



DM's Summary Statistics for the City-State of Balic

BALIC

The City of Sails and domain of the Dictator Andropinis. Natives are called Balikites.

WHO RULES

Dictator Andropinis (LE male 21st-level Dragon), who was elected to his position over seven hundred years ago.

WHO REALLY RULES

Balic is renowned for its democratic traditions, with nobles seated in a Chamber of Patricians that creates and maintains the code of laws, while guilds conduct business by taking votes and electing officers. Even templars must stand for election to 10-year terms. Much of this democracy, however, is little more than an illusion. The office of Dictator is held for life, and Andropinis has endured in his position now for centuries. Public debate and discourse is allowed, but only up to a point. Any direct criticism of the Dictator or his templars is dealt with harshly, and the patricians learned long ago to pass only those laws that meet with the Dictator's approval.

POPULATION

27,500 (80% human, 8% dwarf, 3% mul, 4% elf, 4% half-giant, 1% thri-kreen, a few half-elves and halflings; 5% patricians, 15% freemen, 80% slaves). More live in the surrounding countryside.

EMBLEMS

Balic flies a flag depicting the sun and sheaves of grain in times of peace, and a sword and shield when at war.

ECONOMY

Balic is a wealthy, mercantile city, with a large fleet of trading vessels and its economy is extremely healthy. Balic's exports include grain, salt, olives, wine, livestock, leather, marble, and silver (mined by noble families with exclusive rights to the ore). The city imports cloth, copper, obsidian, and hemp, as well as giant hair from the giant tribes common on the Balican peninsula.

ARMED FORCES

Balic faces few threats from other city-states, but giants and desert raiders are drawn to the fields and manors outside the city walls. Five legions of one thousand soldiers each garrison the city and its fields. Most able-bodied free citizens are conscripted into the legions as young adults for three years of service.

In addition to the legions, Andropinis' personal army consists of ten thousand highly disciplined foot soldiers armed with twelve-foot lances, large wooden shields, and thrusting daggers made from the sharpened thigh bones of erdlus.

AVAILABILITY OF EQUIPMENT

Balic is one of the most successful trade hubs in the Tablelands, and anything can be bought here, subject to market fluctuations. Several great houses have their headquarters in the city and compete fiercely with one another for profits.

NOTABLE MAGES

- Zaethus Nauripides (LG human male P8) is a close ally of the leader of Balic's Veiled Alliance (who is actually a thief elected to the position). He has a love of acting and uses magic to change his form, masquerading as several supposed henchmen whom he "employs". (VA)
- Sestus Dimosthenus (LE human male F7/D4) is a myrmeleon who has infiltrated Balic's Veiled Alliance, pretending to be a simple fighter. He is delaying reporting back to Andropinis because he hopes to seize a cache of magic items that he believes the Alliance possesses. (VA)
- Tethrades (NE human male D8) was born to a noble Balikite family and studied the defiling arts under Andropinis himself. When Andropinis lost interest in him, Tethrades was forced to flee for his life. Explorations in the ruins of Kalidnay revealed an armoury containing cerebral parasites. Now Tethrades seeks a partner to help him make a workable weapon from these ancient creatures, and win back the Dictator's favour. (MHoA)

NOTABLE TEMPLES

- A shrine to elemental air sits on the upper slopes of Mount Laeron, a thousand feet above Balic's eastern precincts. Presided over by the elderly Metaxenia (LN human female Ca12), it is welcoming enough for those willing to make the climb.
- There are several shrines to elemental silt along the harbour and eastern walls of the city. These come and go, as their priests follow ancient currents from one island in the Sea of Silt to another.
- The Temple of Heroes, near the Chamber of the Patricians, is a shrine to the great figures of Balic's civic mythology. Residents of the city-state don't worship these ancient heroes as gods. Instead, the figures form the basis for a collection of fables that illustrate Balican virtues such as courage, dutifulness, resourcefulness, and cleverness.

NOTABLE ROGUES AND THIEVES' GUILDS

- *The Harbourmasters Guild* is a legal organisation that caters to Balic's numerous dock workers. It is also a front for a criminal enterprise of considerable size that specialises in smuggling, extortion, and occasional piracy. Its existence is an open secret and it is impossible to do business in the port without encountering the guild or its enforcers.

- *The Sons of the Agora* are a simple street gang, with one difference – they are all members of noble families. These dilettantes and gadabouts practise thievery, racketeering, and murder-for-hire as a way of alleviating the ennui that comes with their privileged station in life. For many, the wealth they have accrued is less important than the thrill of the chase.
- The most notorious bard in Balic is Whispering Katari (NE human female B12) a former apprentice to the legendary Wheelock. A highly skilled poisoner, Katari hires herself out exclusively to those who seek the death of a patrician, enjoying her target's pleas before she ends their lives. Rumour has it that she was wronged by a noble in the past, and now exacts her revenge on the patrician class as a whole.

NOTABLE MERCHANT HOUSES

House Wavir. One of the most powerful trading houses in the Tablelands, Wavir's business practices border on the ruthless, but they are always conducted in accordance with the Merchants' Code. In Balic, their rule is unchallenged. Wavir's symbol is a silver jozhal on a blue field. (DT)

- Tabaros Wavir (NG human male Tr20) is a wily intriguer and skilled trader. At over 90 years old, he is feeling his age and plans to make way for his son, Targ.
- Falmon Durow (LN half-elf male Th13/Psi12) is Wavir's master of agents, a deadly and talented operative. Those who cross him rarely live long enough to regret it.
- Nnn'tkk (N thri-kreen male FI4) bears the title "Master of Hunters" but his true function is as a scout. He is one of the finest scouts in the Tablelands and considers Wavir his pack.

Other Dynastic Merchant Houses. Balic boasts more merchant houses than any other city. In addition to Wavir, the houses of Amketch, Jarko, Rees, and Tomblador all make the city their home.

IMPORTANT CHARACTERS

- Ramphion (LG human male Th9) is an actor who found himself drawn to the Veiled Alliance after his father's death. Now in his fourth term as leader of the Alliance, he displays sharp insight, a realistic appreciation of situations, respect for others' abilities, and delicacy in handling crises – in other words, good leadership.
- Oriol of Magestalos (LN human male, 0-level) is First Speaker of the Patricians and nominal head of the government under the Dictator. He regards Andropinis as a necessary evil and has resigned himself to the fact that the Dictator wields supreme power and isn't likely to surrender it. Instead, Oriol concentrates on passing what reforms he can and avoiding anything that might offend Andropinis.

- Zanthiros (LE human male FI3) is General of the Militia and commander of both the Legions and Andropinis' personal army. His skill as a warrior is matched only by his cruelty. His men are loyal to him but fear him, as Zanthiros levies brutal punishments against those who disappoint him. As a consequence, life in the Balican military is harsh and demanding, following Zanthiros' examples.
- Orianestra (LN half-elf female R6) is the Palace Songmistress. This role, held by a succession of beautiful half-elven women, traditionally resembles something akin to that of royal consort, but has expanded to encompass duties of espionage and surveillance. Orianestra fills all these functions admirably, pandering to Andropinis while she oversees a network of spies and informants that keep her and her lord up to date on the winds of changing politics in the city.
- Elvar (N human male D8) is the protector of the Dictator's orange groves. Elvar is deeply dedicated to his work but his heart is conflicted by the realisation that Andropinis is a potent defiler who uses the orange trees to power his spells, then expects Elvar to keep the groves healthy. Elvar dares not protest against this state of affairs and feels trapped in a gilded cage, at the mercy of the Dictator.

IMPORTANT FEATURES IN THE CITY

The Megaleneon is the physical and political centre of Balic, a high, rocky hill overlooking the harbour. Andropinis rules from the White Palace, a majestic structure at the top of the hill. The Chamber of Patricians and the barracks of the First Legion sit farther down the slope of the Megaleneon.

The Criterion is Balic's arena, situated at the base of the Megaleneon. Made of pure white marble, it is one of the most beautiful of the known arenas. Great architectural sails rise 120 feet from the arena walls toward the sky and can be seen from anywhere in the city.

The Shining Bridges are monumental marble bridges across silt-filled ravines that surround the Agora, Balic's main market. Barred from the Agora itself, the city's elven market spills out onto these bridges, lining them with stalls, food tents, and entertainers at all hours of the day and night.

The Arsenal is Balic's military shipyard. The silt dromonds of the Dictator's fleet are constructed in this walled compound, which also functions as a legion barracks and a fortress guarding the harbour against attacks by giants.

The Slave Auction: A small plaza in the middle of the Harbour Precinct is the site of Balic's slave auction, which is open three days of each week. Because the city takes a cut of each slave's sale price, it is illegal for anyone to sell slaves except at the auction.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(DT)=from *Dune Trader*

(MHoA)=from *Merchant House of Amketch*

(VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Celik

CELIK

The ruined city of Celik, stronghold of House Mareneth. Inhabitants are called Celikites.

WHO RULES

Korsun Mareneth (LN human male Tr16), patriarch of his house, controls the city.

WHO REALLY RULES

Although House Mareneth controls several wards of the ruined city, Korsun's mind has been dominated by the psychic remnants of an ancient Celikite. He is only the latest in a long line of house patriarchs to suffer this fate.

Elf tribes control other wards of Celik, vying with Mareneth for overall control, while adventurers explore the remaining ruins, seeking what fortune they can.

The true power in Celik, however, is Ozurias, the Peerless Imperceptor (LE human (undead) male Psi25), a powerful meorty who has called Celik home since the Green Age. Ozurias watches over Celik, ensuring that any who enter the city adhere to ancient laws laid down in ages past.

POPULATION

4,500 (60% human, 20% elf, 5% dwarf, 5% half-giant, 5% half-elf, 2% pterran, 2% mul, less than 1% thri-kreen, tari and halfling; 10% noble (agent), 40% citizen (employee), 20% outsider merchant (elf tribe), 30% outsider labourer).

EMBLEMS

The original emblem of Celik was segmented wheel (representing the city's Green Age canals). Now, House Mareneth flies its colours over the ruins - a red circle on a blue background, with an upheld black sword overlaid across both.

ECONOMY

Celik's largest exports are gold, iron, and other ancient goods extracted from the ruins. Celik's main imports include food, livestock, timber, weapons, and armour. Specifically, Celik purchases food and flocks of livestock from nomads and villages to the southeast during times of plenty, and sells them back at higher prices to these same villages during times of famine. House Mareneth often accepts family members from these villages as payment, then sells these as slaves to Balic and other northern cities.

The southern villages tolerate this extortion because they know well that if they stockpile food, raiders from House Mareneth or the elf tribes will only take it from them. Celik also exports water to these villages during times of drought, and sells them dried fruits from Balic.

ARMED FORCES

There are no centralised armed forces in Celik, but the settlement is one of the most heavily fortified in the Tablelands. House Mareneth employs hundreds of warriors, some members of the house, others mercenaries, and bands of adventurers looking to make a quick profit from the ruins are a frequent feature.

The Clearwater elf tribe makes frequent stops in the region, trading with House Mareneth, and its warriors swells the ranks of Celik's defenders at those times. More permanent residents include the Stormwalker elf tribe, one of the larger tribes of the southern wastes. They have staked out a large portion of the ruins and man their territory with many skilled defenders.

AVAILABILITY OF EQUIPMENT

Celik has markets and other amenities, like other Athasian cities, but Celikite merchants prey on travellers from the north whenever they can. All supplies purchased in Celik cost 1d20 x 10 times more than standard. Water is charged at 40 cp per quart, with no possibility of barter or argument.

NOTABLE MAGES

- Jentil Steeljaw (NG elf female Psi18/PI7) is the leader of the Clearwater elves. Not always present in Celik, when she is in the city, she is highly respected. Her beauty is matched only by her insight and wisdom and her dedication to her tribe. (DT)
- Thuma Stormwalker (CE elf female DI8) is the chief mage of the Stormwalker tribe and is a powerful and thoroughly corrupt defiler. She uses the tribe and its presence in Celik as a means to further her arcane studies, and would betray them in an instant if she found enough power in the ruins to assure her independence. Thuma is one of the most malignant presences in Celik, a catastrophe waiting to happen.
- Timaros Mareneth (N human male PII) joined House Mareneth after his village was slaughtered by gith. He has risen to become a skilled wizard, fanatically dedicated to the house that saved his life. He suspects that all is not as it seems with Korsun, but the truth of the matter eludes him... for now.

NOTABLE TEMPLES

- The House of the Infinite Sands is a shrine to elemental earth, presided over by Aletuu (NG elf male Ce14), a brown elf of the deep desert. Aletuu preaches the transcendental mysteries that await those who lose themselves in the wastes and open their souls to the shifting truths of the devouring sands.
- The Black Glass Fane is a temple to elemental magma with dozens of adherents. Its high priest Vrast (CN dwarf male Cm12) claims to have survived a journey into the Obsidian Plains of the far south and learned terrible truths there. He shares these only with his closest and most devout followers.

- The Balefire Barrow is a shrine to elemental earth that venerates the ancient dead of Celik by lighting fires in their memory. It is built on the site of a crumbling mausoleum and there are constant rumours that its priests can command those interred there to do their bidding. Its chief priestess, a half-elf by the name of Rutha (N elf female CfI6) does little to refute this speculation.

NOTABLE ROGUES AND THIEVES' GUILDS

- The *Starchasers* are a small elven tribe of con artists and extortionists who specialise in swindling gamblers. They prey on foolish and hopeful adventurers who come to Celik to seek their fortune, while avoiding the ire of House Mareneth and the Clearwater and Stormwalker tribes.
- Ana'akatee'a (NE elf female BardII/Psi4) is a blooming assassin and dancer. Though in her twenties, she still appears in her early teens and, though she feigns the innocence of youth, she has murdered more people than most professional assassins kill over their lifetimes. One striking aspect of her work is that none of her customers know her identity though her name is famous.

NOTABLE MERCHANT HOUSES

House Mareneth. Once the chief merchant house of Kalidnay, Mareneth now calls Celik home. Controlling over sixty percent of the ruins, they keep a firm grip on power, ensuring that all who come to Celik do so in servitude to the house, or pay them a tithe. Mareneth's symbol is a red circle on a blue background, with an upheld black sword overlaid across both.

- Korsun Mareneth (LN human male TrI6) is brilliant trader who delegates broad responsibilities of the trade routes to agents that he trusts, but surrounds himself with unproven and untrustworthy agents whose work he micromanages closely. As noted above, however, Korsun's mind is not his own.
- Derranda Mareneth (N human female DI5) is heir apparent to Korsun. A ruthless woman who wields the defiling arts like a blade, she is anxious to live up to Korsun's legacy when the time comes. Should she realise exactly what awaits her, however, Derranda would sooner see Mareneth fall than become the slave of a psionic haunt.
- Parash Mareneth (LE male human ThI2) is Mareneth's leading covert operative. Stern and with a taste for cruelty, he has allied himself with the Clearwater elves behind Korsun's back as part of a long-term ploy to seize control of the house for himself.

Other Dynastic Merchant Houses. None. Only the Clearwater elves are able to maintain a meaningful trading presence in Celik and, as such, are House Mareneth's chief rivals in the region.

