

GOLOTHA 1



Golotha is the principal settlement of the Kingdom of Rethem and the political heir to the infamous Theocracy of Tekhos. Strategically located at the mouth of the River Thard, the city was founded in the fourth century on ground reclaimed from a misty swamp. It is still plagued by morning fogs. Golotha is a city of secrets and dark places. Its narrow streets are dangerous even during the day.

HISTORY

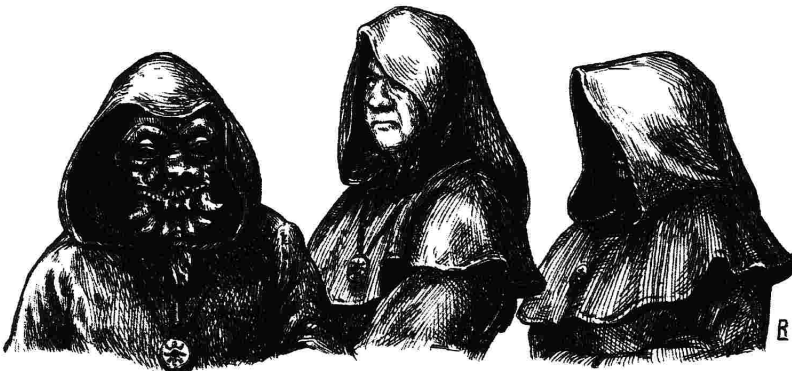
Founded in 389 under the name Merethos by Malian (380-394), the sixth Corani emperor, the city prospered as the empire's major western port and trading center. In 562 Merethos was the first Corani city to fall to the Balshans, who changed its name to Golotha (*dark victory* in Ormauk, the Morgathian temple tongue). During the rest of the Balshan Jihad, Golotha provided much of the strength and leadership for the rebels to overwhelm the Corani Empire, but the city was snubbed when Shiran was chosen as the capital of the Theocracy of Tekhos. Long the religious center of the dark churches, Golotha became the center of the new state religion, Morgathianism. When the Theocracy collapsed, only the Golothan priests survived. They retained power until the city fell to Arlun the Barbarian, who founded the present Kingdom of Rethem. Golotha has suffered several disastrous floods, the worst being the Great Flood of 521, when half the city was destroyed.

ECONOMICS

Golotha has vast economic potential, but the unstable political climate does much to neutralize its geographic advantages. Despite this, Golotha is a busy port where seagoing vessels transship cargoes to and from the numerous talbars that ply the river. The city also serves as the major outlet for Peran trade goods, mainly hides and vegetable oils. The Hideworkers' Guild is important, as Golothan leatherwares are considered the best on Hârn. Fishing is the most important unguilded activity. Most businesses employ one or two private guards, and there are several mercenary companies in the city.

RELIGION

Golotha is the most religiously intolerant of all Hârnish cities. The monolithic church of Morgath dominates. The larger Agrikan church is represented by five competing orders. The churches of Halea, Ilvir, Naveh, and Save-K'nor are barely tolerated. All other churches are proscribed; their adherents sure to be condemned to the Pamesani Arena.



Location: Kingdom of Rethem
Status: Chartered Freetown
Population: 6200
Government: Heptarchial Council
Military: King/Constable

TAXES

Property: 8% per annum (residential)
6% per annum (business)
Hawking: 5% goods value
Bonding: 1% goods value per month
Pilottage: 40d flat fee
Wharfage: 1d per foot per day
Registry: 40d per foot per annum

CHRONOLOGY

388 City founded as Merethos.
498 City walls and canals completed.
521 Great Flood of Tharda.
559 Red Death ravages Thard valley.
562 Balshans take city, rename it Golotha.
565 Death of Medak, last Corani emperor.
568 Theocracy of Tekhos founded, with Golotha as religious center.
588 Theocracy of Tekhos ends.
Theocracy of Golotha founded.
635 Golotha falls to Arlun the Barbarian.
Kingdom of Rethem founded.
681 Nemiran assassinated in Golotha.
682 Ezar's War begins.
697 Ezar's War ends.
707 Major flood followed by pestilence.
712 Canal gates built.

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GOVERNMENT

Golotha is a Rethemi freetown, governed by a Heptarchial Council under charter of the king. The council's jurisdiction does not extend over the royal enclave, Caer Chaftar. The Morgathian church dominates the Heptarchial Council and has an almost free reign in its dark activities. There is a chronic shortage of garrison patrols, largely due to the intransigent relationship between the council and the military authorities who are essentially besieged inside Caer Chaftar. Law and order is almost nonexistent and many a hapless citizen or visitor has vanished, never to be seen again. The king has difficulty collecting aids from the town.

In exchange for the freetown charter, the council provides the crown with £200 annually to the Royal Treasury, at least half in silver or gold. The payment is delivered in more or less equal parts monthly to the Caer.

THE HEPTARCHIAL COUNCIL

The anarchic years that followed Arlun's death allowed the Morgathians to regain control of Golotha. As a price for "restoring order" they forced an agreement from Obras, Arlun's heir, to charter the city as a freetown and establish the Heptarchial Council. Beleaguered by ongoing revolts, Obras was happy to let the Morgathians control the city. Theoretically, appointees to the council were to be approved by the throne, but this provision of the charter was never taken seriously by either side.

The creation of the Heptarchial Council in 666 was a thinly disguised rebirth of the Golothan Theocracy. The council established a policy of allowing the Mangai a virtual free hand to set hawking and bonding taxes. Thus began a profitable alliance between the wealthiest citizens and the powerful temples of Morgath and Agrik.

In 689, the Agrikan order of *Mamaka the Master of Steel* became the ruling faction in the Hârníc Agrikan church. The grandmaster of the order had some alliances with the church of Morgath, and it is rumored the Morgathians assisted the order to gain ascendancy.¹ The grandmaster became the Agrikan Heptarch after the accidental death of the sitting Agrikan, and that council seat has always been held by his successors. The current grandmaster and Agrikan Primate, Sir Klyrdes Bisidril, enjoys considerable respect from the Morgathians; he was appointed chancellor of the Heptarchial Council in 715.

Despite Sir Klyrdes' influence, control of the council by the Temple of Morgath is all but absolute. The wishes of the Morgathian Primate are ensured by his four appointees. The only dissident voice on the council has been the Halean Heptarch. Halean appointees sometimes disappear before taking office, or soon after, and several have respectfully declined the honor. The Halean seat has been vacant for almost two years, and the council has petitioned the king to revoke the Halean seat to be replaced with "a member of the Council's choosing". The outcome of this petition is likely to be successful, although the Rethemi king seems to be in no hurry to decide.

¹ Alliances between the the churches of Agrik and Morgath are fragile. Agrikans worship fire and cremate their dead, an act Morgathians find abhorrent. Agrikans are equally hostile to Morgathian burial rites. Many a Morgathian necropolis has been put to the torch by Agrikan tomb raiders.

The Heptarchs

Heptarchs are nominated by their temple (or the Mangai in one case) and accepted or rejected by the King. Very few nominees have ever been rejected. The office is held for life.

Sir Klyrdes Bisidril [C7]

Sir Klyrdes is the wealthy lord of Vinarsa Manor and its six vassal manors. He is an old and good friend of King Chafin, who admires his strategic mind, his quiet efficiency, and his utter ruthlessness. He claims direct descent from Balsha.

Parqu of Aerth [F10], [C1]

Parqu, a litigant, is brother to the clanhead of an ancient Golothan mercantile house [F41]. His success is related in part to his familial and trade relationships with most of the powerful families in town. His influence does not extend into the temples and most other Heptarchs despise him.

Heptarch of Halea [C4]

The *Order of the Silken Voice* has been unable to fill its Heptarchial seat for almost two years, since the disappearance of Maylie of Shambren just thirteen days after she accepted the appointment.

Heptarch Khala-Gekesa [C3]

A Golotha native of the influential Zarainsen clan, the Khala-Gekesa is charismatic, ambitious, and jealous. He tolerates no challenge to his authority or to his position as the most powerful orator in Golotha.

Heptarch Khala-Khida [C5]

The corpulent Khala-Khida is the spokesman for the Morgathian Primate. He enjoys his power but wields it indelicately. The Primate is considering replacing him.

Heptarch Khala-Morvrin [C6]

This dour, sour individual is the Primate's secret eyes and ears in the council chambers. He gets along with few of the other Khalas. The Heptarch of the Mangai trusts him more than he should.

