

*Prof. M.A.R. Barker's World of Tekumel*

# Gazetteer for the Northwest Frontier Map Set



by Thomas Thompson  
and  
M.A.R. Barker

# **Gazetteer for the Northwest Frontier Map Set**

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**With Assistance from**

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# NORTHWEST FRONTIER MAP

## GAZETTEER

### GENERAL INFORMATION

This gazetteer is organized by map, and within each map by hex, starting from the upper left corner of the map and running across the top row of hexes, then running across the middle row of hexes, then the bottom row of hexes.

Throughout the six maps you will see small black dots. These represent villages too small to have names. These villages can be as small as 20-30 people or as large as 700-800 people. There is usually a headman for the village who will wish to see any visitors to the village- especially higher-status visitors. There are generally three types of small villages.

**Sákbe Road Villages.** These villages can be found within a tsán or two of a sákbe road. Their inhabitants do some farming in the nearby area, but tend mostly to be oriented to selling items and food and providing services to travellers on the road. Typically, a sákbe road village will contain storehouses for storing goods that are in transit along the sákbe road; also caravan serais (sometimes inns; more often these are merely platforms providing space for caravans to use to camp for the night). A few of these villages are known for exceptional items, such as superbly crafted baskets, good wines, etc.

**Fishing Villages.** These villages can be found near or on the edge of a lake or ocean. Their principle means of support is fishing, but can also include the sale of items created from materials found in the area, such as baskets made from reeds that grow along the shore. It is sometimes possible to hire a few of the local fishermen to ferry you along the shore for a short ways, as long as the fisherman and his boat are not going to be in danger (after all, the boat is his means of livelihood).

**Agricultural Villages.** These villages are found out in open country, usually surrounded by cultivated fields for several tsán. Their main means of support is farming - usually three crops a year in most areas. If the village happens to be near a forest area, the village will augment its farming with products found in the nearby forest area (berries, edible plants, fruit trees, etc.)

The description of each of the hexes will begin with a general description of the terrain in

the hex, followed by a list of each of the indicated locations in the hex and a description of each.

### MAP 1

#### General Information.

This map covers most of the northwest part of Pijéna, including the capital of Pijnár. There are several forts on this map; these were built by the Pijenáni in an effort to form a defensive perimeter around Pijnár. Most of these forts and castles are not very defensible. However, the Yán Koryáni have occupied all of them and maintain joint Yán Koryáni - Pijenáni garrisons in them.

#### HEX 4904

This hex is mostly agricultural area. The terrain slopes gradually downward from southeast to northwest towards the Bay of Pijné.

**Bay of Pijné.** The Bay of Pijné is a southern bay of the Northern Sea bordering Pijéna, Yán Kór, and Ghatón. This particular section of the bay is relatively shallow, and is heavily fished by the villagers in the area.

**City of Pijnár.** The city of Pijnár is the home of the government of Pijéna. It is a dirty port city that sits in the delta of the river Virushéé; there are wharves and docks on the bay side of the city, with warehouses and clanhouses for the sailors and fishermen nearby. The "higher" clanhouses and government buildings are in the center of the city, with the foreigners' quarter along the southern edge of the city (near the sákbe road gates). The lower and middle class clanhouses, marketplaces, and general housing are located along the eastern and western edges of the city. The city is surrounded by a wall that is 15 or 20 ft. tall, with occasional towers that are 25-30 ft. high. The city is a much reinforced military encampment for the Yán Koryáni.

The sákbe roads leading out of the city are not in good repair. Both the road to the southwest and the road to the southeast are only 5-10 ft. high; the towers along the road are only 1 story tall, with



flat roofs. Although the roads and towers are not very defensible, the Yán Koryáni have stationed garrisons at each tower and patrols along the road.

**River Virushéè.** The river Virushéè begins in the Atkolél Heights and winds its way north to Akársha, west to the Dnoqū Bogs and Lake Ní-Kettén, then northwest to Lake Hashūn and the Bay of Pijné. Along the section in this hex the river is shallow but not fordable.

**Dlëshku Castle.** This castle is one of the main supports of the city of Pijnár. It is currently occupied by the Yán Koryáni. As with many of the Pijénáni castles and forts, it is not very defensible. The castle consists of a single ring wall surrounding a central keep. The central keep is slightly oval, three stories tall, with a wooden roof. Since the castle is so close to the city, it is not designed to hold a very large garrison.

**Nūréng.** This is a medium size fishing village on Lake Hashūn. It is famous for its basketweaving.

**Lake Hashūn.** Lake Hashūn is a shallow, tidal lake. It is swampy around most of the shore, and somewhat brackish due to backwash from the Bay of Pijné. The lake is surrounded by low growth; on the south side of the lake are stands of Tiú trees.

**Gachéngga.** Gachéngga is a large sákbe road village, not walled, containing about 1,000 to 2,000 people. It contains a couple of the larger clanhouses and temples to the local gods. Sometimes it is possible for a traveller to find a place to stay in the city.

## **HEX 4905**

The terrain in this hex is generally agricultural, sloping down to the Bay of Hu'ú. There are small tracks and paths that are not shown on the map that connect the small villages along the coast. These paths tend to be impassable seas of mud during the wet season and masses of hard ruts during the dry season.

**Bay of Hu'ú.** This bay is similar to the Bay of Pijné, although it is deeper in the center of the bay and less heavily fished than the Bay of Pijné. There is scrub forest along the edge of the bay.

**Aó-Shéng.** This fishing village along the edge of the bay contains about 100 to 200 houses, with wharves along the shore. The Aó prefix is a relic

of the far past. In a language that has since been forgotten, Aó means "place of". This prefix is used extensively in the Pijéna area for villages.

**Aó-Másh.** This is another fishing village along the edge of the bay. It is roughly the same size and type as Aó-Shéng.

**Aó-Náshteti.** This is another village along the edge of the bay. It is roughly the same size and type as Aó-Shéng.

**Aó-Tkú.** This is also a village along the edge of the bay. It is roughly the same size and type as Aó-Shéng.

**Nrichán.** This is a fairly large city, although smaller than Pijnár. The walls surrounding the city were originally faced with beautiful blue-green glazed tiles, similar to Egyptian faience tiles, probably during the Tsolyáni occupation of the north during the reign of Metlunel II "The Builder" (1202-1251); however, they have long since crumbled away, leaving it an open city except for a few gate towers. There is a small road that runs down to Aó-Másh with its wharves and ships.

**Nūgúne.** This is a small to medium size village that supports itself on agriculture and woodworking.

**Lake Tkuchán.** This lake is similar to Lake Hashūn in type, although smaller in size.

## **HEX 4906.**

This hex is generally rather rough terrain around the bays, gradually softening to general agricultural areas farther inland. There are some small paths and roads that link most of the villages in this hex, although these too tend to be morasses in the wet season and badly rutted in the dry season.

**Bay of Dí-Likél.** This bay is similar to the other two bays mentioned earlier, although the coastline is a little more rugged and the coastal terrain a little rougher than the coasts of the other two bays. The bay tends to be rather tempestuous during the stormy season.

**Villages of Aó-Likél, Aó-Milkél, Aó-Ta'ásh, and Tù'u-Sháng.**

These villages are typical small to medium sized villages. Aó-Likél is an agricultural village;

Aó-Milkél, Aó-Ta'ásh, and Tù'u-Sháng are fishing villages. The most notable thing about these villages is the rumor of Engsvanyáli buildings and treasure buried in and about them. These villages are apparently built on hilltops that during Engsvanyáli times used to hold pleasure palaces. It is rumored that the palaces (or the ruins of them) still exist, along with some treasure. Since the villages are in rather remote locations, few have tried to determine the veracity of these rumors. In addition, the villagers tend to be rather hostile to treasure-seekers. Still, more than one headman of a village has been known to change his attitude towards visitors on receiving some sort of "compensation" for his trouble.

### HEX 4907.

This hex is mostly agricultural area, with clumps and small forests of Tíu trees dotting the landscape. There are plenty of wild animals in this area, which makes for good hunting but dangerous camping.

Aó-Zundé. This is a medium sized sákbe road village, with several places to stay for travellers.

### HEX 4804.

This hex is a mixture of terrain; in the north and middle of the hex, the terrain tends to be flat and agricultural in nature, sloping gradually down to the northwest and the Bay of Pijné. The southeast and southwest tend to be a mixture of hills, swamps, and forests.

Castle Vái Tetén. This is another of the forts and castles in the defensive ring around Pijnár. It consists of a single square heavy building with corner turrets, surrounded by a rough palisaded wall of earth and wood. It is located near the sákbe road, just inside the Forest of Ssu'núzh.

Fort Nüréng. (No relation to the Village of Nüréng.) This fort sits on a hill overlooking the nearby agricultural villages. It consists of a single 4 story tall tower surrounded by a wood-and-earthen palisade.

Castle of Tettkuéng. This castle sits on a round hilltop overlooking the U-Tatén Marshes. It is a larger and more defensible fortification than Fort Nüréng. The castle consists of an inner and outer bailey with a keep at one end of the former. The

castle is surrounded by a small village not shown on the map.

Ruins of Hasé Lilún. These are the ruins of Engsvanyáli pleasure palaces that dot the hilltops. While a few sections of the palaces have managed to evade the erosion of time, most of them are nothing but jumbles of stones on the hillside. There are portions of colonnades around some of the less ravaged buildings. There is even a deep well that still works. There are of course rumors that hint of cellars full of gold and treasure, but there has been no confirmation of this to date.

Forest of Ssu'núzh. This section of forest is deep but not thick. It abounds with wildlife and interesting plant life. The section of sákbe road that passes through the forest is built up on stone pilings and is 10-12 feet tall along most of its length. It is currently in reasonably good condition.

Monolith of King Lrū. This is a large stone monolith about 30-60 ft. wide at the base, 24-30 ft. thick, and about 15-30 ft. high, although the top has been broken off. It is covered with pictures and glyphs which are mostly weathered away and unreadable. The monolith seems to be dedicated to a King Lrū who, according to Engsvanyáli legend, lived before the time of the Priestkings. There are local rumors of ghosts and Engsvanyáli or pre-Engsvanyáli demons and kings who come forth and march about on moonless nights.

