



A world by T.C. Mitchell.

*I have tried to write this world into a story for many years. Alas, it seems I do not have nearly the skill for prose as I do for worldbuilding. I suspect that will, one day, change, and I will finally write the story I've always wanted to; for now, that seems unlikely.*

*I'd like to thank all who took the time to read about an admittedly complicated passion project from a teenager in Florida. If you're not someone I regularly speak to, though my gratitude is infinite for the ones who are reading this and have been here throughout this entire development, I want to specifically express my thanks to anyone who reads this who was otherwise entirely unfamiliar. You gave me a chance. Thank you.*

*Even if it's not your thing (I admit, no-one watches Star Wars for the trade disputes of Naboo or the politics latent in "Revenge of the Sith," but it's a guilty pleasure of mine, that slow-burning web of alliances and intrigue), I'd like to again offer my appreciation.*

*I hope you like what you read! Feel free to ask me questions. If you get this outside of Discord, feel free to contact me – @shiva\_om.*

# What is Mahaboa?

## Mahaboa: An Etymology.

It's unclear when and how exactly the word Mahaboa came into being. It is said that, when the Primordial God created a realm in between the real and unreal, he uttered four syllables of seemingly meaningless gibberish: *Ma-ha-bo-ah*. No meaning is attached to those words, if they're even words at all.

## Mahaboa: A Plane.

Mahaboa is the name attributed to the land of Gate and Key; it's a cognitive realm, in a manner of speaking, where the Gods and other divine beings live, and exists to serve as an in-between in regards to its distinction from (and major role in the discrimination between) the exclusively physical and exclusively metaphysical. It is not another planet with soil and atmosphere one can teach or travel to like Mars or Jupiter; it is an entirely separate plane, removed from the physical convictions of the Realm of Man but not pure mysticism like the Realm of God.

A visual aid is pictured at the end of this chapter.

## Mahaboa: A Union.

The Mahaboan Pact shares its name with the plane it was spawned in.

It was initially started as a defense pact to help the *Tuatha de Danann* against the Fromorian enemies, who at that time were far more powerful and cohesive as a force. Put a pin in this – it returns later.

The Main Houses, or the Great Originators, are pictured at the end of this chapter.

## Mahaboa: A Confederation of Corruption.

The Mahaboa Society now finds itself in a unique position; what initially began as a formality to allow for the legal defense of their fellow Houses has now become more of an imperial confederacy of royal houses, with the Silent World at the center of it. The Silent World has the abilities including, but not limited to, summoning the Divine Council whenever it is they wish and for whatever reason, disempowering or executing whomever they would like (in theory, there must be a reason that all can agree on – but as it is known, agreement can be bought for the right price), and holding supreme dominion over the Gate and Key, which keeps the dualistic forces of the Godhead – Physical and Metaphysical – at bay. It's the job of Mahaboa to “discriminate between the two,” and allow the forces to be diluted. Only then, in a more tempered or watered-down form, can the two forces interact with minimal consequence.

## Mahaboa: A Conclusion.

One may be asking themselves: “So what is Mahaboa, exactly? Is it a military coalition, a confederacy, an imperial hegemony led by a single person, or is it a plane of the Godhead that exists distinct from but inexorably linked to the others?” The answer is, as you probably could have guessed, all four.

