



The Chronicler's Guide

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This is a reference document about a work of fiction. Names, characters, places, and incidents either are products of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental.

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Introduction

In January 2012, a team of fantasy authors began an ambitious new project. These strangers, each with a unique writing style and genre focus, came together to create a new fictional world that would blend the mechanical wizardry and mystery of steampunk with the classic magic, adventure, and romance of epic fantasy.

As the weeks passed, the authors created a sprawling city peopled with all manners of aristocrats, inventors, artists, scholars, travelers, and of course, sinister criminals. But strangest of all was the ancient island that they placed among the clouds above the skyscrapers.

And then each author took a separate piece of this new world and wrote their own novel about it: a journey of discovery, a crime thriller, a tale of magic, and an investigation into the long forgotten secrets of a lost civilization. This series is the Drifting Isle Chronicles.

The first three novels in the Drifting Isle Chronicles are:

Black Mercury . . . Charlotte E. English
The Kaiser Affair . . . Joseph Robert Lewis
The Machine God . . . MeiLin Miranda

The “Founding Chroniclers” are planning to write more stories in this shared world, but the Drifting Isle Chronicles (or DIC) is not meant to be a private garden. We want to include more authors on this project to help the world grow. We want more Chroniclers. We want you!

That’s right. If you’re a fantasy writer and you’re interested in the world of the DIC, then we are inviting you to contact us and work with us to publish your own official DIC novel.

What exactly does that mean?

Well, there is a process you would need to follow and some conditions to meet, but the bottom line is that you can write and publish your own DIC novel (retaining 100% ownership and control of your book and its rights) and receive promotional recognition and support from the rest of the Chroniclers.

So you would publish your one book and it would become an official part of the DIC series, to be promoted on all of our blogs and newsletters, and featured permanently on the DIC website.

This Chronicler’s Guide explains precisely how to propose, develop, and publish your official DIC book. The Guide also contains tons of reference material about the people, places, and things featured in the DIC series to help you develop your ideas for your proposal.

Still interested? Keep reading!

The Process

To publish your own fantasy novel as an official part of the DIC universe, you will have to follow a simple process. Basically, the DIC team will review and approve your proposed book, and then you'll be free to write and publish your novel on your own. At the end, you'll have the active support of the whole DIC community to promote your new book. Sound good? Read on!

Before you get started, you should read all of the current books in the series. Then, when you're ready to become a DIC author...

1. Introduce yourself.

Contact Joseph Robert Lewis (josephrobertlewis@gmail.com), the series manager, to introduce yourself, describe your published works, and present your proposal.

To be considered for the series, you must have already written and published at least one novel by yourself. This is to demonstrate that you already have the skills and knowledge necessary to complete a novel-length publishing project.

Note: The DIC team will assist and support you, but we won't do the work for you. This is a professional publishing endeavor. Make sure you know what you're getting into before you contact us!

In addition to providing samples of your published work, you must provide a proposal for your DIC novel. Your proposal should demonstrate a sound knowledge of the series to date and clearly state the following information about your proposed book:

- the setting,
- the main characters,
- the basic plot,
- key fantasy elements, and
- any cross-over elements (such as characters) that you wish to borrow from the existing books.

Note: Any use of an established DIC character will be subject to approval by the character's original creator. You are encouraged to only use existing characters in minor roles or cameos.

For example, your proposal could say: "I plan to write a political thriller set in the city of Oshen (which has not been explored in any previous book) several months after the events of *The Machine God*. My heroine will be a cunning-yet-charming young senator playing a dangerous game of political intrigue to create a military alliance with the Drifting Isle against the city of Eisenstadt. Fantasy elements will mainly be steampunk machines, like autogyros and autocarriages. I would like to use the existing character of Detective Bettina Rothschild in a brief cameo role."

Heck, I'd like to read that book right now!

If the DIC team declines your proposal, we'll try to give you some idea as to why it was rejected. But if we approve your initial proposal, then we'll ask you to...

2. Outline your book.

If the DIC team approves your initial proposal, you will be invited to submit a complete outline of the entire book. This should consist of 3–10 sentences describing the events of each chapter in the book, along with any other notes and ideas you would like to pass along.

Note: It is critical that the DIC team reviews a completed outline at this point because we're not going to be looking over your shoulder while you're writing.

The DIC team will review your outline for two basic requirements:

1. Your book cannot contradict or conflict with any of the existing books in the series, and
2. Your book must "fit" in the general style of the series. We'll be looking for adventure, mystery, epic fantasy, and romance. Stories that include excessive violence, horror, gore, or pornographic material will be rejected.

Note: It's in your best interests to be very honest and clear in your outline. If you hide your objectionable material now, the DIC team will still see it later and instead of rejecting a mere outline we will reject your entire book!

If there are issues with your outline, we will try to work with you to resolve them to our satisfaction. If a compromise cannot be reached, we'll part ways as friends. But if the DIC team approves your outline, then you can...

3. Write your book.

If the team approves your outline, you are ready to start writing. So go! Take your time, do a good job, feel free to ask the team questions at any time, and have fun with it. Take a month, take a year, whatever you need!

