

# THE ENCYCLOPÆDIA ELYDEN

I – the Core Glossary of Eiyden

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DILIGENTLY COMPILED AND REVISED  
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IN 28 – 29 RME (4036 – 4037 RM);

**ENCYCLOPAEDIA ENTRIES FOR**

**C U T H**

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**ACACINNATH:** ancient city-state, possibly empire, thought today to be composed of humans, shie and keratin, in what is now the far E of Llachatul, covering what are today the E of Cuth and most of the W of Rhea, as well as small parts of Krem. Sometime in the Fourth Age it used wealth and influence acquired through its powerful mercantile caravans and ships in an attempt to tame the potent supranaturally-enhancing effects of the nearby Cinnabar Wastes. For a while it succeeded, and its ruling plutocracy gained great power and wisdom over the Materia Omnia. The fate of Acacinnath is ultimately unknown, but it collapsed some decades later, without further mention, though its ruins were later resettled by the aforementioned ntns.

Two figures with traits similar to those of the old Acacinnathi rulers would emerge centuries later, in the 3<sup>rd</sup> millennium of the Fifth Age, eventually going on to fund the so-called Acacinnathi Dynasty, which ruled Cuth for over 200-years.

**ACACINNATHI DYNASTY:** the ruling family in Krem since 2703 RM, following the mysterious appearance of a male and female claiming to be siblings, with traits similar to those of the old Acacinnathi rulers that, in the Fourth Age learnt how to exploit the supranaturally-enhancing effects of the Cinnabar Wastes. Using their supernatural powers and shaping they were able to amass a large following and were able to supplant the then rulers, coming to rule over Krem. They reopened the cinnabar mines, distributing the dust to their most loyal followers in small doses. The mines were heavily guarded and anyone caught stealing even a single grain of dust was severely punished. As a result the mines were directly operated by members of the dynasty.

The dynasty is known for its elongated facial features, and for its incestuous marriages between siblings, which continues to this day.

**ADHERENTS OF KENG:** one of two sects that make up the organised rel. of the empire of Cuth. It emerged from the Cult of Nergaal in 3259 RM, following the death of Keng, the rel. founder. Though he was elevated to godhood, there was disagreement within the church. Some claimed Keng was the true deity and Nergaal was merely the herald of his ascent to godhood. Others claimed that Keng was merely a prophet, who brought word of Nergaal to Cuth.

This led to entrenched partisanism, with 2 distinct sects forming in 3259 RM - the Cult of Nergaal, and the Adherents of Keng. To this day, there exists a degree of enmity between members of the two sects, which still vie for spiritual control of Cult.

Other than the belief in the true divinity of Keng, the Adherents of Keng differ little from the larger Cult of Nergaal in their customs and dogma, which remain archaic, antiquated and ritualistic by the standards of most modern ntns. **See Vol IV: Religions and Cults.**

**ALTAR OF VAM ATAR:** expansive region of W-facing cliffs in the c of Cuth, forming the S of the Mo-orassim Mtns. The cliffs are high, and newar-vertical, stretching for an expanse no less than 180-miles long and covering some 140 square-miles.

It is named after a scion of the Demiurge Nergaal, who features heavily in the culture and folklore of Cuth.

**ANANGON:** small coastal city in the E of Cuth. It is home to a shipyards, and large harbour where wood is shipped W (Pop. c. 17,000).

**ASTAHAN:** abandoned city in the E of Cuth. It was once located along the banks of the great r. Yann, which has since ran dry. The city was wiped out in a great plague that struck in 3073 RM. those who were not killed by the plague were walled in and starved to death, their bodies still lining the streets and their homes to this day. The city and its environs are seen as a cursed place and shunned by Cuth. Many claim that the ruins are inhabited by al ghuls today.

**ATON:** Mtn. in Cuth. Some ancient sources, including obscure passages from the *Mythologia elyden*, claim that the Mtn. is the final resting place of the Demiurge Nergaal. Few in cuth know of this, or believe the myths. **See Vol IV: the Mythologia Elyden.**

**ATTURYANG:** also 'Scionscorpse'. City in the E of Cuth built on and carved from the fossilised hill-like body of a gigantic scion. It is called Ozhiro in Korachani (from *ozha hiro*; meaning high-child, or lofty child). The scion's origins and identity are unknown, though it has since become a patron of sorts to the city and its denizens. The stone used in the construction of the city is mined from the heart of the corpse and has strange properties that are unknown elsewhere.

The people of Atturyang also mine a resin-like substance, thought to be the marrow of the scion, which is treated and smoked as a hallucinogenic. The drug, known as marrow, is sold across the E of Llachatul (Pop. c. 62,000).

**BALIMAN:** sea to the S of the Iapetan Sea, forming the N-most part of the Mirovean Ocean. It is bordered to the S-W by Gibeah, to the N-W by Khitai, and to the E by Cuth and Rhea.

**BATANG UNG:** region of contiguous exposed dykes forming a natural wall, between 80 - 110-ft. High, in the E of Cuth, to the W of the Archaedon Mtns. The highest of these, close to the coast near the Sea of Haman, form the base of various Rhean border towers, the largest of which is the Sham Limoth.

**BEDALOON:** settlement in the S - E of Cuth, on the E-face of the peninsula of Hammingheng (Pop. c. 15,000).

**BEKKONG:** fortified coastal city in t

**BENGON:** small city in the E of Cuth. It is a burgeoning industrial centre (Pop. c. 18,000).

**BLIND FORTRESS, the:** 1. protectorate of around 5,000 square-miles on the headland of Irkalla (1) along the S-W coast of Cuth. The Fortress was also known as Irkalla in previous ages, and lithographs found on subterranean caves there tell of an ancient race that once lived there, who bore the same name as their homeland.

