Many of the illustrations of the Kúrt Hills Atlas were originally drawn larger. They have been reproduced in that size for your viewing and coloring pleasure.





Illustrations by Talzhemir. Inking by Jeff Dee. © Copyright UNIgames and the Tékumel Foundation 2019

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A teaching diagram made of sticks and twine, used in the Kúrt Hills to impart rudiments of geography of the Kurt Hills region. The gray cords give a very rough representation of the Imperial provinces. The black cords are Sákbe Roads, with knots for the towns and cities. (The actual device would be unlabelled.)



Falconer Sujó'i climbs a cliff in the Kúrt Hills to find what he needs: a lively Küni bird chick.



Dákon is one of the greatest Utehíl boatmen, something of a living legend of the Vishéna River.



People indulge in an intoxicant powder, don odd clay and straw masks, buy a few light thin clay balls for a few coppers, and have a rowdy pottery fight in the streets of Zamashíl.



The Tsi'íl beast is not domesticated, but by killing its predators, it can be grown to a large size before being hunted on private preserves.



Let the traveler take heed, for unusually large Tletlákha are to be encountered in the Swamps of Ksárul.



The scars and skull facepaint mark this man as a devotee of Lord Sárku. His arrows have no notch; instead, they fit into a bowstring socket.



The Khéschal bird can not be tamed, but there are some few that have befriended a human or two. Mrétil jests that she is the pet of the bird.



Messenger Ráijan jogs through the ruins of Tkásh, and the Kurukú ready their ambush.



Zalyénu aimed for what appeared to be the Ru'ún's eyes. She had collected pale purple gems on the Ruins of Sand, and if she survived she would be a wealthy woman.



The scholar Ókha was rescued by what he called a Tiú-nyu. Was this cat-like biped some whim of the ancients? Could it perhaps have come from another plane?



Shén will sometimes buy a pure white egg made of soapstone from the quarry of Zhanáya.



Tsalkísha tests an eye while her companion Garúggme does the worrying.



The Íjat Beast is the aggressive and moving stage of a parasitic life form. Its role is to slay an animal to nourish a future Íjatok tree.



Upon the Bridge of Kikú, giant-size Méshqu plaques keep Chlén carts from meeting awkwardly front-to-front.



Ríru could sense creatures following her. "Just try it," thought she.



Girls in Qunú sing to those traveling to Katalál each morning.



This Ninínyal archer belongs to the Watchful of Rirumé, a militia.



After twelve years, the scholars gave up searching the hills near Hlínu for the mythical Pengdáli, turning back after one last disappointing survey.



Bék-núne-jíd watched carefully as the floating leaf revealed which way the water flowed.



A Chnélh steals pinkish chalk at Thólel Village.



In Purmúnin, a warrior who guarded the temple of Lord Chegárra is found with a dart in his arm. Who would do such a cowardly deed, and why?



Yát longed to travel the Sakbe Road with his pet Chlén beast Békom.



Lightweight yet remarkably strong, the climbing hook was once a common tool among Kurtonyál folk.



The odd four-legged Kúyok bird may have originally come from one of the Páchi Léi homeworlds. Locals will also call it a "Káika".



This man's hat marks him as an "Álu": a "counter-Aridáni" who defers to the will of his clan.



In Ssáhlan, the mystic walls between the Planes are thinner. Only here can Mríkdan muster the power to light a piece of incense.



The Swamp Folk south of Púrdimal sometimes trade their skillfully carved goods with humans.



Near Kalíketl, somewhere underground, a baby Kúrgha rat cuddles up to a skull with bejewelled eyeteeth.

Isolyáni Word Search

Ι	Í	L	D	Ú	Q	В	É	Т	н	0	R	М	U	Т	S	В	А	Т	G
Z	W	Н	I	Ó	Н	U	R	Á	L	D	U	С	D	R	Á	М	L	Ν	U
J	Q	Ζ	Ν	V	S	D	G	R	Х	Т	Е	Ν	Н	Е	Ó	Ó	L	I	К
К	Á	Y	Í	Q	Υ	J	W	G	L	н	G	R	Á	Е	R	К	Á	Y	G
V	Н	Н	R	I	Н	Á	Y	Α	L	Ú	U	R	Н	Н	G	U	Ν	В	L
É	Y	Z	В	А	W	L	Ν	к	V	м	V	Á	Н	Т	к	Á	н	Á	А
К	Ν	Е	V	Т	В	К	Р	U	J	I	R	U	S	R	R	L	R	К	Y
Α	Ρ	D	Ι	L	Ι	N	Á	L	Α	S	В	0	Ι	É	U	Ζ	Е	R	Ó
L	W	0	Е	Н	Т	Ν	Á	V	Α	Z	L	М	Μ	R	Y	К	L	В	Α
Т	0	Ν	S	Т	В	К	L	Y	В	Y	U	N	Á	К	А	R	А	К	Ν
Μ	Q	Ζ	н	É	С	Е	V	L	Á	U	U	S	L	Н	Ó	Н	Y	R	М
Á	Ρ	S	W	К	М	S	Н	Ν	G	К	К	E	Т	É	Ν	G	К	U	М
Н	Y	U	Q	U	Ρ	В	U	Α	Е	N	S	F	Ι	R	0	É	Ι	L	R
S	R	F	L	М	В	V	L	С	R	L	S	V	R	Y	R	Ú	L	L	Т
Ú	S	Ó	G	E	Y	А	Ι	Е	Н	Á	Y	V	R	А	L	А	S	н	J
Υ	К	Е	Ν	L	V	Í	В	М	К	I	Е	н	U	R	L	Í	Ν	W	С
W	Ζ	D	R	Y	Р	С	К	В	Ú	J	Т	L	D	Е	N	L	Х	Т	L
D	G	S	Á	R	К	U	Е	Á	Z	н	Т	É	Т	W	С	U	Ν	S	É
Ζ	Н	S	I	L	É	Μ	Α	L	D	Á	L	U	Ν	Á	G	U	R	G	С
U	0	Н	к	É	W	V	М	К	Á	I	Т	Α	R	G	Ν	Y	I	U	D