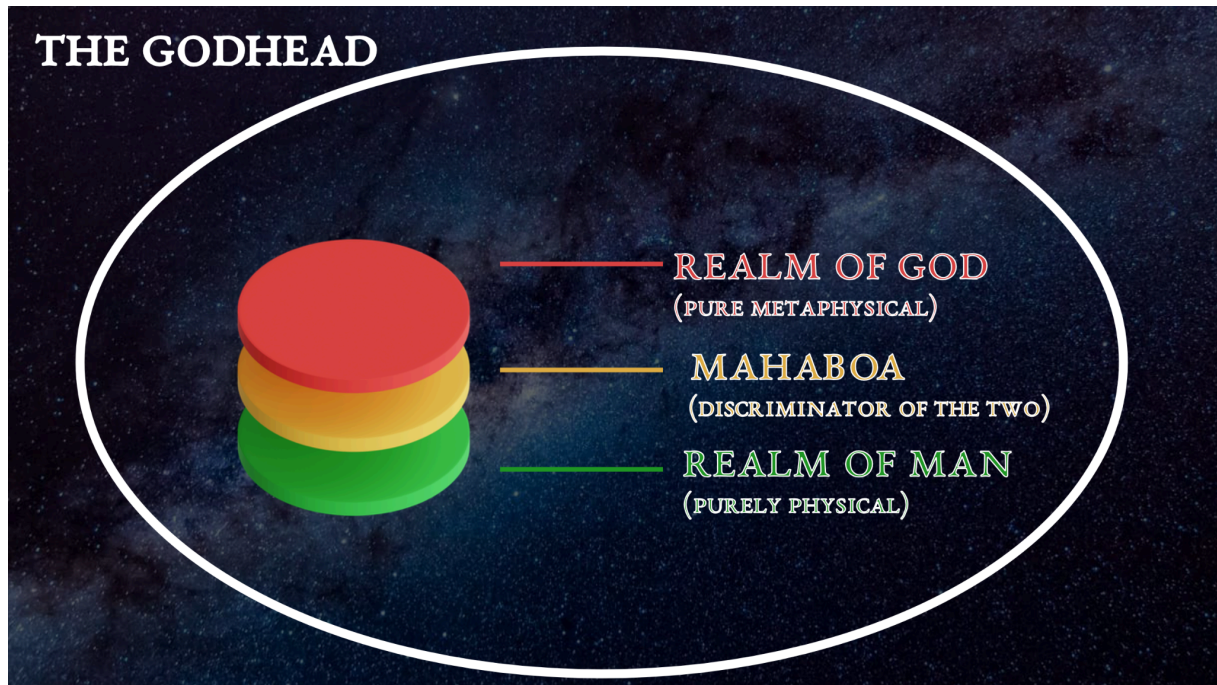
Mahaboa in one sense is a plane, a place where the physical and the metaphysical can more safely mingle; in another sense, it is a military union, a confederacy, and an empire.

