



YELE'U UNIVERSITY

THE HISTORICAL ENCYCLOPEDIA OF MAR-KTU

Dennysaurus539, No.Eight, Dregunflight, Lime

based on the events of
/r/CivWorldPowers

February 26, 2018

Foreword

To the astute reader, it should already be obvious that neither Yele'u University nor Mar-Ktu actually exist. For that matter, not one person or place mentioned in this book is to be found in the real world, unless something has changed very drastically since this book was penned. *The Historical Encyclopedia of Mar-Ktu* is an orderly and itemized breakdown of the most critical concepts, people, and powers of a fictional world, written by nostalgic moderators and players of the now-defunct roleplaying subreddit /r/CivWorldPowers. In these pages, we the authors endeavor to expand and elaborate on the events of a nationbuilding play-by-post we still remember fondly, while simultaneously improving on the original to achieve a more cohesive world and more intricate detail. As we do this, we also try our hardest to remain completely in character.

Once you have finished this brief preamble, the entire book is written to resemble an actual publication in the field of World History from the esteemed Yele'u University in Pylona. This work has, of course, been translated from its original [LUX Creole] to English for your enjoyment and ease of reading. We hope you find the peoples, places, cultures, and conflicts of Mar-Ktu to be as interesting as we do. After all, they gripped us enough that we sat down to write a book. Two, in fact.

As a final note to readers, *The Historical Encyclopedia of Mar-Ktu* exists as a companion piece to *The History of Mar-Ktu*. While this book provides one with focused and consolidated information on individual topics of interest, the *History* provides one with a chronological narrative that serves as a useful overview of this world's history. As this world is fabricated in its entirety, readers may find reading first through the *History*, while searching for information on people and places here as the need should arise, to be a fast and effective way of acquiring a deeper comprehension of the subject matter than this book can provide alone. For this reason, we recommend perusing both books in conjunction.

And now, without further ado, we hope you enjoy a look into the itemized history of a world both very much—and yet in many ways nothing—like our own.

Contents

Introduction	iii
Bambania	1
Enki & Thoth	3
Ma’at	5
Ujiteru	5
Bulkhai - Tinar Era	5
Firiik Era, Bulkhan Peninsula (1100 BC - 120 AC)	5
Tinar Era, Bulkhan Peninsula (120 - 717 AC) .	5
Feuding Cities Era, Bulkhan Peninsula (717 - 830 AC)	6
Colonial Era, Bulkhan Peninsula (830 - 1020 AC)	6
Pangu	7
Silvonia	9
Ullr	11
Id	11
Vinayaka	15
Tz’amtanak’al	15
Index	17

Introduction

Bambania

Enki & Thoth

Ma'at

Ujiteru

The islands of Ujiteru is an archipelago off the western coast of Ma'at. Fractitious since its early days, it is well known in history for being the seat where Sodai Kokenjin managed his empire.

Soda, Kokenjini

Sodai Kokenjin - sometimes known as Niruwatum, meaning 'Tiger of Light' - was a daimyo and later a shogun in Ujiteru and the founder of the Toran Empire. He was born in [BIRTH YEAR] before the Year of the Conclave, as a child of Daimyo [FATHER'S NAME] of the Sodai Clan and a noble woman of the [Yadayadayada denny take care of this pls I suck at this]. His childhood was spent in [place], where he learned the teachings of Aumwen, the belief system which he would adhere to for the rest of his life and spread throughout his conquests.

Accession to the throne

Unification of Ujiteru

Conquest of the Trinity

Conquest of Qian

Conquest of Al-Eru

Betrayal

Bulkhai - Tinar Era

Firiik Era, Bulkhan Peninsula (1100 BC - 120 AC)

Pre-Firiik Era (cir. 1500 - 1100 BC)

Growth, Spread, and Influence (1100 - 562 BC)

Firiik Mubarat Confederation (562 BC - 17 AC)

Late Firiik Era, Decline (17 - 120 AC)

Tinar Era, Bulkhan Peninsula (120 - 717 AC)

Tinar Mubarat (cir. 20 - 196 AC)