The Blind Fortress dates back to c. 90 RM, when settlers from Karkuth landed on the isl. of Irkalla. Almost immediately, construction began on a tower atop the highest point of the isl. Over the years it would be added to, becoming a great citadel by c. 380 RM, and later it would be expanded into a multi-tiered star fort the size of a city. Today the great fortress occupies seven levels, each of which holds hundreds of buildings, stores and businesses.

The isl. became part of the Cuthi mainland in c. 3000 RM, bringing about a seasonal overland link to the mainland. By c. 3150 RM the link was permanent and continued to grow as the sea levels slowly waned.

Despite the presence of the large fortress, the population of the isl. remained small and rural, preyed upon by pirates, most notably in 1404 RM, where the entire populace outside of the citadel was taken by Suori chorsairs as slaves. Following slow repopulation, an agreement was made with Cuth, which offered the people of the Blind Fortress protection in return for certain trade-obligations and undisclosed rels. commitments, which some occultists believed were related to the isl. history and suspected link with the Demiurge Nergaal.

Though it survived as an independent state for some time, by c. 2940 RM it had become part of Cuth.

2. great city-citadel located some 20-miles inland on the peninsula (once isl.) of Irkalla. Construction began c. 100 RM after Karkuthi immigrants settled the then-deserted lands. Construction has continued, almost forcibly, over the isl. tumultuous history, for millennia, its people rising from near extinction many times to continue building the citadel, which is now a star fortress, occupying seven levels, each of which contains hundreds of buildings, stores and businesses.

Its people are insular and make little contact with outsiders, and few know the true secrets of the citadel, with some scholars believing that unnatural rites to the dead deity Nergaal take place there (Pop. c. 210,000).

**BOG YOON:** also the '*Alabaster Palace*'. Solitary structure in the middle of the Cauat badlands area in Cuth. Bog Yoon is an alabaster structure dating back to the Fourth Age of Life, which is now ruined.

**BOKHOK:** isl. almost 200-miles off the S - W coast of Cuth.

**BOOK OF LOST SUNS, the:** *vol.* an ancient rel. codex penned in Cuth, which is still observed by the followers of the Twin Churches of Cuth. **See Vol II: Books of Elyden.**

**BRAGGAY: 1.** His. lagoons in the c of extant Cuth, populated in the early Fifth Age by a fishing people with expert knowledge of shipbuilding, specialising in catamarans, and harpooning. In c. -500 the people of the Braggay lagoons would mingle with immigrants from the destroyed city of Ad Piyan, whose descendants would go on to found Cuth.

2. Present day coastal salt plains where the lagoons of Braggay (1) were once located. The region is peppered with the ruins of the ancient Braggay people, abandoned in c. 1000 - 1200 RM, when the lagoons first started drying up.

**CAUAT:** badlands in the c of Cuth. They were once known for their limestone mines, but the region is now largely abandoned.

**COLOSSUS OF KERADUH:** ancient pitted metal colossus in the c of Cuth, thought to date back the fourth age. Once located on a rocky isl. it guarded the entrance into the harbours of the city of Karkuth, and is now 7-miles from the coast.

**COROYAGON:** jungle region in the W coast of Cuth. It is known for its dense lichens and thick growth.

**CULT OF NERGAAL:** one of two sects that make up the organised rel. of the empire of Cuth. The rel. originated in 2252 RM when an ancient mummified hand was discovered deep in the caverns of Tillayan, S - E of Hammon. The hand was identified as having once belonged to an ancient deity Nergaal by the scholar and shaper Keng walin, who would go on to worship it after being plagued by lucid dreams and visions. He would later construct the temple of Erkala to house the hand, and many people gravitated to it, eventually forming a settlement around it.

The religion spread rapidly across Karkuth, with many coming fanatical to Nergaal and his prophet Keng. By c. 2700 RM the Karkuth, then known as Cuth, had become insular, cutting off relations with other nations. Rumours spread of a strange cult that demanded willing sacrifice to satiate the sun, known to them as Tallas, which became a dichotomous force, representative of Nergaal, bringing both life and death.

Given the divine status of the sun, those who could would only emerge from their homes at night, out of reverence, and solstices and equinoxes became great festivals of the natural cycle of the sun. Temples would likewise dig deep into the earth, out of respect for the sun, and it was in these deep crypts that the rituals were said to take place.

The death of Keng's mortal body in 3173 RM brought a schism within the church. Though he was elevated to godhood, there was disagreement within the church. Some claimed Keng was the true deity and Nergaal was merely the herald of his ascent to godhood. Others claimed that Keng was merely a prophet, who brought word of Nergaal to Cuth. This led to entrenched partisanism, with 2 distinct sects forming in 3259 RM - the Cult of Nergaal, and the Adherents of Keng. To this day, there exists a degree of enmity between members of the two sects, which still vie for spiritual control of Cult.

People willingly give their lives to ritual sacrifice in the Winter Solstice, bringing great honour to their families, and disease and death are regarded in a far more open manner than in other civilised lands. The dead are not buried, but rather, they are embalmed and injected with resins that preserve their bodies, which are interred in niches in the living rooms of their families, where they remain a part of the families. Diseases are typically allowed to run their course, which is seen as barbaric and the cause of needless suffering to medical practitioners from other ntns. Despite this, the people of Cuth have a tremendous resilience to most diseases, and whilst they may display symptoms of illness, they are not affected as other people are. Though this is likely a result of particular diets and cultural habits, most who know strange resilience believe it to be a gift from Nergaal. **See Vol IV: Religions and Cults.**

**CUTH:** Cuth is a land of insular people who cling to their archaic religion even as they attempt to bring their land into the industrial age. Located in the S - E of Llachatul, its S-most lands are made up of jungles that give way in the N to savannahs and great turcar desert of inland Llachatul.