## RULES FOR MORTALS TO ENTER MAHABOA:

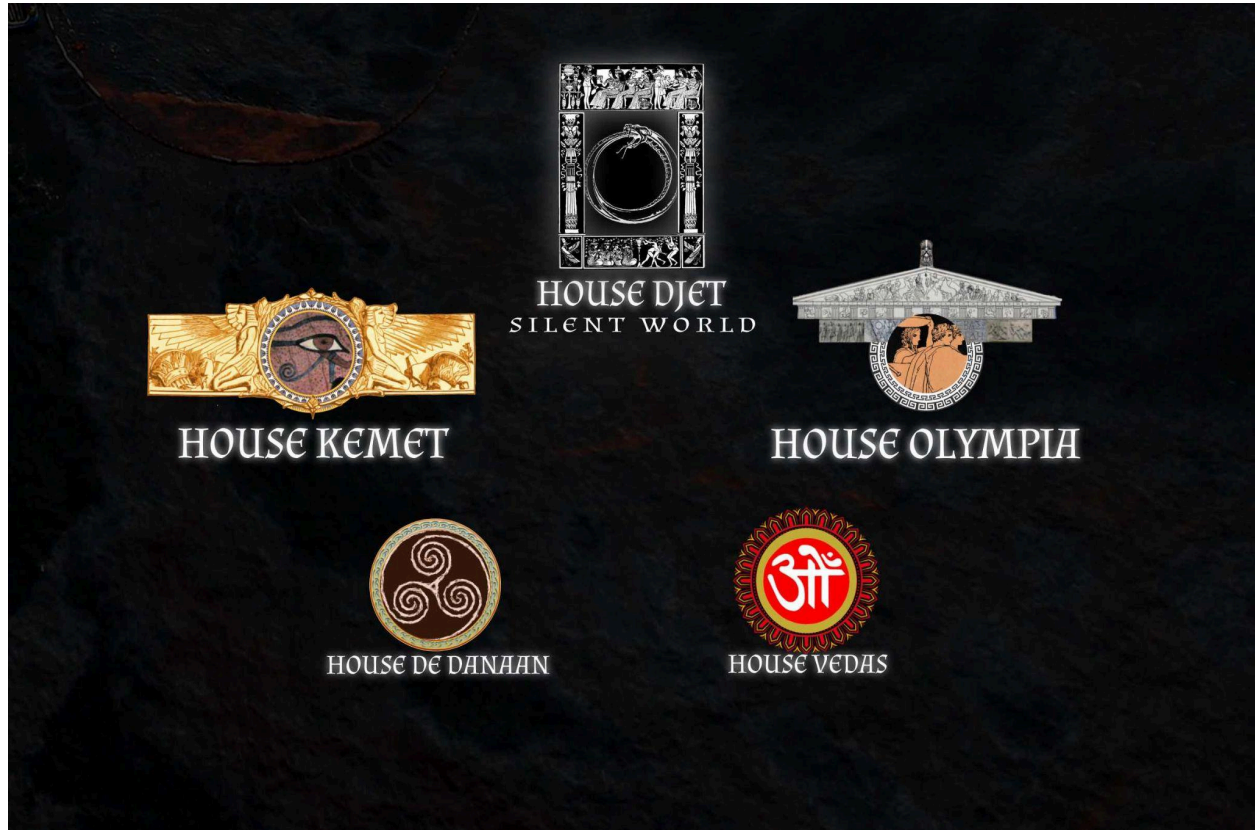
*Not all mortals can enter Mahaboa.*

- 1. A mortal must have the blood of divinity within them.*
- 2. A mortal has to have unlocked their divinity in their time.*
- 3. A mortal must have been notable in life before and after their divinity has become apparent.*
- 4. A mortal must have had one follower or worshiper before their death that outlived them.*
- 5. A mortal must leave a relic upon the world to which they belonged.*

Pictures related:



*A simple cosmology of The Godhead.*



*A visual aid of the original sponsors of Mahaboa; the Great Originators + House Djet.*

# Who Are Our Players?

Mahaboa, as a society built around the Gods, has been shaped again and again by powerful and influential people, living and dead. Some figures stick out:

## PRE-AMMAN

### *Ra, of House Kemet*

First *Silent World* of Mahaboa. He ruled for so long and instilled the power of House Kemet for an equally long time that, by the peak of his reign, Kemetine supremacy was an established fact of Mahaboaan politics. Whatever the Kemetine house said was, for all intents and purposes, already done before he finished his words.

Ra was known for a remarkable but characteristic calm; an impregnable calm that gave his rule a fair, just, even hand. It was, of course, not without its moments of disruption, especially within Ra's homefront of House Kemet, but overall he was received fondly and many House Heads mused that if he stayed in power for all time, they would not be too greatly upset.

Ra possessed the unique dual-power of being the Pharaoh of House Kemet and Silent World of all the Houses. This, of course, gave him a lot of power both within and without the Council, as he was both the most powerful leader in the Council, and the person who called it. Though, frankly, there was hardly a better person to be in that situation, as of all the Gods he likely would have abused that the least.

He was notably inexpressive, which garnered both intimidation and respect. He looked as though he could gaze over pure joy and pure tragedy without a change in expression.

### *Mars, of House Dii Consentes*

Son of House Head Jupiter and Magister Militum – or supreme commandant of the Dei army – Mars grew up in relative luxury and was taught under the best of the best fighters. He was the greatest fighter who would ever live, and would rather talk. He was a commander of truly enormous splendor and wealth, capable of convincing any man to fight under his banner of *SEMPER FIDELIS*; and he would rather farm and raise children. Indeed, in many cases, it seemed like Mars, the Man vs. Mars, the idea, were as unquestionably separate as the Realm of God and Realm of Man.

Mars, as a God of War, was granted permission into the Red Sword, a secret society composed entirely of War Gods. Only baseless rumors of the goings-on in the Red Sword were known outside of the tight web that was the Red Sword itself and, of course, the Silent World. Mars and Ra were good personal friends.

His hard work and raw fighting skill tempered with a diplomatic attitude toward politics allowed him to become very popular. Indeed, he was trustworthy (almost to a fault, in many cases), he was steadfast, and he was a great leader.

This popularity made it so that when Týr, friend of Mars and original founder of the Red Sword, abdicated from his position, it was practically a foregone conclusion that Mars would be appointed as the Lord General.

This gave Mars a level of power seconded only to a House Head of one of the Great Originators. He maintains the role of Lord General to this day, with some calling for his elevation to House Head of Dii Consentes, as his foolhardy father – Jupiter – grows increasingly tired of politics and antsy about his authority.

### *Týr, of House Ás*

[...]

### *Aphrodite, of House Olympia*

If Mars was diplomacy with the exterior of warfare, Aphrodite is the opposite. In more ways than one, she and Mars act as if directly opposing one-another. Where Mars is kind, shaded by a veneer of a commander's duties, Aphrodite is cruel and calculating with a thin layer of paint prescribing her with the virtues of gentleness and tenderness. Indeed, those words are not ill fitting for her, but it would be remiss of any Mahaboan to not acknowledge her cold, knowing gaze and her disgraceful scorn that made even the mightiest of men either love her or fear her.