When you are finished, you will send your book back to the DIC team for a final review to ensure that your book "fits" in the series and that there are no series contradictions. We will not tell you how to write your story (unless you ask us to!). The whole point of this open world project is to include different voices and styles and points of view. We will merely "fact-check" your content to make sure it works as a part of the series.

This may involve some extended discussions with the DIC team as we make sure that we have covered all the issues to everyone's satisfaction. But we don't want this process to take any longer than necessary. We want to see your book published as much as you do.

This is the final opportunity for the DIC team to reject or accept your work. Hopefully, you've been great at communicating and sharing with the team throughout your writing process, so there are no surprises and everyone is happy when you reach the finish line. But if you've been more reclusive and made some questionable choices that deviated from the approved outline or proposal, and you don't want to work with the team to modify your finished book, then we may have to reject a completed book (which we really, really do not want to do!).

But if everything goes according to plan, the DIC team will approve your final book for inclusion in the series and you'll be ready to...

4. Publish your book.

To get you started, we'll recommend some of the contractors and services (editors, etc.) that the rest of the team has used in the past. We'll also strongly recommend that you consider hiring the same artist (Elsa Kroese) to create your book cover, for the sake of consistency with the rest of the series. However, you will be free to use your own people and processes if you so choose.

We will also provide you with the standard series introduction text, links, and other official content for your use, either near the beginning or end of your book to explain the series to your readers.

We encourage you to publish an ebook as well as a paperback edition. Audio books are also welcome. You'll be free to choose your venues (Amazon, Smashwords, Kobo, etc.) and to set your own prices, but we will strongly encourage you to make your book widely available in multiple formats on multiple platforms without DRM. We'd also like to see your book priced similarly to the others in the series, for the sake of our readers.

And when it comes time to announce the release of your new book, it's also time to...

5. Feel the love!

When you release your official DIC book, you will have the combined support of all the DIC authors. We will all announce your publication on our blogs, newsletters, and other venues to all of our fan bases.

Your book will be added to the official canon displayed on the series website. And when the existing series books are revised and updated (whenever their authors get around to it), your book will be added to the front/back matter of those novels as well.

We can also support you by providing copies of our own books to bundle with yours for giveaways and promotions, or by hosting posts and interviews with you on our blogs, etc.

5. Why bother?

You mean, why write your own book in our DIC universe? Well, you might do it because you like the DIC world and think it would be fun to play in. You might do it to be a part of this exciting new community. You might do it just to publish a book that is guaranteed to get extra marketing help from the DIC team.

We're all published authors with our own series and personal projects, but we discovered it was a lot of fun to make some new friends, work outside our comfort zones, and experiment in new ways with both our writing and our publishing skills. So we can all say from experience that it was worth the time and effort to try out this crazy project.

BUT!

If you're thinking about publishing a DIC novel without going through the process described above (for whatever reason), please think again. Not only will your book not receive any support from the DIC community of authors, it will be publicly disavowed.

Can we stop you from doing it anyway? Nope. But we will make it clear to the DIC fans that your book is not an official DIC book, and if you make the fans angry, well, you know how that goes!

Summary

If you're a fantasy author looking for a new project, I hope you're intrigued by this invitation and want to learn more. Please check out the Drifting Isle Chronicles novels and the Reference Material on the following pages, and contact us if you have any questions. Thanks!

Reference Material

Spoiler Alert!

If you have not yet read the DIC novels, then the information on the following pages will contain many spoilers for you about the characters and plots of those novels. If you want to really enjoy how these stories unfold, we recommend that you read the books before you look at the reference material below. You have been warned!

People

This section describes some of the important main characters from the current DIC novels, as well as some critical background characters and historical figures, but this list is by no means exhaustive or complete.

Remember to always refer to the published books to confirm canonical details. Also remember that this is a big world and you'd be best served by relying on your own original characters most of the time and only referring to other series characters in minor capacities.

PERSON	NOTES
Adolfa Weil F / 50 / Eisenstadt	Ambassador, Special Envoy on the first expedition to Inselmond; not fond of flying; average height and build, sandy brown hair touched with gray; appears in <i>The Machine God</i> .
Alan Winston M / 47 / Risenton	City guard captain; grizzled; appears in <i>The Machine God</i> .
Alleine F / 6 / Cherholtz	Orphan; sold by her stepfather to Heicz Vatterbroch one thousand years previous to the main Drifting Isle chronology; subject of Vatterbroch's magical engineering experiments; appears in <i>The Machine God</i> . [Deceased]
Ambrose Eichel M / 40s / Risenton	Born into Risenton aristocracy but gave it up to marry Mona Faulkner; father has never forgiven him for turning his back on his heritage; often sees his brother on Market Day but they never speak.
Angelika Nacht F / 20 / Eisenstadt	Shadow; small and beautiful, short black hair and green eyes; daughter of a formerly influential political figure; kidnapped when she was three and then never returned (she does not know this); an accomplished assassin; appears in <i>The Kaiser Affair</i> .
Anna Loewe F / 22 / Risenton	Scribe and an aspiring lawgiver; taking classes at the university and paying for them by acting as a secretary to the politicians at the Town Hall; assists a blind lawgiver who is her mentor.
Anneliese Oakley F / 50s / Risenton	Town apothecary with a medicine garden behind her house; Finn Oakley's paternal aunt; Anneliese supplies "Lethe" to the Courier Guild; has an extensive library that includes chemistry texts that mention ichor.
Arjuna Rana M / 27 / Dumastra	Detective for the Ministry of Justice; master marksman and fighter; handsome and charming; eidetic memory; accomplished artist; member of a wealthy family; married to Bettina Rothschild; appears in <i>The Kaiser Affair</i> .