The empire of Cuth originated in 2275 RM, following the suicide of Keng Walin, the religious leader of the empire of Karkuth. He was later reborn, the flesh around his wound black as coal. His rebirth brought chaos to Karkuth, leading to religious extremists from the Cult of Nergaal killing the ruling family, wanting to elevate Keng to the position of emperor. He tricked the extremists into killing themselves in a display of loyalty, and proclaimed "Karkuth is no more. Today we build Cuth, and at its centre will be this church dedicated to my father Nergaal".

The city of Karkuth was abandoned and a new capital established in the religious city of Erkala, after which the Cuthi people became xenophobic, ignoring trade and turning to a nocturnal lifestyle out of reverence to the Sun, known to them as Tallas, which was the symbol of Nergaal. People willingly sacrificed themselves to Nergaal in sunless temples deep beneath their cities as they stagnated. Keng's mortal

body was declared dead in 3171 RM, close to a millennium after his rebirth, causing a schism in the church, which persists to this day.

Cuth remains today as an oddity; a culture that clings to its archaic religions and practices, even as it embraces the spread of technology and industrialisation in its cities. **See Vol III: Extant Realms and Nations.**

**CUTHADDUAN:** highland region in the W of Cuth, from which the ntn. The highlands are an extension of the expansive Mo-orassim range.

**CUTHI:** Spoken in Cuth, this language appeared after the collapse of Karkuth into the Dominion of Cuth in 2275 RM. It is a religious language devised by priests of the church of Nergaal during fever dreams said to be the whispers of the Demiurge Nergaal. It is a strange tongue with no equal in all of Elyden, for it has few known etymological roots. Some claim it mirrors the ancient language of the Demiurges. Others say it is the tongue of the irkalla brought back from uncounted millennia of neglect. **See Vol II: Languages of Elyden.**

**DASALOON:** small city in the N - W of Cuth. It is a major producer of jute and jute rope (Pop. c. 11,800).

**DAULOON:** coastal settlement in the E of Cuth, at the periphery between the badlands of Cauat in the W and the salt plains of Braggay in the E. Its main industry is salt panning (Pop. c. 6,500).

**DIMYA:** 1. Small bay in the E of Cuth.

2. Large coastal city in Cuth, overlooking the above bay (1). It is one of few extant major harbours, and trades in goods from the E, which are traded overland to Hammon to be traded W (Pop. c. 139,000).

**ENAMOY:** fortified settlement in the W of Cuth, along the isthmus of land that connects the headland of Irkalla with the mainland. It acts as a link between the two region of Cuth, and is a hub of trade (Pop. c. 8,400).

**ERES IRKALLA:** highlands dominating the c of Cuth, forming an extension of the fold Mtns of Mo-orassim. The region is named after the mortal race attributed to the Demiurge Nergaal, and are full of life, their S-most reaches covered in jungles, and their c peaks known for their moss-covered surfaces.

**ERKALA:** the capital city of Cuth, built on the S slopes of the Altar of Vam Atar. It originated from the temple of the same name, constricted in 2252 RM by the prophet and shaper Keng Walin, following the discovery of the Hand of Nergaal in the caverns of Tillayon. A settlement rapidly grew around the temple, and the capital was moved there from the abandoned city of Karkuth in 2275 RM.

Its people are immensely spiritual, their entire lives regimented and bound by the strict and archaic dogma of the Twin Churches of Cuth (pop. c. 800,000).

**ERRA:** sea separating the S *Cuth* from the isle of the the Blind Fortress. The sea was divided in two by an isthmus as the sea levels of Elyden waned in the Fifth Age, though both sides are still called Erra by locals, with outsiders referring to them as the W Erra and E Erra, respectively. The coast of the E Erra is known for its particularly dense vegetation, and the many r. that flow into it.

**ERBAYU:** metropolis and largest city in Cuth, built within a large sinkhole in the S of the Eres Irkalla highlands.. The city is characterised by its two levels (over the years the city has

outgrown the sinkhole and now also exists on the land above), its many pillars and tiered structures and its vast network of hanging gardens and aqueducts (pop. c. 1,400,000).

**ESHYAN:** small coastal city in the S - W of Cuth, along the W-face of the Hamminghen peninsula. It lies close to the contested lands with the Parthisan colony of Nissa, and clashes between locals and colonists is not uncommon. This has led the population becoming trained as a militia to defend against the invaders (Pop. c. 15,000).

**GIRAYA:** small fortified city in the N - W of Cuth. A trade route exists between it and the caravanserai of Churralei in the S of Krem (Pop. c. 12,000).

**GOBYAN:** city in the c of Cuth (Pop. c. 45,000).

**GODS' WOUND:** also '*Nerkala*'. Said to be one of the last of the *Demiurge Nergaal's* creations following his estrangement from The Shaper in Elyden's mythohistory. Located in the far E of Cuth, in the E-most reaches of the Mo-orassim Mtns, the God's Wound is a spring, said to flow with the blood of the Demiurge. A fortress was built atop the spring in c. 2853 RM by the Word Bearers, who control access to it to this day.

It is visited by pilgrims of the Twin Churches of Cuth, who immerse themselves in the waters formed by the pool, which are red from chemicals in the surrounding rocks.

**HALON:** main currency in Krem. **See Vol II:**

**HAMAN:** bay in the E of Cuth, leading to the salt plains of Braggay.

**HAMMINGHEN:** 1. Peninsula in the S - E of Llachattull, forming the S-most expanse of the ntn. of Cuth. It stretches for around 600-miles into the waters of the Sea of Baliman.

