dahko region. The mass deforestation in Pridari has drawn populations to the west, where they are enough of a problem that Barraki Mantax has started issuing bounties on them.

Parakrekks are among the few Rahi that are not adapting nor being actively conserved. In fact, they're often driven off from settlements before they can settle in. Even the patient Vhisotai of Maca Bohila have little patience for them running free, choosing to store them in stasis as much as ethically possible.

Though at first intimidating, **Phase Dragons** have become known as "Sara Dragons" by the Magnans, after their habit of sitting near crossroads waiting for Thornatus or similar vehicles to drive past to race them. Their presence is seen as a good omen - few other creatures would approach a bored Phase Dragon, thus it's safer to camp near one.

If a village is not large enough for a Boiler Crab, it has at least one **Pit Crab** helping it to cut down on useless waste. The Rahi is kept in a special tank near the edge of the village, usually upwind, and is given almost all the waste to eat.

Kairula's most colourful inhabitants are the **Pokawi**, who have taken to resting atop the mesas. Some traders carry them as a crude method of being located in the desert, as the loud 'pok-pok-pok' cries carry for miles across the open dunes.

Protocairns, destructive as they are, seem to have made their own way out of the GSR. The appearance and mapping of several new islands along the Ateroan, Deressan, and Pridaran coasts are probably unrelated.

Nobody's sure about **Protodites'** current conservation status, or where they are.

Proto Drakes are common through Aqua Magna, populations having escaped the GSR during the Great Cataclysm. Perhaps the most well-known is Apru, one which took a liking to Elikh Koro and remains near the village, 'disciplining' other Rahi in the lake.

Though Catarivhu's streets are narrow, the local guard still values their **Puipo** mounts. These froglike Rahi are more than capable of blocking off alleys with their vocal sac, while the accompanying cry can alert other members of the guard... or local Toa and Glatorian that reinforcements are needed.

Ranama are frequently drawn up in the Ardeo Fissure, and are the Ardeo Guard's primary local hazard. The Rahi care little for being speared and shouted at, though, and try to avoid the intelligent inhabitants of the Fissure where possible.

Razorfish are not quite tamed, but are fed by ((Ursare City-State)) to encourage them to stay near the Ursare settlements. Few predators, Magnan or Rahi, are willing to approach the Razorfish when they're alerted. Their scales also make excellent knives when shed, a valuable trade good for the Ursare.

Razor Whales are friendly enough that coastal Magnans have come to consider them previously unseen natural creatures. It's not uncommon to find them swimming alongside ships, though their spines and bellow can easily sink any vessel that offends them.

Reas-Nui are constantly considered for inclusion into the Gukko Force messengers, as their long-range and endurance would allow flights limited more by the pilot than the mount. However, the Bota Magnans have come to associate these carrion-eaters with the Barraki invasions, as the Reas-Nui descend after the raiding parties and often finish off any wounded.

Reef Raiders are frequently transported directly to the sea, though rarely survive alone. Thus, they are only released in full shoals, having to wait in fish cages along the Ateroan coast until a sufficient number is brought together.

Rock Lions are rare, solitary animals. Though they prefer targeting smaller Rahi, they're not above taking down people. These maneaters are feared across the known world. The ((Skrall Homeland)) has been negotiating for the capture and delivery of a few, interested in their potential as war beasts.

Rock Raptors are common in the Black Spikes, having adapted their tactics very well to the mountain range's sheer cliffs. Notably, they at first set up around Elikh Koro, though they have been displaced by the Bohrok's hives since.

Ruki fish are the primary type of Rahi along the Ateroan coast, and have even been seen shoaling with native Magnan fish. Their strong bites are used in defense of both themselves and their new friends.

Encouraging the intercultural exchange of profanities, the **Sand Frog's** screeches have joined the nightly chorus of the Dunes of Treason. Few find themselves able to sleep through the racket, as such, they are frequent training for young Vorox learning to hunt.

All inhabitants of the Dunes of Treason alike hate **Sand Snipes**, though Kairula places dishes of water near entrances and the Suva to keep them away from the residents. This

technique is often mimicked by traders, who keep a special shallow dish of water for this purpose.

Sand Tarakava are perhaps one of the primary reasons why the Asori have begun to gather into larger groups again. Though smaller than their aquatic counterparts, they are more than capable of shattering armour and helmets, injuring the Vorox or Zesk severely.

Sea Spiders reliably migrate towards the borders of Bota Accans, where they find their favourite prey in excess. Newly released Sea Spiders can be found elsewhere, but they all eventually make their way there, where they compete for the best hunting grounds.

Shale Steeds are once again tamed by Ihidauri, as more advanced transport is still slowly rebuilt. Ngabarraki Pridak makes it a point to ride one on trips, making it fashionable not only among Ihidauri, but other wealthy folks in Pridari. Paxorak, however, find this Rahi flimsy.

Shallows Cats are common along rivers and coastlines, but are actively relocated if they're found in settlements. This Rahi will often target not only pets and working animals, but Agori or Matoran collecting water.

Shore Turtles have become endemic to Tesara, becoming semi-domesticated there. It's not uncommon to find the Rahi on roofs, high branches, and even sitting in Gukko nests! Newcomers to the area are warned not to hit trees, lest they find a surprised Shore Turtle dropping down!

Silver Chute Spiders, now known as Silver Jungle Spiders, are often mistaken for Visorak by the uneducated. Their lack of large mandibles is an easy distinguishing feature, though their webs are easier to tell apart - a thin white thread instead of thick, green cable.

Ironically, **Skreepah** are easier to move when they're active. Dormant Skreepah are both hard to find, and vicious when disturbed. As such, only a few have been evacuated from the GSR, and "Skreepah season" is much shorter than what it once was.

Though it was expected they'd thrive in clearer air, **Smoke Hawks** actually seem to choke without Xia's pollution. Some success has been found in settling them in District Tahu and Elikh Koro, near forges, but the population continues to fall.

Despite clear requests from Skakdi populations, **Spine Slugs** were rescued like many other Rahi. Though some efforts have soured Ateroans' perceptions of these Rahi, Pridari still finds use for driving the rage of their Skakdi, and sometimes other, soldiers.

Spiny Stone Apes still maintain their symbiosis with Rock Raptors, but also have developed their own foraging tactic of rolling downhill to knock over caravans or break into wooden food storage buildings. Thus, they're a common problem around Roxelus.

Static Spiders are easily attracted by exercises of elemental Gravity, though rely more on thunderstorms to travel between areas, taking off as the lightning starts and descending as the storm settles. These are increasingly common in Bota Magna, drawn by the storms.

The **Stinger Whales** have only recently been confirmed to be safe; a Deressan ship saw a pod surfacing south of their islands. The interaction was peaceful, the Whales investigating the fishermen before diving down again. The news that one had a mechanical arm seems to have caused minor excitement among Southern Continent Matoran.

Stone Rats are a common problem across Dakho, Dakhai, and Pridari. Ways to prevent them chewing through granary walls vary by region and effectiveness. They are, however, common prey for urban Rahi and animals, including pets.