Heptarch Khala-Agash [C2]

The quiet, observant treasurer of the Council and of the *Order of the Lord of Chaos* was ordained in 674. He shows unusual energy for a man of his age and responsibilities.

LAW ENFORCEMENT

Justice is arbitrary and capricious in Golotha. The Heptarchial Council has little interest in disputes between citizens, satisfying its obligations with frequent floggings and occasional hangings for economic crimes and crimes of privilege. Crimes against the temples are tried inside the temples; suspects are often never seen again. Crimes against the state are tried at the caer when the king is present. Social crimes are often ignored, and public order is largely maintained by Jarop Zarainsen and his brutally effective Lia-Kavair. Golotha has several groups enforcing civil disorder.

ROYAL GUARD

Champions of the Golden Stag

Since Chafin III seized the throne, Clan Araku has been protected by the *Champions of the Golden Stag*, an elite royal guard led by Sir Aelfwik Borganau. The Stag has six companies totalling one hundred and twenty men. Two companies (*Queen's Guard*) defend Caer Chافتar, two companies (*Shostim Guard*) hold the royal castle of Shostim, and two companies (*King's Guard*) travel with the king. The *King's Guard* are chosen men promoted from the other two guards.

The *Queen's Guard* is divided into a day watch and a night watch each comprising four mani. Their patrols do not extend beyond the outer causeway gatehouse. Off-duty guards visiting the city often find themselves at odds with the *Warriors of Mamaka*.



GOVERNMENT

Bonding House: D1
Caer Chافتar: A2
Harbormaster: A1
Heptarchial Council: B1

GUILDS

Apothecaries: F25
Chandlers: F15
Charcoalers: D6
Clothiers: F11, F31
Courtesans: B8
Embalmers: F7
Glassworkers: F6
Harpers: F42
Heralds: B2
Hideworkers: F13, F34
Innkeepers: D7, F37, G1, I5
Jewelers: F8, F19
Lexigraphers: F27, G3
Lia Kavair: G7
Litigants: F10, G2
Locksmiths: F22
Masons: F3, F26
Mercantylers: F12, F14, F23, F29, F39, F41
Metalsmiths: F5, F18
Millers: F30
Miners: F45
Ostlers: D7, G1, H6
Perfumers: F20, F38
Physicians: B7, F21
Pilots: A1
Potters: F9, F36
Salters: F32
Seamen: E1
Shipwrights: E4
Tentmakers: F28
Timberwrights: F43
Weaponcrafters: F35, F40
Woodcrafters: F4, F17, F33

TEMPLES (Clerical Order)

AGRIK (Eight Demons): B3
AGRIK (Fuming Gate): B4
AGRIK (Herpa the Mace): B5
AGRIK (Mamaka): B9
AGRIK (Octagonal Pit): H2
HALEA (Silken Voice): B6
NAVEH: (N/A): D8
MORGATH (Lord of Chaos): B10
ILVIR (Pia-Gardith): D3
SAVE-K'NOR (Hyn-Aelori): D4

GOLOTHA 4

CITY GUARD

Warriors of Mamaka

The *Warriors of Mamaka* are the most feared fighting force in Golotha. They are the personal guard of the Agrikan Primate. These highly trained professional killers keep the peace according to their own code without regard for legality or fear of reprisal.

Sir Klyrdes volunteered four octads of the *Warriors of Mamaka* to police the streets in 715. Before that, the *Queen's Guard* patrolled the entire city. The Agrikan primate's offer was accepted so that the Queen would be better protected. Each octad has seven knights (2nd circle) and a captain who is an ordained priest. The men are unmounted.

The four octads rotate duties every tenday. Three octads alternate 8-hour shifts in the city. Two knights watch the Compound, while the other six patrol the streets in pairs, favoring the districts of Nemiran and Chafin Square. The remaining octad is quartered at one of Sir Klyrdes' nearby manors when off-duty.

Private Guard Forces

Most wealthy guildsmen and nobles with local homes maintain a force of private guards. These are sometimes hired from one of the local mercenary companies, but more often are selected from the many ex-warriors and arena veterans who seek employment in Golotha. A private guard can earn 1d to 12d per day depending upon the employer's wealth, generosity, and number of enemies.

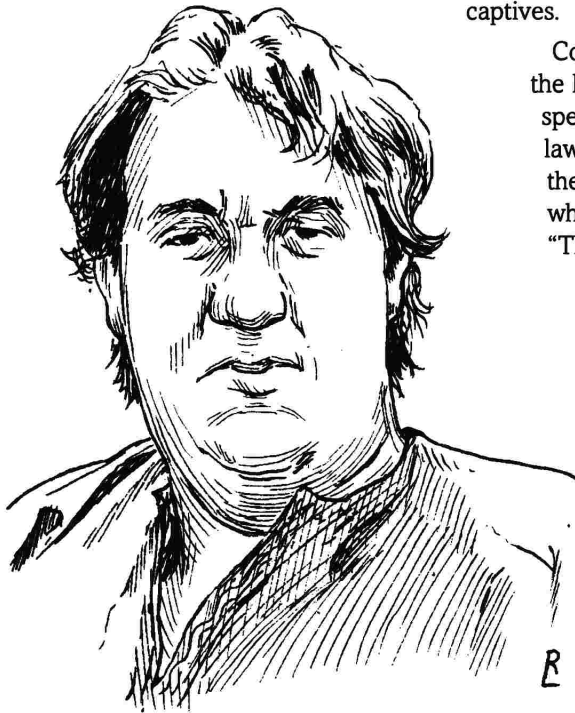
THE LIA-KAVAIR (Thieves' Guild)

The Lia-Kavair is the root of most Golothan crime and the best defense against it. Nearly everyone in Nemiran, Northaven, Sewertown, and Trevorman districts pays something to Jarop of Zarainsen [F15] or to his many thugs. In exchange, they receive assurances of protection from harm. Jarop's assurances are not hollow; troublemakers disappear and random property crime is almost nonexistent. Intimidation is common, but violence is usually limited to drunken brawls and crimes of passion.

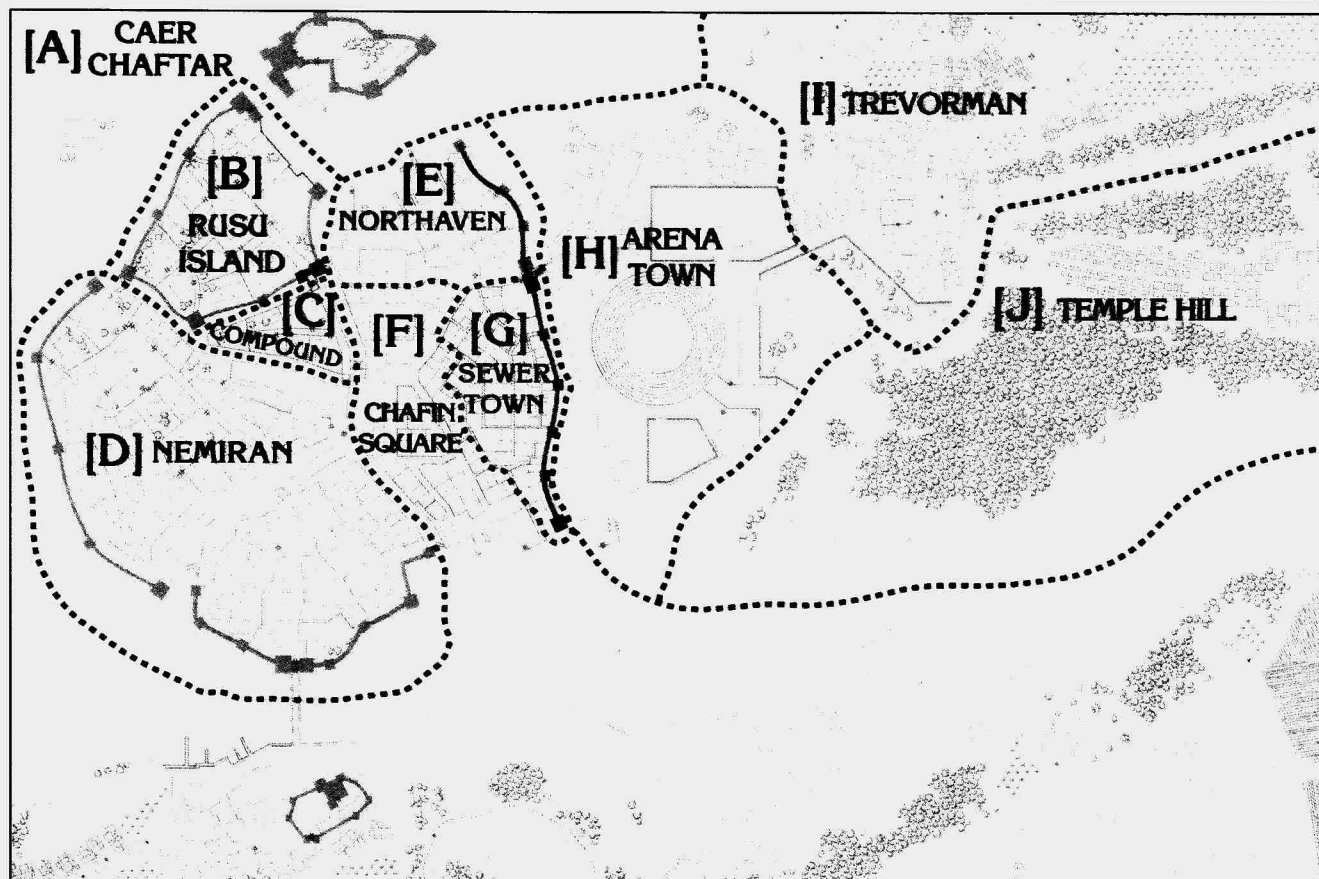
Those who pay into Jarop's purse become part of a large, close-knit family that protects its own. A person who assaults a wealthy mercantylor can end up in a dismal prison, but a person who assaults one of Jarop's clients ends up face-down in a fetid canal, or sold into the thriving slave market.