### HEX 4805.

This hex is mostly forest on the western side, becoming gentle agricultural lands as you travel east. The sákbe road through the forested area is built on stone pilings and is 10-12 ft. high. After leaving the forest, it becomes 15-20 ft. high and continues southeast towards Akársha on the ground. There are small agricultural villages scattered throughout this hex.

River of Bázkur. This river originates in Lake Zikúr, follows the general downward slope of the land toward Lake Tkuchán and the Bay of Hu'ú. The River of Bázkur is a small river, tapped frequently for irrigation as it winds its way downhill. It is fordable in places along the upper half of the river; the lower half of the river is deep enough to require either bridges or ferries to cross.

Lake Zikúr. This lake is nestled among the trees just within the edge of the Forest of Ssu'núzh.

There is a fishing village on its eastern shore next to the Bázkur river. This is also a fairly shallow lake with some marshy areas along the shoreline. There are rumors that this lake contains deadly fish, although exactly why the fish are considered dangerous is not mentioned; possibly they are poisonous fish, or perhaps aggressive, flesh-eating fish such as the piranha of Earth.

**Fort Tsétlmu.** This powerful citadel occupies a steep hill overlooking the sákbe road. It is very large, consisting of two courtyards with buildings around the edges, including many large storehouses and reservoirs for water. This fort is capable of housing an entire legion of troops; currently the Yán Koryáni and Pijenáni have several cohorts stationed there as garrison due to the incursions into this area by the Tsolyáni under General Kettukal and Prince Esélne.

### HEX 4806.

This hex is made up entirely of agricultural area; the western side of the hex tends towards gentle rolling hills, the eastern side is almost perfectly flat. Here again, several small agricultural villages are scattered throughout the hex. The sákbe road that runs from southwest to northeast through this hex is in better condition than the sákbe road that runs from Pijnár to Akársha. The local clans are matriarchies and are very powerful here. The older women of these clans arrange the marriages of the young boys at puberty.

**Cházh River.** The Cházh River originates at Lake Pí-Cházh, winds around the village of Lí-Sáyu, and follows the countryside down to the Bay of Dí-Likél. This river is fordable along the entire upper length, but is fordable only at certain spots as it continues toward the bay.

**Plain of Visitations.** This area is very open, almost barren. No one lives here.

**Circle of Hnálla.** The Circle of Hnálla consists of a round circle in the ground surrounded by twelve monoliths inscribed with the glyph of Hnálla. This area is said to be dangerous, especially during the time that both moons are in the sky.

### HEX 4807.

There is very little of this hex on Map 1 (most

of it is on Map 2). What there is of the hex on this map is agricultural area.

**Mazhár.** Mazhár is a medium to large sákbe road village that sits at the junction of two sákbe roads. It is a typical sákbe road village.

### HEX 4704.

This hex (or at least the portion shown on Map 1) has a mixture of forest, hills, and lake. The northern edge of the Chákan forests appear here. Right along the edge of the Chákan forest is a plateau that contains two Pijenáni forts or castles.

**Chákan Forests.** The Chákas at this point consist of very deep forests of Tíu trees and Másh trees, with the underlying terrain being rougher and slightly more hilly than the area outside the forest. There are several Pé Chói enclaves in the forest area. The Pé Chói in these enclaves tend to be neutral to human politics, wanting nothing more than to be ignored.

**Village of Nú-Tsetleng.** This is a small human agricultural village on the outskirts of the Chákan forests.

**Tí-Nodlath Castle.** This is a very large, very old castle located on the top of a hill, probably dating from the time of the First Imperium or the Bednallján Dynasty and rebuilt by the Engsvanyáli and Tsolyáni. It is a three ring castle, with a large circular wall to the south; within this wall is the Keep, which is a large oval tower. There are two more loops of wall that project off the northern side of the central ring wall; these loops swing partway down the northeastern slope of the hill towards Lake Dzá.

**Lake Dzá.** This is a small round lake, said to be very pretty. It is said to provide excellent fishing.

**Tí-Tékken Castle.** This is another very large and very old castle, very similar to Tí-Nodlath Castle in construction, except that there are only two rings, and the second ring projects southeast toward the Vlê River.

**River Vlê.** This river originates in the Chákan forests, skirts the plateau in this hex, and connects to Lake Dzá. It leaves Lake Dzá in the northeast and continues northeast until it connects with the Viruzhêà River at Lake Ní-Kettén. The river is very clean and fresh, providing fairly good drinking



water. It is fordable along most of its length.

Désh Qunái Village. This is a medium size fishing village adjacent to Lake Dzá.

### HEX 4705.

With the exception of the bit of bog and forest in the extreme northern corner of the hex, this hex is mainly agricultural in nature. There are several small agricultural villages scattered around the hex.

Castle Pé. This is an old castle, now mostly ruins. It is said that there are caverns underneath it.

### HEX 4706.

This hex is also mainly agricultural in nature, although there is a plateau on the eastern side of the hex.

City of Akársha. Akársha is a small fortified city with a city structure similar to Tsolyáni cities. Akársha was taken by the Tsolyáni under General Kéttukal in 2361 A.S.; it has since been retaken by the Yán Koryáni.

Castle Karái. This castle consists of a single large square tower. It does not have a protective wall or palisade, and thus is not very defensible. There seems to be some evidence that this tower was built on the ruins of an Engsvanyáli tower or palace. This castle is designed to support the defense of Akársha.

Village of Tù-Lzé. This is a medium size agricultural village.

Villages of Hnélla and Tù'u-Kakéng. These are medium sized sákbe road villages.

### HEX 4707.

The part of this hex that is on Map 1 is wide open agricultural area, with several small agricultural villages scattered across the hex.

E-Káshe Village. This is a typical medium size agricultural village.

Nuráis River. This river originates in the

Atkolél Heights just south of where the Viruzhéè River originates. It then winds its way northeast across the sákbe road, past several forts and castles, past E-Káshe Village, across another sákbe road, into several lakes, and finally into the Bay of Lú-Káy. The river at this point is fordable in certain places and not in others.

## MAP 2.

### General Information.

This map covers the northeast section of Pijéna, the southwestern-most tip of Yán Kór, and the western edge of Milumanayá and the Desert of Sighs. As you approach the Desert of Sighs from the west edge of the map, the terrain starts changing from fairly rich agricultural land to less fertile grasslands, eventually becoming barren and rough terrain just before the desert starts. The area in the northwestern corner of the map slopes gently down to the Bay of Lú-Káy.

### HEX 4907.

This hex consists mainly of gentle agricultural land, becoming somewhat rougher near the coast. The coastline along the plateau in the northern part of the hex is mostly cliffs, with an occasional cleft in the rocks that allows access to the plateau from the bay.

City of Kái. The city of Kái was a port city of 50,000 -100,000 people that had a nice harbor area. However, in the month of Pardán in the year A.S.2361, General Kéttukal, with several Tsolyáni legions (including his own First Legion of Ever-Present Glory), made a lightning strike north from Akársha (at that time in Tsolyáni hands) and captured Kái. He and his legions proceeded to loot and then destroy the city in a short time. Then, to avoid being cut off by the Yán Koryáni, he retreated back to Akársha. There was very little left of the city when he left. The city has not yet been rebuilt as of this printing, but the Yán Koryáni have reoccupied it since it has the nice harbor facilities and strategic importance as a defensive position protecting the surrounding area.

### HEX 4908.

This hex is agricultural around the bay and through the Valley of Nthé, becoming slightly rougher terrain as you enter Yán Kór. The black dotted line passing from just above Nasínū to and along the edge of the plateau is the Yán Koryáni-Pijenáni border.

**City of Ashékka.** (This city is mislabelled on the large map, both in name and in size. On the large map, it is labelled Aqésha and is shown as a small town of 5,000-10,000 people. In actuality, this is a small city of 100,000-200,000 people.) Ashékka is a larger and more powerful city than Kái was. It sits on a promontory with strong fortifications surrounding it; in particular, the Yán Koryáni have reinforced the gates and gatehouses, making them extremely strong. Below the city on the coast are wharves and landings for shipping, with a wide road running up the hill to the city.

**Valley of Nthé.** This is a very fertile agricultural valley. Although the map shows the valley as being almost devoid of villages, in actuality there are several small unmarked villages scattered across the valley. There are also a great number of estates, Chlén-raising ranches, and homesteads.

**Fort Aí.** This is a Yán Koryáni watchtower just within the Yán Koryáni border. It consists of a large square tower surrounded by 6 smaller towers, located on a hilltop. A short wall connects the smaller towers to one another.

**Villages of Nasínū. Khuvá.** These are typical sákbe road villages.

**Forest of Srodū.** This is a large forest, almost a jungle in nature because of its density. There are legends of the existence of areas of "Food of the Ssu" within it, although no one has ever managed to penetrate far enough into the forest to find them.

## **HEX 4909.**

This hex is mostly fertile agricultural area, with a small area of almost barren terrain in the southeast corner near the Desert of Sighs. The black dotted line indicating the Yán Koryáni-Pijenáni border continues to just south of Castle Hazhmu'úl, where the Pijenáni-Milumanayáni border continues south and the Yán Koryáni-Milumanayáni border continues northeast off the map.

**Fort Yanái.** This is a fairly inconsequential watchtower on the Yán Koryáni border. It is located on the highest of the hills in the surrounding area. It consists of a single square three-story tower. The main point of interest in Fort Yanái is the well. Inside the tower, in the basement, there are two wells. The first, in the northeast corner of the room, is a normal well. The second, in the southeast corner, is extremely deep; it is so deep, as a matter of fact, that they are unable to get any water out of it. There are rumors among the garrisons and others who know about the well that it goes "to the center of the world." If you listen closely at the mouth of the well, you can hear the faint sound of running water coming from the well, which indicates that there is water down there somewhere. A few people have tried to explore the well by climbing down on ropes, but have always found the ropes too short.