2. Long narrow Mtn.-range running from N - S in the S of Cuth, dominating the peninsula of the same name (1).

**HAMMON:** 1. Narrow bay, 80-miles long in the S - W of Cuth, leading from the Sea of Baliman to the city of Hammon (2).

2. Heavily fortified city in the W of Cuth, overlooking the Sea of Baliman. It is one of few Cuthi cities to trade with the W, particularly with Venthir, Tzallrach and Khamid. It is known for its large city walls which have large pylon-like towers overlooking both land and sea, as well as its dockside markets, where goods from the west are sold.

The city now known as Hammon exists about 35-miles S of the original city, which is now lost to the rainforests of Cuth. It is a major harbour, trading goods from the W, which are sent overland to Dimya to be traded E (Pop. c. 50,000).

**HAND OF NERGAAL:** rel. artifact uncovered in the caverns of Tillayan in the c of Karkuth (present day Cuth) in 2236 RM. It became the object of veneration to the Karkuthi people, and the Cult of Nergaal was resurrected there without them fully knowing its his.

**HATADA:** small city in the E of Cuth, built atop the ruin of an ancient early Fourth Age tower constructed by the people of Motanta (Pop. c. 16,000).

**HATAYOON:** isl. around 200-mile off the S - W coast of Cuth. Though uninhabited today, an attempt was made to colonise it by the Korachani empire in c. 1525 RM. The colony, called Samuchan, did not last long, and its ruins remains on the isl. today, visible to ships as they pass by it.zz

**HAYANA:** fortified coastal settlement in the c S of Cuth, along the W-face of the Hammingheng peninsula (Pop. c. 20,000).

**HEMESH:** city the N of Cuth, to the W of the Mo-orassimMtns. The city is built in an area rich in history,

particularly that tied with the Demiurge Nergaal. The site on which the city's main temple is constructed is said to have been the spot where Nergaal was wounded in combat against Ashethar in the so-called War of Poxes, where his blood spilt across the land in a flood of crimson. The Temple claims to contain reliquaries containing the Demiurges' blood locked in labyrinthine catacombs beneath the surface. In honour of the divine links of the city, a great idol was erected there in 3379 RM in honour of Nergaal. The Idol remains, though is damaged and partially sunken in the sort earth, though continues to loom above the city, its eerie visage and twin-pair wings casting their shadow over its midday market (pop. c. 45,000).

**HOLLOW MOUNTAIN:** also '*the Eye of Nergaal*'. Mtn. pass between the Eres Irkalla Mtn. to the N and the Hammingheng Highlands to the S. The route passes through a large hollow in the limestone rocks of the region which form a gigantic window, which is sometimes referred to as the Eye of hoNergaal by those who pass through it.

**HONGAN:** reef off the S - W coast of Cuth, just N of the isl. of Oaach.

**IRGYALOO:** city in the c N - W of Cuth, to the N - W of the Cuthadduan Mtns. It is a major source of bloodstone in the region (Pop. c. 40,000).

**IRKALLA:** 1. Historically, an isl. about 7-miles off the S - W coast of Cutghh, in the S - E of Llachatul, that features in the *Mythologia Elyden*. It is tied to the myth of the Demiurge Nergaal and his children, who bear the same name (2).

The isl. was famed for its vast caverns that reach far below the sea-level. They are flooded, with large stalactites and rock pillars that bear testament to an age when the caves existed above the water line - something difficult to imagine, even excluding the receding sea-levels of Elyden. Large caverns with hewn walls contain calcified monoliths on which are carved lithographs that display a record of the irkallas that once dwelt there. Despite these records, the isl. bears no other signs of previous habitation; no ruins or remains of any kind, and the isls. first true signs of modern history began in c. 90 RM when humans from mainland Karkuth settled the isl., beginning construction of the Blind Fortress soon after.

The waning of Elyden's seas saw the isl. become part of the mainland by c. 3000 RM. Today the headland occupies around 5,000 square-miles.

2. Myt. one of the original Two-and-Twenty mortal races, and children of the Demiurge Nergaal. Little is known of these mortals, save the tantalising clues left behind on subterranean monoliths on the land of Irkalla (1), itself once and isl., off the S-W coast of Cuth.

What little we know is that they were a base civilisation in which the sick were seen as blessed by Nergaal, commanding positions of respect and authority, whilst the strong were broken of their will and used as slaves. At the centre of the irkalla culture was a pervasive sun cult that forced its people underground. Where other sun cults worshipped the sun and bathed in its light, the irkalla feared it and its destructive nature - drought, plague, heat - and lived underground out of reverence of its raw power.

Many of these traits were reborn millennia later in the land of Karkuth (now Cuth), with the rediscovery of the rel. artifact

known as the Hand of Nergaal in 2236 RM. **See Vol II: Asicthai.**

**IRRAY:** small coastal city in the W of Cuth. It is a major harbour in the region, and its transport ships link all the coastal cities in the region (Pop. c. 17,000).

**KARDAUL:** tropical wooded region in the W of Cuth, comprising some 35,000 square-miles of jungles overlooking the coast of the Sea of Baliman. The region contains diverse flo. and fau. and is known for its small scattered regions of minor Atramental terrain.

**KARKUTH:** 1. Ancient kingdom in what is now the c and S - E of Cuth. It appeared in c. -300 and grew slowly, spreading N and W, clashing with the older and more confident empire of Mon Kettra more than once. Its people were used to the tropical climate and better equipped at travelling across it and it ultimately prevailed, destroying Mon Kettra with the siege of its eponymous capital in 203 RM.