Jarop makes a large sum selling persons, usually living ones. There are four markets for live bodies in Golotha. Rylen of Laleld [F12] is not picky about the source of his slaves, Eilyth of Durene [E2g] always needs women and young boys, the Morgathian Church [B10] requires victims for its monthly services, and Amalya Weigela [I2] pays highly for attractive specimens. Jarop employs a wagon with a false bottom to transport drugged captives.

Contrary to popular belief, the Lia-Kavair do not enjoy special treatment before the law, and they rightly fear the *Warriors of Mamaka*, who do. For details on the "Thieves' Guild", see [G7].



Jarop of Zarainsen (Lia Kavair)



CITY OF GOLOTHA

The city is divided into ten districts.

- [A] **Caer Chaftar** (p6)
- [B] **Rusu Island** (p14)
- [C] **Compound** (p21)
- [D] **Nemiran** (p23)
- [E] **Northaven** (p25)
- [F] **Chafin Square** (p30)
- [G] **Sewertown** (p35)
- [H] **Arena Town** (p38)
- [I] **Trevorman** (p41)
- [J] **Temple Hill** (p42)

Numbering and References

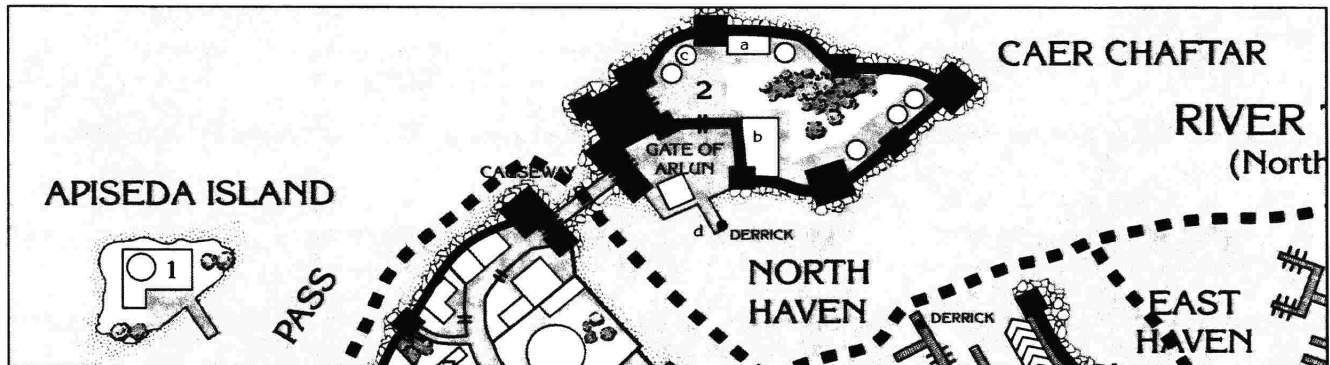
The Golotha city map numbers restart at 1 for each district. References are listed as in [F21]. The letter indicates the district. References to specific boats and barges moored under Northaven Wharf [E2] are denoted with an additional lower case letter as in [E2g].

CANALS & LOCKS

Golotha's canals originated as streams coursing through the swampy islands on which the city is built. There is a fifteen foot tidal range between high and low water at Golotha. The lock gates were built between 708-712, partly to help with flood control, partly because the canals tended to dry out during low water spring tides. The gates also protect canal-front properties from the "Thard Bore", a wall of water (often four feet high) which moves upriver in the first three hours of some flood tides. The winch-driven lock gates are opened twice daily during high water slack for about one hour each time. This does not allow the waters trapped inside the gates much opportunity to cleanse themselves and the canals are indistinguishable from large open sewers. Once each year the canals are allowed to remain open during an ebb tide to help cleanse the system.

Sea-going vessels over 30 feet are not permitted to enter the canals. Cargoes are off-loaded into river barges for this purpose. Each gate is controlled by a lockmaster appointed by the Harbormaster [A1].

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[A] CAER CHAFTAR

A1 HARBORMASTER & PILOT'S GUILD

The official residence of the master pilot responsible for all Golotha havens, built atop a rock thirty feet above low water. The building also houses the Golotha chapter of the Pilots' Guild. A beacon atop the tower is lit when visibility is poor.

Master Pilot Halmoren of Zarainsen is a barely-competent political appointee who has not set foot on Apiseda Island since he bought the office in 711. The pilots on his staff appreciate his absence. Halmoren is clanhead of the influential Clan Zarainsen. See: [B10], [F15], [F29], [I6].

The Master Pilot is responsible for the numerous small islands in the bay, ensuring safety and monitoring them for illicit activities. Zarainsen is completely unaware of the smuggling operation centered out of Helvel Island, and equally ignorant of the horrors being perpetrated on Molok Island, a leper colony under the management of the *Order of the Lord of Chaos*.

A2 CAER CHAFTAR

The royal castle and residence of King Chafin III when he is in Golotha; Shostim Castle is his principal seat. Although Chafin prefers Caer Chaftar over Shostim, he is reluctant to hold court too long in perfidious Golotha. Queen Erela lives here most of the year, overseeing all castle operations.

The island citadel, connected to the rest of the city by a causeway, can withstand a siege even when the rest of the city is in enemy hands.

The caer is defended by the *Queen's Guard*, reinforced by the *King's Guard* when Chafin III is in residence.

The keep is approximately seventy five feet square and has six stories above ground plus one dungeon level. Its four towers rise ten to fifteen feet above the battlements. The outer walls are all at least twenty feet tall. Caer Chaftar has many secret passages and chambers.

[a] Ardis of Tharken, bonded master weaponcrafter to the household of Caer Chaftar.

[b] Pordiar of Wedina, bonded master ostler.

[c] Granaries - kept well stocked in case of siege.

[d] Pier - To reduce the risk of assassination, kings of Rethem usually enter and exit Caer Chaftar by boat, using this private wharf.



Queen Erela

CAER CHAFTAR

The caer was built between 389-395 and strengthened several times, notably by Arlun (635-656) who walled most of the island. By the reign of Puril (681-689), the citadel had achieved its present form. The outer walls are twenty feet tall, and built on a rock that is 32 feet above low tide. During storms, great waves crash against the walls, but seldom top them.

CELLAR

[1] Dungeon and Torture Chamber: This area is well-used when the king is in Golotha. Victims are often saved for months, to ensure a steady supply for the king's enjoyment when he is here.

Storage: This corner is used to store preserved foods and the clerical materials used by the chancery.

[2] Royal Treasury: The treasury for the Kingdom of Rethem is Chafin's own personal wealth. It is stored in numerous safe sites around the kingdom, including the main repository at Shostim. Caer Chافتar's treasury holds a small fraction of the total, roughly a year's pay for castle staff, and a few other treasures acquired as tribute or plunder. The treasury is well-guarded and locked behind a sturdy iron gate. It contains several sacks each containing £4 of silver coins. Only the king and the chancellor of the exchequer have access.