**Valley of Shazuván.** This is a very fertile agricultural valley. As with the Valley of Nthé, there are quite a few small villages not marked on the map that are spread across the valley.

**Fortress of Lizhrán. Fortress of Yil-Uléb.** These are two of the powerful fortifications guarding the approaches to Yán Kór. They consist of 5 towers connected by sections of wall surrounding a central residential area; in addition to the above-mentioned towers, there are two gatetowers. As with most of the fortifications in this hex, these Fortresses are located on promontories; in addition, the sections of hills connecting them with the plateaus are protected by ditches and crude earthworks.

**Castle Yán.** This is another one of the powerful fortifications guarding the approaches to Yán Kór. It is similar in construction to the Fortress of Lizhrán; however, Castle Yán also has a central keep in the middle of the residential area.

**Castle Hazhmu'úl.** This castle sits on a high crag-like hill. It consists of several powerful towers and walls, somewhat resembling the medieval castles in the Valley of the Rhine on Earth. Castle Hazhmu'úl dates back to Engsvanyáli times, and was built on the ruins of a Bednálljan fortress. If one looks around the area of the castle, one can find pieces of Bednálljan jewelry; the locals often pick these up and sell them to tourists for incredible prices. More often, however, the locals simply manufacture fake jewelry and Eyes and pass them off as real to tourists for the same incredible prices!

Fort Mri-Zhnéb., Fort Ash-Qunéb. These are small watchtowers, consisting of a 2 story central tower surrounded by earthen palisades, usually located on the highest point in the surrounding area. The maximum garrison is about a cohort (400 men), but usually these forts are occupied by only 10-20 people (a castellan and his family along with a few guards).

## HEX 4910.

The northwest part of this hex is semi-barren land, changing to barren, rocky area as you enter the desert. As you work your way farther into the Desert of Sighs the desert turns completely to sand dunes. This entire area is extremely dry.

Oasis of Deshuváz. This oasis is occupied by one of the little tribes of Milumanayá. They subsist on hunting in the surrounding desert. There is a small chance that any party finding their way to the oasis (not an easy thing to do) may be able to hire some tribesman to guide them through the desert. He is only able to guide parties through the desert in this hex, however. Any farther and he may become lost himself!

## HEX 4807.

This hex is mostly agricultural area, with some rougher terrain and forest in the eastern part of the hex. The agricultural area around the system of lakes surrounded by the sákbe roads is particularly fertile. The clans in this area grow fruit in this area and sell it on the sákbe roads.

Village of Aó-Liúna. This village is a combination sákbe road village and fishing village.

Village of Mazhár. This village functions as the central marketplace for the clans growing the fruits around the lakes. It is frequented by suppliers from several of the major cities in the area who come here to buy produce for their clans and temples.

Lakes Tiè-Sán, Tiè-Niú, Tiè-Mú, and Tiè-Chréla. These lakes are all the same type; shallow, good fishing, lush undergrowth around the shores of the lakes. In addition to these lakes, there are also several small lakes in between and around which are too small to be marked on the map.

Castle Nró. This castle was built by the Yán

Koryáni originally (possibly as long ago as the late Engsvanyáli period), but until recently it was owned by the Pijenáni. It sits out in the open in the middle of a flat plain. It is a very strong fortification with a central keep and strong walls. A deep moat surrounds the castle.

Castle Hà-Tlángu, Castle Rishém. These are small castles protecting the surrounding agricultural area. They consist of two or three small towers connected by walls, with a central residence building in the middle. Castle Hà-Tlángu sits on the plain, while Castle Rishém sits on a hilltop, making it a little more defensible.

The Three Sisters of Srái. These hills were originally islands back before the fall of Éngsvan hla Gánga. There are a vast number of ruins covering all three of these hills, mostly of old Engsvanyáli pleasure palaces. There are said to be underground caverns and cisterns under these ruins, as well as tunnels that lead down beneath the world (these may be tubeway car stations). The Yán Koryáni spent some months a few years ago digging madly in the sand in the basement of one of these ruins near Castle Rishém, but found nothing. When they got to the bottom they found that they had been digging in an old Engsvanyáli stone quarry!

Tlá Keshán Forest. This forest is a rather open forest made up of deciduous trees (similar to Oak, Maple, Birch, etc., but not earth trees). It is a very fruitful forest, full of edible things; it also contains a few things that may find you edible! This forest also extends into hexes 4908 and 4808.

## HEX 4808.

The Hills of Keshánte (which actually extend into hex 4807 as well) are rough terrain, covered mostly with scrub vegetation. The rest of the area on the Pijenáni side of the border is agricultural in nature. The Pijenáni-Milumanayáni border also marks the transition from agricultural area to desert along most of its length in this hex.

Hills of Keshánte. These are on the southern border of the Tlá Keshán Forest. They were originally an island in Engsvanyáli times. There are scattered clumps of woods on these hills, interspersed with scrub brush and fields. There are several small spotty-looking round hills that rise suddenly up out of clumps of woods, standing 50-100 ft. high.

Plateau of Ghosts. This is a plateau on the

Hills of Keshánte. The top of the plateau is almost solid rock, with no trees or vegetation at all; it looks rather like the backside of the moon! Because of this and because of the Temple to She Who Eats Souls (see below), this place is avoided by the Pijenáni. It is possible (but not very likely) to find a Pijenáni guide to take you there in broad daylight; if you plan on staying overnight, it is impossible to find anyone who will stay with you! Most of the local people believe that the plateau is haunted by the ghosts of Engsvanyáli governors and dancing girls; many claim to have seen ships sailing across non-existent seas from the plateau at night!

Temple to She Who Eats Souls. This is on the Plateau of Ghosts. In the northern corner of the plateau there is a slight rise leading to the ruins of a great, triangular, monumental hill. The top of the hill is covered with pillars and columns, sections of walls, etc; all of the roofs have long since fallen in. This is said to be one of the places of She Who Cannot Be Named. It is rumored that there are ancient things buried there that may want you more than you want them!

House of Zré. This is the ruin of a great Engsvanyáli summer pleasure palace; there are many towers and rooms. The ruins are deserted, although there is a well that is still functional. The ruins are called the House of Zré because they contain a great solid facade on which are pictured Engsvanyáli lords and ladies sitting at a feast; this mural is visible from a mile away. There are (as is usual with any ruins) rumors of interior stairways that lead into an underworld; if this is true, the Milumanayáni tribesmen in the area may know where these are and may be willing to guide you to them (for a price!).

## HEX 4809.

This hex is almost entirely desert, except for the northwest corner of the hex, which is poor agricultural area. The desert starts out rocky, with patches of sand in between the rocks, and occasionally a few scrub bushes. As you travel farther into the desert, the patches of sand become larger, the rocks and bushes become fewer and farther between, and eventually the desert becomes entirely sand dunes. There are rumors of giant worms that roam the desert, leaving tunnels in the sand that two men could walk through side-by-side. The sides of these are either fused or held together by some sort of natural glue or mucous. While these worms have only rarely been seen, their tunnels do indeed exist all over the desert.

The local tribesmen tend to wander the desert between oases, hunting for their food. These tribesmen may be willing to lead strangers through the desert; if they do, they are likely to charge quite highly for it.

Oasis of Ashénduvaz. Oasis of the One of Steel Jaws. These oases are occupied by Milumanayáni tribes. These tribes are not usually hostile; in fact, they tend to be overly friendly—they often democratically demand to have a share of everything you have (as Milumanayáni tribes often do). Although no one knows why the Oasis of the One of Steel Jaws is named that way, there is said to be a legend connected with it (the local tribes would know if there were).

Hill of Triangles. No one knows why this hill is called the Hill of Triangles. There are no triangles visible. The local people perform a ritual in which they make small clay triangles and leave them on the slope of the hill; no one knows why they do this.

Ruin of the Temple of Eyes. The "Eyes" referred to in the name of the temple are actually symbols of the One Other (a circle with a dot in the middle of it). The temple is a frightening place, containing an elaborate interior labyrinth; there are no roofs on the passages and one could climb to the top of the wall if one had a grappling hook and some rope, but not otherwise. Once one enters the labyrinth, one can never seem to find the way out. The temple is interesting for its artifacts; gold coins with the symbol of the One Other, gems, and other strange things.

## HEX 4707.

This is flat, agricultural area, with small agricultural villages scattered across the hex. The Village of E-Káshe is described under hex 4707 on Map 1.

## HEX 4708.

The black dotted line passing through the hex is the Pijenáni-Milumanayáni border. The northwestern section of the hex is poor agricultural area; the rest of the hex is desert.

Oasis of Shú-Zéb. This is similar to the oases described in hex 4809. This oasis is also hard to find; generally, it is only the Milumanayáni who can



find their way across the desert from oasis to oasis.

### HEX 4709.

This hex is mostly deep desert, nothing but endless sand dunes with a very occasional rock outcropping.

Oasis of Artuvéz. Oasis of Milunáz. These oases are the same as those described in hex 4809.

Plateau of Endless Stones. This plateau stands up out of the desert and is entirely covered with small, hard, dark, round or oval volcanic stones. These look like they have been smoothed by water, but there is no water for thousands of tsan. There are rumored to be openings to the underworld on the top of the plateau.

## MAP 3.

### General Information.

This map covers the southern edge of Pijéna, the Atkolél Heights, the eastern edge of the Chákan Forests, and the western edge of Milumanayá. The black dotted line that runs from hex 4507 up through 4606, 4706, 4705, and 4704 is the old Pijenáni-Tsolyáni border. The black dotted line on the large map included with the Sourcebook indicates the current Pijenáni-Tsolyáni border, which runs just south of the Atkolél Heights. The lighter black line with dots that starts in hex 4606 and runs through hex 4507 and south (continuing on map 5) is the eastern border of the Protectorate of Dó Cháka. The terrain covering most of this map (other than the Heights themselves) varies from the lush forests of the Chákas to the fertile agricultural area north of the Heights to the arid lands east of the Heights (where Tsolyánu, Pijéna, and Milumanayá meet).

