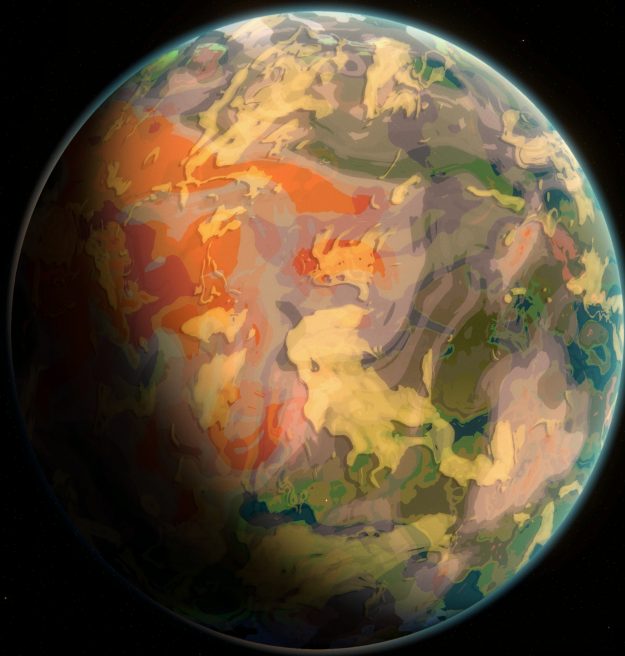




SEED LORE ENCYCLOPAEDIA

4

SEED.GAME



The Eilo Archipelago

Geography, Nomenclature, and the Shadow of Verdantis

If the continent of Verdantis is the spine of Seedling civilization, then the Eilo Archipelago is its beating heart — or, if we may mix metaphors, its primary laboratory. Scattered like a broken necklace, it consists of over five hundred islands off the continent's northeastern shoulder, and represents the oldest inhabited ground on Avesta. It is in many respects the cradle of the planet, where a temperate climate and fertile, glacial soil provided the necessary foothold for humanity 2.0 to survive its first, faltering steps. But as we have seen previously, it is not without its mycelial network, and is therefore prone to siro storms.

THE JULIAN MAP · DETAIL

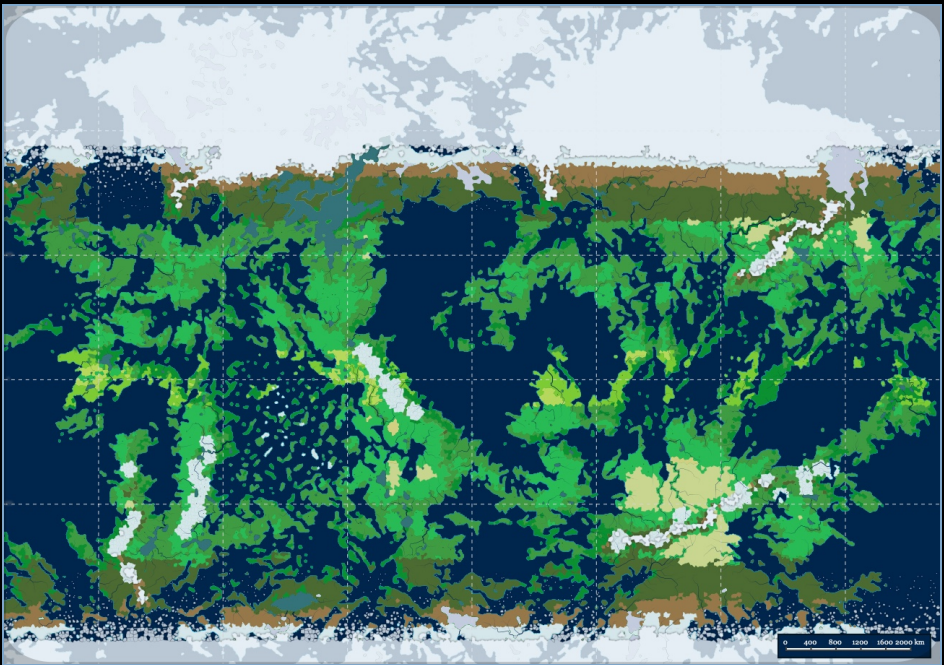


PLATE I *'The Julian Map', the first known — and somewhat inaccurate — Pioneer Era rendering of Avesta. Detail: focus on the Eilo Archipelago.* COURTESY: MUSEUM OF NATURAL HISTORY, METAHAVEN