Swamp Stalkers are common in the jungles of Dakhai, growing to the sizes of their extinct Karda Nui kin on the bounty of prey. They favour the liquid protodermis streams, but their presence is expanding as they outcompete similar predators.

Tahtorak have established themselves across Spherus Magna, primarily in the richer lands of Bota Magna, Pridari, and Dakhai. Many of them migrate, though a permanent population exists in Dakhai, seemingly hunting Skakdi.

Vicious **Takea** sharks still swim the sea, and have become a common problem for swimmers and sailors... The Lomurans actually are quite fond of them, feeding their criminals to eager Takea swimming between their islands.

Taku are welcome inhabitants of Catarivhu and District Gali, while also being seen across New Atero and Pridari. The Deressans have made a formal request to acquire some, as it appears these small birds cannot cross the heights of the GSR.

The coastline of New Atero is stalked by the **Tarakava Nui**, both a protector and punisher in equal measure. The mouth of the Skrall is patrolled specifically to prevent this Rahi from swimming upstream, while it is often baited towards unfriendly Iaquaran or Kadzarhni ships.

The **Toa Terrain Crawler** has been trained to carry people through chutes as a proof-of-concept. It appears to enjoy the challenge of navigation and the food treats it gets.

Trollers are apparently fictional. This was quite a surprise to residents of Po-Wahi, who all have a story about encountering one. The conflict has led some to believe that these Rahi simply burrowed out of the GSR on their own and now live inside Spherus Magna.

Tunnelers are a common encounter inside the GSR, feasting on the protodermis inside. Scholars fear they might go extinct, as the specimens kept in Maca Bohila refuse to eat Magnan stone.

Tunnel Stalkers are one of the few creatures on the planet capable of fighting the Skopio on equal basis. Though the two rivals fight over prey, they try to avoid each other as much as possible otherwise.

Tusk Climbers are perhaps the dominant species of Dakhai's jungles. Their nests are common from Deressan territory all the way north to the borders of Bota Accans. The Tusk Climbers in the north are more aggressive, actively sabotaging expeditions that approach the Visorak-held forests.

Ussals are still used by the Ussalry of Onu-Koro, with their specialty being the mines and underground tunnels across New Atero. Southern Continent variants are common for defensive roles, while the Northern variant is used to patrol settled tunnels and carry more riders.

Vahki Hunters are the primary reason for the persistence of Baranus chariots and other animal mounts in New Atero - Lacking their usual prey of Vahki, they have taken to eating vehicles - Their lightning-fast ambushes can even catch Thornatus vehicles, throwing the passengers clear. Those in Exatagna are far more placid, leisurely browsing scrap near them such that they've been named 'sleepers' or 'resters' in the local parlance.

Though **Vako** are not the largest Rahi, their poor sight and volatile temper makes them a decent threat across Dakho and Pridari. If startled or surprised, a Vako is more likely to charge than anything else - leading to many otherwise avoidable injuries for all involved.

Venom Flyers fly above Mordas Silva and roost in its canopy. Anything that flies near the Visorak-infested forest soon draws their attention, and is sent tumbling into the trees. They can be found independent, notably trained by the Dark Hunters as intimidating messengers.

Volt Cattle are the primary livestock of Oropi-centric villages, though Agori are known to farm them; forced to, in Pridari. There are almost no truly wild Volt Cattle, as they're paid for before being rescued from the GSR. Maca Bohila has a 'feral' herd, which is mostly still reliant on caretakers.

Waikiru are slowly disappearing from the continent. However, this is considered a good thing, as it is expected these Rahi are swimming south to the polar regions. It will be a decent length of time before anyone can double check, though.

Water Tarakava are common along the southern coast of Dakho, and are spreading rapidly along Aqua Magna's coastlines. Though they are dangerous to swimmers, they tend to avoid larger ships. Some fishermen can strike up friendships with them, sharing a catch for driving fish towards the nets.

Water Wraiths can ruin an entire catch of fish, but are nevertheless highly valued. If properly processed and diluted, the poison on the shell can create a unique spice that Magnans find delicious. Perhaps Betrayer Teridax would appreciate the irony, that his beloved creation gained universal acclaim in service, rather than domination.

Wolf Rats are a rare pet - large enough to provide warmth or sit on its owner's lap, but their habit of jumping out from hidden nooks can be troublesome. Most can be trained to prefer a certain 'den', higher up, allowing them to play by jumping into their owner's arms.

Yari are quickly moved to the Ateroan coast, so that the ecosystem can balance there. Due to their size, however, they spread out quickly and are now found in Pridari and Deressax Ceata. In the latter, the sailors have started feeding them after noticing they attack Tarakava and Takea, incidentally keeping them away from ships.

The **Zivon** likely still lurks in the Zone of Shadows. Nobody is willing to check, least of all the last people capable of summoning it - the Visorak of Mordas Silva.

Zoli spiders are popular pets, and additions to decorative bouquets, in Tesara and the Bota Magnan Jungle Tribe. Magnan children have become especially fond of trying to startle the little Rahi into breaking its camouflage, though being accidentally bitten is quite common among the foolhardy.

Spherus Magna Creatures:

Thanks to the BGA Discord Server for many of these creatures.

Blackstone Boar: Before the Skrall settled Roptus, there was another 'terror in black' that stalked the Black Spike Mountains - The Blackstone Boar. Though the forests of the valleys disappeared during the Bara Magna era, the Boars remained as territorial as ever. Any solitary traveller, even a heavily armed Glatorian, could fall foul of these creatures' fearsome temper and great tusks.

A solitary and ill-tempered creature taller than an Agori at the shoulder. Charging out of the darkness to gore with tusks longer than a Vendri's leg and shattering tree trunks with a swung tail club. Naught left but injuries, terror, and blood splatter - This reputation largely belongs to the male of the species, and now only at certain times of the year. Females are usually calmer, but all Boars are fearsome beasts.

Nocturnal by nature, a Blackstone Boar prefers cooler forests, where it can find its preferred food - which is to say almost anything from tubers to smaller animals. The Black Spikes are its historical range, but it has been known to range south into Tesara and the grasslands of Catarivhu. Some have even known to stay near villages, venturing between the buildings at night to find scraps - a common reason to call a Toa or Kaiax Glatorian. Detonating Thornax fruit does scare them off, but frightened piglets run every which way, and the sounders soon return for them.

While the male Blackstone Boars are solitary, females and juveniles stay in small groups called sounders. 'Grandmother' Blackstones lead these groups, and their tusks and tail clubs rival those of males. The 'mothers' have only tusks, lacking the ossified tail club. Young Blackstones lack both tusks and club, though young males grow them rapidly when they leave their birth sounder.

As terrifying as they might be, Blackstones are a common prey item for all variants of Dragon, as well as packs of both Iron and Wasteland Wolves. They have been known to fight Spikits - the loser usually becoming a meal. As for new predators - Muaka are known to eat them, while Kavinika often attempt the same. The latter often comes off second-best, barely managing to steal the occasional piglet.