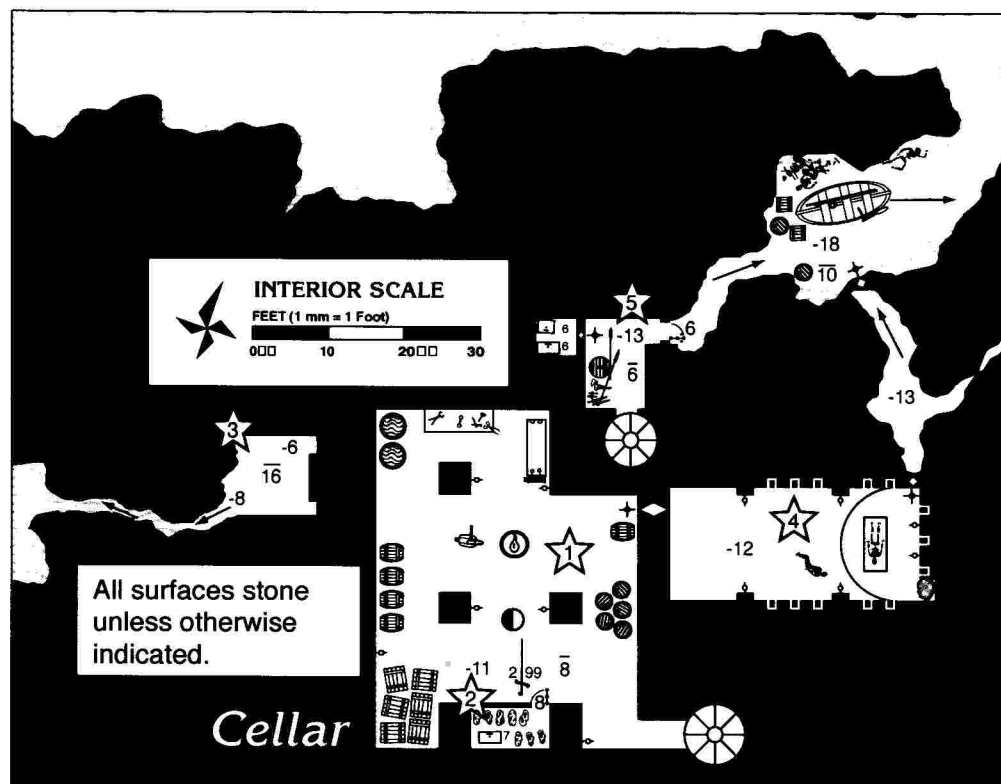
[3] Crabby: This unlit seacave is accessible from #2 on the Ground Floor above. Guards call it the "Crabby" and difficult prisoners get to bathe down here for a day or two. The fissure that leads to the bay is always flooded and the lower part of the Crabby floods to a depth of two feet at high tides. No prisoner has ever escaped here; the fissure is too narrow for a man to pass, and a smaller creature would face a very difficult underwater swim in the dark.

[4] Morgathian Temple: After numerous reconsecration attempts failed, this chamber was sealed off in 635. Few are aware of its existence.

[5] Escape: The exterior entry to this sea cave is underwater at high tide. In the grotto is a beached pinda and several skeletons, long picked clean by the tiny crabs that infest the area. The secret passage between the Morgathian temple and the grotto is unknown to any living person.

A stairway descends from the royal chamber on the sixth floor to the escape with no other access. The escape houses some supplies and preserved food. A stout iron gate bars entry to/from the grotto.

A secret door conceals a hidden treasury. It contains Chafin's potential ransom: a hundred pounds of silver, nine Khuzan crowns, and a large sapphire known as the Star of Berema, concealed in a terra cotta figurine of a V'hir. The location of this treasury is known only to the king and queen, although the location is also recorded in a document chest kept by the king at Shostim.



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GROUND FLOOR

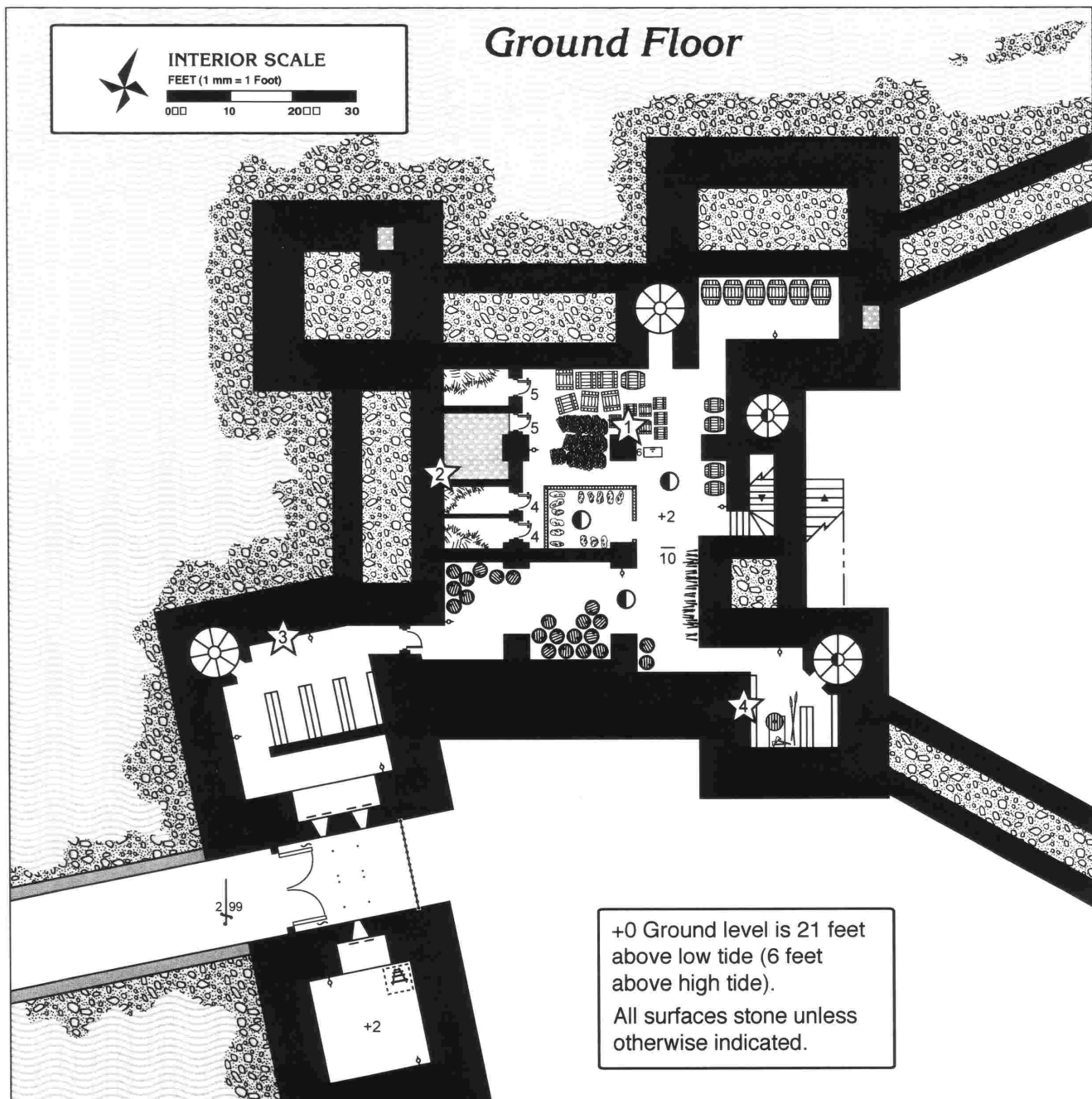
[1] Pantry: When tribute is received, it sometimes takes all day to move the food portion down into this crowded area. The heavy locked chest is filled with valuable spices; only the queen and the Seneschal of the Chamber have keys.

[2] Cells: Prisoners are kept here, sometimes for months, until the king is present to try them. They are fed at their own expense, usually by family. If nobody feeds them, they are given just enough to survive. Two years ago a prisoner starved to death and the king's

fury cost three guards their lives. Since nobody knows which cases will seize the king's fancy, all prisoners are kept alive awaiting his royal pleasure. The large cell opens to the "Crabby" below.

[3] Storage: All non-food supplies, including a number of cherished heirloom dishes and linens, are stored here on shelves. Many are heirlooms of other clans, stolen or captured from as far south as Sarkum.