AVÁNTHE	HNÁLLA	SÁKBE
BELKHÁNU	HRIHÁYAL	SALARVYÁ
BÉTHORM	HRUÚ	SÁRKU
CHEGÁRRA	KÁITAR	SHÁMTLA
CHITÉNG	KARAKÁN	TÉKUMEL
CHLÉN	KETÉNGKU	THÚMIS
DILINÁLA	KÓLUMEL	TSOLYÁNU
DLAMÉLISH	KSÁRUL	VIMÚHLA
DRÁ	LIVYÁNU	WURÚ
DURRITLÁMISH	MUUGALAVYÁ	YÁNKÓR
GRUGÁNU	QÓN	

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1) A dice game featuring symbols of gods.

3) "The Demon Warriors", large reptilians with club-tipped tails. A friendly non-human race.

6) An Underworld, or "dungeon".

8) A High Cartography stone.

13) A fine paid to make up for a slight of honor, or some other infringement. Can also refer to "blood money".

14) "The Forest Dwellers", fourlegged, two-armed, with a somewhat bestial long-muzzled face. A friendly non-human race.

15) Huge draft beast which also provides armor and weapon material.

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17) "Little War", a ritual "scaled down" battle.

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21) That one of the Five Empires whose armies are traditionally attired in shades of blue.

25) "The Dragon Warriors", a tall breed of humans with a small nation to the north.

26) A "pocket universe".

28) A measure of time roughly equivalent to half an hour.

29) One's capacity for holding psychic energy. Id-like, one of the "Five Parts of the Soul".

32) [English] One's extended family (and often, fellow members of one's profession).

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DOWN:

2) Stony copper-bearing hills where worship of the god Sárku originated. Locals are stereotyped as rugged, grim and xenophobic.

4) [English] Small devices of the Ancients, with an aperture on one side and a button on the other. Some have a counter showing number of uses left.

5) From the once-independent Stability-oriented nation of Kúrtur (now a province). Stereotyped as bawdy rustic archers.



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7) An esoteric and archaic tongue associated with Stability.

9) The customary gladiatorial arena.

10) [English] The standard form of execution in the Empire of the Petal Throne.

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Brands for the Stations of Brave Peripitation





The 26th Brand for having visited all Stations of Brave Peripatation

7hu'úsa Script Variant

An example of the Thu'usa Script, found on a stick in a cave. Probably from around the 8th Century A.S.



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Ι	Í		D	Ú	0	B	É	Т	Н	0	R	M	U	Т	S	В	A	Т	G
Z	w	н	5	Ó	Н	U	R	Á	L	D	0	0	D	R	A	М	L	N	U
J	Q	z	$\overline{\mathbb{N}}$	\sim	S	D	G	R	Х	M	E	Z	H	E	Ó	Ó		I	к
К	Á	Y	Í	Q	Y	J	W	G	L	н	G	R	Á	E	R	K	Á	Y	G
V	н	н	R	Ι	H	Á	R	Α	L	Ű	U	R	Ē	H	G	U	N	В	L
É	Υ	Z	В	А	W	L	N	к	V	м	V	Á	Θ	う	K	Á	Ð	Á	A
К	Ν	E	V	Т	В	К	P	U	J		R	U	S	R	R	Ò	R	K	Y
A	Р	O	1	L	Ι	Ν	Á	L	A	S	В	0	ľΠ	É	U	Z	E	R	Ó
L	W	0	E	Н	Т	Ν	Á	V	A	Z	L	M	М	R	Y	К	L	B	A
Т	0	N	S	Ē	В	К	9	Y	В	Y	U	N	Á	К	А	R	А	К	Ν
М	Q	Z	н	É	C	E	V	4	Á	U	U	S	Ł	Н	Ó	Н	Y	R	М
Á	Р	S	3	К	М	S	H	N	G	К	K	E	Ξ	É		G	К	Ρ	М
н	Y	U	0	U	Р	В		A	E	Ν	S	F	Т	R	0	É	-	L	R
S	R	F	1	М	В	0		C	R	5	5	<	R	Y	R	Ú	L	1	Т
Ú	S	Ó	G	E	Y	A	Ś	E	Ð	Á	Y	V	R	Α	L	А	S	H	L
Y	K	E	Ν	U	>	Í	В	Þ	K	$\overline{}$	E	Н	U	R	L	Í	Ν	W	0
W	Z	D	R	Y	Р	С	К	B	Ú	L	T	L	D	Е	Ν	L	Х	Т	L
D	G	S	Á,	R	К	P	E	Á	Z	H	T	Ê	T	W	С	U	Ν	S	É
Z	E	S	Ι	L	É	М	А	L	P	Á	L	Q	Z	Á	G	U	R	G	С
U	0	Н	К	É	W	۷	Μ	K	Á	Ι	T	A	R	G	Ν	Y	Ι	U	D

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7solyáni Crosswords Ley



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