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Katalál Area Map & Gazetteer

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APPROVED FOR TÉKUMEL



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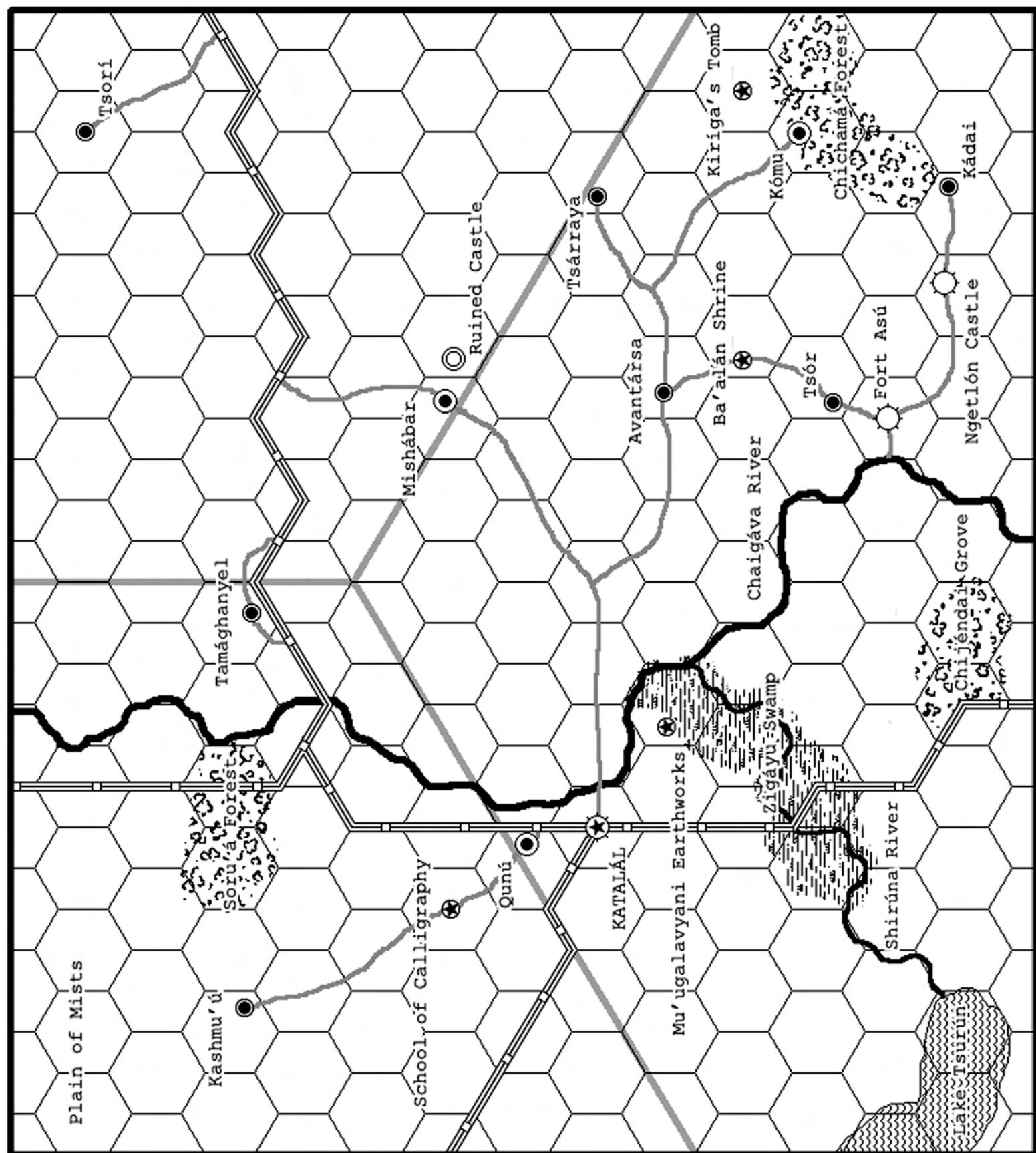


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







KATALÁL AREA MAP GAZETTEER

GENERAL INFORMATION

Scale

The large hexes (enlarged versions of the hexes which appear on the Tsolyánu map) are 100 Tsán (133.3 kilometers, or 82.8 miles) across. The small hexes are 7.1 Tsán (9.5 kilometers, or 5.9 miles) across.

Map Key

Village		Local Road	
Town		Sákbe Road	
Large Town		Rivers	
Fort		Grasslands	
Ruin		Open Forest	
Landmark		Swamp	

This gazetteer is organized by large hexes, running from the lowest hex number (in the lower left corner of the map) to the highest hex number (in the upper right corner of the map).

The entry for each hex begins with a general description of its terrain, followed by a list of the indicated locations in the hex and a description of each.

Small Village & Town General Descriptions

While each small town and village is unique in some way, certain broad generalizations may be made that are widely applicable. The notable details of each village and town, if any, are listed in the hex descriptions (below).

