

## Uod – Handout I



### General History

The year is 3042. The Rhiat has been occupied by the Heteri people as long as anyone can remember. The Maetah arrived from the north 1500 years ago, and the Chlendi 500 years later. When the Mindat people came from the south, conquered numerous Heteri city-states, the Chlendi and Maetah allied as the Eskla 'Empire', and drove back the Mindat. After over a thousand years the Eskla pact dissolved through succession, outside threats, and internal apathy. The Eskla 'officially' dissolved two hundred years ago, and most of the major nations of the Rhiat were at one time provinces within the Eskla.

### Ethnicities & Cultures

- Maetah - Skins and hair of light colors. Clans traditionally fished and raised animals.
- Heteri - Tribes of burly, brown-skinned horsemen, who settled down into city-states along the Rhiat's southern coast.
- Chlendi - Olive skinned and dark haired. Shamanistic clans who conjure and worship spirits.
- [Mindat](#) - Wiry, dark skinned, academic people to the south.
- Eskla - A mix of Chlendi and Maetah peoples. Little independent culture, but a mix of the original pantheons of both. Traditionally dark hair and a variety of skin tones.

### Nations & States

- Vensat - small collection of coastal cities and towns, run by a variety of merchant families and guilds. Vensat City is the foremost port and trade center of Rhiat.
- [Argaevaligne](#) - Theocratic Monarchy along the North Sea coast

- Ramush - Traditional settlements of the Chlendi people in the Rhiat. Broke off from Argaevaligne after the Eskla collapsed. A land of swamps and hills, now in a border dispute with Argaevaligne.
- Nipend - Small mountainous realm between Balaconth and Argaevaligne
- [Mindat](#) - Ancient Empire to the south. The Mindat conquered the Heteri lands and occupied them for nearly 400 years, using the reptilian cavalry, airships, and dark rituals to quickly run over their opponents. The Mindat follow the philosophy of the White Book, and sacrificed their old gods the power grand military sorcery.
- Ghikarn'nagi - Ancient Heteri lands, until recently occupied by the Mindat. Now ravaged by civil war as old tribal and political feuds re-emerge.
- Balaconth - Old province of a few ports and farmland, now overrun by goblins invading from the subterranean realms.

### Important Names

- Comte Mlash Revuud – ruler of Cuvauw
- Thedine – deity of the Argaevaligne
- Baron Caus Ilwaen
- Ellais Ilwaen – 'Elle', daughter of Baron Ilwaen
- Fulwend – Baron's Majordomo
- Balel, Grummel – Nog servants to the Baron
- Brother Affil- Priest of Thedine
- Vidiban

### Days of the Week (also names of planets)

- Hyit (*First Day*)
- Pasdani
- Ikuyalhu
- Khiduomo(*TempleDay*)
- Iaovyus
- Nehia (*MarketDay*)
- *BlackDay*

Although the week has 7 days, more historic dates are listed by the *decan*, a period of 10 days used in the Mindat calendar, which is the oldest in the Rhiat. There are 36 decans in the year, based on the passage of the planets through the constellation. The reappearance of the planet Ikuyalhu in the constellation “The Balefire” marks the beginning of a new year.

### Currency – common coins...

- **Argaevaligne Silver Crown** - Gold trade bars and copper "bits" are also minted.
- **Posi** - Gold, octoganal coin of the Eschlatli Empire. Still minted in Vensat.
- **Asklor Silver Weight** - massive silver trade bar used since the first Chlendi cities were built.
- **Ghikarn'gai** - silver "horns" and copper "eyes", round pieced coins, usually carried on cords.