


# Alth: The Alternate World (Alt)

**Alth** (pronounced “Alth,” sometimes referred to in-universe as “the Alternate World” or simply “Alt”) is the fourth major world visited by Will and Julia. It serves as a deliberate narrative mirror to **Myrah**—a harsher, drier counterpart that has escaped Myrah’s grey oppression and magical stagnation, yet still carries its own dangers and mysteries. The world is visually striking from orbit: its surface is divided into four vast, equal regions by colossal white walls that run along natural continental divides. Will and Julia arrive in one of these regions—a vast desert—after the voice in the dream directs them here for answers.

 \*(Conceptual image of the white walls visible from space - four equal quadrants separated by glowing barriers.)\*

## Geography and Environment

Alth’s most iconic feature is the **Great White Walls**—gigantic, seemingly endless barriers that slice the planet into four roughly equal quadrants. From orbit they appear as bright white lines cutting across continents, each region associated with a “Dragon World” color (Green, Red, White, and an unnamed fourth).

- **The Desert Quadrant** (landing site): Endless dunes, grit, and rock. Heat is extreme by day, bitterly cold by night. Water is scarce but accessible via deep wells and wind-powered pumps. - **Green haze / fertile zones**: Visible on the horizon; likely the Green-Dragon region or transitional zones with vegetation and settlements. - **Other quadrants**: Implied to be more varied (Red-Dragon appears arid/warlike in clothing styles; White-Dragon is the origin of Eli’s scholarly, medical tradition).

The desert itself is not barren: windmills, underground mud-hut villages, and rune-enhanced technology show a clever blend of survival engineering and magic.

## Society and Technology

Alth is a **post-scarcity magic-tech hybrid civilization** that has avoided Myrah’s authoritarian collapse.

- **Underground villages**: Domed mud-huts sunk into the sand for temperature regulation and water access. Each hut is uniquely decorated with uncut stone mosaics (turtle-shell style). - **Energy & water**: Windmills drive generators/capacitors and rune-enchanted drill-heads that act as “water magnets” via heat-transfer principles. - **Magic system: Spell-hosts** (runes carved into stones or metal) allow non-magi to use basic magic once a magi creates the host. Medical, navigational, and survival magics are common. - **Dragon World affiliations**: Inhabitants reference “Green Dragon world,” “Red-Dragon world,” and “White-Dragon world” as distinct cultural or regional identities. Eli Morse is from the White-Dragon world; Asuka appears native to the Green-Dragon quadrant.

The society is open and cosmopolitan: magi, non-magi, engineers, executives, and medical officers all mingle. The desert itself is described as having a “strange mystique” that draws all types.

## Key Inhabitants (Morse Family)

The village is home to the **Morse family**, who function as a living mirror of Jungian \*coniunctio\* (sacred marriage) and psychic wholeness:

- **Asuka 'Morse' Hayashi** — Intuitive desert guide. Uses a guide's cane (staff + telescope + dials) that symbolizes "logic and sight — you need both or you wander forever." - **Eli Morse** — Western-style scholar/healer from the White-Dragon world. Medical magi who uses glowing rune-stones for bone-knitting. Slightly limps; professor-like demeanor. - **Alex** (13) — Guide-in-training, more like his mother (intuitive finder). - **Yuni** (8) — Magically gifted like her father; playful and curious.

Their integrated family serves as an external image of the wholeness Will and Julia are striving toward.

## Connection to Will & Julia's Arc

- The voice from Geb explicitly calls Alth "like Myrah, but its fate has changed and may give you hope." - It is the first world that feels like a viable alternate path for Myrah—free of grey oppression yet still dangerous (desert dragons, harsh environment). - The shattered staff (symbol of incomplete Animus) is salvaged here; Julia feels a pang that she must help mend it. - The family dynamic forces Will and Julia to confront their own unintegrated relationship (Yuni's blunt "Are you two married?").

## Magic & Technology Mix

Alth demonstrates **balanced arcana use**: - Spell-host runes allow non-magi participation. - Wind + rune tech creates sustainable water/electricity. - No evidence of Myrah-style over-extraction or pollution.

## Author's Notes & Symbolism

- **Quaternity motif**: Four regions divided by white walls echo Jung's quaternity (wholeness). - **Desert as Sensation test**: Forces Julia (the thinker) into physical survival, mirroring Will's earlier trials. - **Sun & crescent moon mosaic**: Seen by both Will and Julia on the hut dome—unspoken synchronicity.

**See also**: - [Myrah](#) (the Grey World) - [Geb](#) - [The Voice](#) - [Gemstone](#) (carnelian conduit)

---

© 2018-2026 Marcus Davenport. See [Site Notice](#) for licensing info.

From:

<https://home.woodchuckhunters.com/wiki/> - **DavWiki1**

Permanent link:

<https://home.woodchuckhunters.com/wiki/doku.php?id=story:alt>

Last update: **2026/03/29 02:40**