Villages can be as small as 20-30 people, and towns can be as large as 700-800 people. There is usually a headman who will wish to see any visitors –

especially higher-status visitors. There are three general types of villages and towns.

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

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

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

HEX 3511

This hex encompasses a broad, shallow valley of rich fertile land around the Chaigáva River. The entire hex is heavily farmed, with larger agricultural holdings in the north and east and smaller, more scattered tracts in the south and west.

Town of Qunú. This small Sákbe Road town is a ‘suburb’ of Katalál. Local girls serenade travelers on the road to Katalál every morning.

City of Katalál. This small city (actually a very large town) is the capital of Ketvíru Province. Like most of the bustling cities of the central plains it is flat, neat, stolid and a little pompous - devoted to the agricultural bounty of the region, and to the making of money. Its major exports include fancy glassware and pottery, Chlén-hide weapons and tools.

The governor's mansion and related facilities occupy a small hill on the south side of the town. The entire west side consists of a modest-sized foreigners' quarter. Running from north to south along the Chaigáva River are the very low and low-status clanhouses. The high clans dominate the north side, the very high clans dominate the south, and the medium clans are situated alongside the Great Square of the Seven Heroes, ringed by the temples at the town's center.

Katalál's clanhouses tend to be large and open, with gardens and parks, courtyards for trade and crafts, stables for Chlén-beasts, pens for Hmá and Hmélu, servant quarters, slave quarters, and facilities such as kitchens, pantries, wine cellars, scriptoria, record-rooms, refectories for dining, etc. One first encounters a solid wall all around the clanhouse grounds, with a high gate emblazoned with the clan's symbol. Inside, there is an open court for the "parking" of palanquins, where slaves and escorts can sit and wait under shaded colonnades, with food and drink, fountains, etc., and more gates that lead off to other courts where stores are kept, crafts are performed, where the clan transacts its usual business(es), etc. Every clanhouse is differently organized and arranged.

The temples of Stability tend to predominate here, though the city's temples of Change are venerable, and firmly entrenched. One cannot enter the city without seeing the ponderous tower of the Temple of Vimúhla to the west of the Great Square of the Seven Heroes, the dark and brooding Shrines of the Dark Lords to the east, and the colorful temples of the Lords of Stability to the north. Each of these groups seems to huddle together, like soldiers around a great leader, and this factionalism has

dominated the politics of the city for almost its entire existence.

Katalál was seized by the Mu'ugalavyáni, after a forced march through open terrain just north of the Sákbe Road, early in the Great War of 2020.

Some centuries ago Katalál experienced an incompetently performed Dítlána, leaving its foundations unstable. Some major buildings, such as the city's temple of Vimúhla, have been completely re-built as a result. In other places, patchwork repairs were made to compensate. To this day, sewer-workers beneath the city's streets face great peril.

Village of Tsárraya. The clans of this rustic Agricultural village tend to favor the Lords of Change. Wood and charcoal are brought here from Kómu, as they have none of their own.

Mu'ugalavyáni Earthworks. This is a remnant of the defensive fortifications that were erected by the Mu'ugalavyáni during their occupation of Katalál during the Great War of 2020. After the relief of the city, it was found that the Mu'ugalavyáni had immured every single member of the city's Legion of the Sun-Bright Sword alive (or dead) within these earthworks. This, the Mu'ugalavyáni stated, was in revenge for a wrong done them by General Kuríshe hiSu'úmra in the time of Kánmi'yel Nikúma V "the Pretender" in 1711 A.S. Most of these earthworks have been dismantled (and the bodies re-buried) in the centuries since the war, but this section (the southernmost end, near the Zigáyu Swamp) still persists, and likely still contains human remains and some of their possessions.

Village of Avantársa. This is a young, growing Agricultural village. Chlén beasts do not do well here, growing sickly with thin hide and leaving no offspring.

Zigáyu Swamp. The Chaigáva River slows south of Katalál, possibly due to the drainage of the city's effluvia, forming this unpleasant sodden marsh. Scattered ruins of farm buildings can be found here, abandoned since the swamp waters rose. The swamp is a refuge for creatures which on rare

occasions attack lone travelers upon the Sákbe Road or approach all the way into Katalál's City of the Dead in search of prey.

Chaigáva River. This broad river flows out of the Kurt Hills in the north, past Úrmish and out into the Deeps of Chanayága at Penóm in the south. It runs clear and fresh north of Katalál, but slows and becomes murky to the south.

Ba'alán Shrine. This is the largest shrine in the Empire to Keténgku's Aspect Ba'alán. This Aspect appears as a gentle man of older middle age, always seated upon a stone, with His hands on His knees, leaning forward as if listening. Silver rings one hand-span in diameter are offered as sacrifices to Ba'alán, along with Tetél flowers, in hope of having mental ailments treated and cured.

Every day, a choir of young boys and girls recites from the rising of the sun to the setting of the first moon after sunset (whichever moon that is on a particular night). The children greet the setting of the moon with shouts of joy.