IMPORTANT CHARACTERS

- Ozurias, the Peerless Imperceptor (LE human (undead) male Psi25) enforces ancient Celik law, most notably the division of society into five castes: the Ruler, the Nobility, the Honoured Guests, the Citizens, and the Outsiders. Specific requirements apply to each caste, and Ozurias punishes infractions with fines or floggings. Seditious or assaults on the Ruler and the Nobles carry the death penalty, which the Ruler (currently Korsun Mareneth) can pardon.
- Karala (NE villich female, Psi20) is an immortal psionic terror who dwells beneath the city. Never taken to be with her people, she was enslaved in Celik until its fall and has haunted it ever since, psychically feeding on whomever crosses her path. She cannot die but often falls into slumber lasting centuries. When she wakes, horror ensues.
- Garek Bloodfist (LN human male F8) came to Celik to make his fortune but instead found a home. A capable scout and warrior, he has travelled extensively in the deserts south of Celik. He has an excellent reputation in the city, should visitors decide to acquire his services. Garek is eccentric and filthy, but a good man in a fight.

IMPORTANT FEATURES IN THE CITY

The Canals. In the Green Age, Celik was a city of many canals. These are all dried up now, but their channels remain, choked with silt or rubble. In many places, they are the best way to get around the city, avoiding the ruined streets. They are heavily contested and defended and passing through them can mean running a gauntlet of elven arrows or worse.

The White Dolmen is an ancient stone that lies at the heart of the city. So old that none can remember its origin, it seems almost alive, sometimes warm to the touch, at other times thrumming with barely perceptible energies. Natural healing is accelerated near the Dolmen, and diseases vanish, but there are reports of strange mutations emerging in those who spend too much time in its presence.

The Dirge is the name given to an unearthly psionic aura that emanates from Celik. It calls the beasts of the wastes to the ruins and occasionally manifests psychic constructs from the mindscapes of Celik's inhabitants. It even draws creatures from other planes to the area. The Dirge is thought to be a result of a psionic disaster that all but destroyed Celik in the Green Age.

The Undead. Celik is plagued by undead. Ozurias, the Peerless Imperceptor, is the most famous of these, but many others call the ruins home. The psionic disaster that ruined Celik drew strange energies from the Gray, awakening all manner of undead creatures. Although they cannot stray far from the ruins, they remain a constant threat within the city.

Key

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Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cm=Cleric (Sphere of Magma)

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DM's Summary Statistics for the City-State of Draji

DRAJ

The city-state of Tectuktitlay. Natives are called "Draji" or "the Draj".

WHO RULES

Tectuktitlay (LE male 22nd-level Dragon) claims to be a god - the Father of Life and Master of the Two Moons.

WHO REALLY RULES

Tectuktitlay enforces his rule from his palace of Two Moon City, with the assistance of his templars, known as Moon Priests, and a savage culture of cruelty, violence, and sacrifice. Under the command of High Templar Maxtlixoco (LE human male Te15), they give life to Tectuktitlay's reign of terror. They are assisted by the House of the Mind, the royal psionics academy, and its master Ixtabai the Blind (LN human male Psi12)

POPULATION

15,000 (60% human, 15% dwarf, 5% mul, 15% elf, 3% half-elf, 2% half-giant, a few thri-kreen and halflings; 40% freemen, 60% slave, fractional percentages of nobles and Moon Priests). Many more - mostly slaves and guards - dwell in the surrounding fields.

EMBLEMS

The ferocious jaguar is Draji's main symbol. Other symbols are a representation of the city's violent warrior culture: the feathered serpent, the smoking mirror, and various statues and obelisks representing death and war in all its forms.

ECONOMY

Draji's main imports are livestock, slaves (who fetch a high price), and copper. Exports include wheat, rice (both are sold for a healthy profit to other starving cities), hemp and hemp products, bricks, and expensive linens. Major trade routes exist to Kurn and Eldaarich (Draji is the only Tablelands city to trade with these northern regions). Draji trades increasingly with these cities as Raam descends into chaos. South, through the silt to Cromlin, is the only safe way to reach Nibenay and Gulg, and the rest of the Tablelands.

ARMED FORCES

Draji maintains an army of approximately 2,000 well-armed and well-trained troops. These troops are divided into three groups: the Jaguar Knights, highest ranking; the Eagle Knights; and the Arrow Knights, elite archers but lowest-ranked troops. All troops are proficient in Draji's four main weapons: the macahuitl (obsidian sword), javelin, spear and bow and arrow. Troops are well versed in psychological warfare tactics, to scare the enemy or cause confusion. Draji rarely makes use of mounts in combat.

AVAILABILITY OF EQUIPMENT

Almost everything can be found in Draji, but if it isn't produced locally, the price may be above normal. Animals (livestock or mounts) will be expensive (two to three times the base cost). Weapons will be regularly priced, and are easily bought. Good food is easy to find, Draji cuisine being excellent.

NOTABLE MAGES

- Chimali Zaachila (LG human female P4) is the current leader of the Veiled Alliance in Draji. She pretends to be much more powerful than she really is (P14), and her secret makes her reluctant to engage in any pursuits that might reveal the truth. As such, the Veiled Alliance in Draji is little more than a secret club for wizards. (VA)
- Nauhyotl Chalca (LN human male P12) is a young wizard who means well but has misgivings about Chimali. Tectuktitlay's Moon Priests are attempting to leverage his doubts by offering him gold. It remains to be seen how Nauhyotl will react. (VA)
- Xaltotec (NE human male D12) is the government's most-used defiler. Xaltotec has amassed a small fortune while doing the king's dirty work and owns a small compound on the Draji mud flat. A tall, strong man, he knows his security and power are based on his anonymity, so he keeps his defiling practices well hidden. (CSoD)

NOTABLE TEMPLES

- The Temples of Ral and Guthay, under administration of the templars, are situated inside Two Moon City, and house the young recruits to the templarate. Here is where the templars-in-training are taught to read, learn the secret language of the templarate, and learn how to become templars.
- The Temple of Earth, overseen by High Priestess Nahualixi (LN dwarf female Ce10), is located just outside Two Moon City, near the entrance gate. Nahualixi is a well-respected and aged dwarven priestess who supervises the clan fields and helps the nobility with their crops. She has been tending to Draji for over 100 years. Fifteen other priests study under Nahualixi at the temple.
- The Temple of Fire, under High Priest Imotec (NE human male Cf16), is located on the eastern edge of the Draji mud flat. Imotec is a powerful priest who operates a successful temple in Draji's warrior culture. The temple is responsible for the cremation of the dead, when families wish so. Huge piles of oil and hemp are burned continuously in the Temple of Fire, creating a large cloud of smoke over the eastern edge of the Draji mud flat. When winds turn westward, the cloud of smoke can gather over the city, but it usually dissipates before becoming a nuisance. Approximately 25 priests can be found at any given time at the temple.

- The Temple of Water supervised by High Priest Tanuixtli (CG half-elf male Cw10), is a small building located just outside the artisan district of Draji. Tanuixtli usually works alone, helping those in need when he can. He rarely receives any visiting priests, and makes barely enough money to maintain his small temple.
- The Temple of Rain and its priest Rugar Stormbringer (NE male halfling Cr8) are new additions to Draji, but worship here is rapidly gaining popularity

NOTABLE ROGUES AND THIEVES' GUILDS

Thievery is anathema to Draji culture. No native Draji would stoop so low as to steal, as thieves are considered the worst kind of scum on the Tablelands. The penalty for stealing in Draji is death. Thieves caught stealing outside Two Moon City are either killed on the spot or brought to the cages in the city, where they will remain without food or water until they die. Thieves caught stealing inside Two Moon City are sacrificed as soon as possible on the Great Pyramid.

NOTABLE MERCHANT HOUSES

House Tsalaxa is Draji's main trading house. Tsalaxa is aggressive and ruthless in its business practices, resorting to blackmail, kidnapping, and even assassination to achieve its goals. The house often sells its goods at reduced prices to undercut rivals, then drastically raises the price once the competition has been eliminated. Tsalaxa maintains cordial relations with the rulers of other city-states. Its symbol is a black banner bearing a pair of glaring, bestial yellow eyes. (DT)

- Ydris Tsalaxa (NE human male Tr20) is crafty, and underhanded. He has ruled House Tsalaxa for over fifty years and shows no sign of slowing down. He despises cruelty and violence, not for moral reasons, but because they are simply inefficient.
- Yarsha Tsalaxa (LN human female Tr15/Th8) is Ydris's granddaughter. A very intelligent woman, she is certain that she could run the house better than Ydris and has gathered a circle of supporters about herself for this eventuality.
- Bartis (NE male human GI7) is a former gladiator who has worked as a guard and military expert for House Tsalaxa for 20 years. While not overly intelligent, his loyalty to House Tsalaxa is unbreakable.
- Kargash (CE human male D15) is Tsalaxa's chief schemer, master of spies, and expert meddler. He is loyal to House Tsalaxa with an enthusiasm and relish that border on the diabolical. He may appear charming and friendly, but that is just an act. He uses people merely to gain more power or glory for himself or House Tsalaxa.

The Dedys Consortium. This alliance of three small houses (Terg, Voyan, and Shakkur) has managed to survive in Draji despite Tsalaxa's unrelenting scheming. The consortium survives because of its extremely cunning nature and the generous assistance it receives from Tsalaxa's enemies, mainly House Wavir of Balic.

Other Dynastic Merchant Houses. Only Wavir and M'ke maintain a outposts in Draji, though M'ke's fortunes in Draji have been improving in the last few years. The other major houses have never been able to successfully maintain a physical presence in Draji.

IMPORTANT CHARACTERS

- Maxtlixoco (LE human male Te15), is the High Moon Priest, chief of the cult that deifies Tectuktitlay. He is a stringent, petty fanatic and brutally punishes lesser priests who aren't sufficiently attentive to their duties. A withered old man of 80, Maxtlixoco is the son of Tectuktitlay, who saw to his child's rise through the ranks of the templars. The High Moon Priest is a spiteful madman who earnestly believes his father's propaganda and brooks not the slightest expression of doubt about Tectuktitlay in his presence.
- Chilocotec (LN human male F13), Commander of the Army, takes his orders directly from the king. His loyalty to Tectuktitlay and the city is unquestionable, and the battle-hardened veteran prides himself as the most respected warrior in all of Draji.

IMPORTANT FEATURES IN THE CITY

Two Moon City is Draji's walled inner city. In it are located the Great Pyramid, the Palace of Gladiatorial Combat, the Temples of Ral and Guthay, Tectuktitlay's grain silos, and the Jaguar Plaza. No beasts of burden are allowed inside the inner city.

The Great Pyramid is where Tectuktitlay conducts all his business, and where sacrifices are held regularly. Standing over 200 feet tall, this is easily the most impressive building in Draji. Only templars and important and distinguished guests are allowed inside.

The Mud Flat is where the city-state is built. Draji has no city wall, the mud ensuring that the only way into Draji is via a stone road spanning it. The Draji fashion the mud into bricks that they use to repair their homes and sell to other city-states.

Palace of Gladiatorial Combat. This arena is a grand amphitheatre-style coliseum. Tectuktitlay's likeness appears everywhere. Tectuktitlay has a habit of discarding slaves, functionaries, and anyone who displeases him from the height of his temple, which abuts the arena, leaving their bodies to rot in the sun as an example to his people.

Key

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 Cw=Cleric (Sphere of Water)
 Cr=Cleric (Sphere of Rain)
 D=Defiler

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 (CSoD)=from *City-State of Draji*
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 (VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Eldaarich

ELDAARICH

The domain of the mad sorcerer-king Daskinor. Natives are called Eldaarish.

WHO RULES

Daskinor (CE male 22nd-level Dragon) stands atop the social hierarchy.

WHO REALLY RULES

Daskinor is deeply paranoid and this madness infects every aspect of his rule. He invents enemies where there are none and mistrust is the order of the day, turning his nobles and templars against each other. Daskinor's templars serve as administrators to the city, and act as the sorcerer-king's eyes and ears, watching for signs of treachery. Eldaarich has become a police state, the templars its enforcers. They command the military. They oversee all records and the distribution of goods and services. They hold the power of life and death for the rest of the citizenry in their terrified hands.

POPULATION

21,000 (60% human, 15% dwarf, 15% mul, 10% half-giant, a few elves, half-elves and halflings, and a handful of aarakocra wasting away in slave pits). More live in farms set up in the fertile fields around the city.

EMBLEMS

Eldaarich rarely uses an emblem, as it has little reason to announce itself to other city-states. Traditionally, an idealised image of Daskinor's profile is used when necessary.

ECONOMY

After centuries of isolation, Eldaarich has resumed trade with the outer world through House Azeth of Kurn. Eldaarich grows the majority of its food in the protected village of South Guard, and nearby farms. It acquires additional food stores from traders, but has a more pressing need for iron, obsidian, textiles, and other staples. Its most sought-after export is gold and silver, which it culls with great difficulty from nearby mountains rising out of the Silt Sea.

ARMED FORCES

Eldaarich is rotting from within, but its outer defences are as strong as they ever were. Eldaarich boasts a modest army of four thousand soldiers, many of whom are slaves. Templars in the army include the elite Nashtap Red Guard cavalry, the Kulag silt fleet, and the Shtas infantry. Fortified walls, war machines, retractable bridges and a series of keeps and forts all protect the city from invaders – imagined or otherwise.

AVAILABILITY OF EQUIPMENT

Eldaarich's markets are some of the poorest known. Although trade with the outside world has resumed, the staples of Athasian life are hard to come by. Prices are high and items are sometimes banned with little reason, as Daskinor's latest bout of paranoia declares sales of one commodity or another as illegal or likely to foment rebellion. All trade goods enter the city through the village of Silt Side, run by House Azeth from Kurn.

NOTABLE MAGES

- Braskia Holzdaughter (NG human female P7) is one of the few preservers native to Eldaarich. Daskinor rooted out and destroyed the city's Veiled Alliance four centuries ago and Braskia and her colleagues spend much of their time trying to recover the Alliance's lost lore.
- Rasa of Kurn (LG human female P11) is an infiltrator from the city-state of Kurn. She has come to Eldaarich to provide support and training for its tiny population of preservers, but masquerades as a trader from House Azeth. If discovered, she would certainly be put to death and revealing her true home could spark hostilities between Kurn and Eldaarich. Rasa keeps a very low profile as a result.

NOTABLE TEMPLES

There are no temples or shrines to the elements within Eldaarich itself – these were declared illegal by Daskinor in a fit of paranoia many years ago. He has since rescinded the ban, but no priest dares risk setting up shop in the city, for fear that the ban could return without notice.

- There are shrines to the four major elements in the town of South Guard, sponsored by the cosmopolitan nobles of that place. Those wishing to make use of these shrines need permission from the sponsoring nobles. A druid is also known to watch over its plantations, and is welcoming to visitors who are willing to spend a few hours helping till the fields.
- A large temple to silt, overseen by Prost (LN dwarf male Cs12) has been established in Silt Side, where much of Eldaarich's trade occurs. Prost caters mainly to merchants and silt sailors, but can be persuaded to divert attention from his busy schedule with sufficient coin.

NOTABLE ROGUES AND THIEVES' GUILDS

- The *Savak* are Daskinor's secret police, one of seven orders within his templarate. They control a number of street gangs in the city, allowing the gangs to pursue their larcenous ends in return for channelling information back to the *Savak*. It is easy, therefore, to find thieves and fences in Eldaarich, but revealing too much to them is risky, as word always makes it back to the *Savak* and, through them, the sorcerer-king himself.

- The *Bowel Breed* is a collection of former slaves, escaped criminals, murderers, and mutated outcasts who dwell in the tunnels and caverns that lie beneath Eldaarich. A truly appalling band of outlaws with few morals, they nevertheless hate Daskinor and his templars with a passion. Although far from trustworthy, they will assist those opposed to the mad sorcerer-king, given good enough reasons.
- The *Silt Siders* are a simple smuggling ring that skims profit from the trade that flows in and out of Eldaarich via the port of Silt Side. The templarate knows all about them and their petty dealings, but turns a blind eye because their presence is actually good for trade, giving the traders a sense that they have some independence and a way to make a few ceramics on the side. For small-scale operations, the Silt Siders are a safe option. Larger heists draw too much attention from the templars and are doomed to fail.