The city would survive the fall of Mon Kettra, but in 2275 RM its palace was stormed by followers of a cult of Nergaal, and the royal family was killed. Though those responsible for the deaths were killed by Keng, the rel. leader, he nonetheless declared the rule of Karkuth over with the words: "Karkuth is no more. Today we build Cuth, and at its centre will be this church dedicated to my father, Nergaal".

Karkuth was abandoned and the city of Erkala became the new capital of what would become known as the Dominion of Cuth, and official name that remains in use by Cuth to this day.

2. Extant settlement built atop the great ancient city of the same name (1). Once coastal, it is now almost 30-miles from the coast and much smaller than its ancient namesake (Pop. c. 4,000).

**KENG WALIN:** (B.2219 - D. 2274 RM). Karkuthi shaper and historian who in 2252 RM divined the name of a mummified hand discovered deep in the caves of Tillayan as *Nergaal*. He founded a new religion that saw the hand moved to a newly-created temple, Erkala, which was designed specifically to house it. Keng became the leader of the church as a city rapidly grew around the temple, which soon became the capital of a new state, Cuth, that rapidly overlook Karkuth.

He killed himself in 2274 RM, stirring the people of Karkuth into a religious fervour that saw many follow his actions, killing themselves in the name of Nergaal, or flagellating themselves en-masse.

Weeks later he emerged from his sarcophagus, skin blackened. Chaos erupted in the capital as people stormed the palace in 2275 RM, calling for the royal family to step down. The royal family was eventually killed and those loyal to them executed. Keng tricked them into killing each other to punish them and to be rid of them, and spoke to his acolytes for the first time since his rebirth, saying: "Karkuth is no more. Today we built Cuth, and at its centre will be this church dedicated to my father, Nergaal".

Many believed him an otherworlder and came to worship him as the prophet of Nergaal. Keng would never disclose what happened following his death and would move from his simple home to a glass reliquary behind the altar where he had killed himself, where people could venerate him. Starting in c. 2400 RM he began practicing asceticism and began meditating, never drinking or sleeping. This started a

movement where many of his faithful would follow his example, dying while meditating. Those who did so were effectively mummified alive, becoming saints of Nergaal.

He would eventually stop displaying signs of consciousness in 3171 RM, and was declared dead by his acolytes, ascended to stand beside Nergaal. The knights of Keng placed themselves in control of the ntn. but they were ousted and their ranks whittled down by the regent's forces, which later declared himself emperor following the ascent of Keng, who the regent argued, no longer had need of a regent on the mortal plane.

His death caused a schism in the Cult of Nergaal, which in 3259 RM was officially observed to have been divided into two sects - those who worshipped Keng as the deity, and Nergaal as his harbinger' and those who continued to observe Nergaal as the true deity and Keng as his prophet.

**KETTARANG:** loose coalition of people that emerged in the S - E of Llachatul between c. 250 - 500 RM in the wake of the fragmentation of the empire of Mon Kettra. By 732 the coalition of Kettarang had become a republic, with a well-funded navy and coastal towers to help protect it from Venthiri privateers and Suori chorsairs. In 1326 RM many outlying city-states were brought together under the banner of Kettarang by the champion Yandar Dashe, who in 1333 RM resettled the ruins of the city of Mon Kettra, naming them Am Onkret. The extant ntn. of Krem would emerge from Kettarang in 2651 RM.

**KISUNU:** (B, 3932 RM) current emperor of Cuth.

**KNIGHTS OF KENG:** rel. policing force in Cuth that emerged in c. 2300 RM, after the toppling of the old Karkuthi monarchy, which was replaced by a religious state, where the prophet Keng became religious and state leader, with regents ruling on his behalf. The knights acted as guards to the faithful, though had the more insidious role of acting as spies for the capital in Erkala, searching for would-be dissenters and eliminating any threats before they became a problem.

Following the final death of Keng in 3171 RM, the Knights of Keng placed themselves in control of the ntn. but were ousted, and their ranks whittled down by the ruling regent, who maintained control of the ntn.

Nevertheless the knights of Keng remain a constant presence in Cuth, fulfilling the role of army, police force and hospitaliers across Cuth and beyond, where they are recognised by their black hooded cassocks, emblazoned with the three-pointed star of Nergaal.

**KYONKHER:** also '*the Black Stone Desert*'. Dry region in the W Cuth, in the foothills of the c Mo-orassim Mtns. The dry climate is unnatural for the area, despite it being leeward of the great deserts of Rthei, which is commonly attributed to local legends that maintain the scion Vritra is buried there.

**LAEDAN:** seasonal endorheic l. in the N - E of Krem, in the Berassim Basin, to the N of the Mo-orassim Mtns. Meany seasonal r. are known to flow into it in early to mid summer.

**LOI:** settlement in the E of Cuth. It's main industry is silver and lead mining (Pop. c. 5,000).

**MONYAN:** settlement in Cuth, around 26-miles S of the capital city of Erkala. It is a major producer of food (Pop. c. 7,000).

**MARROW:** drug made in the city of Atturyang in the E of Cuth. The drug is made from a lattice-like substance that is mined beneath the city and is thought to be the marrow of the gigantic body of a scion. The drug is a hallucinogenic that is

enjoyed across the E of Llachatul. **See Vol II: Drugs and Addictions.**

**MASHRAN DYUN:** settlement in the c of Cuth, in the N - W of the jungles of Raogon. It is a producer of wood and rubber (Pop. c. 10,000).

**MAYGAR:** settlement in Cuth, around 45-miles S of the capital city of Erkala. It is a major producer of jute and food (Pop. c. 7,000).

**MERA DYUN:** settlement in Cuth, along the course of the r. Tereen. It is a major producer of rubber and food (Pop. c. 7,000).