Interestingly, Blackstone Boars seem to be able to eat organic Protodermis. The material seems to deposit in the ossified portions of their bodies - bones, teeth, tusks, and tail club - while failing to poison the Boar in the way other animals are. This is not merely staying below a safe minimum dose. A young male was seen eating an ambitious Kavinika down to the bone, crunching up its armour with enthusiasm.

Hunting these animals has become a way for Skrall to gain honour in this new peaceful time. Ductor Apukha has made a point of personally dealing with any Blackstones causing trouble in Roptus' territory. He has also invited other Ductor-class from the north to join him. Smaller Boars are left for Mileta-class Skrall, or to repopulate. Some enterprising Rock Tribe artisans have begun making bows from the tusks, carefully engraved with scenes from the hunt in which the boar was defeated.

Cadaver Stork: A family of carnivorous birds common across the planet, the Vakarus birds are known for their bald heads, long necks, and proportionately small wings. In the region of New Atero, these birds are represented by the Cadaver Stork. The Cadaver Stork is the most eager scavenger in this group, though it is not above dealing the death blow itself if its target is sufficiently weakened.

The harsh desert world seemed to exclude the Cadaver Stork. Able to survive with little water, and capable of cracking bone for marrow, these birds thrived in circumstances that left many other animals extinct. Their presence was a universal sign of tragedy to Atero. The Cadaver Storks found the victims of Bone Hunter raids and conflicts with the Vorox far quicker than any helping hand. Many travelers came to loathe these birds.

However, the Cadaver Stork was pushed to desperation just as often. While an adult can survive off carrion, their chicks need a steady diet of fresh meat to grow healthy. Before the Shattering and after the Reformation, this need is fulfilled by small amphibians, mammals, even chicks of other bird species. During the Bara Magna era, few chicks could be supported, leading to a steady, but not terminal, drop in population.

While flightless, Cadaver Storks can walk or run for hours, and are more than capable of climbing trees by wing-assisted jumps. These are, indeed, where they build their nests. It's not uncommon to find them sitting in trees scanning the nearby plains for meals. With their size (rivalling the average Vendri) allowing them to bully other scavengers or even some predators off their kills. Their beak is combined with powerful kicks to make the Cadaver Stork a surprisingly intimidating creature.

But any discussion of this creature must bring up its defence mechanism. A Cadaver Stork has little appetite for a fight it cannot win and less for a threat it cannot escape. As such, if cornered or startled, the Stork will drop bonelessly to the ground, regurgitate its last meal, and 'sweat' a foul-smelling liquid. This is actually oil that keeps their feathers clean, and only stinks when the Stork raises its body temperature - a natural consequence of the bird's fright-or-flight response.

Most large carnivores, Rahi or animal, have been known to eat a Cadaver Stork when the opportunity rises. Almost nothing actively hunts them, though. The only natural enemy of the Stork appears to be people, as these birds are known to substitute roofs for trees when it comes to nesting grounds, and find more than enough food around waste dumps. They are also easily startled by the noises of civilisation, so their stink is quite unwelcome.

Cave Shrike: Cave Shrikes horde food in stockpiles, but do not fight for them unless their eggs are in the stockpile. They are known to glide over the sand dunes for days in erratic patterns to escape notice while in search of food. They usually hunt small animals, like Sand Foxes, and catch them by diving swiftly down at them and then slice them with their blade-like feathers, should they miss, they try it for a second time, and if that misses too, they immediately flee, for their thin bodies cannot withstand most counterattacks. Sometimes Cave Shrikes can grow large enough to catch and carry an Agori away.

They have a habit of twitching their wing in the direction in which they intend to fly, which can be used to predict their flight patterns. Swords made from Cave Shrike feathers are brittle, but seen as great prizes, as the Glatorian who takes a feather must be able to predict the bird's attack and counter it without injury.

Prey skewered on spikes near their food

Desert Leech: Desert Leeches are parasites which hang from the ceilings of caves. When they sense prey below, they drop down onto their target, and begin to feast on their blood for energy. Vorox and Zesk sometimes eat these creatures, as they are surprisingly nutritious. Other Magnans consider them disgusting, however, and rarely choose to eat them.

Devorax: Devorax are large amphibious reptiles known for their nigh unstoppable hunger and their ability to consume practically anything to quench it. Thankfully unlike Spikit, a Magnan doesn't have to worry about getting eaten, since Devorax are non-hostile to Magnans, but they need to watch out for their tools or vehicles, because these lizards favorite food is metal, and not even Exsidian can resist their jaws. The Great Beings granted these creatures a blade which functions as a dorsal fin, giving them a greater swim speed and as well as a sonar ability, which the Devorax use to find metals in the form of moving vehicles. While they are a nuisance for most, those that manage to tame them might find them one of the more intimidating tracker animals.

Devorax are amphibious creatures native to all three regions of Spherus Magna. Some time before the shattering, the sharks have been granted legs, improved jaw, fins as well as other augmentations by the Great Beings making them more into hounds than sharks. Devoraxes easily navigate trough any kind of terrain, best in water and surprisingly quicksand in which they are known to reach speeds up to 22 miles per hour. "Trackers" are quite territorial, hunting and living alone, however they show no difficulty cooperating with eachoter. Devoraxes gained their name from their modified primary dorsal fins which allow them to track target through a kind of sonar. There are many rumors about this fin. Some say it can be harvested as a weapon others say it may hold other sonic abilities. Only the finest hunters may find out. Trackers do not eat Magnans, and spit them out if accidentally attack. They are non hostile to them, however they are frequent to eat steeds and sometimes vehicles. Upper teeth are used to stab and neutralise a creature and the jaw for smashing anything that stands in it's path, even exsidian objects. Trackers can be domesticated, however that requires time, patience and most importantly: skill. Once attacked, a Devorax will pursue the attacker until they are killed or escape out of their range, which is far larger than one may think...

((Winter/white variant)): A specially adapted regional variant of Devorax, these winter-evolved forms are bulkier and slightly stronger than normal, but are also slightly slower. They are the worst nightmare of every Exsidian Miner as they can eat large amounts of Exsidian in no time and their powerful bodies can brush off most attacks.

Fireside Munjac: The vast Wastelands of Bara Magna are notorious for being a hostile place where only those with the most grit can possibly survive for an extended period of time, not only due to the harsh environment, but the creatures that live there too. The Fireside Muntjac is... not one of these dangerous creatures. While dumb, and far too

obsessed with bright lights and the warmth of a campfire, these deer are remarkably friendly, and are known to keep travelers in the Wastelands company while they rest. Allowing one to do so is considered to be a good omen, and may later bless you with good fortune when things are looking bleak.

Harposphex: Harposphex (lit translation: Harpoon Wasps) are predatory Glatorian-sized insects which make their homes in the chasms that make up Creep Canyon. Their claim to infamy is in their stinger, which is not only sword-sized, but also has the unique capability of being launched as a sort of projectile, allowing the wasp to impale its prey and then reel them back in with a biomechanical winch. Thankfully, it seems that the Great Beings were satisfied with this one modification, as these wasps otherwise seem to be completely organic.