NOTABLE MERCHANT HOUSES

House Azeth. This small Kurnan house was given permission to set up the village of Silt Side and from there conduct trade with Eldaarich. All merchants must go through House Azeth if they want to acquire Eldaarish goods or get their own wares into the closed city. Azeth makes a healthy profit as the middleman, but the house doesn't unduly hike prices to fill its own coffers. Azeth's standard is a red wasp on a grey background. (WC)

- Corik Azeth (LN human male Tr9) rarely visits Silt Side, but has begun to develop a trusting relationship with Daskinor's high templar Kerrilis and is pleased that trade seems to be growing with the formerly isolated city-state.
- Callan Azeth (N human male Tr8) oversees House Azeth's interests in Silt Side. Corik's cousin, Callan has been thoroughly compromised by the Eldaarish templarate, who cultivated and now feed Callan's addiction to *sogee*, a local narcotic. For now, the templars keep Callan supplied with the drug, but will make use of this leverage when needed.

Other Dynastic Merchant Houses. None. Daskinor does not permit other houses a presence in or near his city. House Azeth is the only merchant clan allowed to do business there.

IMPORTANT CHARACTERS

- Kerrilis (LE human female TeI4) is an ambitious creature who oversees all trade between Eldaarich and the outside world. Some say that she intends to become Daskinor's queen, and the bounty she brings to the city is just another rung on her climb to the top.
- Valos Oesten (LN human male, 0-level) is ruler and governor of South Side. He thanks his ancestors every day for their wisdom in settling outside the city-state so long ago. He is an even-tempered and fair man whose abhorrence for slavery

results in plantation workers having a degree of freedom. In fact, these workers are slaves in name only; they can come and go as they please. Eldaarich's recent activity concerns Lord Oesten, and he suspects that a dark future might await his subjects. (EoDS)

- Commander Treeth (LN dwarf male FI2) is the garrison commander at Fort Holz. A grizzled, one-armed dwarf with little patience and no manners, Treeth despises Eldaarich, but he is duty-bound to ensure that his workers coax every gold nugget they can from the mines at the Four Towers. Most of Treeth's soldiers inherited their positions from their parents, who inherited them from theirs, and so on for generations into the past. (EoDS)
- Gorma (LN dwarf female Tr5) is Commander Treeth's estranged wife, and runs the mining operation at Four Towers. This separation suits both of them just fine, because they loathe each other. Gorma oversees two dozen workers, and no one who has seen her at work doubts her skill with a pick or a lash. (EoDS)

IMPORTANT FEATURES IN THE CITY

The Watchful Spire is Daskinor's palace. Towering over every other structure in Eldaarich, nearly as pristine as when it was raised, this mighty building rises above the outer walls, which themselves are two hundred feet tall. It is topped with a glass dome so that Daskinor can peer out at his city. The sorcerer-king's residence is below the dome; the chambers, galleries, and rooms under it contain mouldering treasures from a lost age. Not trusting to mortal guards, Daskinor relies on constructs to secure his towers. Homunculi, golems, and other creations creep and crawl through the labyrinthine passages to root out the sorcerer-king's hidden foes.

The Towers of Truth are a dozen domed turrets that ring the Watchful Spire. These are the homes of the templars and their attendants. Proximity to the sorcerer-king does little to improve their condition. These structures show nearly as much wear as the rest of the city. Each tower contains personal chambers, communal dining halls, offices, and a barracks.

Fort Holz is a walled compound with extensive shipyards that predate Eldaarich. It guards the retractable bridge to the city-state. The fort has focused its efforts on improving its defences and driving off the giants that wade in from the Sea of Silt.

The Four Towers. From Fort Holz's mighty parapets, one can see the peaks known as the Four Towers rising above the blowing silt, standing strong against the dust storms that are so common in this region. The Four Towers are important to Eldaarich because they are rich in minerals, silver, and gold. The ore extracted from the Four Towers has been a key to the reopening of trade; it is one of the few commodities Eldaarich has to offer.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cs=Cleric (Sphere of Silt)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(EoDS)=from *Eye on Dark Sun*

(WC)=from *Wanderer's Chronicle*



DM's Summary Statistics for the City-State of Gulg

GULG

Capital of Lalali-Puy's empire. Natives are called Gulgans.

WHO RULES

Lalali-Puy (LE female 21st-level Dragon) has the support of her people who call her *oba*, which means forest-goddess.

WHO REALLY RULES

The Paper Nest, a secret society of templars, hunter nobles, and community leaders who are hand-picked by the queen to assist her in a ritual to make paper. During this ritual she seeks advice from this circle on affairs of the state.

POPULATION

13,500 (80% human, 7% elf, 5% dwarf, 3% mul, 2% half-elf, 2% thri-kreen, less than 1% halfling and half-giant slaves; 34% slaves, 26% judaga soldiers, 7% templars, 5% hunter nobles, 16% freemen, 4% foreigners and visiting merchants, 8% miscellaneous). There are also small outlying dagadas in the nearby forest and plains.

EMBLEMS

The hegbo, a lizard known for fiercely defending its young. Many decorative patterns incorporating the hegbo are used to indicate occupation and station throughout Gulg society.

ECONOMY

Gulg's economy is state-controlled. Culture is based on hunting and gathering but the economy is driven by agriculture and herding. Citizens may barter freely within the city, but outsiders may only deal with the templars at the *oba's* trading house. Exports include spices such as clove and vanilla, copra, kola nuts, jewellery, feathers, livestock, textiles, and some furs. Gulg imports gold, silver, and iron.

ARMED FORCES

The army of Gulg is known for its judaga head hunters. The infantry comprises 1,500 spearmen and 1,500 short bowmen. The archers use deadly poison on their arrows. Another 1,000 troops make up the specialist units, which include *crodlu* cavalry, hunter nobles, and light charioteers. The warriors of Gulg typically behead their victims to prove their fighting prowess; further, unless specifically ordered to do so, they do not take prisoners.

AVAILABILITY OF EQUIPMENT

Beyond basic provisions, baskets, and simple wood and cloth items, there is only a 50% chance of finding anything on the equipment list in Gulg. Nothing metal or containing metal components can be found in the city markets or in the queen's trading house. In the merchant camps outside the city, the

likelihood of finding an item on the list increases to 75%. Metal items can also be found there.

NOTABLE MAGES

- Aukash-Pad (LG human male P14/Cw3) single-handedly leads the Veiled Alliance in Gulg on a foolhardy mission of restoring Athas to arcadian splendour. An inconsistent leader, Aukash pretends to report to a secret governing council of the Alliance. He actually takes orders from "The Shadow Tree", a *tree of life* harbouring a malicious spirit that Aukash believes to be a reborn deity. (VA)
- Habban-Puy, Keeper of the Fetish, (NE human male D15) is the queen's chief defiler. He is responsible for guarding the queen's personal idols and magical items. He is very unsure of his position with the queen and jealous of any who gain her ear. (AG)

NOTABLE TEMPLES

- The House of Sky, temple of elemental air. High Priest Umjai (N human male Cw13); 9 attendant priests at temple, 20 students not in residence. Umjai's small network of priests live in dagadas across the city and keep him abreast of undercurrents in the community.
- The Temple of the Sun, temple of elemental fire, Shaman Tolom (LG dwarf male Cf14); 10 priests, 22 followers and students not in residence.
- The World Daga, temple of elemental earth, High Priestess Pokkit (LE human female Ce18); 6 attendant priests, 15 students and followers not in residence.

NOTABLE BARDS AND THIEVES' DAGADAS

The *Drum Circle* is a bard dagada that specializes in percussion. The head drummer, Ken-kenku Vek (NE half-elf male B12), possesses both *drums of deafening* and *drums of panic*. Ken-kenku will kill for money or magical items. His preferred method of assassination is to immobilize his victims with a blowgun dart tainted with paralytic poison. He then sits down and either tells a story or performs the drums for his victims while he drains their blood in a bowl in front of them. The victims feel no pain, and they literally watch their own life ebb away.

NOTABLE ELVEN DAGADAS

The *Salt Stealers*, a nomadic tribe from the Tablelands, have occupied a vacant slave dagada in Gulg for more than a year. They claim to sell only leather handicrafts, but actually sell magic components as well. They are careful to keep their business discreet and within the walls of the dagada. When dealing with foreigners they will often sell contraband to strangers and then track them to steal it back. The elves are certain their victims won't complain to the templars.

NOTABLE MERCHANT HOUSES

House Inika. Gulg's largest merchant house is small by the standards of its rivals. The foreign merchant houses, however, only maintain small emporiums in Gulg to deal directly with the queen's templars. Inika is known for its small, fast caravans with high-margin cargo. They are non-confrontational by nature and tend to evade rather than combat rivals. Their emblem is a plain gold circle on a black field. (DT)

- Andiamo Inika (LN human female Tr19) has been house matriarch for 18 years and has led Inika to its greatest prosperity in generations. Her friendly but firm manner has earned the unquestioning loyalty of her family and agents.
- Ranis Inika (N half-elf female B18) is the most trusted and dangerous member of the House Inika. She was adopted into the family after saving Andiamo's life. Ranis travels the Tablelands in the guise of a bard collecting intelligence and stealing trade secrets.
- Shallin Losya (N human female Psi18) is the chief psionicist of House Inika. She is responsible for training younger psionicists, but occasionally undertakes a mission, accompanies a caravan, or works at an Inika outpost.
- Tomak Reslin (LN mul male GI9) is the chief bodyguard to Andiamo Inika. She purchased him from the gladiatorial arena and gave him his freedom. In exchange he has served her faithfully.

House Riben. Once the largest of Gulg's merchant houses, House Riben was bought out by the oba. Its facilities and staff provided the foundation of her trading house.

Other Dynastic Merchant Houses. The other merchant houses have small trading houses in the city and maintain larger, semi-permanent encampments and caravansaries outside the city walls, where they trade more freely with visitors.

IMPORTANT CHARACTERS

- Mogadisho (NE human male Te15) is the brutal high-ranking templar and chief warlord to the queen. Mogadisho is as fanatically loyal to the queen as his men are to him. He disdains politics of the court and prefers the company of warriors. Mogadisho is a member of the Paper Nest. (AG)
- Hoopidjo, Gatherer of Gulg (LE human female Te15), is the high templar who manages and administers the internal affairs of the city, including the slave labour force, the fields, and the trading house. A tireless worker, Hoopidjo is one of the few people whom the queen respects and takes regularly into her confidence. Hoopidjo is a member of the Paper Nest.
- Shala, Hunt Mistress of Gulg (NE human female FI5/Psi10), heads the cult of hunter nobles in the city. Shala lives in

the Sunlight Home and is a regular member of the queen's court. She rules on all matters affecting the hunter nobles and supervises the Red Moon Hunt. She is the sole liaison between the queen and the noble class. Shala is a member of the Paper Nest. (AG)

- Taibela, Chief of Thieves (CE human female Th14), serves the queen by stealing items the oba desires. Taibela spends time in Gulg's dungeons interrogating imprisoned thieves in order to improve her knowledge and ability. (AG)
- Spunt (CE halfling female Psi8), the palace clown, is considered a slave by the oba but not by Spunt. A mean-spirited mischief maker, Spunt has been known to taunt visitors into breaching court etiquette, which lands the victims in the dungeon. (AG)
- Agafari (LN half-elf female Psi20) is an entrant of the Order and the leader of the Seer's Dagada. She busies herself supervising the training of young clairsentients and telepaths and has received instructions from the Order to observe the oba closely. She has not been able to gain the oba's trust as the oba refuses to meet with psionicists on any regular basis if they will not open their minds to her.
- Extambolan (N mul male Dr15) guards the sacred Grove of Mysteries outside Gulg.
- Chkaka-kakk (N thri-kreen Dr7) guards the baobab grove from beneath which Aukash-Pad runs the Gulg Veiled Alliance. Chkaka-kakk sees the oba as the Crescent Forest's only hope against eventual destruction at the hands of Nibenay's defilers and woodcutters. The thri-kreen will betray anyone whom it believes may jeopardise the oba's safety or power. (VA)
- Dargua (CG human male R15) is, other than Shala, the most dangerous of the elite hunter nobles. A loner by nature, Dargua spends much of his time prowling the forest. He considers the welfare of the hunting and gathering tribes of the area his concern. He has an extremely strong sense of personal honour.

IMPORTANT FEATURES IN THE CITY

Mopti Wall. A wall of brambleweed that surrounds the city. The Mopti Wall is impenetrable by nonmagical means. It is patrolled on the outside by judaga warriors.

Sunlight Home. The palace of Lalali-Puy. It is a complex of huts and lashed walkways built amid the branches of an enormous agafari tree.

Daga-faris. Ancestral homes of the Peoples (or ancient tribes of Gulg). Most consist of two or three huts built in the branches of an agafari tree. These buildings are used primarily for charitable purposes.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(AG)=from *Astician Gambit*

(DT)=from *Dune Trader*

(VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Kurn

KURN

The city of the avangion Oronis. Natives are called Kurnans.

WHO RULES

Oronis (LG male 24th-level Avangion), a former Champion of Rajaat who turned his back on his destructive past.

WHO REALLY RULES

Oronis long ago abandoned a monarchical form of government. In Old Kurn, he pretends to be sorcerer-king but allows his subjects to govern themselves via a democratic system he developed. In this system, nobles and all citizens except templars may hold public office. Elections are held at regular intervals and term limits are set. The highest elected official is called the Presider, who sits at the head of a body called the Tribunal. Members of the Tribunal are referred to as Tribunes. Together, the Presider and the Tribunes draft the laws that keep the city-state running smoothly.

POPULATION

18,000 (70% human, 10% dwarf, 5% mul, 5% elf, 2% half-giant, 2% aarakocra, 2% ssurran, 2% half-elves, 2% halflings; split between Old Kurn and New Kurn, with more in the latter. About as many dwell in the surrounding fields and forests.

EMBLEMS

A stylised mountain peak with a golden sun rising behind it.

ECONOMY

Old Kurn has a limited but active mercantile exchange that regularly welcomes aarakocra traders from Winter Nest and elf merchant tribes from both the north and south. Occasionally, ssurran traders wander down from the Scorched Plateau to make deals and gather goods to take back to their usual clients. House Tsalaxa of Draj also makes regular visits. Kurn's House Azeth, a small trading house, maintains client villages near Draj and Eldaarich that support caravans wishing to make the journey north.

ARMED FORCES

Kurn's armed forces are small but modest. It makes ample use of mercenaries, paying and treating them well to ensure their loyalty. A sizeable legion of these is stationed at the trade village of Azeth's Rest, guarding against the frequent bandit raids from the Barrier Wastes.

In Kurn itself, an army of elite warriors known as the Black Brethren defend the city, based at Fort Protector. They include psionicists and preservers among their ranks, giving the city an edge against attackers who expect only to meet martial opponents.

AVAILABILITY OF EQUIPMENT

The markets in Old Kurn are the only thriving part of the city, as the inhabitants slowly migrate to Oronis' utopia in New Kurn. Scores of dune traders pass through the walls of the city every week. As a result, Kurn is relatively well stocked, despite its remote location. Prices may be slightly elevated from time to time, and there are occasional shortages of rare commodities, but these conditions never prevail for long. Oronis makes sure that his people have a steady supply of life's necessities and luxuries.