Kiríga's Tomb. Said to date from the time of the Dragon Lords, only a few scattered stones with fragments of ancient carven N'lússa script remain of this site... at least on the surface.

Village of Tsór. This Agricultural village makes paints and dyes in addition to the usual agricultural products. The locals like to bleach and dye their hair.

Town of Kómu. This is a very prosperous Agricultural town. From a distance, wispy smoke is seen and the aroma of charcoal-making drifts on the wind.

Chichamá Forest. The forest is unusually - some say unnaturally - lush and verdant around the town of Kómu. Even the plumage of the forest's native Khéshchal birds tends to be longer, brighter, and more durable.

Shirúna River. This small river flows fresh and clear out of the Zigáyu Swamp south of Katalál and into Lake Tsurún. It is nevertheless held in superstitious dread by locals. One who gazes into its waters is said to be 'seen' by the inhabitants of other planes.

Fort Asú. This guard tower consists of a single 3-story tower surrounded by a single ringwall, with a gatehouse. It is currently occupied by a small number of troops from the Legion of Mórusai the Chieftain, 40th Imperial Medium Infantry, charged with watching over activity on the Chaigáva River.

Lake Tsurún. This placid lake has several elegant villas upon its shores, occupied by retired nobles from nearby Katalál and their retinues.

Chijéndai Grove. Planted in the early days of the Second Imperium (approximately 360 A.S.), this one-time orchard has grown wild and unkempt over centuries of neglect. The Pé Chói find this place unsettling.

Ngetlón Castle. This is the residence of the local fiefholder, Maluél hiViridáme of the Golden Sunburst clan. Born in 2320 A.S., she is tall and sturdily built with light brown eyes. She follows Chegárra, and holds frequent parties for her many friends from the city. She is rumored to favor Kurtáni efforts to curtail the expansion of Change-oriented legions in this region.

Village of Kádai. By custom, the inhabitants of this well-to-do Agricultural village adopt a grim mood. They believe that pessimism attracts the favor of the Gods.

HEX 3610

This hex consists of low rolling plains, sloping gently down from the west toward the Chaigáva River along its eastern edge. There are large agricultural holdings in the south and east, and smaller scattered tracts in the north and west.

Chaigáva River. This broad, clear river flows out of the Kurt Hills in the north, past Úrmish and out into the Deeps of Chanayága at Penóm in the south.

Plain of Mists. This area is famed for the heavy mists which cover it almost constantly. As a result, visibility over any distance within this region is poor. Bandits have been known to use these mists to cover their escape. Local folklore tells of a village, lost in the

mists, which starved to death because of a demon's curse.

Village of Kashmu'ú. This Agricultural village is well-managed, but suffers from a crime problem. Several generations ago a rain of taxidermed animals fell in one of the fields. The incident has never been explained.

Soru'á Forest. The trees of this forest grow high above the Sákbe road, meeting overhead to form a somber tunnel of greenery. This place teems with wild animals, and the guards stationed at the two closest Sákbe road towers are kept very busy protecting travelers from predation.

Village of Tamághanyel. This Sákbe Road village is home to a surprisingly large number of different clans. Several esteemed psychic puppeteers come from this locale. There is also a large slave market here.

School of Calligraphy. This famous school for calligraphers is run by Lord Keténgku's clergy. They will train practically any skilled calligrapher from almost any Temple, in exchange for tuition, which is often handled on a reciprocity basis. This is one of the schools that produce the Imperial calligraphers that work in gold leaf and gemstone inks to create important Imperial documents. Most occupational calligraphers will be of middle-clan status, but high-clan and very-high clan-members will also study calligraphy as an artistic pastime.

HEX 3611

This hex consists of low rolling plains, sloping gently up from the southwest toward the Kúrt Hills in the northeast. There are large agricultural holdings along the Sákbe Road, and a few scattered tracts of farmland farther north, but as one approaches the edge of the wooded hills the land becomes more rocky and uneven, and farmlands become ever scarcer.

Village of Tsorí. This Agricultural village is reputed to have its own small Tsu'úrum (underworld). Its origin and extent are subjects for further investigation. Scholars dismiss it as nothing but a few dusty cellars

left over from the village's last little Ditlána, but the locals claim that Tsorí is built atop a glorious villa from the early days of the Empire.

Town of Mishábar. The entire population of this relatively young Agricultural town comes from the very low status Flat Rock clan. Local superstition says that is as bad luck to travel from here to Tsárraya.

Ruined Castle. This structure may have once been a fiefholder's seat, but it was abandoned centuries ago for reasons which the locals in nearby Mishábar do not recall. It is still in relatively good repair, consisting of a single 2-story keep with a strong outer wall and gatehouse.

Concluding Remarks

Space prevents the inclusion of individual maps of each of the fortresses, population centers and other sites listed here. The GM should feel free to devise these to suit him/herself, as needed.

Finally, if you do explore some of the places of interest on this map and devise more elaborate descriptions, please feel free to send your information to us for possible inclusion into a second edition of this work. Thank you!

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