



Place Names

City of Paphos
City of Salamis
City of Soloi
City of Kourion
City of Chytrioi
City of Kiton
City of Armathus
City of Idalion
City of Ledrai
City of Tamassos
City of Kyrenia
City of Lapethos
City of Marion
Melos Mons, a volcano
Skuros, an outpost
The Armatian waste
The Atlian highland
The great valley of Klaros
The Sestian caverns
The Tarsic lowland

Male Names

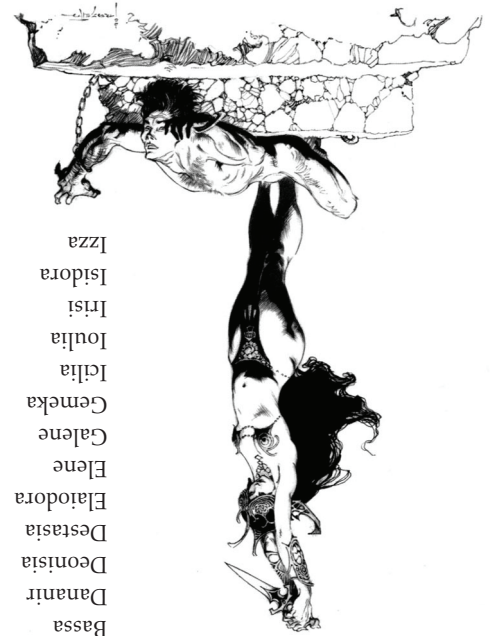
Aniketos
Arsalan
Atellus
Bakr
Baraka
Bardas
Bek
Bilal
Caesennius
Chodainos
Cossus
Demetrios
Estandiyar
Galenos
Ghalib
Hardar
Hemon
Karpas
Khuzaymah
Kirtzal

Kyros
Mansur
Menes
Nasr
Nikanuur
Norbanus
Orsionichos
Pagos
Pankrattos
Phourtas
Ramak
Sabester
Sanagos
Soceilius
Sufyan
Usharra
Umar
Yaraan
Yaskar
Zabar

Female Names

Abdah
Aella
Agacia
Ashourina
Aurya
Baraka
Barbara
Bassa
Danamir
Deonisia
Destasia
Elaiodora
Elene
Galene
Gemeka
Iellia
Ioulia
Irisi
Isidora
Izza

Jila
Kanza
Karima
Maryam
Meshenna
Naramsina
Nigkalla
Ninshuel
Ocella
Platoria
Sabiba
Sadeh
Talihab
Tanafriti
Xanthe
Xene
Zahra
Zenais
Zhila



Venus isn't Earth

- There are no mammals on Venus except humans. Most positions in the ecosystem are filled by various breeds of lizards and birds.
- Venus is a dying world, slowly drying out: there are no longer great rivers or lakes, and it never rains. Great aqueducts transport water to the cities and their farms. The deserts are spreading. City-states and barbarian tribes fight over the control of water sources, often found where there are still jungles and forests.
- In Venusian society clothes are used only to protect the body. The more you wear, the lower you are in social standing. Venusian garb is mostly made from silk farmed in great quantities from oversized silk worms.
- Venusians born with telepathic powers are marked: no matter how high their standing they are not citizens, they are slaves.
- Wearing a bronze helmet protects your mind from telepathic influence. Only royalty, high-ranking clergy and military officers are allowed to wear them.
- Most citizens worship heroes, venerating them at their tombs or at a designated shrine, but some still give their offerings in the temples of the old gods; terrible and mighty beings from beyond the stars.



City-States of Venus

by Anders Bohlin

A setting and oracle for *In a Wicked Age* or other games, inspired by Frazetta, Burroughs, and Classical antiquity.

Oracle: City-States of Venus

Diamonds

- A A lady's hair pins, sharp and poisoned, awaiting their victim.
- 2 Two warring cities, meeting to parley at an ancient landmark.
- 3 A child ruler, cruel and erratic, and his pliant tutor.
- 4 An adopted barbarian, sent to lead soldiers against her own people.
- 5 A stray telepath, practicing strange rituals in a forgotten temple.
- 6 Three twisted servitors of an old god, newly arrived from beyond the stars.
- 7 A caravan of refugees approaching a rival city, hoping for admission.
- 8 A cunning bird hunter and his exotic prey.
- 9 A twisted telepath, his mind ablaze with stolen knowledge.
- 10 A city canal, long dry, home to many poverty-stricken families.
- J Angered temple dancers, intent on reclaiming their sanctuary from the apathetic priests.
- Q A palace garden, and the three lovers meeting there.
- K An unscrupulous slave merchant, selling his fellow citizens.

Clubs

- A A group of slaves fleeing across the desert, twin telepaths among them.
- 2 An emissary from a rival city-state carrying promises and deceit.
- 3 The high temple of the Lord of Lizards, alive with the sounds of a ritual orgy.
- 4 A master builder, demoted to repairing aqueducts in the waste.
- 5 A royal wedding, seen by both parties as a great ruse.
- 6 A barbarian war-chief, contested leader of a great raiding party.
- 7 A telepath seeking a pact with one of the Old Gods, as means for revenge.
- 8 A young warrior, champion of two city-states, citizen of none.
- 9 The house of a prosperous silk farmer, home to a conspiracy.
- 10 The half-built palace of a military commander deep in debt.
- J A pilgrim, seeking the tomb of a great hero, worn weary by the desert heat.
- Q The child messenger of a great astrologer.
- K A lone barbarian, come before the city gates to issue a warning.

Hearts

- A A general's son, finest silk-weaver in the land.
- 2 A courtesan, ostracized by her peers for speaking an unwanted truth.
- 3 A trusted advisor, secretly a traitor, bought with mere promises.
- 4 A silk cord, left round the neck of a murdered prince.
- 5 A battle, suddenly interrupted by a great dust storm.
- 6 A band of lepers, come to the city to speak prophecy of the falling moon.
- 7 A family of farmers, driven from their lands by the drought.
- 8 A fierce barbarian warrior and her lizard steed, unmatched on the battlefield.
- 9 The ruins of a fallen city, home to great treasures and unspeakable horrors.
- 10 The sword of a venerated hero, given to an unproven youth.
- J A city's champion, bereft of weapons, armor, and will to fight.
- Q A slain warrior priestess, her followers now in disarray.
- K A wiry old tanner, the last of the citizens to remember the rain.

Spades

- A The altar of a forgotten god, hungry for blood.
- 2 A slave and the royal prisoner she has liberated.
- 3 A secret society, guarding mystical artifacts stolen from a rival city long ago.
- 4 The helmet of a high general, now in scoundrel's hands.
- 5 A marble colossus, piloted by a steel-eyed warrior princess, animated by telepaths.
- 6 A band of veteran soldiers, sent to assassinate a barbarian queen.
- 7 The head of a city's greatest beauty, now a conqueror's trophy.
- 8 The prolonged siege of a proud city.
- 9 The arrogant and self-important captain of the city garrison.
- 10 A great hero reincarnated in a frail and sickly body.
- J A fortified manor house captured by rebel slaves.
- Q A great war-machine and the prisoners set to operate it.
- K The bastard child of a king, yet unmarked as a telepath.

*Art by the late Frank Frazetta
used without permission, but with great reverence.
Thank you for showing me new worlds.*