NOTABLE MAGES

- Ulali of Prusicles (LG human female P4) is the current Presider of Kurn, now in the second year of a five-year term. This young noble's position is testament to the degree to which preservers are tolerated in Kurn - Ulali does not keep her abilities a secret and uses her powers to improve life for her fellow citizens wherever possible. (WC)
- Valiar Forasta (CG human male P20/Psi15) originally hails from Urik and was a member of the Veiled Alliance there. Inspired by a meeting with Korgunard, he travelled north, seeking Oronis and now tries to convince Oronis to teach him the road to becoming an avangion. Oronis is proving unwilling to impart such knowledge, however, fearing that the tragedies that befell Nerad and Korgunard will only happen again.
- Raako Skysinger (NE elf male DI2/ThI4) is an agent of the Shadow King of Nibenay, sent to investigate rumours that there is something unusual about Kurn and its inhabitants, something that suggests all is not as it seems in the long-forgotten city. Raako conceals his defiling with a fierce paranoia, and amasses information in preparation for his return south. So far he has not discovered the existence of New Kurn, but it's clear to him that Fort Protector hides a great secret. This wily elf is determined to find out what it is.

NOTABLE TEMPLES

- Coraanu's Fane is an ancient temple to elemental air, and the oldest building in Kurn. When the elven city of Kurn was destroyed by the Champion Albeorn, Slayer of Elves, almost nothing remained standing. This temple, however, survived. Overseen by Saluuya Lakeborn (NG elf female Ca13), it is home to marvellous carvings and faded frescoes that date back to the Green Age.
- There are numerous shrines to elemental water along the shores of Lake Kurn. The largest of these is the Silvered Hall, a beautiful building that provides healing and other clerical services to the Kurnans. Its high priest Dorek the Silent (NG human male CwI2) is anything but silent - his name was given him by his parishioners as an affectionate reference to his expansive and deeply moving sermons.

NOTABLE ROGUES AND THIEVES' GUILDS

Kurn is notable on Athas for its relatively lenient approach to thievery. This does not mean that thieves are given free reign in the city, only that their crimes do not routinely carry the death penalty. A period of indentured service akin to slavery in other cities is a more likely outcome.

Despite this, actual thieving guilds are rare in Kurn. Oronis' approach to providing for his people means that scarcity of resources is not a serious problem in the city. Those larcenous organisations that do operate instead concentrate on providing other services.

- The *Peak Riders* are smugglers who specialise in ferrying goods into and out of New Kurn and across the White Mountains, avoiding Fort Protector and its guards entirely. They are skilled at avoiding the creatures set to watch over the peaks and high passes and work with the less scrupulous aarakocra from Winter Nest to ferry illicit goods to and from Kurn, much to the annoyance of House Azeth.
- Kurn's most secretive cabal is the *Obsidian Tongue*. An alliance of thieves, bards, and wizards, they are purveyors of all that is forbidden by Oronis. Primarily, this means arts used by defilers, but any magical information or goods ruled too dangerous for Kurn's fragile society are also of interest to this group. They are not necessarily defilers (although some do secretly follow that path) but trade in the banned, the outlawed, and the unsavoury. Poisons, true slaves, dangerous narcotics and the like are all available from this group.

NOTABLE MERCHANT HOUSES

House Azeth. By the standards set by the merchant dynasties of the Tyr Region, Azeth is small. By the standards of the northern region, its wealth is beyond compare. Known for their giant wasp mounts, Azeth has holdings in the White Mountains, maintains villages near Eldaarich and along the Road of Kings, and keeps an emporium in far-off Draji. Azeth's standard is a red wasp on a grey background. (WC)

- Corik Azeth (LN human male Tr9) suspects that some sort of deception is being played out in Kurn, but business is too good for him to want to dig so deeply as to disturb the status quo. The merchant lord also has his suspicions about what's going on past the walls of Fort Protector, but he's sure that satisfying his curiosity will only ruin the position he commands.
- Cozek Azeth (CN human male Psi8) is Corik's father. He severed his own right arm at the elbow to hide tell-tale markings that would reveal his past as one of Eldaarich's Red Guard. He avoids tactics that would endanger this deception but still believes that spectacular terror and demoralising the enemy are the swiftest routes to victory. (FFN)

- Huzbug Azeth (LG male elf B12) is Azeth's chief scout and an elf who has forsaken his tribe to serve the house instead. Proud of his new loyalty, he sates his desire to run by instead learning as much as he can about far-off lands. (FFN)

Other Dynastic Merchant Houses. Draji's House Tsalaxa often sends caravans to Kurn and House Azeth maintains an outpost in Draji, ensuring mutually beneficial reciprocal trade. Ssuran and aarakocra traders are also common in the city.

IMPORTANT CHARACTERS

- Iotef (N human male B8) is a famous healer in Kurn. Best known for his invention of a drug that eases the birth of muls, his knowledge of herbs and alchemy are legendary, and many come to seek his aid. (FFN)
- Malia Kuu (LN human female, Te18) is high templar to Oronis. Devoted to her lord, she nevertheless fears that he is moving too fast with his project to build a utopia in New Kurn and that his soft-hearted approach will eventually be the undoing of all Kurnans. She argues for a slower approach and more stringent border defences.
- Commander Drask (LN mul male F22) is the head of Kurn's armed forces, stationed at Fort Protector. A warrior without compare, he is a tactical genius and strategic mastermind who labours ceaselessly to keep Kurn safe. He knows that the time will come when he will have to make decisions that his lord would balk at and sees his place in life as the blade that Oronis dare not wield.

IMPORTANT FEATURES IN THE CITY

Fort Protector sits at the eastern entrance to the hidden valley that houses New Kurn. Its high walls are thick and sturdy and manned by well-trained and loyal warriors overseen by Commander Drask. Fort Protector is treated as a bastion that guards Old Kurn, its true purpose hidden from outsiders. Anyone attempting to breach this fort would face considerable opposition, not least from Oronis himself.

Kurn Forest lies with Kurn's hidden valley and is testament to Oronis' dedication to atoning for his past misdeeds. Oronis has recreated the Green Age in the valley and the forest is the best example of his ambition. Tended by his templars on a daily basis, the forest (and its adjoining lake) help keep New Kurn alive and wealthy.

The Unveiled Tower is Oronis' personal residence, a white-walled airy building with graceful spires that reach skyward. Rather than use it as a palace, however, Oronis has established an academy for the preserving arts, sharing the depths of his arcane wisdom with the city's wizards and planning for the day when Kurnans can share their utopian dreams with the world.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

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F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(FFN)=from *Faces of the Forgotten North*

(WC)=from *Wanderer's Chronicle*



DM's Summary Statistics for the City-State of Nibenay

NIBENAY

Capital of the Shadow King's empire. Nibenay is named after the Shadow King. Natives are called Nibenese.

WHO RULES

Nibenay (LE male 23rd-level Dragon) is a recluse with a "hands-off" approach to his rule.

WHO REALLY RULES

Siemhouk (LE human female, age 14, Te15/Psi4) is the Pandita, or high priestess, to the king. She devotes her time almost exclusively to mastering her psionic talent, which may one day help her tame Nibenay's bestial rages as he advances in power. She is also responsible for the Temple of Thought. The affairs of the city are primarily administered by Arru (NE human female Te14), High Courtesan of the House; Kahaylah (N human female Te14), High Courtesan of Trade; Rejan (NE human female Te15), High Courtesan of the Army; and Djen (LE human female Te15), High Courtesan of the King's Law.

POPULATION

24,000 (60% human, 12% half-giant, 10% dwarf, 10% elf, 4% half-elf, 3% mul, less than 1% thri-kreen and halfling), with a similar number in outlying tenant farms and villages.

EMBLEMS

The royal seal is the Cilops, a gigantic centipede with one eye. Nobles and merchants use stylised images of the sorcerer-king, their ancestors, and themselves. Some use various creatures, real and fantastic, that come from Nibenese folklore.

ECONOMY

Nibenay's largest imports are gold, iron, spices, and livestock. The major trade exports from the city include rice, timber, hardwood weapons, and copper. There is also brisk trade in dried fruit, vanilla, and betel nuts, as well as linen and dyes.

ARMED FORCES

The army of Nibenay is known for its disciplined core of 1,000 half-giants. This fast-moving force can be devastating on the field. Nibenay is also reputed for its frequent use of horrific undead war machines such as rezhatta beetles and watroaches. Including the city watch and the templars, there are approximately 5,000 people employed in the Chamber of Fire's army.

AVAILABILITY OF EQUIPMENT

The equipment shops of Nibenay are perhaps the most well-stocked in the Tablelands. Most merchants are adept in the non-weapon proficiency of bargaining.

NOTABLE MAGES

- The Zwuun is a manifestation of the spirits of a group of preservers who lived centuries ago. They appear in the form of an amorphous cloud to patient mages who sing to them. The Zwuun can answer virtually any question but sometimes can be deliberately misleading. (VA)
- Thayga Phon (LN human male PI7) leads Nibenay's Veiled Alliance. He is an extremely private individual who has an interest in military history, engineering, and mathematics. His bitter hatred of defilers borders on obsession, and some people suspect that there may be more behind his hatred than his claim that his wife was killed by a defiler. He places little value on personal hygiene, and his one permanently dilated eye gives him an unsettling appearance. Thayga shows a kindness toward animals that he rarely exhibits toward people. (VA)
- Poortool (LN half-elf male PI0/Psi10) is a former student of the king's defilers who has set up a community near the Blackspine Mountains in order to research and practice magic openly. He recruits from the Veiled Alliance and often causes problems for them, driving more members from their ranks. (IT)

NOTABLE TEMPLES

- Temple of the Earth, High Priest Orloron (LE dwarf male Ce14); the priest lives in this temple, which is dug deep into the cliff that overlooks the city's north side. Orloron is called the Prophet of the Stone by the nobles who frequent this temple for his powerful psionic wild talent that allows him to foresee one aspect of a person's future when he first meets them. There are 40 resident priests here.
- Temple of Water, High Priestess Kira Tin (LN human female Cw16); this priestess lives on an ornate site attended to by her 12 husbands, who are also priests. Kira's husbands are often called upon to assist with problems at the hot springs. The temple is entirely supported by the contributions of the noble houses. Kira is a pensive woman of regal beauty. She highly values the traditions of her cult and is fairly removed from the day-to-day life of the freemen.
- Temple of the Sun, temple of elemental fire, High Priest Fetch (CG half-elf male Cf10); 20 priests, 20 followers. Amid huge stone braziers and continually burning pools of oil, Fetch administers to the needs of the freemen in both the city and the countryside. Fetch has recently begun to offer a service in which his priests collect dead slaves and then cremate them for a fee. He has been promoting this service very aggressively, which has caused some raised eyebrows around the town.
- Temple of Air, temple of elemental air, High Priest Hanathos (NE human male Ca13). His 20 acolytes are often called into the countryside, where many tenant farmers consider the windstorms to be the greatest threat to their livelihood.

NOTABLE ROGUES AND THIEVES' GUILDS

- The *Drywell Consortium* is a mixed-race gang of con artists and extortionists who specialize in robbing and cheating would-be-investors and merchants. Their money-making enterprises are generally nonviolent, but they will not hesitate to eliminate - with bloody efficiency - any threat to their security.
- The *Hill Children* is a tribe of elves that has camped in the Hill District of Nibenay for so long that other elf tribes consider them to be only half-elf. Their thievery extends across the city.
- The *Shadows* and *Sky Singers* tribes also conduct a significant amount of business in and around Nibenay.
- Soleste (NE half-elf female B18) is a retired assassin and dancer. During her youth she amassed a handsome fortune between her ruthless killings and sensual performances. Now in her late middle-age, she is still a strikingly beautiful woman. She has become a leading citizen and patron of the arts in Nibenay, where people only speculate about her sordid past.

NOTABLE MERCHANT HOUSES

House Shom. Once the largest merchant house in the Tablelands, Shom has slowly declined while its leaders have become preoccupied with their decadent lifestyles. Still the leading faction of Nibenay, the house is a dim shadow of its former greatness. The emblem of Shom is three white dragonflies on a red-and-black diagonally divided field. (DT)

- Giovo Shom (N human male Tr20) was once a formidable trader who was determined to turn House Shom around. Now he is a corpulent recluse whose love of luxury has become an obsession. Rarely seen except at Shom's lavish balls and the gladiatorial games, Giovo's appetites are costing the house a fortune.
- Temmnya Shom (NE human female D15), heir to the leadership of the house, is a pure hedonist. She has little interest in business and prefers to spend her time experimenting with sensual excess. She is planning to either discredit or dispose of her brother Jebea.
- Jebea Shom (LN human male Tr12/F5) was sent to a distant outpost as a child by his older sister Temmnya, who wanted to eliminate a potential rival for leadership of the house. Jebea grew up to be a competent and reform-minded trader. He is currently touring outposts in an attempt to gain support for his plan to pull the house out of decline.
- Farlahn Mordis (CE human male Th12) is Shom's leading agent. He is a corrupt individual with expensive tastes. He has entered into an alliance with Temmnya to discredit or destroy Jebea Shom, whose plans for reform threaten Farlahn's life of pleasure.

IMPORTANT CHARACTERS

- Thong Nal, abbot of the Exalted Path monastery (LN aged human male Ca3), has encouraged the growth of the monastic movement in Nibenay. Several years ago he came under the psionic domination of Kayardi Drasad.
- Kayardi Drasad (LN human male Psi21) is an initiate of the Order. Posing as a young acolyte at the Exalted Path monastery, Kayardi has dominated the abbot and created a haven for young psionicists within the walls of the monastery.
- Au Treng, abbess of the Serene Bliss monastery (LN human female Ce4), supervises the population of female monks. It is rumoured that she once tried to become a templar but was refused under mysterious circumstances. She has noticed the subtle changes in Thong Nal since he has come under Kayardi's influence. She does not suspect the true cause of the changes as she rarely sees the abbot.
- Djef (LN dwarf male Psi 15) is the master of Nibenay's School of Augurs. The profit-minded dwarf has established a telepathic message delivery service and a teleportive service for transporting passengers and small packages. Quite a few students have left the school to avoid Djef's pragmatism; they continue to study at the monasteries.
- Horga-at-Horg (CG halfling female F5/Psi5) is the self-appointed defender of Thayga Phon. The halfling has terribly pocked skin and is very bulky for her race. Her monstrous appearance, however, belies her kind nature. She is fiercely protective of Thayga Phon and assumes all strangers are potential enemies. Horga has never explained why she left the Forest Ridge. (VA)

IMPORTANT FEATURES IN THE CITY

The Naggaramakam. The Forbidden Dominion (the king's walled palace complex) is an actual walled city in the centre of Nibenay. No freeman has ever seen the palace itself, which is said to be carved in the likeness of the king. All Nibenay's templars live within the Naggaramakam, but they conduct business from the administrative temples in the city.

The Omnipotent Receivers. This is a line of huge statues of the sorcerer-king bordering the main road leading to the city.

Plain of Burning Water. Just south of the city's outskirts lie hundreds of acres of bubbling hot springs, the Plain of Burning Water. These springs have been owned by the noble houses for centuries and have ensured their wealth for as long.

The City Reservoir. This is an enormous stone bunker capped with a lush garden. The reservoir is used by the king and is intended to supply the city with water in the event of a siege.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

Te=Templar

Th=Thief

Tr=Trader

(AG)=from *Astician Gambit*

(DT)=from *Dune Trader*

(IT)=from *Ivory Triangle*

(VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Raam

RAAM

The city of Abalach-Re, Great Vizier of a false deity. Natives are called Raamites or Raamish.

WHO RULES

Abalach-Re (LE female 21st-level Dragon) believes that she is the earthly representative of a god known as Badna.