THE EILO ARCHIPELAGO · SURVEY DETAIL



PLATE II *The Eilo Archipelago's first islands, in close survey detail.* COURTESY: MUSEUM OF NATURAL HISTORY, METAHAVEN

A SHARED LINEAGE: THE FRONTIERS SURVEY

A historical peculiarity of the Eilo region is the persistence of its geography across the ebbs and flows of Avesta's historical eras. While civilizations have risen and collapsed under the pressure of siro spore wipeouts — and other unexplained catastrophes, as we witnessed at the end of the so-called Closed Beta deployment — a shared sense of place survives. Much of this is due to Frontiers Engineering, whom we have looked at in previous entries, and their ancient Terran technocratic doctrine that surveyed and named the pre-eminent islands during the earliest deployments.

The nomenclature of the primary fifty or so islands reveals a fascinating, if somewhat cryptic, insight into the minds of those early Seed Industries planners. The names serve up a lineage of Earthly echoes and philosophical anchors — a register set down opposite.

“A landscape mapped by engineers looking backward to a dead Earth and forward to an uncertain Avesta.”

The Primary Survey

Fifty-one pre-eminent islands, as named by Frontiers Engineering.

01	Statica	18	Varda	35	Meridian
02	Viennensis	19	Alecto	36	Kismet
03	Aquitanica	20	Sargassa	37	Noema
04	Lusitania	21	Eremia	38	Cirra
05	Samnium	22	Kheiron	39	Eudora
06	Thule	23	Vesper	40	Lyonesse
07	Erebus	24	Telos	41	Arcadia
08	Nacre	25	Auralis	42	Lucordia
09	Floreania	26	Cora	43	Nereia
10	Ritter	27	Selen	44	Taran
11	Bosquet	28	Morwen	45	Chroma
12	Adam's	29	Isola	46	Epona
13	Pelagia	30	Orison	47	Eidolon
14	Viridia	31	Caligo	48	Astra
15	Runa	32	Ilya	49	Peregrine
16	Nostos	33	Robertson	50	Mnemos
17	Bruma	34	Phillipsson	51	Statiovena

The inclusion of names such as *Antikythera* or *Hy-Brasil* suggests a deep-seated nostalgia for Terran mysteries — the former evoking ancient technology, the latter mythical lost lands. Names like *Monada* or *Clinamen* hint at the influence of Leibniz and the atomist philosophers favoured by the Seed Industries inner circle, and remain something of a mystery.

THE ARCHIPELAGO AS A MICROCOSM

The geography of the islands is as diverse as their names. From dense rainforests to the salt-tolerant shroom forests of the coastal reaches, the archipelago offers a condensed version of the planet's biological possibilities. This is typified by the fact that beneath the surface of these islands the siro mycelial network remains active.

These ancient fungal hubs act as “Mushroom Nodes” — visible relays for the planet-scale infrastructure that connects every leaf and root in the archipelago to the wider Verdantis continent. There are also rumoured to be the Web Fungus, a direct result of these nodes, and the Fragile Fungus, both offering rich rewards to those who find them.

“*A condensed version of the planet’s biological possibilities.*”