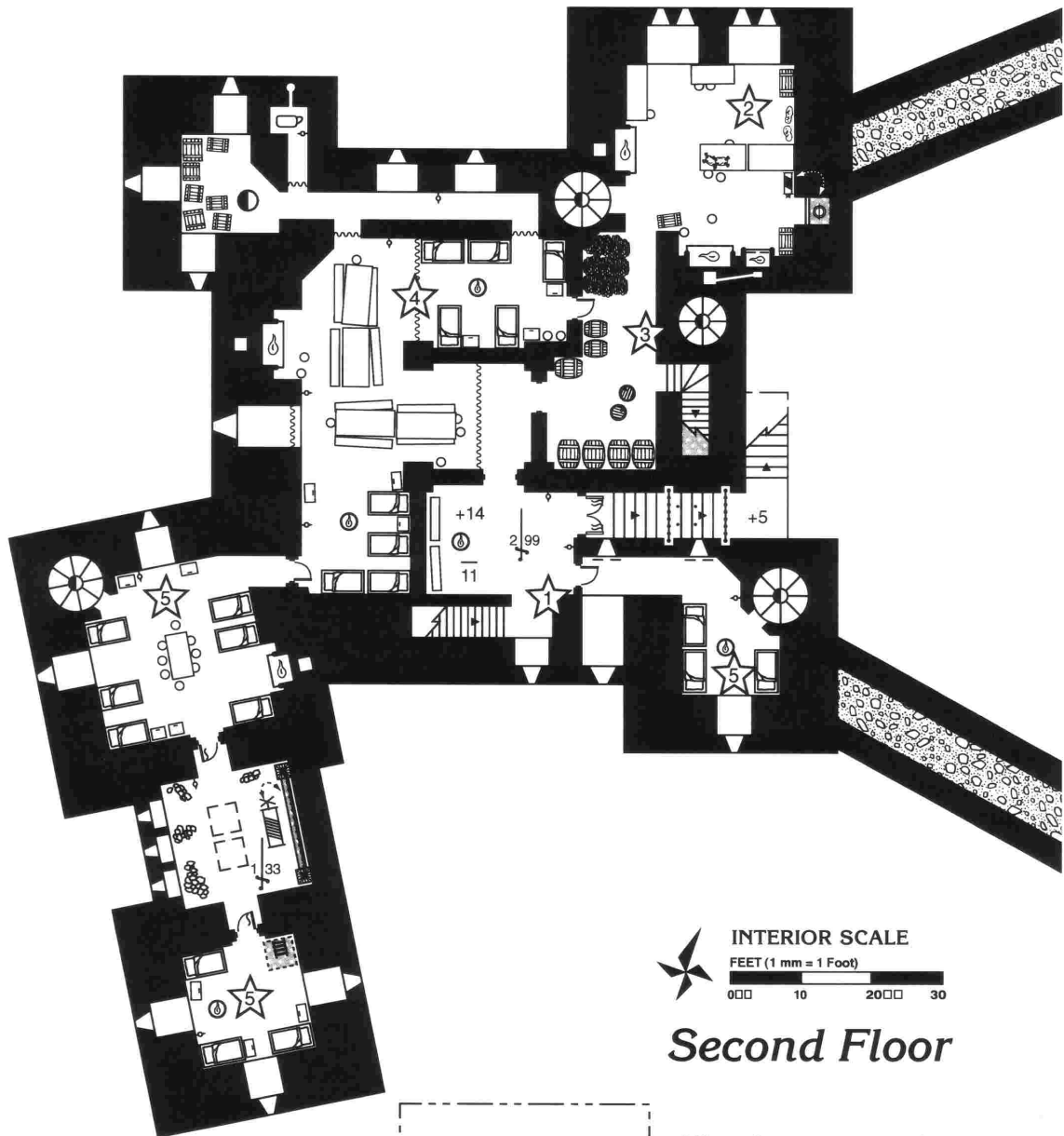
[4] Armoury: Also used for general storage.



SECOND FLOOR

- [1] **Entrance:** accessible from land by first passing through the formidable Arlun Gate, then across the killing zone between the caer and the pier, and through the second gate to the inner courtyard.
- [2] **Kitchen:** busy even when the king is away. Queen Erila cannot bear to see idle servants. The Royal Chef responds with his own petty tyranny; he enjoys torturing rats.

- [3] **Buttery:** This storage area is infested with cockroaches.
- [4] **Servants:** There is little privacy and less space in these cramped quarters.
- [5] **Guards:** The most junior members of the *Queen's Guard* sleep in these rooms. When the king is in Golotha, the men share beds with the *King's Guard*, sleeping in shifts.



INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30

Second Floor

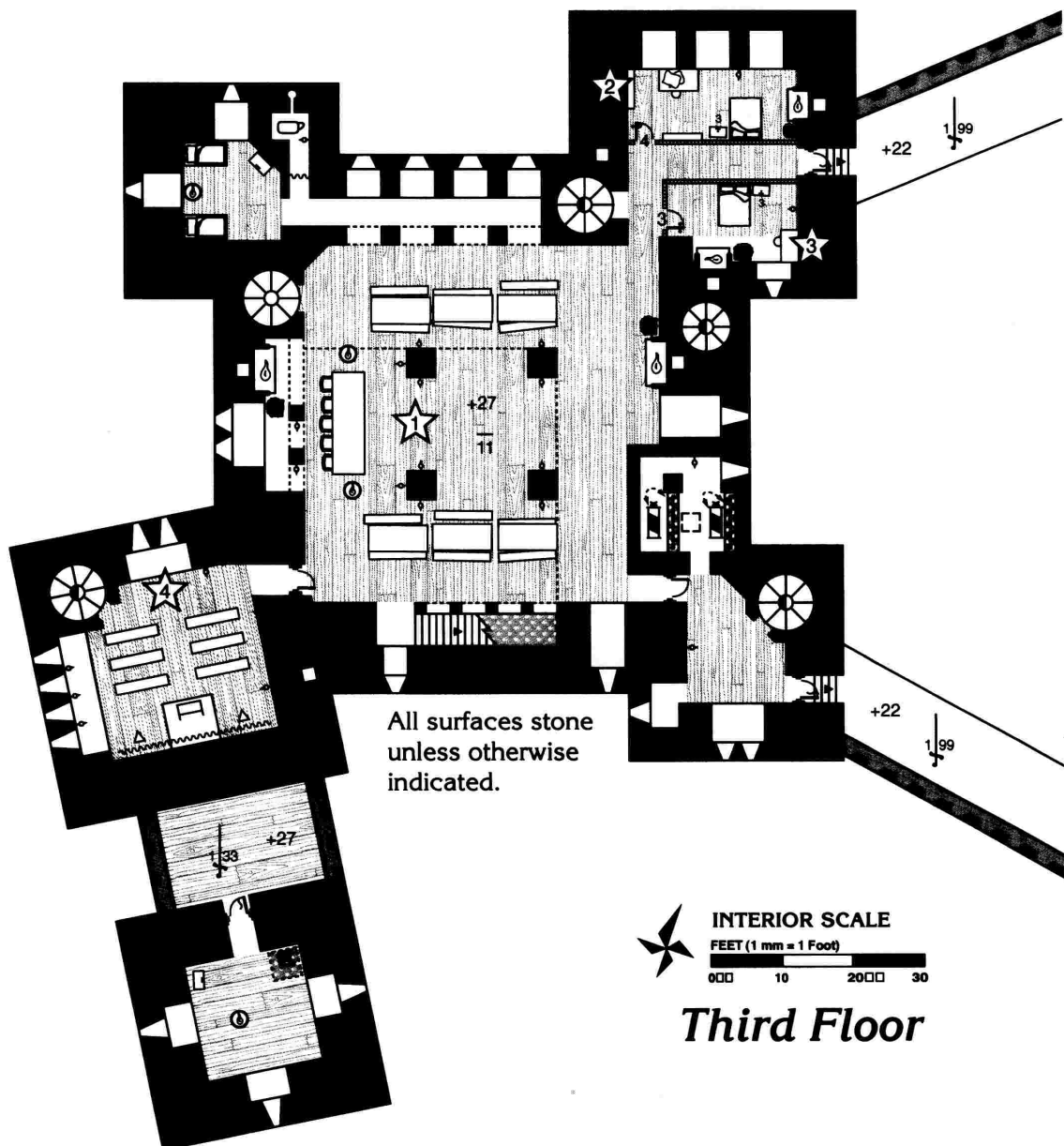
All surfaces stone unless otherwise indicated.