WHO REALLY RULES

Abalach-Re rules her city in name only. Generations ago, she abandoned her royal title and declared herself to be the representative of Badna. Since then, her city has grown increasingly chaotic. In Raam's streets, violent factions sworn to one warlord or another battle for control as the once-vibrant and influential city slips into ruin. Mobs riot daily against their ineffectual ruler, and her templars dare not set foot in some of the city's districts.

Raam has two police forces that struggle to maintain order. The public enforcers, called *mansabdars*, do a lackadaisical job, and corruption rules them. Meanwhile, a secret police force called the *kuotagha* brutally enforces the city's laws, inducing terror in law-abiding citizens and criminals alike.

POPULATION

40,000 (40% human, 20% dwarf, 10% mul, 15% elf, 5% half-elf, 5% half-giant, 4% thri-kreen, 1% halfling; 5% priests, 10% templars and soldiers, 20% merchants, artisans, and landowners, 60% servants and labourers, 5% outcasts). Another 40,000 or so dwell in the warlord-dominated estates surrounding the city.

EMBLEMS

Raam uses both Abalach-Re's face and a representation of Badna, a four-armed man in a long loincloth.

ECONOMY

Once famous for its gem mines, Raam's economy is now near collapse. The mines are long empty, the fields surrounding the city are largely untended and wild, and food is expensive and difficult to come by in large quantities. Noble families act more like raiding tribes and merchant caravans are heavily armed expeditions. House M'ke in particular is drawing on its vast cash reserves to see it through these anarchic times.

Raam's exports are few. Some noble families still control silver mines and use them to remain solvent, and House M'ke keeps silk wyrms beneath its palatial headquarters, selling their silk at a great profit. There is also a small industry exporting other woven cloths to the other cities of the Tablelands. In contrast, Raam is forced to import iron, obsidian, salt, wheat, and slaves just to remain functional.

ARMED FORCES

Raam's army, the largest in the region, is all that prevents it from being overrun. The mansabdars form its heart, leading thousands of wretched slave-soldiers. Abalach-Re also hoards weapons, armour, and equipment in an enormous armoury beneath her palace, with which she could arm her entire populace - if she dared.

AVAILABILITY OF EQUIPMENT

Obtaining equipment in Raam is an endeavour filled with hazards. Often, items sought are not available and, when they are, prices can be exorbitant. Occasionally, prices fall drastically as the market suffers near collapse, but such occurrences are unpredictable at best.

NOTABLE MAGES

- Nanda Shatri (LG human female P20/Psi5) is the 177th daughter of Abalach-Re and leads the city's Veiled Alliance. Born an outcast, she has not forgotten her lowly origins, but her ambition is unrivalled, and she currently seeks to become an avangion. (VA)
- Kalihana of the Ormul (NG elf male PI3) was born to a merchant family but now acts as Nanda Shatri's second-in-command. Much of the daily responsibility of running the Alliance falls to him, as Shatri pursues her lofty goals. (VA)
- Astar Legar (CN human female DI8) is the chief wizard of House M'ke. A former mercenary, the House denies that she exists, allowing Astar to operate from the shadows, cloaking her activities in hearsay and rumour. (DT)

NOTABLE TEMPLES

There are none. Abalach-re razed the city's existing shrines and temples years ago, replacing them with new shrines dedicated to Badna. These shrines, called *upubadna*, consist of a crude stone replica of a grinning sun fastened to the top of a wooden post. Beneath the stone sun hangs a prayer wheel covered in symbols representing obedience, charity, or some other aspect of Badna. Worshipers must spin the wheel, then improvise a brief prayer to Badna based on the indicated aspect. Unsurprisingly, the *upubadna* are treated with as much scorn as the Great Vizier.

NOTABLE ROGUES AND THIEVES' GUILDS

- The mansabdars, far from acting as reliable servants of law and order, are thoroughly corrupt, and often operate as agents of whomever can offer them sufficient bribes. Most are on the payroll of warlords or wealthy merchants and spend their time watching out for their patrons' interests. Others shake down commoners and artisans in their districts, work for criminal gangs, or arrest whomever they're paid to arrest.

- Raamish noble families, known as *nawabs*, control numerous criminal gangs which they use to wage war on each other (in addition to mercenaries, commoners, and mansabdars). These gangs act as rival guilds, their allegiances determined by the nawab they serve.
- The leading warlords include Nawab Maarham, a human demagogue who is a crime lord with control of the gangs in the poorer quarters of the city; Nawab Urdun-Mor, a militant dwarf who controls the arena and many mansabdars; and Nawab Shialha, an elf with ties to elven tribes outside the city.

NOTABLE MERCHANT HOUSES

House M'ke. Ruthless and cautious, House M'ke is weathering the storms that beset Raam by virtue of its vast treasury and flexible trading practices. They respect their equals and crush those whom they deem weaker. It is the only way they can survive. M'ke's symbol is a silver quill pen on a red field. (DT)

- Truvo M'ke (N human male Tr22) is wizened and ancient. He adheres strictly to the Merchant's Code and is quiet and slow to anger. Always in the company of his pet raven Kraa, his wisdom is unfaltering, if sometimes slow to manifest.
- Rogil M'ke (NG human male Tr18/F10) is Truvo's great-grandson (or possibly great-great) who styles himself as a foppish womaniser. In reality, he is a skilled and cunning operator who has been more or less running the house for years.
- Mys'tll (CN male thri-kreen R12) was caught robbing an M'ke outpost after the destruction of his tribe. The kreen pledged loyalty to the house and was spared. He now acts as a scout and liaison with other thri-kreen tribes.

Other Dynastic Merchant Houses. Although all the other great houses of the Tablelands, and smaller local houses like House Uinjinjum, have emporiums in Raam, located in the city's Trade Court, these are largely fronts, with the actual trade taking place outside the city. Raam is too unstable to risk storing large amounts of trade goods within its walls.

IMPORTANT CHARACTERS

- Grogh-En (LN human male Te10) is Abalach-Re's senior templar. Deeply frustrated with his monarch's approach and appalled at the mandatory worship of Badna, he dares not express his misgivings for fear of his life. Instead, he harbours deep sympathies for Raam's Veiled Alliance and turns a blind eye to many of its activities. It is his hope that, one day, Nanda Shatri may replace her mother as rightful queen.
- Yestera-Opik (LN human female F9) is a former M'ke mercenary who now works as a food wholesaler. She cultivates a network of contacts and informants and knows many of Raam's rumours before they become commonplace.

- Ushuch-Si (LG female elf R7) is a renowned sculptress whose work graces every city-state in the Tyr Region. Her great talent might earn her sponsorship in another community, but she seems content to live among the people of Raam. Few know that Ushuch-Si is a leading activist and rebel. She believes that Abalach-Re's offspring hold the key to overthrowing their mother and has compiled a secret genealogy of the sorcerer-queen's descendants.

IMPORTANT FEATURES IN THE CITY

The Great Vizier's *Ivory Palace* is the jewelled crown atop Queen's Hill. A fabulous citadel constructed of ivory and alabaster, studded with gemstones, and inlaid with silver tracery, it is a testimony to Abalach-Re's excess. The palace contains over a hundred rooms, including great halls, ballrooms, kitchens, bedrooms, treasure vaults, and more. On still nights, the sounds of revelry from the palace drift down to the resentful people below. Beneath the sorcerer-queen's dwelling, extensive caverns house her prized silk wyrms.

Smoke rises day and night from the *Crematory*, a huge building made of yellow clay bricks stained with soot. Collectors make rounds through the city, piling up bodies to bring back here for burning. Greasy ashes rain down from the black clouds, painting swaths of the surrounding slums white and gray. Raam's chapter of the Veiled Alliance secretly convenes beneath the Crematory under the leadership of Nanda Shatri.

In a wide plaza where the Road of Kings meets the Blackspine Road, lies the *Trade Court*. Here the city market of Raam and the elven market set up shop, with no distinction between them. Once, this space would have been filled with the booths and displays of hundreds of merchants and artisans, but these days, much of the Trade Court remains empty. Locals peddle what goods and materials they can, but the market is more important today as a meeting place and a skirmish ground between nawab warlord factions.

Abalach-Re has taken many paramours over her long life, and has outlived them all. She entombs the remains of each consort in the *Consecrated Sepulchre of Badna* a vast mausoleum next to a stone path that ascends to the doors of her abode. Fluted columns mark the entrance to the crypt, and alabaster statues sculpted by the esteemed Ushuch-Si adorn each vault, carved to preserve the lovers' features across the centuries.

Years ago, House M'ke built the *Gallery of the Seven Stars*, a museum meant to celebrate the culture and the inestimable statues of Raam - and also to display the power and influence of the merchant house. A large garden surrounds the gallery; the destitute and diseased beggars who sleep in the tall grasses keep visitors away from the wonders in the building.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

Dr=Druid

F=Fighter

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(DT)=from *Dune Trader*

(VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Saragar

SARAGAR

The city of Saragar on Marnita, the Last Sea, domain of the Mind Lords. Inhabitants are called Saragans or homelander.

WHO RULES

A trio of ageless Lawmakers - Thesik (LE human male Psi29), Barani (NE human female Psi28), and Kosveret (CE elf male Psi27) - have absolute dominion over the lands of the Last Sea, calling themselves the Triune Mind Lords.

WHO REALLY RULES

The Mind Lords are actually immortal consciousnesses dwelling in obsidian orbs, projecting mental constructs of their bodies when they wish to appear to their subjects. No longer entirely sane, they can barely stand each other, but continue to work together to protect their domain.

The Mind Lords are distant entities and leave control of Saragar to the Lawkeepers. Selfish and corrupt, their chief concerns are enforcing the Mind Lords' edicts, amassing personal power, and maintaining the mandatory happiness of the people of Saragar.

The day-to-day responsibility for administering the tasks of government fall to the Lawtenders, an army of bureaucrats who keep Saragar running smoothly. Like the templars of the sorcerer-kings, the Lawtenders maintain records, distribute goods and services, and promote the welfare of the domain.

Finally, a ring of obsidian orbs containing disembodied minds encircles the region. Known as the Border of Guardians, these psionic defenders are supposed to keep out unwanted intruders. Some, however, no longer function, and others are insane. The border is therefore more porous than many inhabitants believe.

POPULATION

30,000 (70% human, 15% elf, 15% dwarf, a very small number of muls and half-elves, and a few visiting lizardfolk; other Athasian races are not known in the Lands of the Last Sea). Another 10,000 or more dwell in nearby villages, with more in hidden communities throughout the surrounding mountains.

EMBLEMS

A golden band, fashioned into three interlocking loops.

ECONOMY

For the most part, Saragar maintains a closed, self-sufficient society, with two exceptions. Firstly, client villages on the coast of the Last Sea mostly operate as independent communities and have grown to appreciate life outside the influence of Saragar's Lawmakers. These villagers have become expert sailors, navigating the reaches of the Last Sea to trade with Saragar.

Secondly, the Mind Lords permit ssuran traders to journey through the Border of Guardians twice each year to bring goods and news from the outside world. At such times, the traders aren't permitted to pass beyond the crescent of scrub plains or set foot in the vale itself. They meet with Lawtenders who have the authority to deal for the Mind Lords.

ARMED FORCES

Despite having an impressive armoury of metal weapons, Saragar has no army. The Mind Lords are supremely confident in their own ability to defend their realm against any invader. In the past, they thwarted the designs of a Champion of Rajaat, no less, and doubt that any modern threat could equal that. They also trust the Border of Guardians and believe (wrongly) that it keeps out most threats before they can become a problem for the people of the Last Sea.

AVAILABILITY OF EQUIPMENT

Saragar is largely self-sufficient and what it cannot provide for itself, it trades from the ssurans who are permitted to pass through the Border of Guardians from time to time. Most goods are therefore readily available, with prices at or only slightly above standard. Any delays in availability are short-term at most.

NOTABLE MAGES

There are no wizards of any sort in Saragar or the vale of the Last Sea. Wizardly magic is considered evil, and most citizens in Saragar who witness its use don't have any idea what they're seeing. Consequently, there is no Veiled Alliance either.

NOTABLE TEMPLES

- The Triune Temple, also known as the Church of the Mind Lords, hosts daily services dedicated to the Mind Lords in their aspects as the gods of the Last Sea. Barani is the mother goddess, Thesik the god of the underworld, and Kosveret the god of happiness. The temple is located next to the Mind Lords' palace and is open to the public at all times.
- The Voice of the Deep is a temple to elemental water overseen by Seasister Glavia (CN human female Cw15) on the shores of Marnita. A place of fine columns and promenades open to the sea, few of its worshippers know that Glavia dreams of summoning and controlling the legendary squark. The consequences of such ambition do not bear thinking about.
- The High Halls of Stone and Fire, on the outskirts of Saragar, is a joint temple to elemental earth and fire. It venerates the Thunder Mountains and the Burning Plains, seeing these as the true defenders of the realm. Its high priests Hrudok (LG dwarf male Ce12) and Halgara (NG dwarf female Cf13) preach these virtues, much to the displeasure of the Lawkeepers.

NOTABLE ROGUES AND THIEVES' GUILDS

- The *Underground* is less of a thieves' guild than it is a brewing rebellion. Many in Saragar chafe at the restrictions of life there and the mandatory happiness that prevails, and seek to overthrow the established order. Others, especially those who have been outside the vale of the Last Sea, know how good life is on the shores of Marnita and seek only to reform their decaying society. Whatever the belief, the reach and influence of the Underground grows steadily.
- *Criker's Pirates* are the latest and probably most successful group of pirates to sail the Last Sea. Led by a robust mul named Criker, with many of the crew being members of the Underground, their ship is a blazingly fast corsair called the *Marion*. Pirating for principle, not profit, they have the support of many people including the crag giants on the Lonely Butte, in the shadows of which they make their home.

NOTABLE MERCHANT HOUSES

None. Saragar has no dynastic merchant houses *per se*, at least, not as other Athasians would understand the concept. The vale of the Last Sea does have trade, however. Its many towns and villages trade with each other, and with the outside world to a certain degree.

Twice a year, before Highest Sun and Low Sun, merchants from Saragar leave the vale of the Last Sea and head through South Pass to a sheltered clearing nestled between the Thunder Mountains and the Scorched Plateau, where they meet ssurrans traders from Tradenest. These occasions are known as the Great Trade Days.

The ssurrans bring exotic foods and trinkets, anything that might possibly catch the eyes of the Last Sea merchants. In exchange, the homelander bring all sorts of unique things to trade: metal weapons, sails made from puddingfish hide (in high demand for the extremely different ships that sail the Silt Sea), and - most importantly - fresh water directly from Saragar's desalination plant, making it some of the purest water to be found on the entire planet.

The Great Trade Days have become famous traditions in the vale of the Last Sea. At the height of the festivals - far and away the two most important holidays in the entire valley - the caravans of merchant wagons return from beyond the mountains, overloaded with a veritable cornucopia of exotic foods and other items

Other Dynastic Merchant Houses. None. Only the ssurrans of Tradenest are permitted to approach the Lands of the Last Sea and trade with the homelander. None of the great merchant houses of the south - not even House Azeth of Kurn - have made it this far north.