It would also be incomplete to assume she is without capabilities for goodness. Indeed, she is mostly good, and if you are one of the few she explicitly cares for, you will hardly have a better ally; however, if Mars is diplomacy first, Aphrodite is intrigue first. She is not averse to the idea of making bad things happen to people to get what she wants, and can be convinced to do things that many would find morally questionable. To her, of course, that's just business.

Perhaps it is this duality that made Aphrodite and Mars strike each other's hearts so quickly. Their romantic endeavors are somewhat of a known secret in the Mahaboan Society, and both Houses seem to agree that it is harmless and permitted so long as no political decisions are made with romantic passions at play. They tempered each other, in a strange way; they brought out each-other's softness, and each-other's fierce protective nature. Aphrodite is kind to Mars in a way that is alien to see from her; she's almost sweet in her love. Aphrodite embodies love in many ways; the romantic and sexual love her coupling with Mars, the fiery love of a mother protecting their children with her domineering and unapologetic political suave, and the gentle love of a guiding hand to those she trusts and cares for.

Many who don't know her will call her evil. That is far from true.

## MAHABOA PART I-III

### *Djet/Bahador, of House Djet*

Djet (Egyptian for Serpent) was born during a period that we historians refer to as the "First Intermediate Period of Egypt", a time of civil war, religious and political turmoil, et cetera. Djet was born albino and with no hair, and so endured much isolation as a child. As he grew older, he developed a fascination for power--a thirst for it, which he pined over while training his combat abilities. Legends said that as a young man he would walk out into battlefields and come out completely unscathed because his appearance--his staggering height, wide red eyes, and sheet-white skin--made the superstitious soldiers assume he was a God. He loved it.

Eventually, he gathered a following of lay worshippers through easily manipulative acts that had them convinced he possessed magical properties. These groups of men, which he referred to as  $\text{h}\square\text{y}$ , or The Storm, settled in caves along the White Desert. He used his combat training to hone their skills and train them to be mindless soldiers with the goal of realizing him as the true King of the Two Lands. He was dead before this could happen, but the Storm lived on; no longer as a place where insurrectionist soldiers were trained, but a cult of assassins who worshiped the spirit of The Seth, whom they called Djet.

Djet was unique in that his actions were seen as so impressive for a mere mortal that as he went through Amduat, he demanded an audience with the Gods. Through his tenacity and silver tongue, they granted him a place among the House Kemet. He managed to gain the trust of Ra, who was at the time the Silent World and House Head of House Kemet. Then, after many years of pulling strings with the gods none-the-wiser, he orchestrated a coup. No-one even suspected him. As Ra's right hand, the title of Silent World fell to him by default.

### *Horus, of House Kemet*

[...]

### *Amman, of No House Affiliation*

Amman was born into the Storm to unknown (or non-existent) parents. He was trained to fight and kill mindlessly for as long as he could feed himself. He grew up in this world, not knowing anything about the outside world except for that there was one, and that it was cruel and hateful, and the Storm was sanctuary. At the age of 13, he dealt with the maturation ceremony, which is when Storm Brothers hold you down and another takes a knife and cuts marks into your skin. Then, they paint over it with blue paint, and the rest with a black paint. See the visual representation at the end of this chapter.



Amman was raised in a sense of the word by Mariam. Mariam was a slightly older woman who, notably, was not born into the Storm and thus had knowledge and experience of the outside world. Like Djet, she was born with certain things (in this case, being born without the ability to see), and also like Djet, she used it to convince people she had magical capabilities. Only, unlike Djet, she used her connections within the step to inspire rebellion. Amman was the first, and possibly only man, to follow through. At the age of 18, he finally managed to stand up to the Storm. He was killed.

He awoke in Amduat. A significant chunk of this part of the story (should I ever get up and write it) would be devoted to him surviving all 12 hours, only to fight and defeat Apep at the summit. The Gods watched him. They knew he was really the Kemetine -- the reincarnation of Ra, the Rising Sun which will devour the Serpent -- and they knew he was ready.

And, as if he never died, he awoke in Mahaboa.

*Ruthlessly dark; the only floor is a seemingly endless ocean, chillingly calm, barely disturbed by ripples except for the footsteps of Fromorians or vagabonds stripped of their divine nobility but not cursed with humanity. The "Dead-Lands," as they are called, are only lit by the occasional Fromorian camp on one of the many rocky hills that dot the waters like islands of stone, the portal-gates to the different realms of the Houses, and the monolithic structure at the zero-point of it all; what's called the Gate, and what acts as the place for discussion and politics in the Divine councils.*



*A visual aid of Amman as he was in *The Storm* (left) and by the end of the story (right).*