At the turn of the millenia, the Bulkhan Peninsula was a world in turmoil. The First Firiik-Lashnar War (15 - 17 AC) had ended disastrously for the Firiik Mubarat Confederation following the Battle of Uloshank, and saw the Lashnar Mubarat sweeping across the western Bulkhan coastline in the following decade. The Confederation, which had reigned supreme on the peninsula for almost five hundred years, began its hundred-year long decline. Following the loss, the Skudar and Burk Mubarats relinquished their hold on the Jurizid region, while the Allogron Mubarat began a process of removing its advisors and soldiers from the Arberesh region, beginning its removal from the Confederation's governing. Although the eastern Mubarats were confident in their ability to maintain their territories (unlike the western Mubarats,

which were falling piecemeal to the rising Lashnar), The Mubar of Allogron, Erudazir (29 BC - 31 AC), made the decision to release the Arberesh region from Firiik control in 18 AC. This loss of authority made it possible for the Fistins of the region to rise up and craft their own independent states, and began the almost century long period of warfare and bloodshed that would eventually be ended by the Tinar Mubarat's consolidation of Arberesh in 120 AC.

Early Bulkhai Sahinate (196 - 357 AC)

Beliar-Reform Era, Bulkhai Sahinate (357 - 533 AC)

Ximal-Reform Era, Bulkhai Sahinate (533 - 632 AC)

Late Bulkhai Period (632 - 717 AC)

Feuding Cities Era, Bulkhan Peninsula (717 - 830 AC)

Wars of Bulkhan Succession (717 - 729 AC)

Post-Dissolution Period, Bulkhan Peninsula (729 - 796 AC)

Pre-Colonial Period, Bulkhan Peninsula (796 - 830 AC)

Colonial Era, Bulkhan Peninsula (830 - 1020 AC)

Pangu

Silvonia

Ullr

Id

The Kingdom of Id is a large nationstate encompassing the majority of Northern Ullr, comprised of an expansive and complex hierarchy of provinces ruled by local lords, and assembled into a parliamentary monarchy. Its terrain is poor for farming though rich in mineral and natural wealth, as it is mountainous, heavily wooded, and cold. Some of the farthest northern Iddish Lords remain tribal chiefs, though most of Id has since modernized into a feudal, then imperial, and finally metropolitan society.

Iddish History

For much of its history, Id has seemed to be a monolithic entity, inscrutable to outside eye and violent beyond all restraint. The latter claims are exaggeration while the former is an outright fabrication. While Iddish history has been marked with violence due in part to the scarcity of their land and large systems of familial alliances, Id is in no way a singular entity beyond being coalesced under a single overarching government. From the beginning of their known history, Id has been fragmented, and it is only in the modern era that the nation has somewhat solidified.

Early History

From when mankind first entered the Iddish realms, they were confronted with inhospitable terrain. The ground is rocky, and a large portion of the realm is densely forested, rugged, and generally difficult to grow crops in. Most importantly, the winters of Id are quite severe, tending towards blizzard and deep freeze. Early Iddish life would have been extremely difficult, and when the first cities were first flourishing the Iddiat were still hunting and gathering.

While their lands were poor, the Iddiat became very proficient at archery, hunting, and survival. Taking refuge in caves, usually hot spring caves that Id is known for, the Early Iddiat managed to build their first tribal communities. These tribes were heavily patriarchal, and relied on dogsleds and archery in order to hunt game

such as elk, moose, and occasionally bear. The lack of Iddish coast or river precluded fishing, but the Iddiat continued to live within the Northern Ullr Expanse.

Early Id was marked with endemic warfare due to scarcity of game and fruit. Tribes would frequently raid in search of food, either other Iddiat tribes or any traders taking advantage of the central Iddish Expanse as an easier route between East and West Ullr. In Iddiat society, anyone who was not related to a tribe was considered a fair target for that tribe's raids.

Late in the Iddish Early History, these tribes began to mark out their territories as areas near where their wintering caves. Cave art depicting territorial maps have been found in since abandoned Iddiat Wintering Caves, as well as some other spiritual art, depicting animistic gods and mountain deities to the far north. Drawings of stellar constellations, such as the Ice Bear, or the Sky Tree, have also been found in their early art. Iddiat society began to settle down, and Ancient Skadunism took root within their society. To describe this, notable Iddish historian Alexei Burgensen has said "The Early Iddiat did not believe in their superstitions. They feared them."

Introduction of Agriculture

Proximity to Bialka lead to a number of imported concepts and customs from Bialkan culture, the first of which being agriculture. Though millet and sorghum are the crops native to Ullr, they grow poorly in the boreal Iddish realm, and thus never became a major crop. As the rest of the world proceeded into an Agricultural revolution, the Iddiat were stuck hunting and gathering. They populated modern Iddish lands only sparsely.