**MO-ORASSIM:** expansive fold mountain-chain in the S - E of Llachatul, forming a major part of the territories of the S - E of Krem, N and c Cuth, and the far W of Rthei.

**MON KETTRA:** 1. ancient Fourth Age empire in extant W of Cuth and Krem. It advanced steadily E and S between -700 and -174 RM, subjugating cities as it went, until it was defeated beyond the Mtns, of Mo-orassim by the fledgling Karkuthi people. A series of wars with an increasingly confident Karkuth escalated until its eponymous capital was destroyed in a siege ending in 203 RM with the end of the empire.

2. city and capital of the above empire (1). It originated as a city-state in c. -900 RM and grew into an empire that encompassed much of extant W of Cuth and Krem. The city was destroyed in 203 RM by Karkuthi armies, and its ruin covered in ash and salt. It lay abandoned for centuries and was later re-settled in c. 1340 RM, going by the name of Am Onkret, a corruption of the old empire's name.

**MOTANTA:** early Fourth Age state that appeared in c. -400 RM in what are now the Braggay salt flats in the E of Cuth. It was populated by natives as well as Ad Piyan refugees from the N, who were fleeing the advancing armies of Mon Kettra. The state began to suffer by c. -50 - 50 RM as the larger kingdom of Karkuth emerged in to the N - W, pushing against its borders. Its last city, Pasabay, was finally absorbed by Karkuth in 152 RM.

**NENGAN:** small city in the S - E of Cuth, on the E-face of the peninsula of Hammingheng. It is a major producer of embalming resins in the region (Pop. c. 13,000).

**NERGAAL:** also '*Bringer of Sun and Rot*'. In the Mythology and ancient history and rel. of Elyden, 15<sup>th</sup> of the Two-and-Twenty Demiurges and father of the mortal race known as the irkalla. Nergaal was always solemn, a hard-worker with little desire to stop and enjoy his work. When the Demiurges were abandoned by the Shaper in punishment for their hubris, Nergaal was one of the first to anger, taking out his rage on natural world, unleashing diseases and plagues that afflicted mortal life indiscriminately, including his own children, which he had largely ignored, only returning to them sporadically throughout their his.

His children, leaderless, were at the mercy of the world, succumbing to plagues and without a force to shield them from the natural world that beset them. They scattered into various groups, most of which came to worship the natural world in place of their Demiurge father, focusing on the destructive nature of their homelands and the world around them. Ironically, many of the plagues and diseased they came to worship were created by Nergaal.

Strengthened by their inadvertent worship, Nergaal revealed himself to them and assumed his responsibilities as the father and leader of the irkalla. But his rule was ruthless. Many died to his whimsy, with countless more coming to be sacrificed to him in a form of appeasement. His worship increased, with many other mortal tribes outside of the irkalla also worshipping him out of fear. These worshippers Nergaal rewarded with exemption from his wrath, punishing their foes with drought and plague, leading his armies into their lands, claiming them as his own.

He grew powerful and fathered many scions in this time, greatest of whom were Vam Atar the plotter and Bahdur the warrior-priest, who led his armies. The irkalla prospered in this time, his cities rich, his lands burgeoning under a nourishing sun. The other Demiurges were angered by this and opposed him. Rachanael, Ashterath, Baphomet, and Avraham allied against him and brought their armies to his borders, sometime in what is now thought to be the mid-Third Age. With few allies, Nergaal was left to defend himself, with some aid from Kharani and Sybaris. The war was bloody, leaving the irkalla largely dead and their lands ruined, the plague and drought that Nergaal had once sown afflicting them. Nergaal himself had his hand cut off by Avraham and was left severely wounded, with most of his scions dead.

With his worshippers gone, Nergaal grew weak, declining to a shadow of his former strength. Without a home, he would travel, the land in his wake dying, its flora and fauna succumbing to disease and death. Eventually he was found by his son, Vam Atar, who had since learnt many Atramental secrets (some claim from Rachanael himself, whose true intent is unknown). He offered to save his father in a great ritual. It was during the Fourth Age that Nergaal agreed to die at the hands of his son so that his spirit could be reborn, his thoughts transmigrated into the body of Vam Atar. His body was allowed to decay, surviving to this day as the festering mountain of Aton in the N of Cuth, which ancient scriptures claim is now the origin of all disease that afflicts the world.

The ritual was successful and Nergaal was reborn in the body of his son Vam Atar, as his vessel festers, undying.

**NIBAR**: fortress in the far N - E of Cuth, in the c N - E of the Mo-orassim highlands. The fortress was constructed in c. 2480 RM to defend against a possible Mtn.-route into Cuth from Kettarang (now Krem). The threat was not present though and the construction of the fortress is attributed to a growing insularity at the time, as the Cult of Nergaal took root in the region.

The fort was abandoned in c. 3170 RM and bloodstones were later found there, leading to the formation of a boomtown to cater to prospectors. The rush died down in 3384 RM, and the settlement diminished, though remains today as a new fort rebuilt over the remains of the previous iteration.

**NISSA**: Parthisan colony founded in 3957 RM in the S of Cuth, in the peninsula of Hammingheng. Within scant years of its founding, the colony had grown powerful, subjugating much of the native populace and appropriating surrounding resources. Cuthi armies have attacked the region, but rocky highlands surrounding it have made it difficult to approach from the land, and the bay leading into it is heavily guarded from attack.

The colony is far from its homeland, and one must travel three quarters of the way around Elyden to get back to Parthis, with the journey taking over 3-months (Pop. c. 17,500).