Ice Spike Marmot: The Ice Spike Marmot is a creature native to Spherus Magna and for 100 000 years, Bota and Bara Magna. They mostly reside in tall mountains near grassy areas. Surprisingly their largest population is located in the White Quartz Mountains. Inside Iconox, they are revered for their horns, an addition from the Great Beings. This led to them being kept and bred by Koebi Agori as a source of weapons and food. Their use as livestock is controversial, since they are very affectionate. Most keep them as pets, and even farmers simply harvest their horns.

Iron Wolf: A species of wolves inhabiting the White Quartz Mountains. Unlike most Bara Magnan fauna, these canines are biomechanically enhanced, and many were trained for combat to aid Iconox in the Core War. They emit a musky odor from the organic parts of their body.

Leaf Dragon: A Komodo Dragon-like creature which possesses scales that look and feel like leaves on a first glance. These dragons are known to chew up and swallow leaves of poisonous plants to later breathe out a cloud of toxic gas; This allows the creature to attack prey with greater ferocity, or to allow for an easier retreat should the going get too tough. Leaf Dragons have ADV1 on all FORT and REFL Saves against being Blinded, and attempts to blind them with small particles such as Sand will automatically fail.

Living Vessel: A plesiosaur-like piscivore that engages in active mutualism with humanoid Magnans - in ancient history, the ancient forms of humanoid Magnans would clean the creature as it lay in the shallows. Over time, this became the creature learning to carry Vendri and Agori as they protected it during travel.

Meus Goat: The Meus Goat is a semi-tamed animal in the White Quartz mountains. They are capable of climbing near-vertical mountainsides, which can make them difficult to find even on clear days. Their horns were augmented by a Great Being experiment, going from natural bone to reinforced metal. As they are herd animals, they can come to trust certain Agori enough to not turn the horns on them. They can be milked and, on rare occasions in the lean times of Bara Magna, slaughtered for meat. Their bleats echo most times of the year, but the force with which they duel each other has been known to trigger avalanches.

Mirage Widow: The Mirage Widows are small spiders which live in the treetops surrounding Tesara. This spider is well-known for its venom, which while rarely lethal in any capacity,

serves as a powerful hallucinogen. Most people see their bright coloring as a warning to avoid the creatures, but some actually willingly approach the spiders and allow them to bite them. Agori who intentionally get bit by Mirage Widows are sometimes known as “Widowtrippers”.

Mountain Shrike: The Mountain Strikers live in the Black Spike Mountains surrounding the village of Roptus. While these birds of prey are rarely a danger to Magnans, Strikers are infamous for their startling screech, and their claws which are known to slash through armor like scissors through paper.

Oasis Elephant: Large creatures that once wandered near Tajun, the oasis elephants now wander freely across the plains of New Atero and the southern League. The Reformation restored many of their original migration routes, and they resumed them the same day. This speaks to their incredible memories, which are considered either equal to, or better than, Agori and Vendri memories. In fact, their intelligence overall is high enough that scholars suspect they're fully sentient.

Oasis elephants are certainly social, both among themselves and across species. Females and calves wander together in large herds, and recognize each other after years apart. Elder males often gather wandering younger males into “school” herds, where they are taught how to survive independently and how to be courteous to the females during mating seasons. This lifestyle has been likened to that of the Skrall, usually disparaging the Skrall in some way.

Since the Reformation, oasis elephant herds have become regular sights near Ateroan settlements. In fact, thanks to the Gavingi, Ateroans have set aside paths for the elephants' migrations; many of the smaller roads of New Atero follow these routes. Though tension still exists between oasis elephants and farmers; the creatures not above taking a free meal from the crops; travellers are often welcomed as temporary members and curiosities among female herds. Occasionally, older calves will inspect goods or the travellers themselves.

This set of behaviours has led some scholars to want to test the intelligence of oasis elephants. This is an unproductive line of research, because the elephants very quickly figure out they are being tested. Many times, an oasis elephant seems to be specifically messing with the experiment. More than once, the elephant has appeared to be turning the test back around, observing the scholars' reactions instead!

There are two great changes in the oasis elephants' behaviour since the Reformation. Firstly, female-led herds will often steal the Rahi known as Hapaka from the farms where they are employed. This is especially known among young females, who are old enough to have calves but currently don't. The elephant will care for the Hapaka, which seems to return the affection. Once adopted in this way, a Hapaka will often play alongside other calves, even when its 'mother' has her first calf.

The second is that it is increasingly common to find free Lhomanu wandering alongside the herds of young males. The exact relationship depends on the Lhomanu's personality; sometimes they're just as rowdy as the elephants, other times they're a moderating influence not unlike an older male. What's always true, however, is that the Lhomanu and young

elephants will often wrestle each other as a bonding exercise, and steadfastly refuse to do so whenever put in an arena to perform in front of others.

Quartz Deer: Quartz Deers are uncommon creatures which live on the White Quartz Mountains, never leaving the range due to their complete lack of resistance to the heat of the rest of the desert world. These deers are known to live in the cold for so long that ice crystals form on their fur and horns, which the deers seem to incorporate into their resilient bodies like natural armour and weaponry.

Quicksand Grasper: This mollusc-like creature is a pest in its juvenile stage and a danger in its adult form. As juveniles, they resemble snails with a trailing fringe, and are harmless. It spends all its time searching for and traveling to a source of still or slow-moving water. Once it has found one, it will settle and molt into its adult form. To ensure no other graspers attempt to steal this water, it will release a chemical that changes the smell of the water. This chemical tastes somewhat acid, but does not dissuade other animals.

The adult form of a Quicksand Grasper is most akin to an octopus, though few Magnans have ever seen it in full. Instead, the Grasper will most often seem to be a colony of aggressive Sand Worms. These are actually tentacles, having grown strong and thick enough to overpower all but the strongest creatures. Once the Grasper has a firm grip, it will drag its prey into the water, drowning it and feasting on the meat for days.

The fastest way to dissuade an adult Grasper is by cutting its tentacles; even shallow cuts startle the creature, and multiple deep cuts can even force it to release their prey. These injuries, even losing a tentacle, is not fatal to the Grasper, but it will seldom risk prey that sharp. Thus, despite the potential danger, any decently-armed Magnan will mostly walk away from a Grasper encounter a little winded and bruised.

Rock Dragon: A Komodo Dragon-like creature which possesses scales that look and feel like rocks on a first glance. These dragons are known to chew up and swallow rocks to later breathe out in a cloud of blinding dust; This allows the creature to attack prey with greater ferocity, or to allow for an easier retreat should the going get too tough. Rock Dragons have ADV1 on all FORT and REFL Saves against being Blinded, and attempts to blind them with small particles such as Sand will automatically fail.