However, with the spread of potatoes, rye, and various other grains from Ma'at, the Iddiat were no longer restricted by a lack of food. Although Id has no major rivers, the hot springs in their caves were used to irrigate their new farmlands. Their number grew exponentially due to hardier crop, and the mountain complexes became all the more vital. However, the increase in population meant that even these new crops were not enough to satisfy the food requirements of the Iddiat population.

Iddiat Clans and Raiding of Bialka

The increase in population meant that the Iddiat communities could grow larger and more powerful, but also that they needed more food in order to survive. Though permanent mountain complexes for farming began to form, most men of a clan would embark on long raiding expeditions on dogsled to retrieve more food for the winter. The targets of these raids were usually other Iddiat Clans, but groups on the southeastern fringe of Iddish territory would often conduct raids into Bialkan territory.

These raids brought back not only food but Bialkan customs. Rather than basic pictograms, the Iddiat began to write in the Bialkan form, and use the ore they excavated from their mountain complexes in order to forge iron instruments and weapons. Quickly, the most powerful Iddiat clans became the southeastern ones due to their technological advantage and greater food supply recovered from raids into fertile Bialkan territory.

Most notable of these clans was the Beliskner clan. Reaching its apex in power in the year [GIVE ME A FUCKING YEAR], it was one of the first of the tribes to adopt the formal system. Khan Harald Beliskner proudly inscribed a monument to his greatness before the mountain complex of Khan-Beylik. He notes on his achievements the tribute of eleven other more minor clans, and his ability to summon a host numbering in the thousands. His monument is one of the best preserved examples of its kind. Generally speaking, these monuments proclaim the achievements and the abilities of an Iddiat patriarch, in addition to their formal inscription of key parts of the Law of Taboo.

The Iddish Crusades

Iddiat Participation in Skadunist Crusades

Creation of Hearths

Demirbjorn Revolution and Iddish High Kings

Conspiracy of Id

First Dissonance

Reformative Era

Kupperstar and Panserna Dynasties

Second Dissonance

Empire of Great Id

Third Dissonance

First Parliamentary Era

Fourth Dissonance and Second Parliamentary Era

Millennial Id and the Millennium War

Modern Id

Ancient Iddiat Customs

Iddiat Houses and Tribes

The Iddiat Houses and Tribes were the adoptive familial groups that were headed by a patriarchal 'Father', and whose decisionmaking were largely dominated by the advice of said Father's 'sons', both adopted and biological. These sons would usually be ranked by age, with the eldest sons being considered more powerful and more intelligent than the younger. However, sons with proven aptitude could be considered spiritually older than their biologically older counterparts.

When an Iddiat Tribe settles in and becomes the de facto owner of a cave system, it was generally accepted that they had become a House, and that they should be afforded the respect deserving of one. Iddiat Houses were held to higher standards, being allowed less leniency in violation of Taboo due to their greater political power. Fathers of Iddiat Houses were also to be given gifts of higher worth, and their sons being expected to be more honorable in their exploits. Women of Iddiat houses were also of a greater marital value than those of Iddiat Tribes.

The women of Iddiat society were given a submissive role. Their duties were held in place by the Law of Taboo, and were relegated to most of the same duties as men but without the ability to intervene in the decision-making process. Women were also forbidden from being

warriors or knights, and were otherwise relegated to being marital stock.

The collapse of a House or a Tribe can be brought about by the elimination of the Father and majority of high ranking sons, or the breakage of Taboo on multiple levels. Rarely does the breakage of Taboo occur. Should a House or Tribe collapse, its constituent members will be considered orphaned, and therefore not protected by most Taboo law. However, many tribes adopted orphans out of pity, though some orphans chose to leave the Iddish Realm entirely.

Law of Taboo

The Law of Taboo is a fundamental component of Iddiat and Modern Iddish society. Though some portions of Taboo were later codified, they were originally a set of unwritten rules and customs agreed upon by all Iddish Tribes and Houses, entirely informal in nature.

Taboo is formulated in a way that describes how the ideal Father, the ideal Son, and the ideal Brother should act. A wide variety of beliefs from prehistoric Iddiat society are believed to have sanctified in Taboo. Usually taught in an ad hoc format, Taboo is passed down from Father to Son, and frequently communicated between tribesmen. In early days, this meant that Taboo varied widely in teaching, though as trans-iddish communication became easier and the importance of Taboo grew, these variations shrank. This coincided with several All-Fathers using their power to codify the most important Laws of Taboo.