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THIRD FLOOR

- [1] **Great Hall:** The great hall takes up most of this floor. Visitors normally enter from the southeast tower, which has stairs to the main entrance. The hall is ostentatiously decorated with polished wood, brass, and copper, and the walls are hung with trophies captured in military actions or acquired as tribute.
- [2] **Royal Physician:** The Royal Physician travels with the king. Deputy physician Sir Adelgar Lenesque stays here to care for the queen and her infant son, aided by a sullen nursemaid.

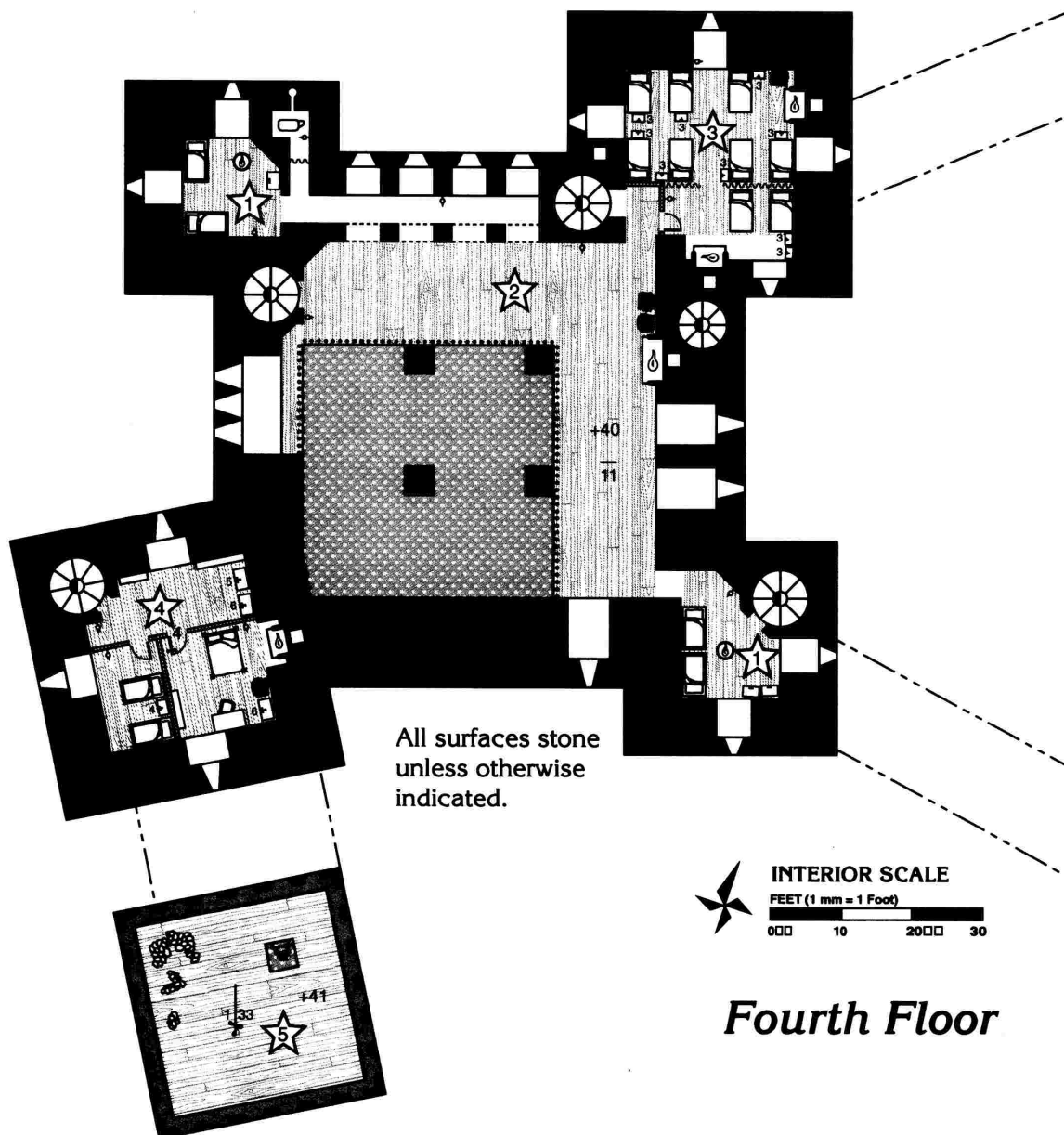
- [3] **Lord Master Herald:** Sir Brunus Risalsin stays here for easy access to the Manse of the Sanguine Saltire [B2]. Sir Brunus is a wily old gentleman who has a way of seeming like everyone's favorite uncle.
- [4] **Chapel:** The chapel is presided over by the Aperani Royal except when the king is present, when he yields to the Kemelras Royal, the Agrikan Bishop of Rethem. There are two heruchai here at all times, maintaining the fires and praying for the welfare of the king.



FOURTH FLOOR

- [1] **Knights:** Senior knights of the *Queen's Guard* stay in these towers. When the king is here, thick straw pallets are brought in for the other knights to sleep on. The knights often gamble or fight to see who gets the good beds and who must sleep on the pallets.
- [2] **Gallery:** When the king is present during summer months, the gallery often becomes sleeping quarters for the visiting members of the *King's Guard*.

- [3] **Guards:** More guards are quartered here on nine rickety beds.
- [4] **Aperani Royal:** Sir Welgren Anerath of the *Order of Herpa the Mace* lives here with four acolytes. He moves to the temple [B5] when the Kemelras (Bishop) of Rethem is present. The stairs are the only entrance.
- [5] **Gatehouse Roof:** Scores of large rocks are stored here for hurling at invaders below.



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FIFTH FLOOR

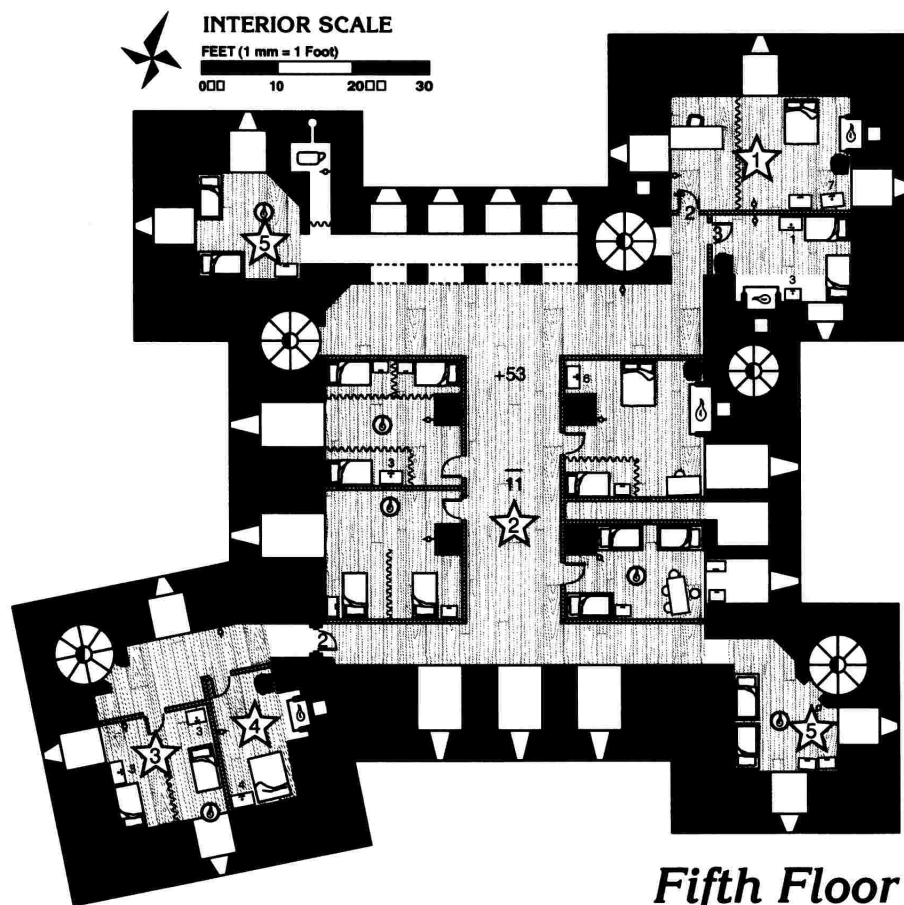
[1] **Seneschal of the Chamber:** Lady Aleta Borganau is the daughter of Sir Aelfwik Borganau, commander of the *Champions of the Golden Stag*. Lady Aleta sleeps and works here as Caer Chaftar's seneschal. She is capable, beautiful, and lonely.