PERSON	NOTES
Arnold Wirtz M / 25 / Eisenstadt	Army corporal; member of the first expedition to Inselmond; assistant to Adewole; goofy but devoted to Adewole; appears in <i>The Machine God</i> .
Bernhard Adler M / 50s / Eisenstadt	Minister of Trade; father of Sebastian; an impeccable dresser with salt & pepper hair (more salt than pepper), an aquiline nose, and sharp brown eyes.
Bettina Rothschild F / 28 / Eisenstadt	Detective and forensics expert for the Ministry of Justice; PhD in chemistry; invents her own chemical tools for her work; highly intelligent and professional; walks with a cane due to an injured foot; comes from a working-class family; married to Arjuna Rana; appears in <i>The Kaiser Affair</i> .
Camille Jagels F / 33 / Eisenstadt	Army sergeant; quartermaster on the first expedition to Inselmond; dark hair, small, muscular, serious, respected; nicknamed Cam; appears in <i>The Machine God</i> .
Caractacus Frey M / 68 / Risenton	Councilman; bald, grandfatherly; houses the Eisenstadt expedition in his stables; houses Adewole and Wirtz; appears in <i>The Machine God</i> .
Caspar Goldstein M / 31 / Eisenstadt	Member of the wealthy Goldstein family; blond, blue-eyed, tall and athletic; famous race car driver; son of Maximilian, nephew of Hildegard, friend of Lukas Rosenthal, distant cousin of Clara Koh; appears in <i>Black Mercury</i> .
Cecile Faber F / 60 / Eisenstadt	Minister of State; wears pince-nez glasses on a chain, knows how to brew coffee Jerian-style; aristocratic bearing, gray hair piled gracefully on her head; very subtle, basically kind, but iron-willed.; assisted by Edvard Trinke; appears in <i>The Machine God</i> .
Clara Koh F / 25 / Eisenstadt	Descendant of Malwine Goldstein and Jun Koh, a visitor from Shuchun; works for her distant relation Maximilian Goldstein to manage Caspar's racing career; dark hair and eyes; neat and quiet; deadpan sense of humor; works with Hildegard Goldstein as an engineer; appears in <i>Black Mercury</i> .
Edvard Trinke M / 40 / Eisenstadt	Assistant to Cecil Faber; tall, thin, and wears glasses; fastidious and efficient; devoted to Minister Faber; appears in <i>The Machine God</i> .
Edward Chandler M / 60 / Risenton	Choirmaster; iron gray hair and thick spectacles with an impressive voice; appears in <i>The Machine God</i> .
Elayne Wentz F / 72 / Risenton	Councilwoman; obese, lazy, cautious, dislikes change; appears in <i>The Machine God</i> .

PERSON	NOTES
Emil Nacht M / 40 / Eisenstadt	Shadow and professional thief; entered the group at the age of ten; a fastidious, serious man who rarely speaks and even more rarely smiles; obsessively checks his pockets to assure himself the contents are still there.
Eva Faulkner F / 50s / Risenton	Former member of the Choir; gives music lessons to children; practices dark magic.
Fletcher Kolb M / 55 / Risenton	Councilman; round, cranky, greedy, thinks himself smart; owns Peter Oster's farm; appears in <i>The Machine God</i> .
Florenz Berger M / 50s / Eisenstadt	Army major; the military leader of the first expedition to Inselmond; appears in <i>The Machine God</i> .
Flynn Oakley M / 19 / Risenton	Apprentice starcaster; student of William Land, who is jealous of Flynn's success and attention; cousin of Wrede Faulkner; appears in <i>Starcaster</i> .
Gisele Kaiser F / 51 / Eisenstadt	Minister of Justice; former police officer and commissioner; older sister to the thief Ranulf Kaiser; superior to Bettina Rothschild and Arjuna Rana; appears in <i>The Kaiser Affair</i> .
Gitta Achen F / 70 / Risenton	Leatherworker; makes clothing from dead rats and snakes.
Gottlieb Unger M / -- / Cherkholtz	Jewel thief of the ancient city; helped Vatterbroch escape from prison to learn how to make shadow-walking artifacts; founder of the Shadows. [Deceased]
Hans Diederich M / 60 / Eisenstadt	CEO of Diederich Enterprises, a mining company; uncle and adoptive father of Johanna Deiderich; discovered ichor in Eisenstadt; a portly older gentleman with a dour cast to his face. He wears spectacles and covers his swiftly balding head with an ever-growing collection of fancy caps.
Hans Oberman M / 23 / Eisenstadt	Army corporal; signalman and radio operator for the first expedition to Inselmond; appears in <i>The Machine God</i> .
Heicz Vatterbroch M / -- / Cherkholtz	A mage-engineer; created a living mechanical bird; created the machine god using the child Alleine; killed when she raised the island into the sky; author of the now-lost "Notebook of Heicz Vatterbroch," translated by Oladel Adewole in <i>The Machine God</i> . [Deceased]