**NOSHEER**: seasonal enhoreic r. in the c E of Krem, flowing into the Berassim basin to the N of the Mo-orassim mountains. When the r. Flows, it ends in the seasonal endorheic l. Laedan

**OAAACH**: isl. around 200-miles S - W of Cuth.

**OAKKI**: isl. off the S - W coast of Cuth.

**OKKANGAN**: settlement in the N - W of Cuth. It is a major producer of jute and jute rope (Pop. c. 11,800).

**OKSOON**: settlement in the S - E of Cuth, on the E-face of the peninsula of Hammingheng. Its main industry is logging (Pop. c. 8,000).

**ONASAWEL**: settlement in the S - E of Cuth, on the E-face of the peninsula of Hammingheng. It is a major producer of embalming resins in the region (Pop. c. 13,000).

**ONGONG**: coastal settlement in the N - W of Cuth. It is a major producer of jute and jute rope (Pop. c. 11,800).

**PANKAWAN**: small coastal city in the N - W of Cuth (Pop. c. 18,400).

**PASABAY**: ruined city in the E of Cuth, in the N-most reaches of the Braggay salt plains. It was subjugated by Karkuth in 52 RM, the last Motantan city to be taken by the larger aggressor. It survived for close to a millennium after this, but was abandoned with the diminishing and later disappearance of the Braggay lagoons.

**PUNGAN**: reef off the S - W coast of Cuth, between the isls. Of Oaach and Hatayoon.

**PYTHEA**: shallow sea dividing the Hamminheng Peninsula from the the W of Rhea.

**RANGON**: coastal settlement in the W of Cuth, overlooking the Sea of Baliman. Its main industry is crabbing, specifically moons crab (Pop. c. 4,800).

**RANKON**: settlement in the E of Cuth. its main industries are logging and the production of rubber (Pop. c. 10,000).

**RANYOON**: isl. 110-miles off the S - W coast of Cuth. The isl. Is lush with vegetation and mangroves, and is uninhabited.

**REYKWON**: city in the S of Cuth, along the -face of the Hammingheng peninsula. It is home to a large part of the Cuthi navy, and patrols are launched S of there to combat the influence of the Parthisan colony of Nissa (Pop. c. 48,750).

**RONGAN**: settlement in the N - W of Cuth (Pop. c. 4,500).

**SAMUCHAN**: failed Korachani colony off the S - W coast of Cuth. Attempts to colonise the Isl. in 1525 RM failed and lasted less than a decade before it was abandoned due to the expense in operating it.

**SANDOON**: large city in the c N - W of Cuth. It is an ancient city, with records dating back to c. 0 RM, when it formed part of a Mon Kettran trade-network. Today it and its satellites are major producers of bloodstone and aluminium (Pop. c. 71,000).

**SARAHAPONGAN**: scattered Atramentally-tainted region in the jungles of Kardaul known for their impressive and treacherous duststone formations, which are covered in vegetation..

**SHATHA LAI**: ruined tower thought to date back to the Fourth Age, in the N of the Cauat badlands in the c of Cuth.

**SON DYUN**: city in the c of Cuth. Its main industry is logging (Pop. c. 42,500).

**SONGAN**: settlement in the E of Cuth (Pop. c. 6,200).

**SONGIN:** settlement on the isl. of Hatayoon off the S - W coast of Cuth.

**SONKENG:** fortress in the c S - W of Cuth, overlooking the entrance into the Bay of Erra. It is home to part of the Cuthi navy, which patrols the waters.

**SOPOYANG:** coastal city in the c S of Cuth, along the N - W-face of the Hammingheng Highlands (Pop. c. 28,500).

**SOUKOON:** fortified settlement in the N - E of Cuth (Pop. c. 7,000).

**SUMERA:** settlement in the Parthisan colony in the far S of Cuth. Its main industry is the mining of bloodstones (Pop. c. 3,400).

**TALLAS:** 1. the sun in Cuthi mythology and language.

2. in Elyden's cosmogony, Tallas was a Scion of the Demiurge Nergaal. He was evil and took pleasure in inflicting plagues upon mortals. He was eventually cast down by the mortal champion Ahefak.

Though it is undeniable that the two are etymologically linked, it is unknown how the sun in Cuthi myth took on the name of Tallas. See Vol IV: Scions, Children of the Gods.

**TASAGAN:** settlement in the S - E of Cuth, on the E-face of the peninsula of Hammingheng. It is one of many producers of embalming resins in the region (Pop. c. 7,000).

**TEREEN:** r. in c Cuth, flowing S - W for around 275-miles from sources in the Mo-orassim and Cuthadduum Mtns. before reaching the Sea of Baliman.

**THAMARAHA, PIT OF:** pit in c N - W of Cuth known for a hideous sound that emanates from it. Largely unexplored, it is thought to date back to the early days of mortal life, as featured in the *Mythologia Elyden*, when the Demiurge Nergaal was said to have imprisoned a chthonion in such a pit, in the territories of his tribe. Though unfounded, it is thought that Thamaraha is that pit.

**TILLAYAN:** expansive cave-system in the c W of Cuth, discovered in 2123 RM. Explorations of the caves continued for over a century, until the final cave was revealed, in which was a mummified hand placed on an altar hewn from the living rock of the cave. The hand was taken back to the city of Karkuth and examined by shapers and historians over the course of many years, where in 2252 RM it was divined as the hand of the Demiurge Nergaal.

**TLAROTH:** peninsula in the far N-W of Cuth, serving as a marker between the Sea of Iapetan in the N and the Sea of Baliman in the S. It is known for its large stone Lighthouse.