[2] **Guests:** These four chambers are reserved for important visitors. The walls are thin and can be easily knocked down if it becomes necessary to defend the castle from this floor.

[3] **Guard Captains:** This small room houses Sir Mandragar Borganau and Sir Harbeld Koldeth. Each knight commands one company of the *Queen's Guard*. Sir Mandragar, the nephew of Sir Aelfwik, is very protective of his cousin Aleta, especially from the uncouth and lecherous Sir Harbeld.

[4] **Commander:** Quarters of Sir Aelfwik Borganau, commander of the *Champions of the Golden Stag* (Royal Guard). This room is strictly off-limits to anyone when Sir Aelfwik is absent, which is most of the time, since he travels with the king.

[5] **Knights:** Quarters for senior knights of the *Queen's Guard*.



SIXTH FLOOR

[1] **Council Chamber:** Chafin meets here with important nobles and churchmen as needed. He often demands the presence of high-ranking nobles from the furthest reaches of the kingdom to disrupt their plans and cause them expense.

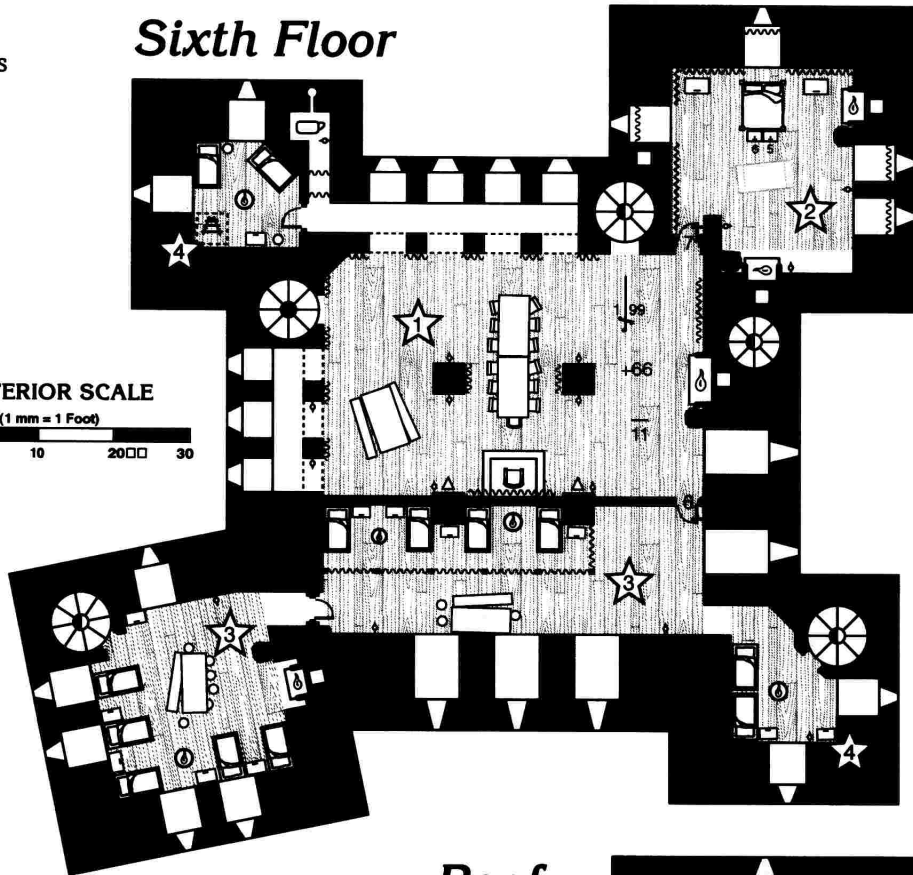
[2] **King Mother:** Chafin's mother, 70-year-old Apryne Risalsin, lives here year-round. She still has her wits and her temper.

[3] **Guards:** The highest sleeping areas for guards are very noisy on stormy nights, but they are popular nonetheless and usually taken by senior guards.

[4] **Knights:** These two towers are reserved for knights. The view is spectacular, but during heavy winter storms these high chambers get cold and wet, and the wind moans eerily.



Sixth Floor



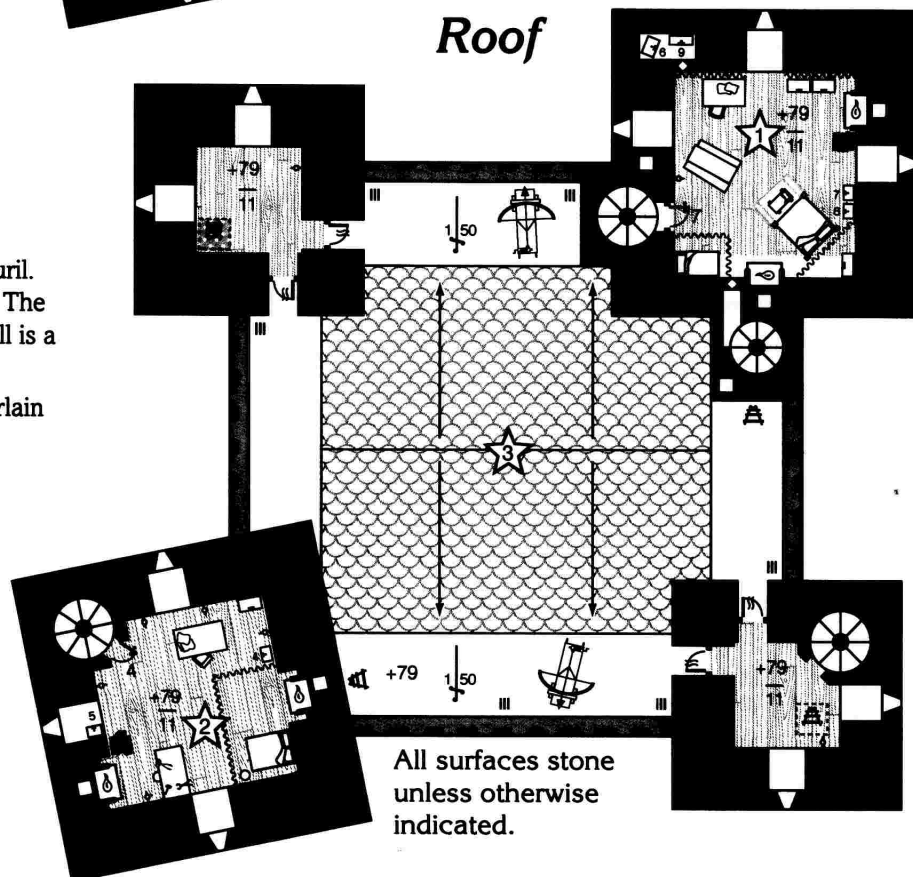
ROOF & TOWERS

[1] **Royal Bedchamber:** The queen sleeps here with her infant son Puril. The chamber is richly decorated. The only access to the escape stairwell is a secret door on the south wall.

[2] **Chamberlain:** Used by Chamberlain Sir Erych of Kasta, Constable of Shostim, when he is present. It is otherwise unused. This chamber can only be accessed from the guard quarters below.

[3] **Roof and Battlements:** The slate roof is repaired every spring after the trials of winter storms. The ballistae are capable of hitting ships in the harbor with heavy flaming bolts.

Roof



All surfaces stone unless otherwise indicated.

GOLOTHA 14

[B] RUSU ISLAND

Rusu Island, the temple district, is heavily guarded. It is forbidden to most commoners except during specific services. Those arrested here by the *Warriors of Mamaka* usually become examples for the rest of the populace in highly-publicized punishments in Chafin Square.

B1 PALACE OF PEREHYNE

The chancery of Golotha and forum of the Heptarchial Council that governs the city. There are also law courts and offices for a few bureaucrats. Most cases are heard by lower-level functionaries in one of the smaller law courts. Cases between wealthy citizens or those involving nobles from outside of Golotha can be brought to the High Court at the request of one or both parties. These cases are heard by one or sometimes three of the Heptarchs. The Heptarchs are busy and prefer for disputes to be handled in the Low Courts. It is traditional for both parties to provide a "gesture of appreciation" for the presiding Heptarch, the value of which theoretically has no bearing on the outcome of the case.

B2 MANSE OF THE SANGUINE SALTIRE

College of Heralds and residence of the Sanguine Saltire Herald. This ancient building is considered inviolate, even by the king, and it escaped the ravages of the Balshans in 562. It contains extensive records of the Rethemi, Theocracy, and western Corani Empire nobility.