Rock Steed: Rock Steeds are highly perceptive reptilian beasts often captured and tamed by the nomadic Gatherers for the purposes of travel and raiding. Though initially hostile, these creatures are easily trained and are highly loyal to those who tame them. Rock Steeds are carnivorous. They have several rows of sharp teeth, venomous stinger tails, and a great deal of endurance, being able to travel great distances with little water. They possess sharp hearing, vision, and an acute sense of smell, which helps them to detect enemies miles away. Rock Steed physiology is self-cooling, provided that the creatures are moving. Rock Steeds can differ in size and color; known colors include red and green.

Rotblood Toad: One of Bara Magna's few true amphibian creatures, the Rotblood Toads roam the dunes of Vulcanus looking for bugs. When threatened by predators however, the toad employs a unique and disturbing method of self-defense; Shooting deadly toxic blood out of its eyes into the orifices of its target. This blood has a foul taste when injected, and

can cause sepsis when it enters wounds, as the immune systems of Magnans reject the involuntary blood transfusion. This infection can be fatal.

Sand Bat: Sand Bats are large, winged snake-esque animals that live in caves to hide from the sunlight, which is capable of severely burning them. At the cracks of dusk and dawn, the Sand Bat rises, and prowls its territory for prey, which may be anything from a Scarabax Beetle to even a Glatorian. When attacking their prey, Sand Bats are known to grab their prey with their tails and drop them from the sky before dispatching them. Sand Bats can grow to fifteen feet in length, and possess wings that allow them to fly. Sunlight has an extremely corrosive effect on the Sand Bat, forcing it to stay underground. The creature attacks by surfacing quickly, striking its prey, and returning underground, minimizing exposure to sunlight. Sand Bats often devastate the local wildlife in a certain area. As a result, there are rarely more than two Sand Bats in a given territory. Sand Bats have another name which is extremely long, but is rarely used due to its length and the swiftness of the creature's attacks.

Sand Fox:

Sandray: The namesake of Sandray Canyon, which they live nearby, the Sandray is one of very few true marine life that live on the dry and barren Bara Magna. They're known to briefly glide above the Sea of Liquid Sand before diving back down to swim in the quicksand that comprises the region. By filtering the water out of quicksand and expelling the excess, Sandrays are able to breathe inside of quicksand.

Sand Stalker: In order to cross Bara Magna's wastelands, its people often tame Sand Stalkers to carry them from point A to B. Though smaller, slower, and more docile than the Rock Steed, these cloven-hooved reptiles are sure-footed, durable, and can travel for longer distances. Sand Stalkers are used for transportation across the deserts, as they have the ability to survive with little sustenance for long periods of time. They are also very sure-footed, able to cross dunes without sinking into them. While smaller than Rock Steeds, they are capable of holding their own against them in battle one-on-one. Sand Stalkers have a single, forward-facing tusk that they use to probe sandy areas for groundwater, which they then dig up with their front feet.

Scarabax Beetle: Commonly found all across Bara Magna, Scarabax Beetles are small and frail bugs that feed on Sand Mites at night. These bugs have a varied reputation; Some find them charming while others see them as little more than pests. Though often considered otherwise unremarkable by most Magnans, Scarabax Beetles are highly intelligent, and can gather in swarms to take down creatures much larger than them. Scarabax possess wings under their carapace, and can fly using them. Their shell is weak until they become an adult, when it hardens significantly making it hard to trample the beetles. Some Agori claim to find their company enjoyable, but others believe they are pests. The beetles are considered a delicacy by the Vorox, while [Skrali](#) in particular speak condescendingly of the beetles, comparing their enemies to them. When the ire of several Scarabax colonies are provoked, they unite as one for the sole purpose of the elimination of a single problem. This mass of insects dwarfs almost all singular creatures on Bara Magna.

Scarablion: A small and largely insignificant creature which is named purely after their favored food, the Scarabax Beetle, which they will burrow underground to sneak attack against. Agori who dislike Scarabax often enjoy Scarablions in turn, as they serve as good deterrents for the tiny insects. Many years of burrowing and eating insects allows the Scarablion to form a chrysalis and turn into a dragonfly-esque creature. Though far weaker than their larval forms, the Scarablion Adult is much more mobile, and is therefore more capable of breeding and continuing the lifecycle of its species. As Bara Magna is a vast and harsh environment, two biological sexes have become a weakness to the species. Thus, Scarablions only possess one biological sex, and any two specimen may breed to continue the cycle.

Scrapper Owl: Scrapper Owls collect scraps of metal and add them to their wings as extra feathers (which they can throw at targets as a form of attack). Sometimes these metal scraps fall off, spreading them across the Vulcanus Ashlands. Their coloration is similar to a greater sooty owl in order to blend in with the rest of the Ashlands. The males have "ear" tufts similar to a Long-Eared Owl. These tufts are a point of pride for male scrapper owls, and they use them to attract mates. Both females and males also possess plumage patterns (and sizes) similar to that of great grays. Female scrapper owls do not have as prominent tufts as the males, but they do still have tufts. They show off the tufts when defending their nests from anything looking to snack on the eggs inside (mainly smoke lemurs). They fully expand their wings and rattle the bits of metal held in their plumage as an attempt to deter attackers. Scrapper Owls will often simply pick up pieces of metal with their beaks, but they are also known to sift through the ash with their wings. They have these "hooks" on the undersides of their feathers that allow them to "comb" the surface of the ash and look for anything worth taking. Often times Ashland Scrapers will stop their vehicles for any little scrapers patrolling the Ashlands on foot, sifting through the ash for their nests. But their main source of food is scarabax beetles. They carry off baby smoke lemurs from time to time. Messing with a scrapper owl's owlets is a horrible idea and you should never do it unless the owlets themselves are in danger and the parents cannot help. , I'm now thinking about them trying to steal Kanohi off Matoran. They try with Turaga and Toa, but the former have long sticks that are inconvenient for the scrapper owl to dodge, and the latter just throw elements at the owl. Hagah Iruini has a record of catching scrapper owls out of the sky.

Skopio: The rare, feared, and sometimes revered apex predators of Bara Magna, Skopio easily tower over almost all wildlife on the planet. These gigantic scorpion-like creatures have been biomechanically modified by the Great Beings, and employ a mix of stealth and furious offense to eliminate its prey in an instant. It is said that so few Skopio currently exist, that there are only one per 1000 miles of land on the planet. Skopio can easily grow up to thirty feet in height. They are not very fast, but have thick, powerful shells, which are capable of enduring much damage. They are known to hide beneath the sands and attack when they sense the vibrations of passing prey.

Before becoming undisputed kings of Bara Magna, all Skopio need to grow first, like all other beings. All Skopio are left to fend for themselves since birth, making them one of the fiercest hunters on the planet since their early days. Even though they're not adults yet, they should still be feared, and probably left alone, since the Skopio are critically endangered.

Spikit: Spikits are two-headed creatures tamed by Magnans for their massive strength and speed, which they often utilize to pull caravans to and from settlements. These creatures are notable for their appetites, which if not satiated, will lead the Spikits to eat anything its stomach can digest, including any nearby Agori. Well-fed ones, however, are fiercely defensive of their owners.

