

### 3100. APPENDIX C: KEY TO THE MAP OF JAKÁLLA.

The map of Jakálla (enclosed with certain sets of this game) has the following numbered buildings and areas indicated:

1. The Palace of the Ever-Living Lord, Chirinná, the Governor of Jakálla.
2. The Palace of the Realm: Governmental Offices, Courts, Bureaus.
3. The Palace of Foreign Lands: Offices for External Affairs.
4. The Palace of War: Military Offices.
5. The Palace of the Priesthood: Offices for Religious Affairs, Temple Lands, Tithes, etc.
6. The Temple of Karakán, God of War.
7. The Temple of Thúmis, Lord of Wisdom.
8. The Temple of Ksárul, the Ancient Lord of Secrets.
9. The Temple of Sárku, the Master of the Undead.
10. The Temple of Vimúhla, the Lord of Fire.
11. The Temple of Dlamélish, the Lady of Sins.
12. The Temple of Belkhánu, Lord of the Excellent Dead.
13. The Temple of Hnálla, the Supreme Principle of Good.
14. The Temple of Hry'ý, the Supreme Principle of Evil.
15. The Temple of Avánthe, the Mistress of Heaven.
16. The Temple of Dilinála, Lovely Maiden of the Emerald Crown, Cohort of Avánthe.
17. The Temple of Wurú the Unnameable, Cohort of Hry'ý.
18. The Temple of Keténgku the Many-Eyed, Cohort of Thúmis.
19. The Temple of Qón, the Ancient One of Pleasures, Cohort of Belkhánu.
20. The Temple of Drá the Uncaring, Cohort of Hnálla.
21. The Temple of Durrítámish, the Black Angel of the Putrescent Hand, Cohort of Sárku.
22. The Temple of Grugánu, the Knower of Spells, Cohort of Ksárul.
23. The Temple of Hriháyal, the Dancing Maiden of Temptation, Cohort of Dlamélish.
24. The Temple of Chiténg, Lord of Red Spouting Flame, Cohort of Vimúhla.
25. The Temple of Chegárra, the Hero-King, Cohort of Karakán.
26. The Tower of Bones: Prison for Crimes Against the Realm.
27. Barracks of the Legion of Giriktéshmu, 23rd Imperial Archers.
28. Barracks of the Legion of Sérqu, Sword of the Empire, 14th Imperial Heavy Infantry.
29. Barracks of the Communal Legion of Gúsha the Khirgári, 7th Imperial Foot.
30. Barracks of the Legion of Mengáno the Jakállan, 12th Imperial Artillery.
31. Barracks of the Battalions of Vrishtára the Mole, 2nd Imperial Sappers.
32. House of the Green Kirtle, Resthouse for Foreigners and Visitors of Middle Status.
33. Hostel of Birrukú the Allaqiyáni, Resthouse for Foreigners and Visitors of Lower-Middle Status.
34. Tower of the Red Dome, Resthouse for Poor and Indigent Foreigners and Visitors of No Status.
35. Palace of Mrúthri, Resthouse for Foreigners and Visitors of Upper Status.
36. Lordly Domicile of the Hand of Hrúgga, Resthouse for Foreigners and Visitors of Noble Status.
37. Court of the Fourth Emperor, Resthouse for Foreigners and Visitors of Upper-Middle Status.
38. Prison of Little Ease: Prison for Debtors and Persons Cast Out of Clan.
39. Tórunal Islan: Prison for Crimes Against the Imperium.
40. Harbour of the Imperial Squadrons.
41. Barracks of the City Guard.
42. Barracks of the Squadrons of Tlanéno the Steersman, 3rd Imperial Marines.
43. Barracks of the Prison Guards.
44. Siridlánu Slave Market.
45. Communal Clan Common House: Offices of All Clans and Councils of Trade, etc.
46. The Hirilákte Arena.
47. The Old Citadel of Ssirandár I, King of the Bednálljan Dynasty.
48. Barracks of the Legion of Hékethe of Púrdimal, 17th Imperial Heavy Infantry.
49. Beginning of the Sákbe Highway East to Jaikalór, Thráya, and Thence North to Béy Sý.
50. Priestly College of Rerektánu.
51. Pyramid Temple of the Ancient Unnamed One (not in use).
52. Armoury of Bushétra the Smith.
53. Armoury of the Silver Gauntlet.
54. Armoury of Vr'of Púrdimal.
55. Armoury of the Omniscient Eye of the Emperor.
56. Armoury of the Shield of Imperial Valour.
57. Armoury and Marine Outfitting Workshop of Grekka the Yán Koryáni.
58. Armoury and Smithy of Ghr'ý of the Vermilion Helm.
59. Armoury and Marine Outfitting Workshop of Hlél, the Fist of Glory.
60. Armoury of the Mighty Sword of Karakán.
60. Armoury of the Mighty Sword of Karakán.