IMPORTANT CHARACTERS

- Lawkeeper Efkenu (LN elf male FI2/Psi13) protects Saragar by enforcing the laws set forth by the Mind Lords. He is the senior Lawkeeper in the realm, with a legion of lesser Lawkeepers (called proctors) serving beneath him. Efkenu believes that the law is above all other concerns. He defends every code and edict with equal vigour, from the lowliest litter violation to the most terrible crimes of treason and murder. (ML)
- Lawtender Urapi (LG human female, Psi4) is truly a woman of sweetness and light. She is not certain that she has as much faith in Efkenu's Lawkeepers as he apparently does, knowing that corruption is a problem in their ranks, but she is willing to give him the benefit of the doubt, as she is sure that is what the Mind Lords would have her do. (WC)

IMPORTANT FEATURES IN THE CITY

The Distillery. This towering edifice is a psionically powered factory that turns Marnita's saltwater into fresh water. Water is pumped from the sea into a holding tank and then psionically boiled. The steam is then captured and allowed to flow down sterilised copper coils until it falls into another holding tank on the other end. Next, the water is pumped out of the holding area in the distillery and up into a third massive holding tank atop a tremendous tower. This tank is hooked up to a city-wide system of plumbing that pipes water into every building within Saragar.

The Palace is the political, religious, and architectural centrepiece of Saragar. There is literally not a street in the city from which an observer cannot see at least the top of the palace and the statues of the three Mind Lords slowly rotating above it all. The three sculptures stand atop a narrow circular base, each facing outward toward the city. The base is telekinetically rotated so that each member of the trio can see every part of the city once per hour, allowing citizens to tell the time with ease.

The Port is amazingly clean and friendly. Large ships are telekinetically towed into position in the harbour and, if there aren't too many of them there at a time, they are anchored into place by telekinesis as well. Some of the better ships actually have their own telekinetic anchors but, with working obsidian orbs becoming scarcer all the time, most boats use metal anchors instead (each of which would certainly be worth a fortune outside of the valley).

The Beach. Most people in Saragar spend at least a few days a week down on the gorgeous, white-sand beach that runs from the port all the way around the peninsula. The sun is almost always shining, and the people like to doff the loose-fitting gowns that they usually wear, and kick off their sandals to lie in the sun. Most are modest enough to wear a bathing suit of some sort, but nudity does not bear many taboos in Saragan society.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cm=Cleric (Sphere of Magma)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(ML)=from *Mind Lords of the Last Sea*

(WC)=from *Wanderer's Chronicle*



DM's Summary Statistics for the City-State of Thamasku

THAMASKU

The chief city of the rhuI-thaun halflings on the Jagged Cliffs. Natives are called Thamaskans.

WHO RULES

Vher-asach (LN halfling female Th10) is administrator of Thamasku. Vher-asach was only nominated to her position because she was the daughter of the previous administrator, but she has proved herself more than competent.

WHO REALLY RULES

As administrator, Vher-asach must consider the needs of the rhuI-thaun clans. Each clan has a leader or group of leaders called *har-etuil* or judgement makers. The *har-etuil* are not so much rulers as they are the representatives of their people. They hold meetings, called Conclaves, when necessary but at least twice a year, in the city of Thamasku.

In addition to the administrator and the *har-etuil*, the life-shapers wield considerable political power. There is also a secretive guild of thieves and assassins, known as the *ban-glesh* (dark wisdom), that has political clout in Thamasku. Their wealth allows them to pay off the authorities, giving them virtually total control over some of the lower parts of the city.

POPULATION

12,000 (all inhabitants are rhuI-thaun halflings; any other races are incidental visitors at best).

EMBLEMS

The city's emblem is a stylised waterfall pouring over a tall cliff.

ECONOMY

The economic system of the rhuI-thaun is based on an ancient currency of small, oval leaf-like growths created by their life-shaping ancestors, known as *ghav-egoth*. Wealth is more important than anything else in Thamasku, so everyone is deeply involved in trade. Because of the city's location, products such as fish and woodcrafted articles are among some of the items available here that cannot be purchased in other communities. At the same time, however, there is little call for these items elsewhere, so there are virtually no exports to the other communities of the cliffs.

ARMED FORCES

Thamasku relies upon its isolation for defence and its lawkeepers, known as *vher-elus*, serve as civil defence where needed. 150 are stationed in Thamasku; in times of great need, they can call upon a militia of over 200 additional able-bodied men and women. Additionally, the windriders - warriors who ride life-shaped airborne mounts - protect communities along the cliffs.

AVAILABILITY OF EQUIPMENT

Thamasku is an excellent place to acquire goods, both normal and life-shaped. Three large markets in the city provide a variety of produce. The southern market specialises in fresh fish and other foodstuffs, the eastern market deals in arts and crafts, and the western market is home to all manner of life-shaped creations.

NOTABLE MAGES

Wizards magic remains an unknown quantity among the rhuI-thaun. Their culture entered its cloistered isolation before the power of sorcery was developed. The vast majority of rhuI-thaun continue to be ignorant of the power of magic, its characteristics, and its practitioners. It is not that they actively disbelieve in magic, they are merely ignorant of it - the words *wizard* and *magic* are not even in their language.

NOTABLE TEMPLES

Elemental clerics do exist among the rhuI-thaun, but are rare. The exception to this is elemental fire, which is seen as a destroyer; its veneration is forbidden throughout the Jagged Cliffs. There may be a few hidden, criminal sects of rhuI-thaunian fire priests, but they are very uncommon.

Some rhuI-thaun also venerate the memory of High Lord Rhan Thes-onel, a long-lost folk hero who is foretold to return at a time of great need. They wait for this return with the fanatical assurance that he will bring with him a purpose for his people.

- The largest of the rare temples of the rhuI-thaun is the Air Temple, situated in the lofty reaches of the city's sprawling towers. This temple is home to over a dozen priests. Thim-obec leads the temple (NG halfling male Ca12), which serves as a place where windriders can find roosts for their mounts and be cared for, as well as find free food and lodging for themselves and their mounts.
- The second largest halfling temple, the Water Temple, is found on the edge of Ghaven Lake. Its buildings are designed to appear like long, snaky fish, swimming through the winding course of the temple grounds. Under the guidance of high priestess Hiv-anad (N halfling female Cw12), the priests maintain close relations with the life-masters of Thamasku, working as well-paid spies for the shapers.
- In the lower northern quarter of Thamasku lies a secret, forbidden Fire Temple, offering its evil followers a place to revere the element of death and destruction. This temple maintains a contingent of Ban-glesh armed guards for defence, in case of discovery. Rumours abound that the high priest, who may very well be insane, plans a massive showing of the power of elemental fire that will inflict tremendous damage upon the city and the people who have turned their backs on the proscribed element.

NOTABLE ROGUES AND THIEVES' GUILDS

- The *Ban-ghesh Guild*, consisting of thieves, assassins, and muscled-for-hire, is the driving force of the less-reputable, darker side of Thamasku, which is usually considered to be the lower sector of the central part of the city. The slimy hands of this criminal organisation are involved in many aspects of life in the city, including the extortion of merchants, entertainers, and tenders. They own merchants willing to sell illegal goods, crooked lawkeepers on-the-take, and administrative officials devoid of ethics. The guild operates and invests in theatres, casinos, safehomes (the rhul-thaun term for inns and taverns), storage facilities, and virtually every money-making venture they can acquire. In fact, when businessmen first start ventures they often approach the guild, offering them a percentage of their profits in exchange for a guild investment. The guild is also available for loans (at exorbitant interest rates).
- The *Chahn* is a radical party includes revolutionaries who wish to overthrow rhul-thaun society. The members of the Chahn do not hesitate to use violence to achieve their goals - in fact, the utter sanctity of life is one of the societal values that most of them reject. Yet, this group also claims those who are merely discontented youth. The malcontents don't want to see any blood shed, but they do feel that drastic changes are necessary in rhul-thaun government and society. They reject ritual, isolationism, clan-rule, and virtually every other traditional aspect of rhul-thaun culture. Despite the nonviolent nature of some members (a fact most ordinary people refuse to accept), the vher-elus have branded the Chahn a threat of the highest magnitude and the general population lives in fear of these radical terrorists.

NOTABLE MERCHANT HOUSES

None. Thamasku does not trade with the outside world and conducts limited trade with other rhul-thaun settlements without needing to rely on the dynastic traditions common elsewhere.

IMPORTANT CHARACTERS

- The Birdmaster (N halfling male DI6) is a druid of great power who, unlike others of his profession, concerns himself with the activities of a city. He watches over events in Thamasku, communicating with his birds psionically. They are his eyes and ears, and no one in all of Thamasku knows more about the comings and goings of the city's populace or of the things they do in secret. (WJC)
- Loi Far-oneth (LG halfling male FI2) is master of all life-shapers. He is a man consumed by the past, its preservation, and its effects upon the present and the future. He spends his time preoccupied with scholarly pursuits. (WJC)

- Gil-ogres (LE halfling male ThI2) is deputy to Loi Far-oneth. He is subtly manipulating events and his master to gain personal power. When the har-etuil convenes in Conclave, it is not Loi whose name is spoken in fearful whispers - it is Gil-ogres. Loi seems unaware of his lieutenant's secret control of the organisation. (WJC)
- Vahv-ostes (NG halfling male FI1) is the commander of the vher-elus in Thamasku. He also hires himself out as a mercenary occasionally, along with a few of his compatriots who can be spared from their official duties for a week or two. Like most males, Vahv-ostes keeps his black hair long, but prefers it pulled straight back and tied, to keep it out of his eyes. His face and body show a number of scars, and when he seeks to impress others he uses body paint to highlight and draw attention to them. (WJC)

IMPORTANT FEATURES IN THE CITY

The Aviary is a tall tower home to the hundreds of birds that fly about the city, and of the strange individual known only as the Birdmaster. The tower is designed so that there is room for even large flying creatures to land and roost. For this reason, it is occasionally used by windriders who come to the city. The Birdmaster favours them, charging them no fees to use his roosts.

The Conclave. This grand structure is the meeting place of the har-etuil when they gather to make laws and pass judgement on matters concerning all rhul-thaun. Although vacant more often than it is used, a small contingent of professional warriors is permanently stationed here to guard the structure, preserve its appearance, and maintain it.

Sanctuary of Thamasku. Besides its status as the largest life-shaper sanctuary, this structure's unique feature is its location. It is underwater, submerged in Ghaven Lake, with secret entrances and exits throughout the city, connected by tunnels under the earth. The sanctuary lies at a depth of about 300 feet. Shaped like a mushroom, the sanctuary's domed main structure narrows beneath it to form a base that is set into Ghaven Lake's floor. The structure is alive, of course, and its gill system exchanges and filters oxygen and hydrogen out of the water, converting the elements to a gas that provides a liveable atmosphere for those who live and work inside. Over 150 life-masters work here, producing organic creations at a feverish pace to try to keep up with the city's needs.

Nuhl-ameth Storehouse. This is one of many storehouses on the outskirts of the city. It is also the secret headquarters of the Chahn. A secret entrance in the main storage area leads to an underground labyrinth, the lair of these desperate terrorists. From here they launch attacks upon the vher-elus, the Conclave, and even life-shapers traveling in the city.

Key

B=Bard

Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

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F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(WJC)=from *Windriders of the Jagged Cliffs*



DM's Summary Statistics for the City-State of Tyr

TYR

The city of Kalak the Tyrant, Tyr has stood for over a thousand years. Natives are called Tyrians.

WHO RULES

King Kalak (LE male 21st-level Dragon), an immortal defiler and psionicist of incredible power, is Tyrant of Tyr.

WHO REALLY RULES

Kalak is assisted in his rule by his High Templars and their Bureaus. Each Bureau of Tyr's templarate governs a particular aspect of Tyrian life, such as Mines (High Templar Borger), Water (High Templar Girias), and Public Works (High Templar Tithian). A senate of nobles advises the Templarate and the King, but they rarely speak against their lord and spend more time fighting each other.

POPULATION

15,000 (70% human, 10% dwarf, 6% mul, 3% elf, 1% half-elf, 9% half-giant, 1% thri-kreen, a few halflings). At least as many live in surrounding villages, farms, and plantations.

EMBLEMS

Kalak's profile is the city's chief emblem (stylised to seem noble and imperious, rather than ancient and withered, of course). At times, Tyr also uses a golden star on a purple background.

ECONOMY

Tyr controls Athas' only functioning iron mine and iron is its principal export and the source of its wealth. That wealth is sorely depleted, however, as Kalak has squandered his treasures on building an immense ziggurat at the heart of his city. All of Tyr's economy has been focused on this project for many years. Tyr also exports silk, harvested from the luminous ishi moths, raised in dark caves. Faro cactus and cotton plantations provide fibre for textiles, and skilled craftsmen create ceramics and glass from the vast alluvial sands common to the valley. Tyr's chief imports are rice and wood, and a variety of cloths and other woven goods. Recent years have seen an increase in the purchase of slaves, most of whom end up working on the ziggurat.

ARMED FORCES

Kalak possesses a small personal army known as the Royal Guard. This force numbers two thousand mercenaries led by five hundred half-giants. Many of Tyr's noble families also boast small armies, loyal only to the noble house. Combined, these far outnumber the Royal Guard. Kalak's templars - all armed with steel weapons - are also trained in the arts of war. They number in the hundreds.

AVAILABILITY OF EQUIPMENT

While almost anything can be bought in Tyr, prices of goods vary greatly throughout the city due to the current economic crisis. There is, however, a thriving black market in Tyr, both at the elven market and on Night Trader's Way in UnderTyr.

NOTABLE MAGES

- Matthias Morthen (LG human male P18) was virtually born into Tyr's Veiled Alliance, raised to carry on the family mission by his father, an Alliance lieutenant. A staunch traditionalist, he works hard to keep the Tyrian Alliance a secret. (VA)
- Athrialix Denestor (LE human male D9) is a myrmeleon - a defiler who masquerades as a preserver. He has been sent to infiltrate Tyr's Veiled Alliance by Kalak, and works carefully to ingratiate himself to their leadership. (VA)
- Dote Mal Payne (LE human male D9) is a minor necromancer in Kalak's service, who has been assigned to work at the city's arena, cleaning up the carnage and reanimating the dead for various unsavoury purposes. His enthusiasm for his work is both remarkable and unsettling.

NOTABLE TEMPLES

- A shrine to Earth lies just north of the city, in the mountain village of Gunginwald. Maintained by Horth Araxis (NG human male Ce12), the shrine is little more than a cave, but Horth watches over the surrounding lands and aids those in need - unless they are blatantly evil or defilers. (EAFW)
- There are semi-permanent shrines to fire along the road leading to the Caravan Gate. These latter affairs - lean-tos of bone and leather - are maintained primarily by dwarves from Kled, eager to spread their faith.
- Paroosa's Shrine on Caravan Way is maintained in a gaudily decorated building by the eccentric earth cleric for which it is named (LG human male Ce9). Paroosa also offers fortune telling services and assorted other minor blessings, which he enacts by throwing dirt at passers-by - whether they are happy to receive his blessings or not. (FM)

NOTABLE ROGUES AND THIEVES' GUILDS

- Tyr is home to several bard cliques. From solitary trainers like Tatarminis at the Hungry, Hungry Halfling and Sarkea at the House of Fingers, to larger groups such as the *Silk Cabal*, *House Mercur* in UnderTyr, and the legendary *Pale Chorus*, there are plenty of opportunities for those who need dark deeds done and can afford the price.
- In the Warrens, a gang of murderous elves known as the *Toothcutters* extorts protection money from many of the businesses. They are under the control of Shivrín, a popular half-elf who sees himself as something of a social climber.