### HEX 4704.

Most of this hex is covered by the Chákan Forest, consisting of fairly open woods near the edge, but becoming very dense woods in the northwest corner of the map. The current Yán Koryáni-Tsolyáni line in this area is about 15-20 tsan south of Fort Bruhayá.

Fortress of Aó-Tkësh. This was originally a Pijenáni fortress which had been captured and built up by the Tsolyáni, then later retaken by the Yán Koryáni and Pijenáni. It consists of 4 or 5 small towers connected by walls, with a reinforced gatehouse and an outer ring of crude earthworks and ditches.

Fortress of Bruhayá. This is an old Tsolyáni border tower that functioned as a customs stop for traffic along the sákbe road. It is currently occupied by the Yán Koryáni. It is square, 3 stories high, with a wooden palisade surrounding it.

Tkësh-Atrú Hill. This is a plateau that stands up out of the forest. It is fairly open terrain on the top of the plateau. The hill is currently occupied by Yán Koryáni and Pijenáni troops.

### HEX 4705.

This hex is generally flat agricultural terrain north of the sákbe road; south of the sákbe road is the beginning of the Atkolél Heights.

Fortress of Aó-Ūkësh. This is now a large and powerful Yán Koryáni enclave that has been built over the ruins of previous Engsvanyáli and Tsolyáni fortresses. It consists of 7 or 8 strong towers connected by high sections of wall, with a reinforced gate-tower for an entrance and a central residential area. It is occupied and heavily garrisoned by the Yán Koryáni.

Fortress of Aó-Shángü. This is a small Yán Koryáni fortress protecting the village of Aó-Shángü. It consists mostly of a ring of earthworks and ditches.

Village of Aó-Shángü. This is a typical sákbe road village; it is also currently packed with Yán Koryáni troops and supplies.

Forest of Aó-Shángü. This is the forest that starts directly across the sákbe road from the village of Aó-Shángü and continues south into the Atkolél Heights. It is the major supply route for the Yán Koryáni troops in the Heights.

Ruins of the Monastery of Jelëshqu. This is the ruins of an ancient monastery to Jelëshqu, an aspect of Lord Ksárul. There is not much known of this particular aspect of Ksárul, as it is one of the mysterious aspects about which the Temple of

Ksáru remains close-mouthed. The ruins consist of a honeycomb of caves: the cave entrances are so extensive that they are visible from several tsan away. The Yán Koryáni currently occupy the ruins, but the garrison very carefully stays away from the underground areas.

**Fortress of Aó-Chélku. Fortress of Aó-Si'in.** These are large, fortified Yán Koryáni enclaves similar to the Fortress of Aó-Ükesh, situated to protect the sákbe road from the east. The area between these two fortresses and between these and the Fortress of Aó-Ükesh is agricultural land, with low, rolling foothills, copses of trees, small lakes, and small villages. The Yán Koryáni maintain patrols in this area to guard against any Tsolyáni infiltration or attack.

## **HEX 4706.**

This hex is a Yán Koryáni power point. All of the fortresses in this hex are in Yán Koryáni hands, and together they provide a very formidable obstacle for the Tsolyáni to overcome. The western half of the hex is lush agricultural land; the eastern half starts out the same, but becomes rather dry towards the eastern edge.

**Castle Aó-Pirú.** This castle is located on Pirú Bluff. It used to be a great fortress during the Engsvanyáli period, but became ruined after the fall of Éngsvan hla Gánga. It has been rebuilt by the Tsolyáni and Yán Koryáni. It is very large and well-defended, consisting of 3 rings of walls, one within another, with a palace in the middle. There are rumored to be tunnels between the walls which allow troops to reinforce the various strong points.

**Village of Aó-Pirúna.** This is a typical sákbe road village.

**Tombs of Shu'úvre.** This Necropolis is located on the other side of Pirú Bluff from Castle Aó-Pirú. It is probably Engsvanyáli in origin, although one would have to be familiar with the period to be certain. It consists of lots of small round domes, each with a trapezoidal monolith rising up out of the center of the dome. The monoliths seem to have had a symbol on top of each of them, but they are now all broken off and fallen in. People have broken into a few of these domes; they contain tremendous amounts of pottery and glassware, some trinkets, mostly bronze, and a few pieces of golden jewelry, although generally they are not very rich. However, one may occasionally find something

valuable there. One person found a plaque that contained emeralds and other jewels in a mozaic representing the face of some horrible demon or deity.

**Fort Jikuné.** This is a small fort out on the open plain. It consists of a 3 story square tower surrounded by a wooden palisade and crude earthworks.

**Fort Ti-Gurúe.** This is a small but very powerful fort. It is very defensible, due to its location. The fort consists of a central keep that is 4 stories high, with 4 smaller (2 story) towers forming a square around the keep and connected with 15 ft. walls; one of the towers doubles as a gate-tower and is very well defended. There are also ditches and earthworks surrounding the walls. There is a village lower down on the hill next to the fort.

**Forest of Néi.** This is a pleasant, open forest with low underbrush, deciduous trees, and Tíu trees.

**Village of Aó-Nené.** This is a typical fishing village.

**Lake Gurujá.** This is a nice, open lake; it is fairly shallow.

**Dumún Rise.** This is a rather undistinguished area; it rises slowly up to the east. It is covered with low trees and underbrush.

## **HEX 4707.**

The terrain around Lake Miluvél is rather nice agricultural area; as you head east, however, the terrain becomes increasingly dry, eventually becoming arid steppes just before the desert (which appears in this hex but on the next map).

**Lake Miluvél.** This also is a nice, open, shallow lake.

**Village of Aó-Véla. Village of Sharúketl.** These are fruit-growing villages, with orchards next to the lake. They produce very nice fruit from which good wines and liqueurs are made.

**Castle Bá-Tikkü.** This single large, square, ancient tower is located on the southern point of the hill. It is not very important. (An interesting note, however; the Castellan's family possesses the

outer shell of an ancient aircar which they use as an indoor bathtub!)

**Fort Rí-Umu'úr. Fort Rí-Thékesh.** These forts consist of a single tower surrounded by two rings of palisades, with a ditch to guard their lower flanks. Fort Rí-Thékesh also has a gatehouse built into the outer ring of palisades. Neither would be much of an obstacle to an invading army, but they could be reinforced quickly if necessary.

### **HEX 4604.**

The sákbe road divides this hex almost exactly down the middle. On the eastern side of the sákbe road is the Atkolél Heights; on the western side of the road is the Chákan forests. The current front line is located about 5 or 6 small hexes from the top of the hex. Because of all the fighting in this area, the sákbe road is broken in a four places, none serious.

**Hill of Unuké.** This large hill overlooks the sákbe road; it is covered with potsherds and sections of ruins. The Fortress of Chalukolumél and the Temple of Jneksha'a are located on this hill.

**Fortress of Chalukolumél.** This fortress is located on the Hill of Unuké near the Temple of Jneksha'a. Until recently this fortress was in Tsolyáni hands. However, in 2360 AS the Mu'ugalavyáni occupied the fortress and have held it until the present.

**Temple of Jneksha'a.** This is a combined temple and monastery to Jneksha'a, one of the Demons of Lord Vimúhla. It is still held by the Tsolyáni, although the Mu'ugalavyáni have laid siege to it several times since 2360.

**Chákan Forests.** This is a continuation of the eastern edge of the Chákan forests. The forest near the edge is fairly open; becoming dense as you probe farther.

**Village of Liu-Mná.** This is a small sákbe road village, used by the Tsolyáni as a garrison and supply point for the troops on the western edge of the Atkolél Heights. It is also used as a rest and relaxation center for the troops fighting farther north.

**Atkolél Heights.** The Atkolél Heights are shaped like a hollow tooth with an opening to the north. There are high cliffs and crags on the

southeast and southwest faces, while the interior slopes down fairly gently to the north. There is nothing on top of the Heights but crags, forest-filled valleys, and some small habitations.

**Peak of Hró.** This is the highest peak on the western side of the Atkolél Heights. It is currently held by the Yán Koryáni.

### **HEX 4605.**

This is the middle of the Atkolél Heights. Most of the terrain is extremely mountainous and rough; there are valleys, however, that wind their way south between the crags and mountains. The forest starting at the northwest edge of the map is the Forest of Aó-Shángü. This leads down into the Lake of Stones and the Valley of Tnáhla. The forest filling these valleys is open forest with low underbrush. The eastern half of the hex is solid basalt rock; there is very little vegetation on top of it, and the eastern cliffs are steep and unclimbable.

**Lake of Stones.** This lake marks the lowest point of the Atkolél Heights. The Yán Koryáni are encamped around the lake and the adjoining village.

### **HEX 4606.**

The northern half of the hex and the southeastern portion of the hex are made up of very arid land, almost but not quite desert. This terrain is very hilly and rough, making it very defensible; the Yán Koryáni have taken advantage of this and built several castles and forts in this area.

**Monastery of Lord Keténgku.** This monastery is still active and occupied by Priests of Keténgku; both the Tsolyáni and the Yán Koryáni have left it alone.

**Village of Tòkolún.** This is a typical sákbe road village.

**Fortress of Slatúnu. Castle of Jurún.** These are old mud and brick buildings built on hillocks; neither is very defensible. The Yán Koryáni have occupied them heavily and use them as supply bases and rest and relaxation centers.

**Castle Ji-Ashá. Fort Leikomé. Fort Kolúm. Fort Nekkó.** These forts were all constructed about the same time by the Tsolyáni and the Pijenáni. They consist of single towers

surrounded by palisades and crude earthworks. The Tsolyáni took all of these at the beginning of the current war; the Yán Koryáni took all of them back from the Tsolyáni; the Tsolyáni and Yán Koryáni have spent the rest of the war trading them back and forth. Currently most of them are in Yán Koryáni hands.