61. Armoury of Néku of Béy Sý.
62. Bridge of the Splendour of the Gods.
63. Bridge of Victory to the Emperor.
64. Qéqelnu Bridge.
65. Bridge of the 41st Seal Emperor.
66. Pyramid Tomb of Ssirandár I, the Ever-Victorious, Founder of the Bednálljan Dynasty (After the Death of Nayári). [Ruled 50 years.]
67. Pyramid Tomb of Báshdis Mssá, Great-Great-Grandson of Ssirandár I, Builder of the Tólek Kána Prison Pits at Béy Sý, the Tórunal Island Prison, Etc. [Ruled for 25 years with an iron hand and said to have been buried in a standing position with sword raised to strike.]
68. Pyramid Tomb of Girandú, Cousin of Báshdis III, Grandson of Báshdis Mssá. [Ruled gloriously in Jakálla for 25 years. Built the present capital, Béy Sý.]
69. Temple of Sárku, the Master of the Undead, and Headquarters of the Tomb-Police of the City of the Dead.
70. Pyramid Tomb of the Lost King, Whose Name Is Erased from All Monuments by His Wife, the Queen Laráyn. [It is only conjecture that this tomb belongs to him; there are no inscriptions.]
71. Pyramid Tomb of Queen Laráyn, Builder of the House of the Pleasant Hour. [She was a special patroness of Dlamélish, the Lady of Sins, and dedicated her great Temple in Jakálla — and dwelt there herself.]
72. Ruined Temple and Tomb of Queen Nayári of the Silken Thighs, Great Queen of the First Imperium.
73. Ruined Pyramid Tomb of Pátyel, the Restorer of Security. [He regained the Bednálljan throne from the usurper, Muatflish, after the turbulent times ensuing upon the death of Queen Laráyn.]
74. Heap of Ruins Said to Be the Temple of Hyáshra, an Ancient Form of the Cohort Hriháyal, the Dancing Maiden of Temptation. [This mound contains at least two entrances to the Underworld which lies below the City of the Dead.]
75. The Tower of Mnéttukeng the Sorcerer. [Now in ruins.]
76. The Tower of Ruvádis, the Wearer of Eyes. [A local wizard of some note.]
77. The House of the Pleasant Hour, a Branch of the Temple of Dlamélish.

#### COMPONENT PARTS PRICE LIST

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# Jakalla

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Revision: 5

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### **Additional Notes**

This map of Jakálla originally appeared as part of Empire of the Petal Throne, published in 1975. It is worth noting that it is done in a “semi-representational” style, i.e. important structures shown on the map appear much larger (and therefore take up more room) than they actually do in a physical and geographic sense. A map key has been provided, having originally appeared as part of the Empire of the Petal Throne rulebook. Also included on this map are The City of the Dead, Tórunal Island, and the northern edge of the village of Küväshtene. The nearby cities of Pála Jakálla and Músa Jakálla are not shown on this map; the former is north across the mouth of the Mesurial River, and the latter is south along the coast of the Gulf of Perakáwa (and is much smaller than either Pála Jakálla or mighty Jakálla itself).

Lastly, the prices shown on the second page of the map key are from the original printing of Empire of the Petal Throne and therefore completely out-of-date (and included only as a historical curiosity).

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