NOTABLE MERCHANT HOUSES

House Vordon. This great house has fallen on hard times in the current economic crisis. House Vordon has suffered greatly since the closure of the iron mines. The emblem of House Vordon is a black diamond (representing iron) on a red-brown field (for the mountains around Tyr). (DT)

- Thaxos Vordon (LE human male Tr20) retains uncompromising control of his house, as he has for over five decades. Rumours persist that he is more than a century old, his life sustained by potions and spellcraft. Thaxos longs to make Vordon a military power in the Tyr region.
- Talara Vordon (NG human female Tr15) is cousin to Thaxos who is uncomfortable with his autocratic approach and militaristic ambitions. If she decides to move against him, however, she will make herself a powerful enemy.
- Derlan Watari (NE male halfling Th16) is a halfling exiled by his tribe for his nefarious ways who serves as Thaxos's bodyguard. A skilled assassin, he hides his murderous nature behind a facade of bumbling antics.

Other Dynastic Merchant Houses. Iron Square is home to several large trade emporiums, the local headquarters of the great merchant houses of the Tablelands. They conduct all important business from these fortified enclaves. Tyr is also home to House Ianto and House Valex, both small trading houses that hope to prosper once the current crisis is over.

IMPORTANT CHARACTERS

- Tithian of Mericles (LE human male Te17) is High Templar to Kalak. Scorned by his family (Tithian hails from noble stock), he is ambitious and ruthless. Even his loyalty to Kalak is not impervious to corruption. (CSOT)
- Agis of Asticles (LN human male Psi12) is a former senator who is working to overthrow Kalak. A moderate from a privileged family, he uses his wealth and education to improve the lot of all in Tyr. (CSOT)
- Rikus (NG mul male G15) is Tyr's most famous gladiator. Extremely popular with the arena crowds, Rikus longs for freedom and will do anything to win it. He is a highly skilled warrior but lacks deeper tactical awareness. (CSOT)
- Neeva (NG female human G8) is Rikus' fighting partner. She suffered greatly in her early life but grew to be an extremely skilled gladiator. She and Rikus became favorites among the arena crowd and are considered the most successful pair in Tyr's history. (CSOT)
- Sadira (N half-elf female PI0) is a member of Tyr's Veiled Alliance. Reckless and impulsive, Sadira is driven by a desire to protect Tyr and there is little she will not do in pursuit of that aim. (CSOT)

- Ktandeo (NG human male PI3) is Sadira's mentor and a skilled mage in the Veiled Alliance. Born to a poor merchant family, he studied hard and quickly rose in the ranks of the preserver mages. A veteran of Shadow Square, Ktandeo moves freely between the best and worst parts of town. He is awkward around noble personages, because of his personal disdain for conspicuous consumption. He possesses an excellent memory, which has aided him in mentally mapping many parts of UnderTyr. He is an invaluable ally in contacting the Veiled Alliance, as well as a terrible adversary if crossed.
- Master Sintha (N human male T7) is head of House Valex. A shrewd and competent trader, Master Sintha knows what it takes, legal or not, to keep his small house afloat. Sintha wields considerable power in the Merchant's District. His ownership of several of the larger warehouses in the district makes him an invaluable contact to a merchant who needs to store large quantities of raw material for manufacture. (CSOT)
- Timor (LE human male Te12/D13) comes from a long line of templars and has gladly followed in his fathers' footsteps. Hungry for power, Timor has studied the defiling arts and developed a vast web of spies and informers, hoping to increase his power and standing in Kalak's eyes. (CSOT)

IMPORTANT FEATURES IN THE CITY

Kalak's ziggurat, visible from miles away, rears over the city. Multi-coloured, this stepped behemoth has taken a century to erect and nears completion. What purpose Kalak could have for this edifice is unknown, but he has all but bankrupted his city to build the thing. Tyr's arena lies between the ziggurat and the Golden Tower.

The Golden Tower is Kalak's personal residence. Dominating even the ziggurat, it stands at the heart of Tyr's Golden City, a walled enclosure from which Kalak and his templars rule Tyr with a grip of iron. The Tower is said to be fashioned from pure gold, an obscene display of wealth in a broken realm. Lush gardens surround its base.

The Warrens. Lying in the shadow of the ziggurat is the consequence of Kalak's mad plans. The Warrens are a slum, a maze of dilapidated and ruined buildings peopled by a motley assortment of criminals, exiles, outcasts, and freaks. Even the templars tread the Warrens with care - and there are places they will not go.

UnderTyr. Beneath Tyr's streets lie layer upon layer of ruins, the remnants of earlier incarnations of the city, and echoes of a time when Athas was green. Lost vaults, forgotten amphitheatres, dried lakes and rivers, and horrific beasts all lie waiting to be discovered by any foolish enough to go looking.

Key

B=Bard

Ca=Cleric (Sphere of Air)

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Th=Thief

Tr=Trader

(CSOT)=from City-State of Tyr

(EAFW)=from Earth, Air, Fire and Water

(FM)=from Forest Maker

(VA)=from Veiled Alliance



DM's Summary Statistics for the City-State of Tyr

TYR

The former city of Kalak the Tyrant, Tyr has stood for over a thousand years. Natives are called Tyrians.

WHO RULES

King Tithian, a former templar, seized the throne after Kalak's assassination.

WHO REALLY RULES

Tithian created a Council of Advisers, composed of the most important members of Tyrian society. The Council is assisted by the High Templars and their Bureaus. Each Bureau governs a particular aspect of Tyrian life, such as Mines (High Templar Borger), Water (High Templar Girias), and Public Works (High Templar Caldor).

POPULATION

15,000 (70% human, 10% dwarf, 6% mul, 3% elf, 1% half-elf, 9% half-giant, 1% thri-kreen, a few halflings). At least as many live in surrounding villages, farms, and plantations.

EMBLEMS

Kalak's profile was the city's chief emblem, and but its older crest was also sometimes used - a golden star on a purple background. All such emblems were defiled following Kalak's overthrow - the city has yet to choose a new one.

ECONOMY

Tyr controls Athas' only functioning iron mine and iron is its principal export and the source of its wealth. Tyr also exports silk, harvested from the luminous ishi moths, raised in dark caves. Faro cactus and cotton plantations provide fibre for textiles, and skilled craftsmen create ceramics and glass from the vast alluvial sands common to the valley. Tyr's chief imports are rice and wood, and various cloths and other woven goods. Not all goods produced in the city are for export. A variety of local craftsmen ply their wares and services in Tyr's sprawling tradesmen's districts.

ARMED FORCES

The Council established a city watch called the Tyrian Guard, and many of Tyr's noble families also boast small armies. These far outnumber the Tyrian Guard. Kalak's former templars - all armed with steel weapons - are also trained in the arts of war. They number in the hundreds and remain loyal to the Council of Advisers, as the Council has permitted them to retain their secular authority and protects them (for the most part) from the vengeance of Tyr's citizens.

AVAILABILITY OF EQUIPMENT

Tyr's merchants are still suffering from the economic crisis caused by Kalak's obsession with building his ziggurat and subsequent fall. Prices, as a result, are unstable. There is, however, a thriving black market in Tyr, both at the elven market and on Night Trader's Way in UnderTyr.

NOTABLE MAGES

- Matthias Morthen (LG human male P18) was virtually born into Tyr's Veiled Alliance, raised to carry on the family mission by his father, an Alliance lieutenant. A staunch traditionalist, he opposes any suggestions that Tyr's preservers should reveal themselves to the public. (VA)
- Romila Parthian (NG human female P12/Th3) was recruited to Tyr's Veiled Alliance at a young age and believes in Divulgence - the idea that the Alliance should come out of the shadows. She uses a band of urchins called the Ragtags as her eyes and ears. (VA)
- Athrialix Denestor (LE human male D9) is a myrmeleon - a defiler who masquerades as a preserver. Sent to infiltrate Tyr's Veiled Alliance by Kalak, he now finds himself adrift without his master. Athrialix plots trouble for the Alliance, so that he can "rescue" them and take control. (VA)

NOTABLE TEMPLES

- A shrine to Earth lies just north of the city, in the mountain village of Gunginwald. Maintained by Horth Araxis (NG human male Ce12), the shrine is little more than a cave, but Horth watches over the surrounding lands and aids those in need - unless they are blatantly evil or defilers. (EAFW)
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NOTABLE ROGUES AND THIEVES' GUILDS

- Master Sintha (N human male Th7), the head of *House Valax* gained considerable power during the war with Urik. He was able to corner a significant amount of the arms market and expand a small profiteering organisation into a fully-fledged criminal enterprise. Sintha now controls numerous smaller gangs and enforcers across the city and bribes members of the templarate and Tyrian Guard to look the other way.

- Tyr is home to several bard cliques. From solitary trainers like Tatarminis at the Hungry, Hungry Halfling and Sarkea at the House of Fingers, to larger groups such as the *Silk Cabal*, *House Mercur* in UnderTyr, and the legendary *Pale Chorus*, there are plenty of opportunities for those who need dark deeds done and can afford the price.
- In the Warrens, a gang of murderous elves known as the *Toothcutters* extorts protection money from many of the businesses. They are under the control of Shivrin, an influential half-elf who sits on the Council of Advisers.

NOTABLE MERCHANT HOUSES

House Vordon. A great house that fell on hard times in the recent economic crisis, House Vordon has started to recover with the reopening of the iron mines. The emblem of House Vordon is a black diamond (representing iron) on a red-brown field (for the mountains around Tyr). (DT)

- Thaxos Vordon (LE human male Tr20) retains uncompromising control of his house, as he has for over five decades. Rumours persist that he is more than a century old, his life sustained by potions and spellcraft. Thaxos plans to make Vordon a military power in the Tyr region.
- Talara Vordon (NG human female Tr15) is cousin to Thaxos who is uncomfortable with his autocratic approach and militaristic ambitions. If she decides to move against him, however, she will make herself a powerful enemy.
- Derlan Watari (NE male halfling Th16) is a halfling exiled by his tribe for his nefarious ways who serves as Thaxos's bodyguard. A skilled assassin, he hides his murderous nature behind a facade of bumbling antics.

Other Dynastic Merchant Houses. Iron Square is home to several large trade emporiums, the local headquarters of the great merchant houses of the Tablelands. They conduct all important business from these fortified enclaves. In addition to dummy houses created as fronts for Vordon activity, such as Houses Qual and Troika, Tyr is also home to House Ianto, which has concentrated its assets in a fortress ten miles south of the city.

IMPORTANT CHARACTERS

- King Tithian of Mericles (LE human male Te17) assumed rule of Tyr after the Kalak's death. He helped an alliance of nobles, senators, and slaves overthrow his monarch, then seized the crown for himself. Tithian aspires to follow in Kalak's footsteps and transform into an advanced being. (CSoT)
- Agis of Asticles (LN human male Psi12) is a former senator who was central to the plot to overthrow Kalak. A moderate from a privileged family, he has used his wealth and education to improve the lot of all in Tyr. (CSoT)

- Rikus (NG mul male G15) is a famous gladiator and the one who struck the killing blow that ended Kalak's rule. The *de facto* commander of the Crimson Legion, Tyr's army, Rikus is a skilled warrior but a poor tactician. (CSoT)
- Sadira (N half-elf female P10) is a member of Tyr's Veiled Alliance who helped overthrow Kalak. Although still a preserver, she has defiled on occasion, when the need was pressing. Sadira is driven by a desire to protect Tyr and there is little she will not do in pursuit of that aim. (CSoT)
- Timor (LE human male Te12/DI3) is senior templar in Tyr. Although he feared that his world would fall apart with Kalak's death, he was able to prove his worth to Tithian and was appointed command of Tyr's struggling templarate. Hungry for power, Timor has studied the defiling arts and developed a vast web of spies and informers, positioning himself as the power behind Tithian's throne. (CSoT)
- Captain Zalcor (LN human male F7) is the head of the newly formed Tyrian Guard. One of Tithian's informers, he fought to maintain order during the chaos that followed Kalak's death and was rewarded with his command by the new king. A staunch believer in law and order, Zalcor prefers to play the diplomat instead of the warrior and tries to be fair in all his dealings. He does not hesitate to give advice to fools and strangers alike. (CSoT)

IMPORTANT FEATURES IN THE CITY

Kalak's ziggurat, visible from miles away, rears over the city. Multi-coloured, this stepped behemoth took a century to erect. Kalak all but bankrupted his city to build the thing, before trying to use it in a ritual to slay his subjects. Tyr's arena lies between the ziggurat and the Golden Tower.

The Golden Tower was Kalak's personal residence. Dominating even the ziggurat, it stands at the heart of Tyr's Golden City, a walled enclosure from which Kalak and his templars ruled Tyr with a grip of iron. The Tower is said to be fashioned from pure gold, and lush gardens surround its base. The tower has been sealed since Kalak's death.

The Warrens. Lying in the shadow of the ziggurat is the consequence of Kalak's mad plans. The Warrens are a slum, a maze of dilapidated and ruined buildings peopled by a motley assortment of criminals, exiles, outcasts, and freaks. Even the Tyrian Guard tread the Warrens with care - and there are places they will not go.

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Te=Templar

Th=Thief

Tr=Trader

(CSoT)=from *City-State of Tyr*

(EAFW)=from *Earth, Air, Fire and Water*

(FM)=from *Forest Maker*

(VA)=from *Veiled Alliance*



DM's Summary Statistics for the City-State of Ur Draxa

UR DRAXA

The City of Doom and domain of the Dragon. Natives are called Draxans.

WHO RULES

Borys, Dragon of Tyr (LE male 30th-level Dragon) has ruled Ur Draxa since its founding, over seventeen centuries ago.

WHO REALLY RULES

The Dragon's word is law, its every whim an edict. Directly beneath the Dragon are the dreaded kaisharga, or Dead Lords. These undead creatures form a cabinet of ministers for the Dragon, attending to the mundane operations in which the creature has apparently lost interest. Each kaisharga was a powerful vizier, templar, or warrior rewarded for cruelty and efficiency with undeath. Several kaisharga dream of unseating the Dragon and taking its place, but not even all the kaisharga together could stand against the beast.

Beneath the cold hands of the Dead Lords are the living denizens of the city who help govern Ur Draxa's numerous clans and their slaves. There are three administrative arms: the templars, the army, and the viziers. The templars and the army function as they would in any city-state. The viziers concern themselves with the preservation of Draxan arts and lore, forming an influential council at the Draxan university.

POPULATION

120,000 (70% human, 10% dwarf, 10% mul, 5% elf, 5% half-elf; other races are unknown in the city).

EMBLEMS

Ur Draxa's emblem is the Dragon's head against a featureless black circle.

ECONOMY

Ur Draxa is, by necessity, self-sufficient. Obtaining materials from outside the city is almost impossible, but the City of Doom's slaves keep most common goods supplied. Foodstuffs and agricultural goods produced inside the city are plentiful, but such items are available only to citizens, not to slaves (who must eat less).

ARMED FORCES

Ur Draxa's military is well able to mount a ferocious defence of the city. Every free citizen is technically a member of the army, but a cadre of officers lead individual factions; the full army would form around this skeleton. In addition to these, the city's clans sponsor their own companies. There are 50 such companies, each ranging from a few dozen to nearly 1,000 warriors in size.

Less common are the *chardra*, or city companies, elite guards drawn from all clans and commanded by army officers. There are 15 city companies, including the Dragon Warriors of the Iron Citadel, the most prestigious soldiers of the Draxan army.

The Draxan army is led by the kaisharga known as the Lord Warrior. It is divided into four legions - the Legions of the North, South, East, and West. Each legion comprises both city and clan companies. A Dead Lord general and living staff captains command each legion.

AVAILABILITY OF EQUIPMENT

Equipment of all sorts is readily available in Ur Draxa. It is of better quality than elsewhere on Athas. Metal in particular is more common - weapons of steel or iron are one-third their normal Athasian price.