No penalties were described in the Law of Taboo, beyond violators of the law would no longer be protected by it, and thus were free to be dealt with however other Iddiat saw fit. If a violation of Taboo was not punished, that violation would itself become a part of the Law. Large archives and records of major events in Iddish History were compiled so that Fathers would know what had and had not been permitted by Sanctified Violations, as well as dissertations on what constituted a violation.

Filial Retinue

Iddiat and later Iddish familial groups were dominated by males, either taking a Father role or a Son role. The

Father, being the patriarch of the group, was expected to act righteously and honorably with Taboo in mind. As the Iddiat tribes grew into Houses, this burden became too great for a singular man to bear, and Fathers began entrusting their Sons with these tasks.

Sons were expected to act righteously and honorably with Taboo in mind as well, effectively becoming administrators, generals, guardians, and advisors to their Fathers, while acting as Fathers themselves to their sons. Brothers were not permitted to command any of their brothers, no matter younger or elder, but Fathers were permitted to command Sons.

A man with more able bodied sons was considered a more powerful Father than one who had fewer. Smaller tribes may have only had five or six sons, while the most powerful Fathers had sons numbering in the thousands. Most famously, Allfather Iorek Chelikhhan Andersen boasted regularly of having well over ten thousand direct sons himself, with over half being biological.

Marital Negotiation

Entrance into a tribe would be done through marriage and ritual adoption. When a marriage was being negotiated, both of the Iddiat Patriarchs would come to an agreement of how the two tribes would merge. Usually, this could result in either of the two fathers gaining a gift while the other absorbs the son, and any of that son's subservients, into his family, or the two tribes integrating into one, with the two patriarchs becoming sworn brothers. These are the first traces of the infamous Iddiat Houses.

Ancient Iddish Mythology

Iddiat Dogsleds

Modernity

Iddish Houses

Modern Iddish Society

Iddish Culture

Vinayaka

Tz'amtanak'al

Tz'amtanak'al (Other Language Information) is a semi-autonomous City-State within Lu'um Utz-Xib. Tz'amtanak'al is one of the largest and most historically significant cities in Vinayaka, and is commonly considered to be among the oldest Tetsk'in City-States. Even today, Tz'amtanak'al's population is majority Tetsk'in.

Mythology

In Tetsk'in Mythology, the Founding of Tz'amtanak'al occurred shortly after the Tetsk'in were delivered to the world by the heavens. According to myth, the Tetsk'in were drawn to the future site of the city, a pristine marsh in the exact center of the world. The Tetsk'in were drawn to this place due to their resonance with heaven, as it is said that above this spot the sun is directly overhead.

After the Tetsk'in had begun to live around the marsh, a great man measuring a full head taller than the tallest among them arrived, and it is said he broadcast the same warmth and radiance as the sun. Known

as the Heavenly Ajaw [Name Needed], this man invited the Tetsk'in to live atop the marsh, where they might be as close as possible to heaven. This Ajaw oversaw the foundation of the city atop that marsh, and also the creation of Tz'amtanak'al's Pyramid of the Sun.

Once the city was complete, the Heavenly Ajaw pronounced it Tz'amtanak'al, meaning Throne in the Marsh, then departed from the world, instructing the people of his city to unify their brothers and drive out the barbarians living on the edges of the world.

Tetsk'in mythology glorifying Tz'amtanak'al is not unique to the city itself; many Tetsk'in throughout West Vinayaka hold the city in high esteem or even reverence, and this myth is part of the standard mythology for much of the region. This mythologized view of Tz'amtanak'al has led to it becoming an object of pilgrimage and of desire, even to the modern day. This has led to multiple conflicts over control of the city, most notably the Siege of Tz'amtanak'al in the Tetsk'in Civil War. It is only a slight exaggeration to call Tz'amtanak'al the holy city of Tetsk'in folk religion.

Index

Aumwen, 5

Id, 11

Ancient Mythology, 13

Culture, 13

Early History, 11

Filial Retinue, 13

Iddiat, 11, 12

Iddiat Houses, 13

Iddish Houses, 13

Kingdom of, 11, 13

Martial Negotiation, 13

Modern Society, 13

Noble Houses of, 12

Taboo, Law of, 13

Lu'um Utz-Xib, 15

Ma'at, 5

Toran Empire, 5

Niruwatum, 5

Northern Ullr Expanse, 11

Sodai Kokenjin, 5

Trade

Ullr

Great Northern Road, 13

Tz'amtanak'al, 15

Mythology of, 15

Pyramid of the Sun, 15

Ujiteru, 5

Clans, 5