PERSON	NOTES
Henrik Blessing M / 60s / Eisenstadt	Dean of the Engineering School of Eisenstadt University; bald, heavy, gray mustache; loud and over-bearing; only respects engineers; bad-tempered and impatient, but not a bad person; loves music; mentor and benefactor to Karl Deviatka (and possibly his father as well); appears in <i>The Machine God</i> .
Herbert Mueller M / -- / Eisenstadt	Wealthy philanthropist whose contributions resulted in many things named after him – Mueller Opera House, Mueller Chair of Humanities, etc. [Deceased]
Hildegard Goldstein F / 50s / Eisenstadt	Engineer and inventor; sister of Maximilian; independent and creative; runs a secret shop called Eberstark Coachworks where she creates new things; wants to work independently from her brother; first person to fly to Inselmond using ichor in an autogyro; appears in <i>Black Mercury</i> , <i>The Kaiser Affair</i> , and <i>The Machine God</i> .
Imogen Lumburgher F / 81 / Risenton	Councilwoman; thin, cranky, suspicious, intelligent, proud of her family and of Risenton's history; amateur historian, patron of the University Library; executor of the grant for the Adewole Chair, friend of Adewole; appears in <i>The Machine God</i> .
Iris Berlichlingen F / 28 / Risenton	Councilwoman; idealistic, pretty, fascinated by Eisenstadt; appears in <i>The Machine God</i> .
Isidore Lentzen M / 23 / Eisenstadt	Army lieutenant and attaché to Major Berger; autogyro pilot trained by Hildegard Goldstein; nicknamed Izzy; appears in <i>The Machine God</i> .
Jakob Weber M / 50s / Eisenstadt	Criminal, gunrunner; ex-member of Otto Beringer's gang with a Beringer gang tattoo on his neck; currently looking for random criminal work; appears in <i>The Kaiser Affair</i> .
Jennian Oakley F / 15 / Risenton	Courier in training; sister of Flynn Oakley; appears in <i>The Kaiser Affair</i> .
Jens Meier M / 40s / Eisenstadt	Warden of Torghast Prison; associate of Gisele Kaiser; appears in <i>The Kaiser Affair</i> .
Joerg Eichel M / -- / Risenton	Painter; famous for "The Three Lambs". [Deceased]
Johanna Diederich F / 20s / Eisenstadt	Opera singer (soprano); orphan raised by her uncle Hans; damaged her left hand in the car crash that killed her parents; kind and sweet and timid; tall, blonde, slightly awkward; engaged to composer Simon Ritter; referenced in <i>The Machine God</i> , appears in <i>The Kaiser Affair</i> .

PERSON	NOTES
Karl Deviatka M / 35 / Eisenstadt	Professor of Engineering at the University of Eisenstadt; member of the expedition to Inselmond; brilliant engineer; friend and flatmate of Oladel Adewole; appears in <i>The Machine God</i> . [Deceased]
Karla Bach F / 32 / Risenton	Baker; widow.
Leon Eichel M / 38 / Risenton	Heir of the wealthy Eichel family; banker and profiteer; handsome; abusive of his position.
Leopold Oster M / 21 / Eisenstadt	Officer in the Ministry of Justice; currently assigned to the motor pool as a driver and mechanic for the ministry's autocarriages; appears in <i>The Kaiser Affair</i> .
Linnea von Sulzle F / 24 / Eisenstadt	Army corporal; member of the first expedition to Inselmond; assigned to guard the airfield; appears in <i>The Machine God</i> .
Lorelei Nacht F / 48 / Eisenstadt	Shadow mercenary, thief, and assassin; a loose cannon with an agenda of her own, being investigated by the Shadows; appears in <i>The Kaiser Affair</i> . [Deceased]
Lukas Rosenthal M / 29 / Eisenstadt	Autocarriage racing driver; friend of Caspar Goldstain; tall and handsome, popular with the press; short-tempered; appears in <i>Black Mercury</i> .
Luther Klein M / 32 / Eisenstadt	Detective in the Ministry of Justice; blonde and tall; quiet and neat; not particularly gifted or exceptional as an investigator.
Magdalena Strauss F / 33 / Eisenstadt	Criminal; extremely violent; well known and commands high rates from her employers; known to frequent the Tin Crane; appears in <i>The Kaiser Affair</i> .
Matilda Nacht F / 32 / Eisenstadt	Shadow; associate of Wrede Faulkner; ash-blonde hair and pale blue eyes; well-dressed; tall; appears in <i>Black Mercury</i> . [Deceased]
Max Durr M / 43 / Risenton	Surgeon; apprentice under Anneliese Oakley; experienced with heart and brain surgery, but mostly pulls teeth and cuts hair; gets paid in food.
Maximilian Goldstein M / 59 / Eisenstadt	CEO of Goldstein Industries; wealthy and powerful; father of Caspar; cold and commanding, serious and practical; appears in <i>Black Mercury</i> .