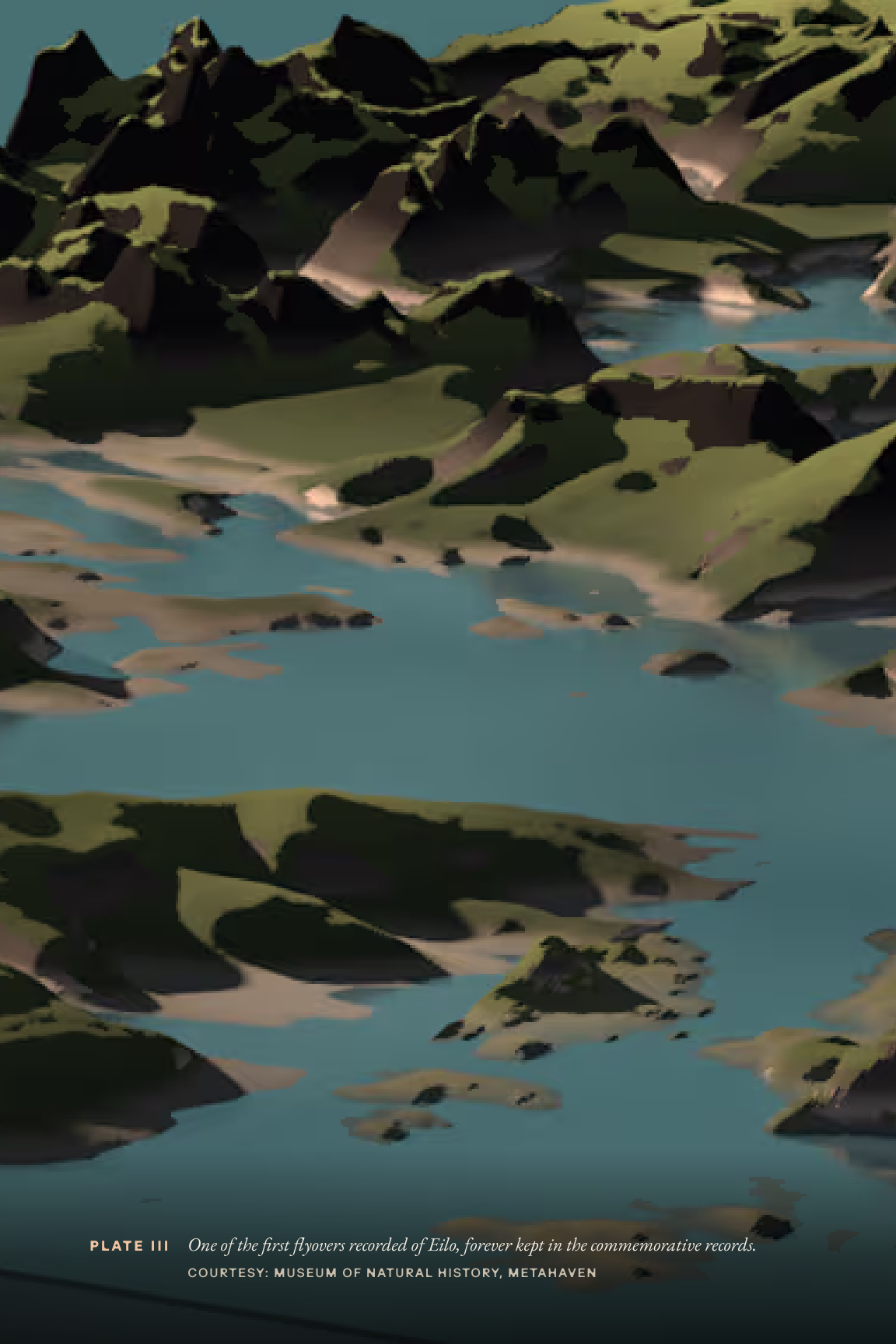


PLATE III *One of the first flyovers recorded of Eilo, forever kept in the commemorative records.*

COURTESY: MUSEUM OF NATURAL HISTORY, METAHAVEN

THE UMBILICAL RELATION

Ultimately, the Eilo Archipelago cannot be understood without its relation to the Verdantis mainland. While the mainland is a vast expanse of towering mountains and arid plains, the islands sit in a moderate climate afforded by their central location and oceanic currents.

As it stands, Seed Industries is content to let Cultivators and their Seedlings settle first on these mythical islands, and perhaps in time they may reach out to embrace the wider mainland — including the promised cityland of Metahaven. Until then, the archipelago remains tethered to the logistics of the Dezima space station, which allows for migration and trade, even as the siro storms still lie directly in these islands' path.

“For the Eilo Archipelago, history is not a straight line but a cycle: a repeated effort to build a home in the shadow of Dezima — a space station that would seem to remember everything and forgive nothing.”

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ENTRY № 4 · GEOGRAPHY & NOMENCLATURE