**TOME OF SIGHTS:** book compiling all known visions and prophecies, with commentaries on whether they came to be or not. The first volume was penned by the farseer Sandabbah, in Cuth in c. 3120 RM, though has been copied and updated numerous times since then. The most recent addition was penned by the scribe Elianor of Nasuchan, in Laaskha, in 3950 RM. See Vol II: Books of Elyden.

**TON DYUN:** small city in the c S - W of Cuth, in the W-face of the Hammingheng Mtns. Its main industry is logging and rubber production (Pop. c. 8,500).

**TRIBES OF AD:** tribes that emerged from the Fading after the Shadow War that ended the Fourth Age, in the S - E of Llachatul, in what are now the E of Krem and Cuth and the W of Turcar. They spread W, repopulating the void left by the collapse of the Acacinnathi empire beginning in c. -1400 RM. Savage serapis and saurholms followed them out of the

deserts, raiding W, terrorising the tribes of Ad until c.-900 RM, when a warlord began uniting the struggling tribes, building fortresses to defend against the attacks.

The city of Ad Piyan was founded in c. -800 RM, which grew to encompass surrounding lands. With Ad Piyan as its capital, the people of Ad would continue to expand W until they met the city-state of Mon Kettra. The two powers eventually went to war, with Mon Kettra, destroying the city of Ad Piyan, effectively ending the domains of Ad.

The survivors would scatter to the E, reclaiming the lands surrounding the wall of Dar Cinnra; and S, where they either settled the lands surrounding the Kyonkher desert, becoming nomads who survive there to this day; or continued farther S, where they met the fishermen of the Braggay lagoons, with whom their descendants would later found the state of Motanta.

**TUNKING:** fortress in the c S - W of Cuth, overlooking the entrance into the Bay of Hammon. It is home to part of the Cuthi navy, which patrols the waters.

**TURCAR:** expansive desert region in the E of Llachatul, to the E of the Argent Mtns. forming the N-most expanse of Rthei, and the E of Tethysia.

**TWIN CHURCHES OF CUTH:** common term within Cuth for the two churches that emerged in 3259 RM, following the death of its emperor Keng in 3171 RM. His death caused a schism within the church, after which two sects were declared - the Cult of Nergaal, and the adherents of Keng.

**URAGAN:** small city in the E of Cuth (Pop. c. 14,000).

**UTHA:** large plateau in c of Cuth, in the W of the Cauat badlands. It is surrounded by mesas, all of which are the remains of an ancient plain that was eroded by a now-dead r. system and harsh winds from the E.

Within Utha is a smaller region that is dominated by a gigantic soul stone that protrudes from a cliff-face, surrounded by symmetrical mesas that may not be entirely natural in origin. Little is known of this region or its past, though it is suggested by local scholars and lithists that its weathered faces bear the remnants of ancient etchings, possibly attributed to the irkalla (2).

**VALATOON:** settlement in the N - W of Cuth (Pop. c. 8,000).

**VANGAN:** settlement in the S - E of Cuth, on the E-face of the peninsula of Hammingheng. It is one of many producers of embalming resins in the region (Pop. c. 6,400).

**VETSONG:** coastal settlement in the W of Cuth, overlooking the Sea of Baliman. Its main industry is crabbing, specifically moons crab (Pop. c. 4,000).

**VINKING:** small city in the c N - W of Cuth (Pop. c. 15,000).

**VONGMON:** coastal settlement in the W of Cuth, overlooking the Sea of Baliman. Its main industry is crabbing, specifically moons crab (Pop. c. 5,500).

**WAZARA:** in Cuth, Krem and Rhea, a servant employed by noble families and large businesses, fulfilling a role similar to that of butler in W societies.

**WORD BEARER:** a caste within the Cult of Nergaal in Cuth. They are similar in rank to high priests and their words are sacred, considered by most in cuth to be the will of Nergaal and Keng.

**VAM ATAR:** in Myt. scion and son of the Demiurge Nergaal, only scion of the Demiurge known to still exist. In the Third Age he performed a powerful Atramental ritual to attain long

life. In the Fourth Age, following the fall from grace of the Two-and-Twenty, Nergaal, severely weakened by an earlier defeat at the hands of a massive combined force of other Demiurges, agreed to let Vam Atar perform a ritual that would see them united, stronger than the two could ever be individually. Consigning his body to the rot and disease he had allowed himself to be purveyor of, Nergaal died, his consciousness flowing into Vam Atar, who became a vessel to both beings.

Though Nergaal lives on through Vam Atar, the latter has his own agenda. Has lived in the hinterlands of Cuth, appearing in history books from time-to-time under different guises, but always heralding disease and subsequent fevered worship, said to grant him more power (as the Demiurges drew strength from their worshippers, so too does he).

In the Fifth age, the rediscovery of the Hand of Nergaal led to a rebirth of worship of the Demiurge, that only served to increase the power of Vam Atar

He is said to have appeared in many places during the Great War in places struck by plague and great death.

There is debate that Vammatar (another purported scion of Nergaal) is another incarnation (or a corruption) of Vam Atar, though there is reason to believe both are now disparate entities. **See Vol IV: Scions, Children of the Gods.**

**YANDAR DASHE**: (B. c. 1295 - D. 1362 RM) Kettarangi champion who in 1333 RM founded a new city atop the ruins of Mon Kettra, naming it Am Onkret. With his aid many disparate city states and homesteads were brought together to form a powerful republic.

**YANN**: now-dry r. in the E of Cuth that once flowed S from sources in the E of the Mo-orassim Mtns. for 560-miles, before emptying in the Sea of Pythea. Drying of various sources in the Mo-orassim Mtns. led to the death of the r. by c. 3350 RM.

**YAPUAN**: city in the c Krem, along the course of the endorheic seasonal r. Nosheer (Pop. c. 42,000).

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