PERSON	NOTES
Melora Mielke F / 21 / Risenton	Rainwarden; black hair and blue eyes; quiet and serious; manages the Great Cache; appears in <i>The Kaiser Affair</i> .
Mercy Chandler F / 16 / Risenton	Choir singer; trained to one day take over the Choir; dark hair and hazel eyes; talented in music magic; appears in <i>The Kaiser Affair</i> .
Min F / ? / Eisenstadt	Pigeon; friend of Clara Koh; appears in <i>Black Mercury</i> .
Mona F. Eichel F / ? / Risenton	Cousin to Wrede Faulkner, wife of Ambrose Eichel.
Monika Verner F / 51 / Eisenstadt	Senior Professor of Engineering at the University; member of the expedition to Risenton.
Mrs. Trudge F / 55 / Eisenstadt	Landlady to Oladel Adewole and Karl Deviatka; teapot-shaped; appears in <i>The Machine God</i> .
Niles Eichel M / 54 / Risenton	Head of the Risenton council; shrewd, regal, brown hair, graying beard; appears in <i>The Machine God</i> .
Ofira F / ? / Risenton	Owl; also known as Volekiller; highly respected member of the parliament of owls on Risenton; companion to Oladel Adewole (who named her for his deceased sister); appears in <i>The Machine God</i> .
Oladel Adewole M / 32 / Jero	Professor of Anthropology at the University of Eisenstadt; held the Mueller Chair and now holds the Adewole Chair; specializes in folklore; bitter about losing tenure in Jero; loves coffee; disturbed by talking birds; translator on the first expedition to Inselmond; only person trusted to translate ancient Inselmond texts; re-discovered the Machine God; appears in <i>The Machine God</i> .
One-Eye M / ? / Eisenstadt	Raven, old, one-eyed.
Otto Beringer M / 44 / Risenton	Crime lord; exports weapons and imports drugs; rarely involved in street crime or police entanglements; family crest is an eagle holding an arrow and a rose.
Peter Oster M / 20 / Risenton	Farmer, porter, and guide; appears in <i>The Machine God</i> .

PERSON	NOTES
Quintus Mielke M / 45 / Eisenstadt	Starcaster in the Ministry of Justice; retired investigator and profiler.
Ranulf Kaiser M / 47 / Eisenstadt	Lawyer and thief; expert in daring museum thefts (art and jewels) as well as fraud and stock manipulation; young brother of Gisele Kaiser; appears in <i>The Kaiser Affair</i> .
Ripper M / - / Eisenstadt	Crow; occasionally does odd jobs for the Shadows, including Lorelei Nacht; once injured the raven Scratch (Kray); appears in <i>The Kaiser Affair</i> . [Deceased]
Roberts Brothers M / 43 / Risenton	Ivor and Huw, identical twins; farmers; very wealthy due to the meteorite that fell on their property, becoming the only source of iron on Risenton. Huw makes iron tools and weapons, and Ivor sells them. The meteorite is their closely guarded secret.
Rocco M / ? / Eisenstadt	Parrot; yellow, gray, and blue; courier for the Ministry of State; translator for birds who cannot speak.
Roderick of Balcom M / - / Risenton	Inventor; known for creating the sails that collect water from clouds, which saved Risenton from dying of thirst 250 years ago; filled many notebooks with ideas, designs, and sketches which are now in the University; his birthday is a holiday "Balcom's Day". [Deceased]
Rupert Nacht M / ? / Eisenstadt	Shadow; raised by the Shadows; jaded and sarcastic; black hair, thin, tall; wears bright colored clothes, cravats, and gloves.
Scratch M / ? / Eisenstadt	Raven; real name Kray; brutalized by crows and seeks revenge; lives in Black Hill Cemetery; appears in <i>The Kaiser Affair</i> .
Sebastian Adler M / 29 / Eisenstadt	Cellist in the Mueller Opera House orchestra; friend of Johanna Diederich; son of Bernhard Adler, Minister of Trade.
Sigfried Ansel M / ? / Eisenstadt	Army captain, doctor, and part-time professor; good-humored; serious when working; member of the expedition to Risenton; appears in <i>The Machine God</i> .
Simon Ritter M / 30 / Eisenstadt	Composer; pioneer of steam-powered instruments; tall and handsome and charming; engaged to Johanna Diederich; referenced in <i>The Machine God</i> , appears in <i>The Kaiser Affair</i> .
Til Mencken M / ? / Eisenstadt	Engineer; assistant to Hildegard Goldstein; tall and muscular, black beard and hair; one of the autogyro pilots on the first expedition to Inselmond; appears in <i>Black Mercury</i> and in <i>The Machine God</i> .