**Mound of Skulls.** This is the site of some ancient battle. It is a mass grave pit, with a mound of skulls and bones next to it; the bones are mostly human.

**Castle Aó-Chumír.** This is a Yán Koryáni castle on Chumír Bluff. It is similar to Castle Jí-Ashá (see above).

**Chumír Bluff.** This is a very tall, single summited bluff that is rounded on top.

**Peaks of the First Moon.** These are the tallest mountains on the eastern side; they are very jagged and are reddish in color (just like the first moon, Káshi).

## **HEX 4607.**

This hex is very arid, and almost useless for agriculture. However, there are several small, poor villages scattered across the hex.

## **HEX 4504.**

This continues the eastern edge of the Chákan forests. In both this hex and earlier hexes of the Chákan forests there are occasional small encampments of both Pé Chói and humans; these are especially thick around Lake Chkét. There are also several small encampments of human farmers on the plateau on the northeast edge of the hex.

**Onúen Drifts.** This is a miniature desert, made up of drifts of pure white sand, almost like sugar.

## **HEX 4505.**

This hex contains the very edge of the Chákan forests, the sákbe road leading south to Chéne Hó, and a large section of the Atkolél Heights. This section of the sákbe road is in Tsolyáni hands.

**Peak of the Brother.** This is a large peak on the western side of the Atkolél Heights. It is so

named because there is a face-like formation on the south end of the peak.

**Valley of Tnáhla.** This valley is normally occupied by a few poor human farmers. The valley has been overrun by the Yán Koryáni. This area is open forest, covered with low underbrush.

## **HEX 4506.**

This hex contains a good portion of the southern edge of the Atkolél Heights. Most of the terrain is high, sharp crags and peaks; the valleys are wooded, with occasional lakes.

**Lake Vizháa.** This lake is on top of the Heights; there is a village next to it that is a combination fishing village and farming village.

**Kúkinur Peak, Garú Peak.** These are tall, rugged peaks and are unclimbable except by expert mountaineers.

**Lake Osúa.** This is a deep, blue volcanic lake; there is not much usable shoreline, which consists mostly of sharp rocks and cliffs.

**Catacombs of Mú-Ináiris.** This is a tomb city built by the Bednálljans; it consists of miles of very low, narrow tunnels; along the sides of the tunnels are niches with nude bodies lying in them. In most cases the only thing left is the skeleton. These turn to dust if touched. (There are entrances to further depths in some tunnels, and the interior tombs are richer, though dangerous because of nocturnal creatures like the Kayí and the Birdlú.) There are occasional shards of pottery; the locals will destroy these pieces if found.

## **HEX 4507.**

This hex is made up of very arid land, almost but not quite desert. Here again there are several forts which are in Tsolyáni hands.

**Fort Ilís.** This is a standard Tsolyáni watchtower. It is currently heavily garrisoned by Imperial troops.

**Fort Morúna Norné, Castle Hishámu.**

These are very well garrisoned Tsolyáni fortresses (typical guardtowers with reinforced palisades and earthworks).



**The Doleful Monolith.** This is a great stone monolithic block sticking up out of the hillside. It seems to weep and howl on windy nights, making a long, low, keening sound. There are ruins at the base of the monolith, but no one has ever dug into them. There are also a number of small, squarish ruined buildings and deep cellar-like openings; the Tsolyáni never go near this place.

**Be-Urún Salt Flats.** This is a depression in the left center of the hex. At the bottom (about 50-60 ft. down) the floor of this depression is covered with fine white sand.

## **MAP 4.**

### **General Information.**

This entire map is made up either of arid semi-desert or desert. The black dotted line in the upper left of the map is the Pijenáni-Milumanayáni border; the black dotted line in the south is the Tsolyáni-Milumanayáni border. All of the fortresses in Milumanayá are currently occupied by the Yán Koryáni. All of the fortresses on the Tsolyáni side of the border are still in Tsolyáni hands.

### **HEX 4707.**

This hex changes from very arid, almost but not quite desert to actual desert in the southeast corner of the hex. The unnamed castle is Fort Rí-Umu'úr (see Map 3 for a description).

**Bogs of Jigáguu.** These bogs spring up suddenly out of the almost desert-like terrain. The water in the bogs is strange, very dark and somewhat brackish in nature. No one knows what is in the interior of these bogs as no one has penetrated (or has been interested in penetrating) very far into them.

**Harbor of the Fallen Walls.** This is an old Engsvanyáli port city that sits on a rise in the terrain. This large city hugs a crescent of land that drops away from the city (the old harbor). The crescent measures 9 or 10 tsan across and opens to the west. There are warehouses and remains of palaces in the city; also a large (though not very rich) cemetery. There is an underworld under the city in which there are signs of the Ssú.

**Lake Ssu'únur.** The lake is on the southern

edge of the bogs, with mud and quicksand along most of its shore. It is rumored to be an old Ssú reservation; this may indeed be true, as the local people claim to hear chiming sounds coming from the area at night.

### **HEX 4708.**

This hex is entirely desert (part of the Desert of Sighs). The Rúistikem Range is a range of mountain peaks that stick up out of the sand.

**Plateau of Sínggesh.** This plateau is covered with large, rugged boulders. These boulders are interesting in that some of them are covered with large human faces and demon figures; these latter may be aspects of one of the ancient gods (possibly the One Other, although the circle and dot glyph is not evident). One can assume that a certain amount of inter-planar power is available here, as there are stories of people disappearing from the plateau, and of the mysterious appearances of strange creatures (demons?) in the area.

**Siyél Peak, Knütal Peak, Peak of Tilsú.** These are very tall, rugged peaks that rise straight out of the sand.

**Ruins of Castle Gachrái.** This was once a very powerful concentric fortification, probably Engsvanyáli in origin. It consists of a large squarish keep with circular towers at each of the corners; this is surrounded by two circles of three story towers connected by walls, with staggered gatehouses. The entire fortification has been destroyed down to the second story level, and the floors are slippery and canted at an angle of 25° to 30°, probably due to the earthquakes and sinking of the land during the fall of Éngsyan hla Gánga. Because of this, it is very difficult and dangerous to explore. There is, however, a small, narrow well in the basement of the keep that is still usable for those in desperate need of water. Presently the ruins are totally unoccupied; the Yán Koryáni have no interest in it.

### **HEX 4709.**

This hex is deep in the Desert of Sighs. There are nothing but sand dunes for miles, except for the Peak of Ilú. The only people capable of travelling at all through the desert here are the local Milumanayáni tribes.

**Peak of Ilú.** This peak, as with the previously mentioned peaks, rises suddenly out of the desert, with high precipitous peaks all around.

**Harbor of Dusty Stones.** This is another old Engsvanyáli harbor city. Only a few people have ever reached this place due to its remoteness. This is probably one of the citadels of Báshdis Mssá III (one of the early Engsvanyáli Priestkings). There are demon faces carved on some of the walls, and traces of She Who Cannot Be Named; there are also some Engsvanyáli graffiti urging their fellows to despair as "the end of the world is at hand!". The graffiti obviously date from the end of the Engsvanyáli period; these graffiti continue down the slope of the peak to the harbor, dating from later and later times as you follow it down the slope. The harbor is currently occupied by two mutually hostile Milumanayáni tribes.

### **HEX 4710.**

This hex lies within the Desert of Sighs. It is virtually a sea of sand, broken only by the oasis in the hex. The only way a traveller could make it this far into the desert is to hire a Milumanayáni tribesman as a guide.

**Oasis of Mislétlu the Chieftain.** This typical desert oasis is occupied by a Milumanayáni tribe led by a descendent of Mislétlu. This tribe is somewhat friendly to strangers.

### **HEX 4607.**

This hex is almost all desert, even though the map only shows about half of the hex as such. The part of the hex shown as non-desert is in actuality very arid, rough terrain. The only difference is that there is (very) occasionally a bit of water in the non-desert area. The few villages in the hex eke out a meager living farming. They are usually located next to a small lake or spring that are unmarked on the map.

**Castle of Aleméti.** This pleasant little fortress is occupied by the Yán Koryáni. It consists of five towers connected by walls, with a strong gatehouse, surrounding a central courtyard that contains barracks, armories, and other buildings.

**Oasis of Mrún Táisa.** Since this oasis is fairly near the edge of the desert, it is a popular trading point for the Yán Koryáni and the Milumanayáni.

**Oasis of Kūkūr.** This is a typical desert oasis. It is occupied by a Milumanayáni tribe friendly to the Yán Koryáni (or at least as friendly as a Milumanayáni tribe ever is!).

**Villa of the Prince of Skulls.** This is the ruins of a villa; the rooms and passages form an open labyrinth, as the roofs have fallen in. There are wandering creatures in the labyrinth (these are unpleasant, snakelike creatures from the desert). There is an underworld there, dedicated to some deity akin to Sárku. There are piles of skulls here and there within the underworld; no one ever touches them. The whole place is rather dead-looking and dead-smelling (although it must have been a very pretty island back in Engsvanyáli times). There are lights at night, and sound of music coming from the villa. Some say that these are ancient demons; others claim that they are the ghosts of the Engsvanyáli Governor and his party, who once held a massive orgy that lasted two weeks, and caused such reverberations among the planes that (it is said) the ghosts are bound to the spot and must re-enact the scene eternally.

**Háivra Peak.** This is a high, jagged peak; it is barren rock but home to several dens of Shanú'u (see the old EPT rules for a description of the Shanú'u).

**Fort Miünái. Fort Osudlán. Fort Beshaté.** These three forts are poorly maintained, consisting of not much more than a 2 or 3 story tower with crude earthworks surrounding it. The Yán Koryáni operate patrols out of these fortifications, but they do not expect the Tsolyáni to advance up this side of the sákbe road, due to the difficulty of the terrain and the number of forts in this area.

### **HEX 4608.**

This hex is also deep desert; again, the only people capable of finding their way across are the Milumanayáni tribesmen.