Spyrix: With a name translating to “Fool’s Exsidian”, Spyrixes are small copepods with a metallic sheen on their carapace resembling purified metal. This metallic appearance is a result of their diet, where they eat small scraps of ore and minerals, and even a Magnan’s implants if they remain on their body for a long enough time. After eating, these creatures will then excrete the indigestible metal as a purified and reflective shell. Strangely, this shell doesn’t cover a section on their back, which is shaped like an eye. This “eye” can absorb natural light and fire it back off as a largely harmless but still painful laser.

Many Spyrixes are located in the Vulcanus Ashlands, as the Scrapper Owls native to the area are often fooled by their shells into thinking they are actually treasures. These creatures don’t mind this, and in fact have learned to take advantage of these owls’ vices as a means to prosper across the Ashlands.

Sun Serpent: Named after its frills which look like an aggressive depiction of the sun, the Sun Serpent roams the Bara Magnan deserts in search of food, typically small mammals like Sand Foxes, which it can typically take out in a single bite. For being so strong, however, the Sun Serpent is unusually paranoid! Anything that is bigger than it, this snake feels threatened by, including Agori and Glatorian. When it feels threatened, it exposes its frills to intimidate the perceived predator. And if that doesn’t deter them... it strikes.

The true reason for the Sun Serpent’s fearsome reputation isn’t the fact that it can kill a simple creature in a single bite; Rather, the after-effects of the bite are what make it so infamous. The venom of a Sun Serpent drastically increases the internal body temperature of its victim, making them not only fight a toxin, but also suffer from heatstroke at the same time! Even Agori and Glatorian of Fire aren’t safe from this effect, as this heat is based off an immune response rather than ambient heat...

This venom has found occasional use as a warming tonic, when heavily diluted. Tarules visitors to Iconox are known to keep a flask of alcohol laced with sun serpent venom on their person to keep their body temperatures up in the relatively cold region. Traders will travel all the way from the Northern Frost to acquire this mix, which they use as medicine for those who suffer from hypothermia in their snowy lands.

Sunwheel Catfish: Sunwheel Catfish are rare and fascinating fish which will, on occasion, appear in Tajunian tide pools and in solitary underwater caves. These creatures are well-known for their exceptionally long lifespans, theorized to even be able to outlive a Glatorian. And, as they age, their brains keep developing, growing continually wiser over time.

Talon Snake: Found in the jungles of Tesara, their venom has paralytic properties. Talon Snakes are the famous Glatorian Vastus’ favourite animal, and are also the visual inspiration for his armour.

Thorn Spitter: Thorn Spitters are small birds which live in the forests of Tesara. While they're typically friendly, these creatures are known to turn aggressive when they're near a Thornax plant, their favorite source of food. The Thorn Spitters are famous for their unique method of defense, which involves plucking and spitting explosive overripe Thornax fruit at perceived enemies.

Trail Ghost: Reptilian quadrupeds, trail ghosts are apex predators on Spherus Magna native to grasslands and woodlands. About 5 feet tall at the shoulder, large enough to look an Agori or Matoran in the eyes, and able to push over a Toa or Vendri. Though dangerous, they're trained as combat partners by Glatorian, and post-Reformation as guard animals.

Wild trail ghosts are usually olive green with black markings designed to hide them in the undergrowth. Despite their size, they hunt in groups of three. They're known for having an uncanny ability to memorise prey's migrations; when herds travel from salt lick to water hole, it's not strange to find groups of trail ghosts lying in wait.

This talent transfers terrifyingly well to roads between and pathways around villages. Though they only wander into settlements when desperate, trail ghosts are known to stalk Magnan caravans that pass through their territory, staying just beyond sight and waiting for a traveler to fall behind.

Thus, many travelers who move regularly through these areas wear double-sided helmets. These designs confuse the trail ghosts as to which direction the traveler is facing, dissuading them from attack. Often the back of these helmets resemble spikits, which are the trail ghosts' natural rival for prey.

As scary as the wild ones are, domesticated trail ghosts are fiercely loyal. Trained in groups of two to take advantage of their instincts, a trainer or owner must assert themselves as the dominant member of the pack. Thus, it is very rare to see all but the oldest domesticated trail ghosts alone.

While many times the paired trail ghosts are siblings, as they would be in the wild, trainers pair off the "extras" from the training process; thus two clutches of trail ghost eggs mean three pairs of trained ghosts. These 'step-pairs' bond just as fiercely over their childhoods as actual siblings, and often only their differing colours can tell of their separate origins.

Domesticated trail ghosts have several different colours:

- Albino ghosts are the rarest; they lack the black mottling of other breeds, and so are poor hunters; they are almost entirely reliant on their owners for food.
- Blue ghosts are almost only found in Catarivhu, and are extremely rare elsewhere. Their blue-black mottling can be interpreted as pure black in the darker breeds.
- Orange and Yellow ghosts are the most common alternative colours. Most known in Tesara and its surroundings, their mottling is very thick. Yellow ghosts are occasionally born in the wild, and are considered especially brutal, though that might be due to Magnans mistaking them for their trained relatives.

- Scarlet ghosts are perhaps the most striking. They're occasionally found in the wild near pre-Core War Tarulian settlements, presumably feral, but most Magnans will know them from Vulcanus and the Ardeo Fissure.

Wasteland Wolves: A predatory creature with paws specially adapted to traveling through sand. They bore a resemblance to iron wolves.

Wirebox Weevil: Distantly related to the Scarabax Beetle, the Wirebox Weevil is often sought out as a companion to adventurers for its unique abilities. During the Core War, the Jungle Tribe learned that they could utilize these creatures as a mode of transportation, grabbing onto their silk strands and letting the Weevils carry them. This is only possible due to the incredible strength of their silk, as well as their immense strength and natural physical hardiness. Wirebox Weevils have become a staple in arena disputes, providing the glatorian with an enhanced method of traversal in the arena.

Species:

Akaimu - settled in New Atero (mostly)

Atureas - TERRIFYING PSYCHIC VAMPIRES

Barramoi - Still nomads, majority either in New Atero or League of Four Kingdoms

Bomokhu - Wardens of the surviving Rahi and will cull ones that prove a danger to other Oropi or Magnans. Mistook Vorox and Zesk for Rahi, leading to a lasting enmity with the Asori.

Ekedax - Many of them along the coasts. Land-dwellers are mostly bandits or League.

Frostelus - Headed into Aqua Magna and their icebergs. Their icebergs occasionally are seen off the south coasts.

Gawalai - Colonising Aqua Magna and other bodies of water.

Khafemu - not in guide

Kofaturi - not in guide

Kolhaki - Biomechanists and doctors, their services are even valued by Magnans.

Leraku - Migrated away from the GSR, almost cryptids now.

Ninpahk - Collectively teleported away when most of their number was gathered in one place. Occasionally reappear, are not telling anyone where their homeland is now.

Skakdi - Those who serve the Gold-Skinned Being are called Haokk. Those who serve Pridari have no special name, are privileged above Magnans. Those who live in Atero live by the "Thakk Skaz", or "Test of Tahu", his last order to live peacefully and harness their anger.