PERSON	NOTES
Wilhelm Brandt M / 52 / Eisenstadt	A wealthy aristocrat currently holding a mid-ranking position in the Ministry of Justice; eager to be promoted to a position of power; popular with aristocratic politicians; no background in criminology or law or defense; a pompous and greedy know-nothing.
William Land M / 67 / Risenton	Starcaster; works for the Mielke family; gambler in debt; teaches Flynn Oakley; guilty of various crimes to cover up his past failures.
Wrede Faulkner M / 38 / Risenton	Starcaster; wants to obtain ichor for the drifting isle; associate of Matilda Nacht; average and bland in appearance; ambitious and driven but not extreme or violent; appears in <i>Black Mercury</i> .

Places

The following list describes some of the important countries, cities, neighborhoods, and buildings that appear in the series. Revisiting these locations is a great way to tie your new book into the series and connect with other stories.

NAME	NOTES
Aelhingen Arms	An historic bed-and-breakfast inn in Eisenstadt on an island in Lake Sherrat.
Alzig Corner	An old but well-maintained neighborhood of Eisenstadt.
Black Hill Cemetery	An old cemetery in a run-down neighborhood of Eisenstadt.
Bordeim	A large and busy commercial neighborhood of Eisenstadt along the shore of Lake Sherrat.
Center	The common name of the central market square in Risenton. Here is the market, the University and the Town Council building. The north/south Risenton Road bisects it into eastern and western sides. To the east is the market and the Council; to the west is The University. The buildings around Center are quite old, though more modern ob and stone buildings have filled in what was once more grand spaces
Cherholtz	A town on the banks of Dorrein River 1,000 years ago. An early center of culture on the Rhendal Plains with a small university and concert hall. When the town and surrounding land rose into the sky, it became the town of Risenton in the modern era.
Dumastra	A large kingdom far to the east of Eisenstadt. Dumastra rejects modern steel-based technology in favor of sustainable green technologies based on plants and chemistry. They value human life and time, and do not jeopardize safety or health for personal profit. Dumastran scientists have exceptional knowledge of biology, ecology, and chemistry. Most buildings (including homes, bridges, and fortifications) in Dumastra are formed from living trees that have been carefully cultivated over decades or even centuries to form safe and comfortable living spaces for people. All roads are unpaved. Dumastrans prefer flavorful food, bright clothing, complex music, and dynamic art forms.
Eberstark Coachworks	Located in Eisenstadt. The name of Hildegard Goldstein's secret facility for experimentation and construction of unique machines and vehicles.
Eichelgate	A small hamlet on Risenton located near the ruins of the southern gate of ancient Cherholtz.

NAME	NOTES
Eisenstadt	A large industrial city-state on the Rhendal Plains region of the continent of Allendere, located near the city-states of Oshen and Haebern. Originally, the city was a town called Cherholtz on the banks of the Dorrein River, but the town and all the land near it rose into the sky. The resulting hole in the earth filled with water to become Lake Sherrat and a new city emerged on the ground called Eisenstadt. Currently the most technologically advanced nation in the world, it is also the most politically complex and bureaucratic nation in the world. Currently, the nation is ruled by ancient aristocratic families, nouveau riche industrialists, and elected politicians. It is home to many strange phenomena, including talking birds, Shadow assassins, and the drifting isle of Inselmond that slowly orbits the city every 50 years at a height of one mile. A nation of tea-drinkers. Eating birds or eggs is taboo (because birds talk here).
Grand Assembly Rooms	A large building for public functions in Eisenstadt on the south shore of Lake Sherrat.
Great Cache	A large shallow reservoir of rainwater on Risenton.
Great Road	Once a wall around Cherholtz, now dismantled to pave a road around Risenton.
Jero	A city-state on the continent of Kishwaha, to the south of Eisenstadt. It is a center of culture and learning for much of the world. It has the most prestigious university in the world and leads in cuisine and fashion. Coffee is the drink of choice. The Jerian national dish is adeesah, a spicy chicken stew. Less technologically advanced than Eisenstadt.
Lake Sherrat	A lake that formed after Cherholtz rose into the air; fed by the Dorrein River on the Rhendal Plains; a center of economic activity and travel; commercial shipping includes steam-power water taxis; 10 miles in diameter.
Lesser Cache	A shallow reservoir of rainwater on Risenton, partially located on private land.
Melody Hall	The home of the Choir on Risenton, a massive building falling into ruin. The Choir lives and sleeps in the cell-like chambers beneath the concert hall.
Ministry of Justice	Located in Eisenstadt. Once the palace home of an aristocratic family, and now the bureaucratic and scientific home of the Ministry. The building is very old and elaborate and beautiful, but in need of repairs and renovations. It appears in <i>The Kaiser Affair</i> .
Ministry of State	Located in Eisenstadt. An imposing-looking building containing an extremely ornate foyer, including a rococo mural of the city's founder. It appears in <i>The Machine God</i> .
Mueller Opera House	A beautiful concert hall in Eisenstadt on the Dorrein River banks; features the world's largest calliope and steam-powered lifts and electric lights.