**Ruins of the City of Ta'uré.** These ruins are very ancient- probably from the Lyáni period of history, although the outer walls and sections of the city seem to date from the late Engsvanyáli period right up almost to the Second Imperium. There are thousands of small round clay pod-like things littering the ruins. When they are broken open they often have trinkets inside them; pieces of

pottery, a little gold, sometimes (but rarely) gems or jewelry.

**Wall of Tkéssa Tkól.** This wall (actually the ruins of it) dates from the late Engsvanyáli period. It follows the ancient shoreline, starting from the city of Ta'uré and winding eastward off the map. Apparently it was originally built to protect against the sea-dwellers, who had started coming out of the sea as the sea level dropped and the waters receded. There are occasional guard towers along the wall. The inside of the wall is hollow, and there are chambers and passages inside the wall. There are also a few springs inside (underneath) the wall that pour into huge cisterns; the location of these springs is known only to the local Milumanayáni tribes. There are occasionally odds and ends to be found underneath the wall, but rarely anything valuable. If you are desperate for water, you may want to explore the wall in order to find one of the springs.

**Lost Oasis.** This is a small but typical desert oasis. It is called the Lost Oasis because no one ever seems to be able to find it again once they have been there.

**River of O.** The River of O enters the hex from the south (originates in Lake Enü- see hex 4509) and runs in a northerly direction, becoming subterranean when it reaches the desert.

## **HEX 4609.**

The Desert of Sighs continues. The Wall of Tkéssa Tkól continues through this hex and into hex 4610.

**Oasis of Aishün.** A large Milumanayáni tribe occupies the wall next to the oasis. They will guide either the Tsolyáni or the Yán Koryáni across the desert, depending on who pays them more.

**Oasis of Tiasél.** This is a typical desert oasis. The inhabitants are generally friendly.

**Chrū Peak.** This semi-oasis area contains a small amount of stunted vegetation and a small spring.

**Crags of the Wind.** These are strange, high, jagged peaks. They make a mournful organ sound at night.

**Villa of Turshánmū the Wizard.** This is

ruined now. The ruins are occupied by curious creatures; small, lizard things that are poisonous. There may be an opening into an underworld in the ruins, possibly even a nexus point or two.

**Lost City of Uvé.** These are the great, vast ruins of an Engsvanyáli harbor city. There are ruins of many terraces and palaces, as well as warehouses and clanhouses near the old harbor area. Sometimes one can even see the ribs of an ancient ship sticking out of the sand. Some people claim to have seen ships sailing into and out of the harbor at night!

**Chú Crags. Hill of Black Lava.** These volcanic crags stick up out of the desert; they are otherwise nondescript.

## **HEX 4507**

This hex is arid sub-desert. The Tsolyáni-Yán Koryáni front line passes through this hex.

**Bé-Urún Salt Flats.** (See map 3 for initial description.) The flats continue through this hex; the white sand mentioned earlier turns to pure salt as you travel eastward.

## **HEX 4508.**

This hex is also arid sub-desert. The Tsolyáni-Yán Koryáni line continues through this hex, eventually joining and following the Tsolyáni-Milumanayáni border.

**Fort Tláí, Fort Wisúsa, Castle Isoratl, Fortress Tilkéti.** These small fortresses, all similar in construction, are currently occupied by the Yán Koryáni. Castle Isoratl and Fortress Tilkéti were taken temporarily by the Tsolyáni in 2361 as a diversionary maneuver to General Kéttukal's thrust up to Akársha and Kái. The party sent to capture Fortress Tilkéti was led by Molkár Korúnme hiChaishyáni of the Legion of Sérqu, Sword of the Empire. Because of his success in capturing the fortress, and in leading his men in a daring retreat through the underworld under the fortress when he was subsequently besieged by a greatly superior force of Yán Koryáni, and in obtaining vital reconnaissance information about the location of the main Yán Koryáni force on his way back to Khirgár (although the rumor of the Molkár running straight into the Yán Koryáni camp, around one of their campfires, and then disappearing into

the night is a little hard to believe!), the Molkár was given the Gold of Glory and promoted to Kérdu of the Legion of Mnáshu of Thri'Il. The Yán Koryáni quickly retook both fortifications, which are small and not very strong.

**Observatory of Vilúas the Sorcerer.** This ruined tower stands on the peak next to the Peak of Tilkétl. There are astronomical instruments carved in stone in and around the tower. There is an underworld under the tower; part of it is flooded. According to the report of Molkár Korúnme hi Chaishyáni (see above), there is a nexus point in the underworld there that transports you back in time to the Engsvanyáli period before the fall (when this was still an island).

**Fortress Vráijün. Fortress Jagársha.**

These fortresses are identical in construction, consisting of a small 3 story tower surrounded by a ring wall, with garrison room for 200-400 men. Fortress Vráijün is a Tsolyáni staging point for raids into Yán Koryáni territory.

**HEX 4509.**

This hex is also arid semi-desert, although the area around Lake Enü is acceptable agricultural area. The black dotted line is the Tsolyáni-Milumanayáni border.

**Fort Chuchún.** This fort is located on the highest ground in the hex. It is a large Tsolyáni fortress.

**Lake Enü.** This is the local water supply. The lake is rather shallow, but clear and clean.

**Castle Themué. Fortress Nakoché.** These are typical Tsolyáni border forts, similar to Fortress Vráijün; see above.

**River of O.** This river begins at Lake Enü and runs north into hex 4608. It is fordable along most of its length.

**HEX 4510.**

This hex is also arid sub-desert. The black dotted line is the continuing Tsolyáni-Milumanayáni border.

**Fort Durúngva.** This is a typical Tsolyáni border fort.

**MAP 5.**

**General Information.**

This map shows the southern tip of the Atkolél Heights and the northern portion of the Tsolyáni Empire. The black dotted line in the upper right corner is the Tsolyáni-Milumanayáni border; the black line with dots is the border of the Dó Cháka Protectorate. All of the mountainous area of the Atkolél Heights is completely impassable to humans. The only way up to the top of the heights from this side is Júmre's Ladder; see below. With the exception of the northeast corner of the map and the Heights themselves, this lush agricultural region is heavily farmed by the Tsolyáni Empire.

**HEX 4504.**

This hex is completely covered by the Chákan forests. The darker section of forest is dense forest; the rest of the forest is light, open forest. The Pé Chói have some settlements in the dense part of the forest and there are several small settlements of humans in the more open areas.

**HEX 4505.**

This hex encompasses the edge of the Chákan forests, the open valley along the western side of the Atkolél Heights, and part of the Atkolél Heights themselves. Although the Yán Koryáni hold the Heights themselves, the Tsolyáni hold everything else in this hex.

**Fortress Sa'ida. Fortress Pachalúr.**

These are very powerful Tsolyáni fortresses, each consisting of a very strong 4 story square keep with circular towers at each corner, surrounded by 5 strong round towers and a strong gatehouse connected by 25 ft. high 10 ft. thick walls; outside of the walls is another ring of palisades and earthworks with ditches in front of them.

**Atkolél Heights.** The edge of the Heights at this point is a virtual wall of stone that goes almost straight up. The edge is topped in this area by the Peak of the Sleeper, named for a very ancient (Llyáni?) adventurer who is encased in some sort of transparent or translucent stone at the top of the peak. The local people will show visitors the body;



they become very hostile if sorcery is used to try to wake the sleeper. Although the natives claim that this is Lord Ksáru in person, it is actually some devotee of She Who Cannot Be Named (on close examination one can see several amulets of this Goddess attached to the body).

### HEX 4506.

This hex covers most of the southern tip of the Heights. Again, except for Júmre's Ladder, the edges of the Atkolél Heights are impassable.

Valley of Tnáhla. This is the central valley in the middle of the Atkolél Heights. Most of the valley is filled with open forest; there are several small human settlements scattered here and there. The Yán Koryáni have several detachments of troops stationed at strategic spots in the valley, ready to repel any attack from the edges of the Heights (although it is almost impossible to mount an attack up the sides of the Heights). There is also a sizable force stationed at the head of Júmre's Ladder, next to Lake Tiré; see below under hex 4405.

### Lake Chés-U. Lake Ngusináa. Lake Tiré.

These are all small, rather deep lakes in the middle of the Heights. They are all very clear lakes, providing good fishing.

The Ruined Temple of Mandír. The only indication that a temple used to exist here is a 12 ft. square slab of black stone set into the ground, closing and sealing the remains of the temple. It does not chip or break if you try to dig or break through it, and if you try to dig around it you will find that the block goes down at least 90-120 ft. (at least, that is as far down as the most determined person has gotten so far, and it still continues downward from there). It is possibly from the Llyáni period of history, although it would not be Llyáni in origin, since the Llyáni did not reach this far north. It is rumored that there is an entrance into the temple (or the remains of it, anyway) in the middle of the top of this slab of stone, but it is only openable by magical means. It is also rumored that if the moons are just right, you can cross the top of the slab in a straight line in one direction and travel into the past, and in the opposite direction to travel into the future. The rumors do not specify, however, how to determine "if the moons are just right" or which direction is the proper direction to travel in time (either forward or backward or how far!).

### HEX 4507.

This hex contains a few portions of the edge of the Heights; the rest of the hex is fairly arid land, almost desert-like. All of this hex is currently in Tsolyáni hands.

Avenue of Statues. This is literally an avenue of statues: two rows of eroded human colossi facing each other that run east to west along a straight line between two hillocks for 10-15 tsan; there is a precipitous drop off the hillock next to the avenue, as though a path had been cut out of the hillocks for the avenue. There is a ruined temple at the west end of the avenue. The statues and temple date from the late Engsvanyáli period. The statues are human in form and stand about 40-50 ft. high, with a 5-6 ft. thick base. It is said that there are underworlds underneath both the temple and the statues, and that if you attempt to enter the underworld through the base of a statue and do not use the correct method of entering (whatever that is), you will be turned into a statue yourself.

Fortress of Changkuré. This is a powerful Tsolyáni fortress, consisting of a central round tower with a ringwall and bastions on the ringwall. This fortress was taken by the Yán Koryáni early in the war, and was retaken by the Tsolyáni in 2362. Currently the Tsolyáni hold it.