Urakiri - not in guide

Vanaki - Black Spikes, White Quartz, and other mountaintops. Individual groups ally as they wish with nearby settlements.

Vhisotai - New Atero and Maca Bohila, setting up their Great Archives in the latter region. Remain neutral to the League and Atero.

Vokaru - family-group nomads, distinctly and deliberately unaligned with any political group.

Zyglak - just as terrifying as before. In the borderlands, though the majority have swum south into Aqua Magna. Former Bota Magna inhabitants (Northern Frost etc) consider the Zyglak representative of the "not-agori-like" Oropi.

Titles:

Atua - An Agori or Matoran member of one of the Ateroan defence forces of guards (Gukko Force, Sanctum Guard, Ussalry, Razor Guard, Ardeo Guard).

Antras - An ambassador or negotiator esp. from a non-Ateroan nation, lit. "individual who makes things happen overhead".

Axelus, Axelantus - A doctor, specialising in biomechanical implants and common sicknesses for both Magnans and Oropi.

Glatorian - A Vendri who serves as a warrior. Often also Kaiax.

Glatorian Anti - Second Glatorian

Glatorian Prata - First Glatorian

Glatorian Munus - Greatly respected historical Glatorian, often has statues or other depictions in and around the Arena of the settlement/tribe they fought for.

Idax - A Turaga leader of a village or settlement. Often prefixed with element; Ta-Idax

Kaiax - Elementally empowered Magnan (usually Vendri). Sometimes prefixed with element; Ta-Kaiax

Maibus - Army commander, leader of hosts - equiv. "General"

Qanus - Agori leader of a village or settlement

Sazius - An Agori or Matoran acknowledged as a skilled member of a profession. Generally guild leaders.

Nga- - prefix meaning "foremost"; Ngaidax Vakama, Ngasazius

Nothcus - A person banished under the laws of New Atero; often find work elsewhere, but the League and Northern Tribes still distrust them. Not permitted to carry Toa or Glatorian title; this effectively replaces the primary title

Olisius - Glatorian or Toa in service to a city or fixed area, lit' "of the doorway".

Samalian - A judge, from the position of referee in Glatorian matches, lit "one who marks the borders"

Sarasius - A wandering Toa or Glatorian, lit. "of the crossroads".

List of Baran Swear Words:

Absequa - "Waste of Water"

Aqualotros - "Water Bandit"

Cratios - "Glutton", someone who takes more than their share. A thief of food.

Cullo - "To Condemn", or "To Damn"

Despa - "Reject", or "To Reject", used to refer to people who should be exiled but aren't.

Despata - A combination of "Reject" and "Shit", combined for greater effect.

Fluvos - "Flowing Mouth", someone who won't shut the fuck up. Everyone kind of agrees that this can also be used exclusively to refer to Stresephos.

Foetorus - Stinkwad, a very powerful insult, must be used sparingly to maintain shock value.

Fugian - "Deserter", particularly venomous against core war veterans. Will most likely start a fight.

Infare - "Baby", or "Child", someone who is immature. Also used for people who were born after the Shattering. Sometimes used to insult older individuals, as a means of devaluing their wisdom.

Ingoratas, sometimes shortened to **Ingora** - "Parasite", ungrateful person, or someone who does not contribute.

Inratas - "Coward", also someone who never stands up for themselves. (mild)

Mereor - Literally "Servant", in practice means "Prostitute". When used as an insult, it refers to short-sightedness, seeking short-term pleasure at the cost of long-term hardship for themself or others.

Parratros - "Traitor", typically for someone who throws an arena match. Can also mean "Murderer", though this meaning comes from the famines that would follow particularly important fights.

Spata - "Shit"

Vacuanome - "Empty Title", typically used as an insult to one's experience or age, especially venomous to tribe elders. Incredibly obscene, will probably get you in a lot of trouble depending on who you use this to refer to. **Sinenome** is a lesser meaning, used to refer to someone who has not earned a title. Can be waved off as an accident if unfamiliar with the addressee.

Qelebuskan Terms:

- Hlaba Khulu - Spherus Magna
- Ihlati Khulu - Bota Magna
- Nyumba Khulu - Bara Magna
- Lwandle Khulu - Aqua Magna
- Takati Kosi - Element Lord
- Vikeli - (Bota Magna) Glatorian
- Qawe - Ateroan warriors (glatorian and toa)
 - Takati Qawe - Elementally-empowered warrior, (lit. "little Element Lord").
- Qelebuska - Northern Frost Ice Tribe (endonym)
- Okubinya - Zyglak
- Onpandla - Earth Tribe/non-Qelebuska (lit. Outsider)
- Buto Bhubhist - The League of Four Kingdoms (lit. Destroyer Army)
- Atero Zingana - New Atero (lit. Atero's Children)

Timekeeping

26 lesser years in a great year (27 once every seven great years)

20 weeks in a lesser year

6 days in a week

(Fire, Water, Jungle, Rock, Sand, Ice) (Not a fixed order historically, due to EL ego)

Qelebuska/Bota Magna; Ice, Jungle, Rock, Water, Sand, Fire

New Atero, called a "Vurana": Taha, Kona, Gaha, Boh, Poha, Onuh

120 days in a year

30 days/5 weeks in a season

36 hours in a day

36 minutes in an hour

100 seconds in a minute

4 seasons in a year (Aftersun, One-sun, (be)Foresun, Nightsun) (Reflects B's relative position to A)