NAME	NOTES
Ossuary	An ancient tomb on Risenton from the Cherholtz era; contains the remains of many people, as well as ancient artifacts; largely abandoned and considered haunted. The ossuary contains the Shrine of the Machine. After the events of <i>The Machine God</i> , the entrances are permanently walled off.
Race track	Located in Eisenstadt. A modern racing arena where spectators gather by the thousands to watch autocarriage races.
Risenton	Located one mile above Eisenstadt. Also known as Inselmond and the Drifting Isle. A roughly circular island 10 miles in diameter. Home to the descendants of the ancient city of Cherholtz. Locals speak a language that is related to the language of Eisenstadt, but it is nearly incomprehensible to modern city-dwellers. Living in isolation in the sky, the inhabitants have struggled with and overcome many logistical challenges related to water, food, and materials. Water is captured and stored in the caches. Frogs and angler bugs provide food as well as materials. Wood, stone, and metal are all rare and valuable. Interactions with talking birds provide very limited knowledge about the outside world. The local society has maintained order despite its hardships for the last 1,000 years since the island rose into the sky.
Shrine of the Machine God	Located on Risenton. Once inside the Ossuary, the Shrine contained the "heart" of the Machine God, which housed Alleine's spirit. After the events of <i>The Machine God</i> now located outside the Ossuary as a memorial to Alleine.
Shuchun	A small island city-state far to the south and east of Eisenstadt. The Shuchuni people are highly aesthetic and artistic, renowned for their musical culture. Shuchuni silks and cottons command a high price across the world, and the distinctive, richly colored Shuchuni patterns are very popular with some elite groups in Eisenstadt. The people of Shuchun are governed by elected officials; their insistence on complete fairness has led to an extraordinarily complicated voting system designed to ensure that every citizen is given an equal vote. It appears to work, however, since Shuchun is also noted for being well-organized, smoothly run, and extremely well-kept and neat. The climate is hot and damp; locals tend to be dark-eyed, dark-haired, and slightly olive-skinned. Vegetarianism is very popular across the island, while local cuisine makes heavy use of rice, noodles, and spices.
Steiner's	A working-class bar in Eisenstadt.
Tin Crane	A criminal bar in Eisenstadt.
Torghast Prison	The largest and most secure prison in Eisenstadt.

NAME	NOTES
Town Hall	A building in the city center of Risenton near Melody Hall and the University. Contains the Bank of Eichel, the mayor's office, and the court. Inscribed over its door is the motto: <i>From the Center of the Earth to Heaven</i> . Oladel Adewole is currently the only one who can read it.
University of Cherholtz	Located on Risenton. The only active building on the campus is the Library, which contains a treasure trove of pre-Rising books. Most of the rest of the campus has been dismantled and turned into housing, its quadrangles into gardens. The great gates leading into the old campus are inscribed with the motto: <i>To know the world is to know God</i> . Oladel Adewole is currently the only one who can read it. It appears in <i>The Machine God</i> .
University of Eisenstadt	A tidy campus of white-stone-faced brick, with red-and-yellow brick courtyards. Its main administration building is the oldest on campus, made of fawn-colored stone with many small windows, a crenellated tower, and an impressive dark wood-paneled lobby. It appears in <i>The Machine God</i> and <i>The Kaiser Affair</i> .

Things

The list below describes some of the important machines, artifacts, societies, creatures, occupations, and other “things” in the DIC world. You should definitely think about incorporating plenty of these into your story, and it would be great if you dreamed up some new things of your own to add to this list!

NAME	ORIGIN	NOTES
Angler bug	Risenton	Large beetles only found on the Drifting Isle; nocturnal; size of an apple or fist; eat smaller insects which are lured by the angler's glowing horn; large pincers; delicious primary food source for islanders; beautiful black shells.
Autocarriage	Eisenstadt	A steam-powered car; very expensive and rare; seat up to 6 passengers; small models are built for professional racing.
Autogyro	Eisenstadt	A steam-powered aircraft featuring a motorized propeller for thrust and a non-motorized rotor for lift; invented by Hildegard Goldstein; seats 2.
Balcom Notebooks	Risenton	The scientific notes and designs of Roderick of Balcom, now kept in the University library in Risenton. Access is limited. Many people fear the technologies described in the books and want them destroyed.
Black Spring	Eisenstadt	The source of the ichor, according to Cherrholtz history. Originally located under Cherrholtz, currently located beneath Eisenstadt and recently re-discovered by Hans Diederich.
Bone Lyre	Risenton	A grisly music-magic instrument made of the bones, sinew, skin and skull of Alleine.
Coilgun	Eisenstadt	Common projectile weapons that fire needles (laden with poisons or anesthetics) using a magnetized coil; invented 25 years ago by Rudolf Faber of the Faber Arms Corporation; limited by weight of needles and charge of battery; requires 3 seconds to recharge between shots; needles are silent but charging creates a whine; needles can penetrate skin and clothing, but cannot break through glass or other hard surfaces; only the military has access to heavier weapons like coil-rifles.
Drift	Eisenstadt	The shadow cast on Eisenstadt by Inselmond. Housing within the Drift and its penumbra is cheaper than outside, though the island's shadow moves by degrees during its 50-year circuit over the city. Street lamps are mechanically timed to go on when the Drift falls on an area. It appears in <i>The Machine God</i> and <i>The Kaiser Affair</i> .