Fortress of Dleménnu. This fortress is very similar to the Fortress of Changkuré. It is rumored, however, that this fortress has tunnels that run from the fort down to the plain, allowing the troops to reach the plains without being seen.

### HEX 4404.

This hex includes part of the eastern edge of the Chákan forests, as well as the Tsolyáni city of Chéne Hó. The non-forested part of the hex is rich agricultural land. There are several small villages scattered around the hex. Most of this land is owned by the western clans of the Empire; the Temples of Vimúhla and Chiténg own large tracts here also.

City of Chéne Hó. This is one of the great metropolises of the Tsolyáni Empire. It is surrounded by several walls, each inner one higher than the last, with towers at intervals along the walls. The Temples and governmental buildings (Palace of the Realm, etc.) and the Governor's Palace are located inside the inner ring, along with

several of the very noble clanhouses and merchants. The other clanhouses, smaller palaces, markets, etc. are located in the spaces between the rings of walls. The Foreigners' Quarter is located in a portion of the outermost ring. Because of its size, Chéne Hó is one of the Tsolyáni power points in the north; it currently is the site of the headquarters of General Kurikáda, until recently the Kérdu of the Legion of the Givers of Sorrow (now transferred to another post). Because of its northern latitude and because of the protection provided by the Chákan forests on one side and the Atkolél Heights on the other, the climate in Chéne Hó is temperate, only becoming very hot in the summer months.

**River of White Bones.** This river begins in the Chákan forests and flows out into the northern plains, through this hex, into hex 4305 for a short time, then into hex 4405 where it joins with the River of the Red Agates, then into hex 4306 and the Lake of Sands. It is called the River of White Bones because all along its length one can see white bones lying in the bed of the river; some of these are human, some are not.

**Uplands of Zarúva.** This is a rise in the terrain; not quite a hill, but close to it. The City of Chéne Hó is located on the northwestern edge of the uplands.

**Fortress of Nurgáshte.** This great fortress is designed to defend Chéne Hó. It is devoted to one of the Demon Lords. It is speculated that this may be because a nexus point exists within the fortress leading onto the Plane of Lord Nurgáshte (see the Book of Ebon Bindings for more information on this Demon Lord).

**Vrí-Mkét Highlands.** This is a plateau that stands up out of the surrounding rich agricultural area. The edges of the plateau do not drop off very steeply, but are indeed rough terrain.

**Fortress of Tón-Zhú.** This is a typical Tsolyáni guard tower, 4 stories high with a wooden palisade and ditches surrounding it, overlooking the sákbe road.

**Tomb of the High King.** This is a very peculiar tomb, consisting of a square ruinous building surrounded by lines of small pits that are about 3 ft. deep and about 5 ft. in diameter; no one knows what the pits were for originally (possibly colonnades with wooden pillars rather than stone, or possibly for some ritual reason). The tomb as a known entrance to it, but it is said that the known entrance is not the real entrance to the tomb, but

instead leads to a false tomb, and that the real tomb lies below a hill that is just to the east of the known tomb. The hill looks like an ordinary hill; in order to get into the real tomb you must make friends with the serudlá that live in the neighborhood (several groups of wild serudlá live in the area; they tend to stay away from humans, crossing the sákbe road into and out of the nearby Chákan forests at night). If you can get into the real tomb, you find that the hill is hollow and contains a vast elaborate labyrinth; this has been explored to its limits by adventurers in the past and no tomb found (on this Plane at least), although a sarcophagus has been found in one of the cul-de-sacs. The sarcophagus is empty; also, it was discovered that upon opening the sarcophagus (or fooling with it in any way), a secret mechanism releases volcanic gas into the chamber that kills in a short time. Sitting directly in front of the sarcophagus is a large stone sphere about 6 ft. in diameter, sitting on a pedestal; the sphere seems to be part of the pedestal and the whole thing is immovable. The globe (for thus it seems to be) has several map-like indentations on it, along with various marks made in different colors; it is said by some that if you touch one of these, you will be transported to a place on Tékmel; it is said by others that if you handle one of the green spots and made the proper rituals (what these are the people do not specify) that you are transported to the underworld of the ancient city of Chó'chi in Mu'ugalavyá, that if you handle one of the blue spots and make the proper rituals that you will be transported to the underworld under the Livyáni city of Tsámra, and that if you touch one of the red marks that you enter a pocket dimension containing the real tomb. From the reports (?) of these people, the tomb is pyramidal in nature; may be Engsvanyáli, possibly Llyáni in nature. Once you enter the Plane there are platforms that glow with light, piled with jewels, treasures, and riches of all kinds, said to be worth as much as the entire Llyáni Empire must have been worth. These are only stories, of course; no one knows of anyone that has ever been there and returned (possibly because if such a place existed, there would probably be guardians on that Plane protecting the riches that would probably be on about the same scale of power as the riches they are guarding).

## **HEX 4405.**

This hex is made up of rich agricultural area, with open forest at the base of the southernmost tip of the Atkolél Heights. The Tsolyáni hold all of the hex except the upper two

thirds of Júmre's Ladder, which is held by the Yán Koryáni.

**Júmre's Ladder.** This is a very steep, narrow valley that forms a path up the side of the Atkolél Heights. There are several places along the valley where it opens out and levels off for a little bit before continuing up the side of the Heights, almost like stair steps. Early in the war, shortly after the Yán Koryáni had taken the Heights, a force consisting of a portion of the Legion of Lady Mrissá and portions of a few other legions was formed to attack up Júmre's Ladder and retake the Heights. Unfortunately, none of the troops chosen for the attack were mountaineers, and so had difficulties in climbing up the valley. The Yán Koryáni were waiting for them and slaughtered them almost to a man; during the battle, some fool summoned and lost control of a demon, which proceeded to make a mess of the area. The Yán Koryáni still hold about 2/3 of the Ladder, and occasionally send patrols down the Ladder to probe the Tsolyáni defenses. The Tsolyáni hold the bottom of the valley; they send patrols up the Ladder to probe the Yán Koryáni defences.

**Castle Nrainué.** This is a pretty little Tsolyáni castle, consisting of a tower with a ring wall surrounding it. It is currently full of Tsolyáni troops.

**Castle Étla-Sú.** This castle is very similar to Castle Nrainué in construction; this castle is also full of troops.

**Éskudū.** This is a typical sákbe road village.

**River of White Bones.** (See hex 4404 for description). The river is fordable only at certain points along the section in this hex.

**River of Red Agates.** (See hex 4406 for description.) The river is fordable along most of its length in this hex.

**River of Red and White.** This is the river formed from the confluence of the River of White Bones and the River of Red Agates (hence the Red and White). The river is not fordable at all along its length, which runs from the confluence of the two rivers to the Lake of Sands. The bed of the river contains both red river agates and pieces of bones.

## **HEX 4406.**

This hex is rich agricultural area; there are several highly agricultural clans bases here, including the White Stone clan.

**River of Red Agates.** This river originates in the Atkolél Heights next to the village of Ngó-Timú and runs southeast along the Dó Cháka border into hex 4405, where it joins with the River of White Bones to become the River of Red and White. The river is so named because it is a source of large, river-polished agates.

**Village of Ngó-Timú.** This is a typical agricultural village.

**Castle Ajú.** This is a typical Tsolyáni guard tower, 3-4 stories high with a ring wall around it.

**Village of Tmérsu.** This is a typical sákbe road village.

**Fort Liné.** This was originally a small hill fort; it is now a powerful fortress and garrison point. The fort now consists of a central tower 4 stories high, with 4 smaller (3 story) towers and a strong gatehouse connected by stone walls surrounding the central tower.

**Village of Divráya.** This is a small sákbe road town with a wall surrounding it.

**Lake Sho'ós.** This is a pretty little lake with good fishing.

**City of Si'ís.** This was originally a small caravan city; now it is a small garrison city. It is surrounded by two or three rings of walls with towers at uneven intervals along them. Due to its strategic location at the junction of 4 sákbe roads, it is very important as a mercantile trade center; in addition to trading goods collected from four different directions, they produce several high quality products themselves, including firyá cloth, bronze, and pottery.

## **HEX 4407.**

The portion of the hex on this map is agricultural in nature, with small agricultural villages scattered across the hex.

## **HEX 4304.**

This hex is completely covered by the

Chákan forests.

**Pé Chóí Graveyards.** This is the graveyard of the Pé Chóí. It is jealously guarded by the Pé Chóí, who do not like humans to visit this place. It is made up of tumuli (low mounds of earth) under which the Pé Chóí are buried. The Pé Chóí tend to re-use the oldest mounds as they run out of room. There are little bits of Pé Chóí chitin lying around.

## **HEX 4305.**

This hex (along with the corner of hex 4405 southwest of the two rivers and the part of 4306 west of the rivers) makes up the fief held by Lord Zhemré. This fief has been held by a member of the Zhemré lineage for several generations.

**Village of Purússa.** This is a typical sákbe road village.

**Monastery of Lort Chiténg.** This monastery is under the patronage of the Zhemré lineage.

**Kú-Zhém Hill.** This is a large, steep, almost mountainous hill.

**Castle Zhemré.** This castle has been held by the Zhemré family if fief for several generations. The current fiefholder is a young man, worships Chiténg, and is a member of the Red Sword clan. He is hospitable but provincial; he likes to hunt with kúni-birds.

## **HEX 4306.**

This is also an agricultural hex, with a small amount of open forest around the Lake of Sands. There are small agricultural villages scattered throughout the hex.

**Village of O-Míridu.** This is a typical agricultural village. The inhabitants do some fishing, but not very much, as the Lake of Sands is very treacherous (see below).

**Lake of Sands.** This is a very shallow lake, surrounded on all sides by sand; the bottom of the lake is also sand. Because of the shallowness of the lake, the bottom is constantly shifting around, making it very difficult to navigate.