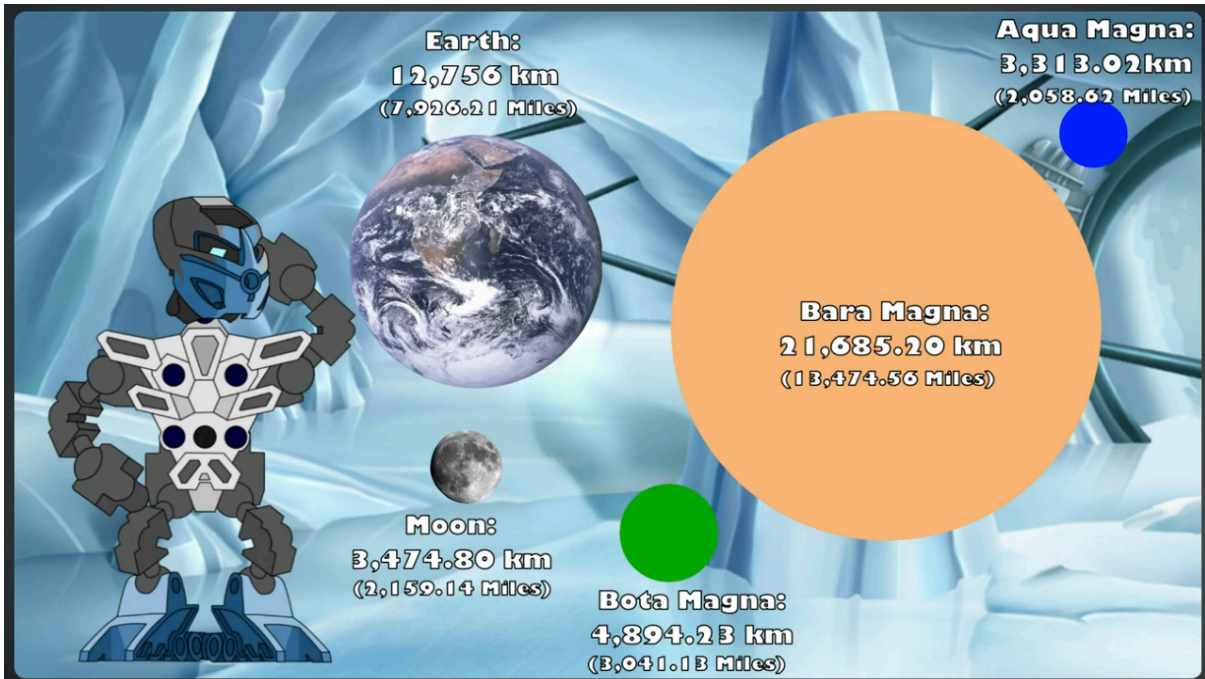
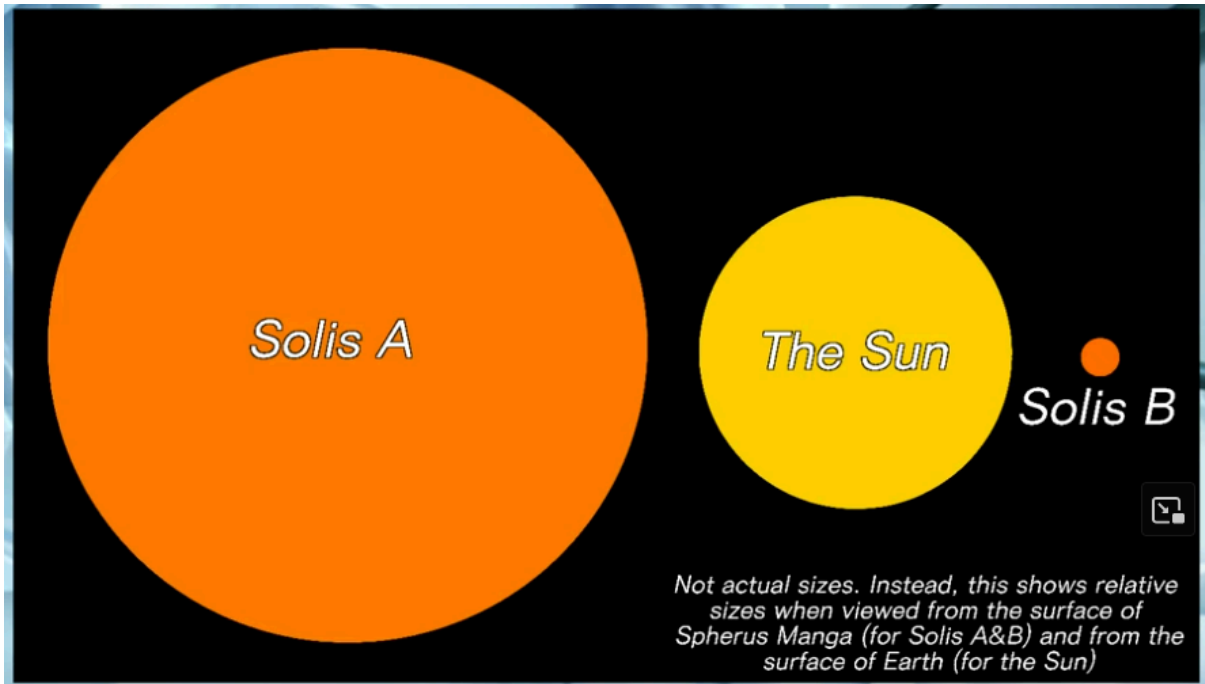
Sunset would last longer and longer from the latter half of foresun until that level of light never ceased, with true night returning from dusk on the beginning of Aftersun.

Starts on the Aftsun (Spring) Equinox

Star	<i>Solis A</i>	<i>Solis B</i>
Stellar Type	K-Type / Orange Dwarf	K-Type / Orange Dwarf
Spectral Type	K4V	K7V
Mass	0.73 Solar Masses (1.45×10^{30} kg)	0.64 Solar Masses (1.27×10^{30} kg)
Radius	0.713 Solar Radii (496,490 km)	0.63 solar radii (438,694 km)
Luminosity	0.2 Solar Luminosities (7.69×10^{25} watts)	0.1 solar luminosities (3.83×10^{25} watts)

They're 6 AU apart - a bit further apart than the Sun and Jupiter

Solis A in the sky is about as luminous as our Sun



(Image shows diameters)

Pre-Core War Technologies

Scout Vehicles/Roboriders

- | | |
|--------------|------------------------|
| GB | The Boss |
| Fire Tribe | Lava |
| Water Tribe | Kaxium (do not rename) |
| Jungle Tribe | Swamp |

Sand Tribe	Dust	
Ice Tribe	Frost	Shipasha
Rock Tribe	Onyx	
Iron Tribe	Power	

Advanced Tech

- Agony Beam - avoidance fences, where something passing between two poles would be hit by pain, encouraging it to turn around - kinda like electric fences but without the physical barrier. Tie it to the right kind of sensor and it can be used to block off areas from livestock, non-authorized personnel, or anything else that feels pain. And of course the Core War would use it for area denial targeting enemy combatants... Airdropping spikes that create the pain-fence between them? So avoidance fences could be inducing magnetic current in the bones (of animals), as well as the magsplints (minor augments that help heal fractures and hold armour) and augments of Magnans. It's also possible that these things used as spears could be nasty salvaged weapons. Post-Shattering, you could use these things to stake someone to the ground and induce the currents in their ribcage from the inside...
- Air-Containment Field - Like Air Containment Fields strike me as submarines, aircraft, and submarine carriers. Mm. Since the Magnans weren't major spacefarers (until GSR) I imagine that they could have explored the deep ocean with air-containment fields. The Core War could turn that to massive ships carrying submarines to act as mobile deployment centres... And maybe the submarine carriers are a descendant of submarine docks under the ground abutting the sea. So the Fire and Sand tribe probably had major defensive navies against the Water Tribe... These subterranean submarine docks would be useful because they're hidden from the surface, leaving Water Tribe scouts unable to detect them without intentionally looking. A massive door over the port/air containment field could be what prevents the ELWater from detecting them.
- Arcology - pre-Core War cities. All destroyed, with parts buried beneath the modern ground-level.
- Artificial Gill - Developed by the Water Tribe, used in similar ways to scuba gear.
- Artificial Gravity - Via Elemental Gravity
- Augmented Reality - Common during that time, rare in the modern era. Cannot be recreated.
- Auto-Doc - None have survived
- Containment Fields - Used much as they are in fiction - some may still work in GB strongholds, only MU tech can produce them.
- Data Pad - Tavuki Slates based on pre-Shattering tech. No Magnan examples survive.
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