NAME	ORIGIN	NOTES
Duet	Risenton	A pendant infused with ichor used by members of the Choir to generate music-magic.
Grosse Baum	Risenton	A massive tree, the largest and oldest living thing on the island; soft, silvery bark; "leaves" are actually needles of a dark purple, which can be made into a refreshing tea that acts as a mild pain-killer. It is forbidden to climb the tree; haunted by the ghosts of those who died falling from the tree.
Ichor	Cherholtz	A dark, thick liquid found underground near Cherholtz, now Eisenstadt. Physically it appears to act like mercury, hence the common name Black Mercury. Used by ancient Cherholtz engineers to create various magic devices. Currently used by Eisenstadt engineers to super-power their steam machines as a replacement for water in the boiler, not for fuel. Known uses: high-flying autogyros, extremely fast autocarriages, shadow-walking watches, music-magic Duets, and the Machine God.
Rainwardens	Risenton	Park rangers and hydro engineers responsible for managing the reservoirs on Risenton, keeping the water clean, and using sails to collect cloud-water.
Rising	Cherholtz	An event that occurred 1,000 years ago. After its creation, the Machine God caused the city of Cherholtz to rise one mile into the sky, where it remains to this day, slowly orbiting Lake Sherrat every 50 years. The Machine God did this to physically distance itself from the reservoir of ichor located under Cherholtz/Eisenstadt, and thus cause itself to become inert (dead). This history is re-discovered by Oladel Adewole in <i>The Machine God</i> .
Schmidt Act	Eisenstadt	A law passed 100 years ago by Senator Jergen Schmidt. To stop the aristocrats fighting over ancestral claims to the drifting isle, Schmidt rammed the Act through the Senate to apply marine salvage rights to the isle, so that whoever landed on the isle and filed a proper salvage claim would own the island. Since no one at the time could get to the island, the public lost interest in the matter.

NAME	ORIGIN	NOTES
Shadows	Eisenstadt	A secret society of assassins and thieves founded by Gottlieb Unger in Cherrholtz. For over a thousand years, the Shadows have been known and feared throughout the city, but there is no official proof of their existence. Most members were recruited as children and raised by the Shadows, and use the last name Nacht. They tend to dye their hair black. They possess ancient artifacts that resemble pocket watches and are powered by ichor. Using these devices, the user can physically walk through shadows, traveling at great speed through contiguous shadows to cross water, enter buildings, and more. While inside a shadow, the user experiences extreme cold, extremely bright light, and lack of air. Thus, they wear dark coats, gloves, and hoods, and have beaked masks (like plague doctors) with large glass lenses for the eyes to protect their skin and supply air. The watch can allow shadow-walking for up to 10 minutes. The user must exit a shadow before the time expires, or they will die and be lost forever. The Shadows often use the shadow-realm to dispose of things they do not want found. Modern Shadows do not know how the devices work or how to make more of them. They want access to Risenton to learn more and monopolize whatever is there.
Starcasters	Eisenstadt Risenton	The art and science of predicting the future by studying the stars, sometimes with the use of special tools. In Eisenstadt, starcasting is an established science that relies on elaborate machines that manipulate crystals to model and observe the stars. The crystals vibrate when aligned with certain planets and stars. In Risenton, starcasting is an art and the crystals are manipulated by hand. At least 20 specific stones are needed for basic starcasting, but no limit to the number that can be found and used.
Talking birds	Eisenstadt Risenton Others	Birds are usually non-sapient creatures, but after an event 1,000 years ago in Cherrholtz involving the Machine God, the bird population around Eisenstadt became radically evolved. Large birds including eagles and owls now display great intelligence and the ability to speak to humans. Other mid-sized birds such as ravens, crows, geese, and pigeons are also able to speak. Smaller birds such as sparrows cannot speak to humans, but they can think and communicate on an advanced level, and larger birds can translate for smaller ones. The bird population has a loosely hierarchical society ruled by a bird parliament, which is dominated by the large raptors. Many talking birds are friends and co-workers with humans in Eisenstadt and Risenton, such as the guard-falcons in city hall. In places with talking birds, it is taboo to eat birds or eggs. The talking bird phenomenon is slowly spreading to other countries as the birds themselves travel and mate with outside individuals.
Town Council	Risenton	The ruling body of Risenton. See list of People for members.

NAME	ORIGIN	NOTES
Town Guard	Risenton	Men and women who patrol Risenton; receive room and board, but no income. Serve for life. Often do odd jobs for spending money. Often commit suicide when they can no longer work.

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