NOTABLE MAGES

- The Lord Vizier (LE human (undead) male D26) is one of the Dead Lords, a kaisharga of immense power. He serves the Dragon at Ur Draxa's Hall of Learning, where he studies the planes and deep secrets of the cosmos. He is allied with two lesser kaisharga, the Lord Defiler and the Lord Mental, both of whom attend him at the Hall of Learning. (*EoDS*)
- Aras Zuraag (LE human male D20) is the leader of Clan Zuraag, patrons of the arts in Ur Draxa. He is a powerful defiler who has led his family for over 70 years, using magic to extend his life, and shows no signs of weakening. Clan Zuraag is unusual in the utter loyalty of its vassal clans. Unlike other ruling clan leaders, Aras seems untroubled by ambitious underlings. (*VDF*)
- Hitasho Ken (NE human male D18/Psi17) is the Grand Vizier, a mortal. A surprisingly young man, he leads the viziers under the watchful eye of the kaishargas. Hitasho is a potent defiler and skilled psionicist who caught the Dragon's eye during his apprenticeship. The Dragon's favour has not left him since, making him one of the most fortunate people in the city. (*VDF*)

NOTABLE TEMPLES

None. It is illegal to practise elemental magic in Ur Draxa. The city has only seven laws, and this is one of them. Anyone found breaking this law is put to death.

NOTABLE ROGUES AND THIEVES' GUILDS

There are no thieves' guilds in Ur Draxa, but there is a recurring thread of rebellion among the city's slaves. From time to time, this erupts into open revolt that is inevitably put down by the Draxans. This is the closes that Ur Draxa comes to true lawlessness - actual guilds would be similarly deal with.

NOTABLE MERCHANT HOUSES

None. Ur Draxa's isolation makes it impossible for there to be meaningful trade with the outer world, and within the city walls, Ur Draxa is self sufficient.

Ur Draxa does regularly import one commodity, however: slaves. The Dragon returns annually with slaves to Ur Draxa from its rampages in the outside world. Once slaves are brought into the City of Doom, they are forbidden on pain of death to speak of their previous lives beyond the Valley of Dust and Fire.

The Draxans rely more on slavery than other Athasian cultures. Craftsmen, scribes, artists, artisans, and all manual labourers or field workers are slaves. The demand for slave labour is insatiable; the slaves of Ur Draxa enjoy good living conditions, but Draxans execute slaves for as little as a surly look.

IMPORTANT CHARACTERS

- The Dragon (LE male 30th-level Dragon) is the uncontested lord of Ur Draxa. The common Draxans almost worship the Dragon, referring to it in the same way a religious fanatic might to the leader of his sect. Despite this adulation, the Dragon does not seek deification. It is a remarkable example of forbearance and wisdom for the otherwise voracious creature. As the centuries pass, the Dragon has slowly faded from the public eye; only the gravest matters are brought to its attention now. The Dragon spends its time either in the world beyond the Ash Storm or within its inner sanctum, wandering the corridors of its mind in inscrutable contemplation.
- Ban Thalak (LN human male, F17) is ruler of clan Thalak and one of the most powerful and important men in the city. He demands loyalty from his vassals, treating them more like military subordinates. Universally disliked but respected, Thalak is quite secure in his position. Ban Thalak has ruled his clan for 11 years and is still a vigorous man. He maintains his position as captain of the clan's company, the Riven Shields, and is a man of exceptional ambition, energy, and accomplishments. (VDF)
- The Lord Warrior (LE human (undead) male F25) is one of the Dead Lords and the kaisharga in command of Ur Draxa's armed forces. Normally stationed at the Iron Citadel, he often delegates responsibility for that fortress to his subordinate Amandia and attends to his duties across the city or counsels the Dragon. When in the city, he inhabits the Hall of Glory in Thalak Sector. The Lord Warrior is a ruthless and fearless strategist, spending lives like cheap coin and demanding utter loyalty and obedience from those under his command. He receives it without question; the alternative is to earn his wrath or, even worse, come to the attention of the Dragon. Neither is a fate that any sane individual would tempt. (VDF)

- Amandia (LE human female G15) is the commander of the Iron Citadel, the outermost fortress of Ur Draxa. A powerful, clever warrior, she is deeply vengeful and never forgets a slight - she has ruined enemies for the merest snub. Amandia is the living leader of the Dragon Warriors, Ur Draxa's elite soldiers, but serves the undead Lord Warrior. She hopes to take the place of the Lord Warrior, not realising that her success would only cause the Dragon to "reward" her with undeath. (VDF)
- Faro the Potter (NG elf male Th7/P7) is a senior figure among the rebels of Ur Draxa. Based in the village of Jezelred in Ur Draxa's Xairas Sector, he is always seeking ways to harm the Draxans and protect his fellow slaves. Faro can call upon the assistance of 15 other artisans and field slaves in his sector - a paltry force when it comes to open conflict, but enough to help and hide those in need.

IMPORTANT FEATURES IN THE CITY

The Ring of Fire is a vast sea of lava that surrounds Ur Draxa. The Ring is impassable by teleportation or extradimensional travel. The only practical options remaining are flight or the Gate of Doom, and the gate is closed to enemies of the Dragon.

The Gate of Doom. Located on the Ring of Fire due west of Ur Draxa, the Gate of Doom is a towering archway infused with magical and psionic power. It acts as a *gate* that spans the Ring of Fire, and is the only means of extradimensional travel that can do so, but only works if the Dragon wills it. The Gate of Doom is quite capable of discerning between friend and foe and can telepathically warn the Dragon of powerful intruders.

The Iron Citadel was built to extend the defensive works of Ur Draxa. Sheathed in iron, the citadel's cost in material and human life was absolutely staggering. It is the headquarters of the Dragon Warriors, their sacred retreat and stronghold. Half the Dragon Warriors are here at any time; the other half live in the city.

The Hall of Administration. This complex of fortress-like buildings is the centre of the templar hierarchy. It contains schools, record halls, quarters, training grounds, and ceremonial halls. Nearly 1,000 templars work here, with at least as many slaves, all under the kaisharga known as the Lord Templar.

The Dragon's Sanctum. Hidden behind the dizzying parapet of the Inner Wall, the Dragon's Sanctum occupies the centre of the city. Only the kaisharga may enter, and even they require the Dragon's permission. The Sanctum is a forested paradise seven miles across, guarded by powerful magics. At its centre sits the Black Sphere, a smooth black orb twelve feet in diameter. This is the key to the prison that holds Rajaat, the First Sorcerer, and the reason for the Dragon's existence here. Needless to say, any who trespass in the Sanctum earn the Dragon's full fury.

Key

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Ca=Cleric (Sphere of Air)

Ce=Cleric (Sphere of Earth)

Cf=Cleric (Sphere of Fire)

Cw=Cleric (Sphere of Water)

D=Defiler

Dr=Druid

F=Fighter

G=Gladiator

P=Preserver

Psi=Psionicist

R=Ranger

Te=Templar

Th=Thief

Tr=Trader

(*EcDS*)=from *Eye on Dark Sun*

(VDF)=from *Valley of Dust and Fire*

(WJ)=from *The Wanderer's Journal*



DM's Summary Statistics for the City-State of Urik

URIK

The city of Hamanu, Lion of the North, Urik is as much a fortress as it is a city. Natives are called Uríkites.

WHO RULES

Hamanu (LE male 21st-level Dragon) rules as a living god and sees himself as the ultimate ruler of the entire Tyr region.

WHO REALLY RULES

Hamanu's rule is unchallenged, supported by his templars and a powerful military. Hamanu's Code, a complex series of laws laid down by the king, governs daily civic life. Although it ensures order in Urik, punishments for crimes are harsh – justice in kind prevents many from transgressing the Code.

POPULATION

32,000 (75% human, 5% dwarf, 3% mul, 2% elf, 1% half-elf, 10% half-giant, 3% thri-kreen, 1% halfling). Even more occupy the surrounding plantations.

EMBLEMS

Hamanu is the city's chief emblem, shown in various poses – his face, in battle dress, surrounded by red fire, and so on.

ECONOMY

Urik is famous for the obsidian mined at the Smoking Crown volcano – it exports this raw and in various refined and crafted forms, primarily weapons. Even moreso than for its obsidian trade, Urik is known for its outstanding pottery. Uríkite potters are the finest in the Tablelands and their wares command high prices. Urik is also a major exporter of water, having an ample water supply maintained by cisterns that gather run-offs from the Ringing Mountains and several deep wells. The silk trade supplements this. Urik imports various other cloths, iron, silver, and spices. In addition to these material goods, Urik is a large slaving hub, importing, exporting, and providing markets for trade in the Tablelands' many races.

ARMED FORCES

Urik's army is possibly the mightiest in the Tablelands. At its core is the Imperial Guard, which consists of a thousand half-giants armed with immense lances. A force of ten thousand slaves supplements this, led by professional warriors of remarkable skill. Hamanu is also served by a company of two hundred halfling scouts, sent by chief Urga-Zoltapl in return for a steady supply of obsidian. Hamanu uses these halflings to disrupt his opponent's rear areas by having them infiltrate during the night to attack the tents of rival commanders, destroy supply wagons, and free his enemies' slaves.

AVAILABILITY OF EQUIPMENT

Urik enjoys a robust economy and equipment of all kinds is easily available. Obsidian weapons and tools are common. Vast herds in the surrounding lands produce leather, meat, chitin, and kank nectar.

NOTABLE MAGES

- Morlak (LG human male P15) was leader of Urik's Veiled Alliance until his recent disappearance during a solitary meditation session. His absence has pitched the Alliance into turmoil. (VA)
- Leoricus (LG human male P14) was Morlak's bodyguard and attempted to assume command of the Alliance following his master's disappearance. His domineering approach has divided the mages, however, splitting the Alliance chapter into two factions. (VA)
- Thania (LN half-elf female P12) leads the dissident faction of Urik's Alliance. She favours a less headstrong approach, and has won several supporters to her side. (VA)
- Jherrid the Dark (CE human male D10) is a noble who used his family's wealth to fund and conceal his study of the arcane arts. Eventually discovered by Hamanu's templars, he agreed to serve the sorcerer-king in return for his own life. (DC)

NOTABLE TEMPLES

- The Temple of the Mighty King, shrine to Hamanu himself, lies just inside the walls of Hamanu's Palace, Destiny's Kingdom. Less of a temple and more of an edifice to Hamanu's arrogance, here his templars preach the Lion's glory and obey his every whim.
- Urik has many temples to elemental earth. The chief of these is the Temple of Andarkin, located in a subterranean network of chambers beneath Yaramuke Fountain. The temple wisely cultivates alliances with other elemental temples in the city, to mutual benefit.
- The Temple of the Sun, dedicated to that element, is one of the few temples that provides healing to those who can afford it, regardless of their affiliation. Although not cheap, its clerics are skilled healers.

NOTABLE ROGUES AND THIEVES' GUILDS

- In a city where Hamanu's Code makes it inhospitable for ordinary street thieves and cutpurses, Silan the Serpent (NE human male Th12) has carved a niche for himself as a facilitator and fixer. Clients looking for discreet solutions to their problems know that Silan can help. He is an obese man who spends most days counting his coins at a sunny table in front of his favourite café, the Blue Iris. Those seeking his services can approach him there.

- Beffig (LN human male P7) is a merchant from Balic's House Jarko who is willing to smuggle anything from goods to people in and out of Urik. He is secretly also a member of the local Veiled Alliance and works with them to help fellow preservers evade Hamanu's templars.
- West of the customhouse, a small bard clique called *The Weavers* is based in a tangled maze of stalls and alleys, where Urik's cloth merchants ply their trade. These killers-for-hire avoid petty larceny but make themselves available for choice contracts where lethal discretion is required.

NOTABLE MERCHANT HOUSES

House Stel. Closely allied with Hamanu himself, House Stel is the most aggressive and militaristic trading house in the Tablelands. Its headquarters in Urik is a veritable fortress. The emblem of House Stel is a pair of crossed black scimitars on a white field. (DT)

- Hargan Stel III (LN human male FI5/Tr18) is a grizzled warrior and canny trader who rose from the rank of caravan guard to master of the house. Scarred and loyal to his friends, he favours a suit of metal armour and elaborate hats decorated with feathers.
- Tara Stel (N human female F6/Tr10) is considered as Hargan's most likely successor. A friendly and outgoing woman, she harbours an intense dislike for Hamanu but does not let this interfere with her family's business.
- Terric Avan (CG male human R17) is the chief of House Stel's desert scouts and caravan guards. A close confidante of Hargan's, he prefers to operate alone and is nervous in large groups of people.

Other Dynastic Merchant Houses. House Stel's dominance makes it hard for other merchant houses to win an advantageous foothold in Urik, although they are permitted a presence for trading purposes. Of the great houses, Tomblador has a strong connection to Urik. Smaller Urikite houses such as Resherek, Klethira, and Krosi also make their homes in the city.

IMPORTANT CHARACTERS

- Babantylos (LN human male Ca10), chief astronomer to Hamanu, oversees the Royal Observatory that stands in Destiny's Kingdom. A meticulous and pedantic man, he tries to ensure that his omens match the Mighty King's desires wherever possible.
- Tamarapal (LE human female Te14) is Hamanu's High Priestess and senior templar. Stationed at the Temple of the Mighty King, she leads the templarate in name only. Tamarapal is old and weak and it will not be long before Hamanu replaces her.

- Bianeser (LN human female Te6) is a young priestess whom Hamanu has appointed as imperial consort. This is largely due to her beauty and lively intellect; she is likely to be replaced as the former deserts her, but the latter may stand her in good stead as she rises through the ranks of Urik's templarate.
- Mulgan-dur-gan of Zoltapl (LN halfling male F9), is the commander of Urik's halfling infantry. He quietly resents his assignment in Urik, far from the forests of his home, but is loyal to his chief and understand the benefit to his tribe. For now, this holds him to his service.

IMPORTANT FEATURES IN THE CITY

Destiny's Kingdom is Hamanu's palace complex, an immense estate that could swallow all of Tyr, with room left over for Gulg. Despite its majestic size, the estate is mostly desert; Hamanu lacks the staff to properly tend it.

The Little Jungle, a fenced area of army grounds, is home to the halfling scout troop. Hamanu has taken the trouble to stock it with trees, but they are a paltry shadow of the Forest Ridge. Halfling huts, built in a jungle style, dot the compound.

The Pit of Black Death is Urik's arena. Formerly the city's first obsidian mine, it was abandoned when higher-grade obsidian was found not far from the burgeoning town. The arena itself is almost as deadly as its gladiators. The black obsidian heats in the midday sun, causing temperatures in the pit to rise to over 170 degrees. It is famous for the "Staves of Hamanu", large obsidian pillars with thousands of sharp points chipped from the stone. The staves are moved periodically to new positions within the arena, forming brutal obstacles for the combatants.

Potter's Court, home to Urik's famous pottery market, is filled with potter's wheels, wells, and massive stone kilns. Here, trained artisans fashion the vessels for which Urik is best known. Platters, casks, urns, and other pieces come from this square, all featuring metallic glazes, stylised astronomical features, animal carvings, and, of course, Hamanu's likeness. The blazing kiln at the centre of the square makes working here by day intolerable, so pieces are fired only at night.

The *Royal Observatory* stands on Sunrise Hill, against which Urik lies, overlooking Destiny's Kingdom and the city beyond. An elaborate affair, it has many balconies and platforms angled so that observers can both watch the dawn and scan the night-time heavens for omens and report them to Hamanu.

The *Three Sisters Observatory* stands on a trio of hills for which it is named. Once the city's main observatory, it was largely abandoned with the construction of the Royal Observatory. It is now used as a storehouse and a clandestine meeting place for Thania's faction of the Urik Veiled Alliance.

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