

Uod Handout II: People & Places

People

Balel- Nog - Butler of the Baron - Last to see Baron alive.

Baron Caus Ilwaen - Deceased?

Brother Affil - Society of the Black Earth. Hood, black robes and tattoos

Chivat - Musthyoch Cultist - Grey hair and beard, black cloak- Hired bandits to kidnap Baron's corpse, coughed up worm.

Comte Mlash Revuud - Vuwuhl of Cuvauw

Dohgon – Rikuu's father, former huntmaster for the Baron.

Ellais Ilwaen- Baroness, daughter of the Baron

Eogis- High Priest of Musthyoch

Fulwend- Asst. to Baron Ilwaen, disappeared

Glaioush of Shattered Hoof- Commerce Guild Master. Large, wrapped in furs, broked nose

Goan - Maetah - Priest of Thedine

Johud- Bald, green eyes, well cut black velvet suit. Appeared in dream to Rikuu

Kabrah the Hermeturge - Head of Tounaphas Lodge. Wild hair, purple robes or furs.

Paedruun - Mousy, grungy ink-covored smock Found in Asylum, claims seeing a white worm

Simac - Chlendi Sorcerer. Childhood friend of Nisik

Uphos (Sofegai) Commerce Guild Member- Father of Irosk

Vanos - Asylum Proprietor - Fat, balding, with a glass eye. Wears a leather smock and some grey work clothes. A tad immoral.

Thedine - Maetah deity of labor, strength, and duty. Focus of Monotheistic faith in Argaevaligne.

Musthyoch - Maetah deity of blood, life, and animals.

Hill Beasts – Mongrel beastmen that live in the hills outside Cuvauw

Nogs - Little goblinoid servants that are slapped around and make sandwiches.

Places

Cuvauw

The Amp

The Asylum

The Baron's Manorhouse

The Gateway Tavern

The Hung Man

The Earl's Dead Fish

- **Argaevaligne** – Theocratic nation north of the mountains, based around agriculture, a feudal economy, and the Church of Thedine.
- **Nipend** – Small nation of fortified cities amongs the hills and mountains north of Cuvauw.
- **The Minkush River Valley** – Valley of prominent cities downstream from Cuvauw. Once the core of the Eskla Empire and still the heighth of culture and power in the Rhiat.
- **Minkaraph** – Glorius city of “the south”
- **Balaconth** – Coastal nation to the south, now overrun by the forces of the Goblin Queen. Many of the nobles of Balaconth have fled to Cuvauww for shelter and plan for its liberation.
- **Ghikarn'gai** – Rough and tumble nation to the southwest of Cuvauw. In the midst of a civil war that dates back to Heteri cultural identity of centuries past.