**River of Red and White.** (See hex 4405 for a description.) The river empties into the Lake of

Sands, then empties out of it at the southwest corner of the lake and heads in a southeasterly direction.

**Temple of the Two Ladies.** This temple is located in the middle of the forest that borders on the Lake of Sands. The name of the temple probably refers to some Avánthe and Dllinala aspects; there is also a shrine at the temple. Females sometimes make a pilgrimage to this temple for relief from female-related physical problems and maladies.

## **HEX 4307.**

This hex is also agricultural in nature.

**Mound of Shards.** This is a hill that is covered with shards of pottery; no one knows where they came from.

**Village of Zarráíqa.** This is a typical sákbe road village.

**Ruins of Qùrupagál.** (Qùrupagál means 'seeing all') The name of the ruins possibly refers to Hnálla (who is associated with eyesight) or to the One Other (who is associated with the circle and dot emblem). There are 12 small cells or rooms on top of a platform-like structure; there are rumored to be stones buried under the floors of these cells. If you find a stone and hold it, one of two things happen: if you are strong-willed enough (have a high enough psychic ability and intelligence), you may see informational visions; if not, you will go permanently and incurably blind. The cells on the structure bear some relationship to the 12 periods (half hours) of the night; the ability to use one of these stones may depend on using the cell associated with the current time of night or the cell associated with the period of the night that the character was born in (if not sure, roll randomly). The matter that you are seeking information about must be very important to you.

## **MAP 6.**

### **General Information.**

This map covers the northwest corner of the Tsolyáni Empire. The northern edge of the map is semi-arid, similar to Montana in terrain; the rest of the map is open agricultural land.



## HEX 4507.

This hex is semi-arid terrain, with a continuation of the Bé-Urún Salt Flats (see Map 3 hex 4507 for a description) coming down from Map 4. The dotted black line is the Tsolyáni-Milumanayáni border.

## HEX 4508.

This hex is also semi-arid terrain. The black dotted line is the Tsolyáni-Milumanayáni border.

Bé-Urún Salt Flats. (See Map 3 hex 4507 for a description.) The Flats continue into this hex from the west; the entire floor of the flats at this point is covered with salt crystals.

Lake of Tears. This is an extremely salty lake, similar to the Dead Sea on Earth in density. The lake fills the eastern end of this branch of the Bé-Urún Salt Flats.

City of Khirgár. This is another major metropolis in the Tsolyáni Empire, and thus another power point in the northern defenses. It is located on a high hill, and is surrounded by three rings of walls, dividing the city into three Wards: the Outer Ward, the Middle Ward, and the Inner Ward. The Outer Ward is low and wide, containing the merchants and lower clans; the Middle Ward is inhabited by the older clans of the city; and the Inner Ward encompasses the top of the hill and is covered with Bednálljan forts and palaces, Tsolyáni forts and palaces, and the Administrations buildings. The entrance from the Middle Ward to the Inner Ward is the Gate of the Blue Fish.

Dishumé Castle. Fort Aigésh. Fort Rúne. Fort Alūdákta. Fort Mrassū. Castle Prejiésh. Fort Tusún. These are all of the same type, very strong, defensible strongpoints, consisting of a 4 story square central tower surrounded by two rings of walls with 3 towers and a strong gatehouse in each wall. Additionally, there are ditches and crude earthworks around the outer walls.

## HEX 4509.

The terrain in this hex is semi-arid along

the northern part of the hex on this map, becoming nice agricultural land in the southern part of the hex.

Homu'ún Fortress. Castle Arikólu. Castle Di-Diné. These are all Tsolyáni border forts; they are similar in construction to the fortifications in hex 4508 except that these only have a single ring wall.

Peak of Arikólu. This is a very large peak; on one side of the peak there is a carving of a seated person with raised or outstretched arms (it is rather hard to tell which because the arms are broken off at the biceps). In front of the figure there is a platform; the platform used to contain a kneeling figure, but it was chiseled loose and carted away some time ago (it is said that the kneeling figure can be seen in the sunken courtyard in the Palace of the Priestkings on the Isle of Gánga).

Colossus of the Singer. This is a tall stone statue that is missing its head and arms. No one is quite sure how old this is.

## HEX 4510.

This area is also semi-arid terrain along the northern part of the hex, and fair agricultural land along the southern edge of the hex.

Tower of Thómar the Wizard. This is a round tower, 3-4 stories high, with a peaked roof. Although currently it is partly fallen in, it is said that it occasionally appears whole to people.

## HEX 4407.

This entire hex is rich agricultural area (part of the "breadbasket" of the Tsolyáni Empire). The fortifications in this hex are part of the supporting defenses of the city of Khirgár.

Fort Iné. Fort Ariú. Castle Aqúr. These fortifications are all similar, consisting of several towers connected by a ringwall, with a gatehouse and ditches around the outside of the wall. These fortifications are currently used to house reserve troops.

Circle of Columns. This dates from at least the Engsvanyáli times, and may possibly be even older than that. There is some possibility that this is connected with the One Other, although only an

expert would know for sure. It consists of a circle of pillars, some of which have fallen over the ages (similar to Stonehenge on Earth, except that the pillars are carved columns rather than crude stone monoliths). There is an underworld under this; the opening to the underworld is so well known that any child from the local area could lead you to it. The opening leads to a circular stairway that leads down into a labyrinth; it is said that if you find your way to the bottom of the labyrinth, you will find a great cavern that is filled with molten lava.

**Lake Eyúl.** This is a pretty little lake that is adjacent to the sákbe road. There is good fishing on this lake, and it is also a nice rest stop for travellers on the sákbe road.

**Village of Díáin.** This is a typical sákbe road village; there is a low wall around the village, with a small gatehouse on the side nearest the sákbe road.

**Ritlésha River.** This is a small river that flows out of Lake Eyúl to the northwest, where it eventually peters out on the plains. It tends to disappear during the hot season, and is fordable along its entire length.

**Kūsūn Plateau.** This is simply a small plateau that stands up out of the surrounding plains. The terrain on the top of the plateau is rougher, with occasional copses of woods.

**Olúel Forest.** This is an open forest that extends down into hex 4308 as well. There are many edible things in this forest; there is also a plentitude of game in the forest (as well as a few predators!).

## **HEX 4408.**

This hex is also very rich agricultural land, with small agricultural villages scattered across the hex. Here again, the western clans that are involved in agriculture own large portions of this hex, as do several of the Temples that are stronger in the west.

**Castle Orái, Castle Ujúr.** These castles are part of the defenses of the city of Khirgár; they are similar in construction to Castle Aqúr (hex 4407).

**Plain of Clay Toys.** This is a vast open area that is filled with small clay balls; if the clay balls are broken, one finds little trinkets inside: small

models of people, ships, animals, etc. Occasionally (not very often) one finds something valuable in them. No one knows for sure where these little clay balls came from, although the speculation is that this area used to be underwater before the fall of Éngsvan hla Gánga, and that these clay balls would be tossed overboard from ships as they passed over this area (possibly in some ritual associated with this area, or for good luck).

**Village of Uréltu, Village of Bashé.** These are typical sákbe road villages.

**Village of Náisha.** This is a typical agricultural village.

## **HEX 4409.**

This hex is also agricultural country.

**Fort Nishúva, Fort Rūélu.** These are guard towers located in very defensible positions, consisting of a single 3-4 story tower surrounded by a single ring wall with a gatehouse.

**Rūmūsū Peak.** This is simply a high hill with very steep sides; Fort Rūélu is located on the hilltop.

**River of White Salt.** This is a brackish river that seems to spring out of the side of Rūmūsū Peak and flows away to the east. The shores of the river are crusted with salt deposits, thus giving the river its name.

**Town of Komoré.** This is a large walled sákbe road town; it functions as a marketplace for the fruits and other produce grown in the surrounding areas.

**Plateau of Kéttusesh.** This is a fairly nondescript plateau that rises out of the surrounding agricultural terrain.

## **HEX 4410.**

This is more agricultural country.

## **HEX 4307.**

This is also rich agricultural countryside.

## HEX 4308.

This area is solidly agricultural, with small agricultural villages scattered across the hex.

Olúel Forest. (See hex 4407 for a description.)

Village of Enturé. This is a typical agricultural village.

Village of Ilusúr. This is a typical sákbe road village.

Peshár Peak. This is a section of higher ground that borders on the Olúel Forest. Otherwise pretty nondescript.

## HEX 4309.

This hex is also solidly agricultural in nature.

Liélár Peak. This is a tall, jagged peak that rises up suddenly out of the surrounding countryside.

The Crystal Needle of Njéth. This is a very sharp triangular splinter of something that looks like quartz; the splinter vibrates, creating a sound similar to many people talking. There are some people who claim to understand the voices.

Village of Kaikór. Village of Réi. These are typical agricultural villages.

Nilál River. This is a small river that originates on the Plateau of Kéttusesh and flows southwest until it ends around the Village of Réi.

Sorihái River. This is a small river that originates on Liélár Peak and flows southeast off the map. It is fordable along its entire length in this hex.

## HEX 4310.

This hex is also solidly agricultural in nature, with small agricultural villages scattered across the hex.

## Concluding Remarks.

Space prevents the inclusion of diagrams of each of the fortresses listed here. The gamesmaster should feel free to devise these to suit him/herself.

The same is true of the towns and villages. There is no such thing as a "typical" village; each differs in some way. Again, these can be developed and fleshed out as needed.

Finally, if you do explore some of the places of interest on these maps and devise more elaborate descriptions, please feel free to send your information to us. We may someday want to produce a second edition with updates on the most interesting of these places. You can help.

For a list of *Tkumel* game materials currently available,  
send a self-addressed envelope to

**Tita's House of Games  
c/o Carl Brodt  
1608 Bancroft Way  
Berkeley, CA 94703**

or email

**CarlBrodt@AOL.COM.**

A catalog of *Tkumel* figures is available free of charge at

**PHD Games, Inc.  
P.O. Box 177  
Anderson, IN 46015**

or email at

**PHDGames1@AOL.COM.**