B3 TEMPLE OF AGRIK (Eight Demons)

The new Golotha headquarters and only Rethem temple of the Shiran-based female clerical order, the *Eight Demons*. The order is notorious for the mutilation and torture of male warriors captured by its fighting order, the dreaded *Cohorts of Gashang* [F44]. On this site stood the temple of the *Order of the Pillar of Fire*, destroyed in 718.

B4 TEMPLE OF AGRIK (Fuming Gate)

Chief house and last surviving major temple of the *Order of the Fuming Gate* which sponsors the fighting-order *Copper Hook*. Since the fiascos of Ezar's War (682-697) both orders have been in decline. Only a few dozen priests and knights are in the temple at any time.

B5 TEMPLE OF AGRIK (Herpa the Mace)

Chief house of the *Order of Herpa the Mace*, the most mystical followers of Agrik. On the premises is a chapter house of the sponsored fighting-order, the *Red Shadows of Herpa*. The temple has a strong influence in Rethem politics since its Senesharil is also the Bishop of Rethem. It is trying to provoke an "Agrikan-Morgathian crusade" against the rest of Hârn, and is working hard to gain the king's support.

B6 TEMPLE OF HALEA (Silken Voice)

The Golotha chapter of the *Order of the Silken Voice*. Haneanism is not popular with the other churches; some clerics and worshippers have been brutally beaten or murdered and Hanean nominees to the Heptarchial Council sometimes disappear before taking office. Those bold enough to worship here tend to be well guarded.

B7 PHYSICIAN (Horab of Ardiris)

Size: 3 Quality: ☆☆☆ Prices: High

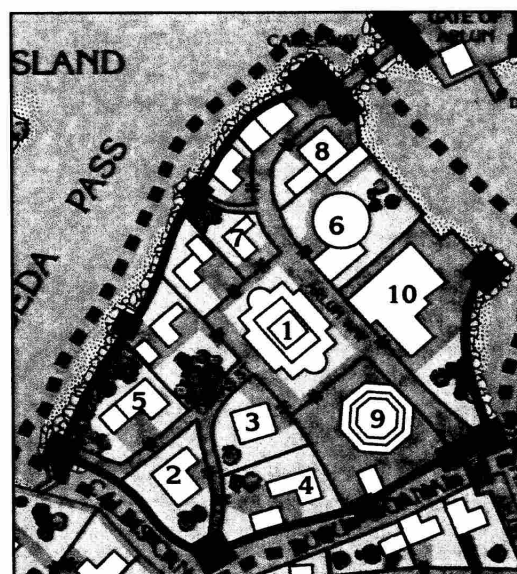
Horab is an excellent physician from a noted family. She studied in Trierzon and is fluent in Trierzi, High Azeryani, and Azeryani. She will not treat commoners but she will treat her clients' slaves. An energetic Morgathian, she has attained the rank of Sungai.

Horab's husband Banirane was a guided apothecary in Rindiro, in Trierzon. He is not active in the local guild, preferring to focus his energies on researches into the herbs of Peran. Banirane undertakes an annual expedition into southern Peran as soon as the roads are passable every spring. He pays well, but few people choose to assist him a second time.

B8 HOUSE OF THE FIVE PLEASURES

Size: 10 Quality: ☆☆☆ Prices: Average

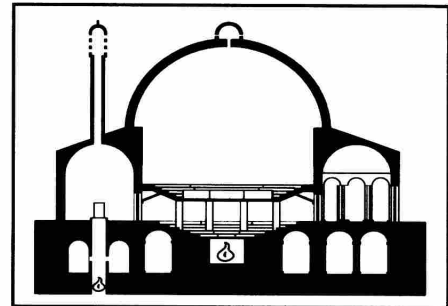
Golotha's only House of Courtesans, owned by Wyrene of Charo. Admission is restricted to nobles, master guildsmen, and their guests. Weapons and armour are strictly forbidden. The pleasures offered here include distilled spirits from Shorkyne and Trierzon, opiates, and rare and expensive foodstuffs created by Wyrene's brilliant half-sister, Diremea of Largo. Except for three skilled and loyal male guards, Wyrene employs only women.



[B9] TEMPLE OF AGRIK (Mamaka)

The main temple of Agrik in Golotha was first constructed by the Corani emperor Malian between 380 and 390. It has grown over the centuries in importance and in stature to its present glory. The high vaulted second floor and dome were added when the Viriahn of the temple was made Apalankh in 501. It is the only house of the *Order of Mamaka the Master of Steel*, currently the ruling order of the church of Agrik. This temple supports the fighting order *Warriors of Mamaka*. See Sir Klyrdes Bisidril's house [C7] for more details.

For adherents, entry to the temple is through the magnificent brass and ebony gate from Arlun Way. All other entrances are from within the walled temple complex. The grounds include an outbuilding and herb gardens.



Temple Elevation View

GROUND FLOOR

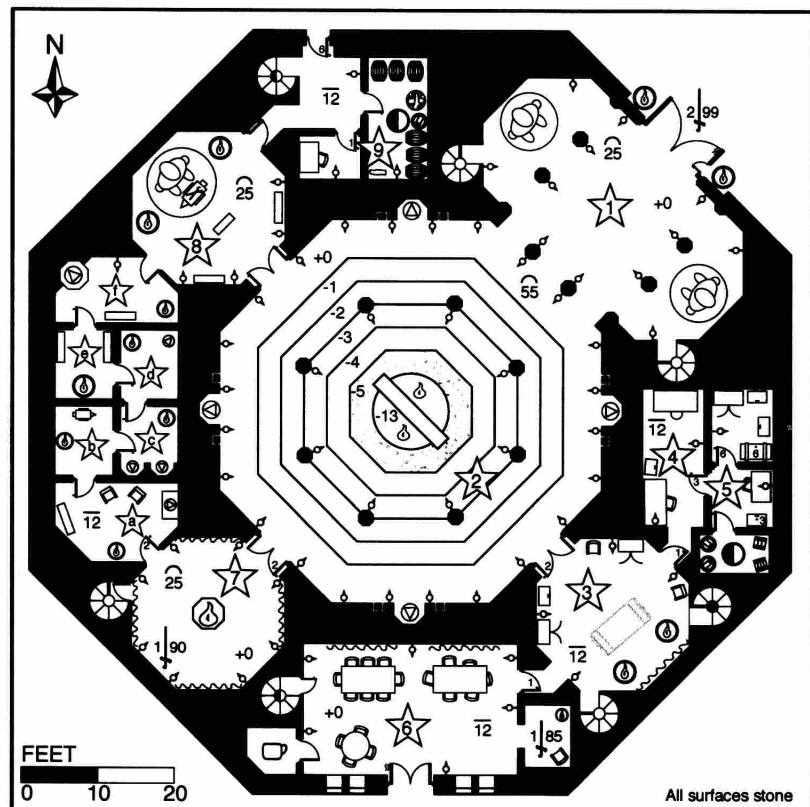
- [1] **Entrance Hall:** An impressive double-height octagonal room dominated by two enormous stone V'hir. Pillars support the triple round archway. The air in here is always heavy with aromatic smoke from censers mounted on the walls. Spiral stairs from each side lead to gallery above for less wealthy adherents.
- [2] **Hall of Ritual:** Beautifully-appointed arena with firepit beneath a walkway on which ritual combats are performed. Five descending concentric octagonal stone tiers provide seating for the faithful, with the lowest seats closest to the combat reserved for the most generous supporters of the temple. Columns support a wooden upper gallery for those of lesser means.
- [3] **Preparation Area:** Priests prepare here before descending to the Hall of Ritual for services.
- [4] **Administration Area:** For administration of Hierarchy of Eternal Flame operations throughout Hårn.
- [5] **Temple Treasury:** This secure area contains a fortune in silver, gold, and other plundered or donated treasures.
- [6] **Great Hall:** Used for entertaining high ranking nobility and members of the king's court.
- [7] **Eternal Flame Pit:** Always burning.
- [8] **Processional Chambers:** Chambers a-f are successive stops in the processional sequence used for ritual purification.
- [9] **Stores:** Storage for grain and preserved foods. Flammable supplies, including exotic woods, incenses, and barrels of whale oil and olive oil are stored in the outbuilding against the canal wall.

Clerics

Four Aperani live here. They are served by 12 Heruchai. There are no Agnichari (acolytes) in the temple, all being assigned to Bedenes for training. The Viriahn, Sir Klyrdes Bisidril, lives at [C7].

Guards

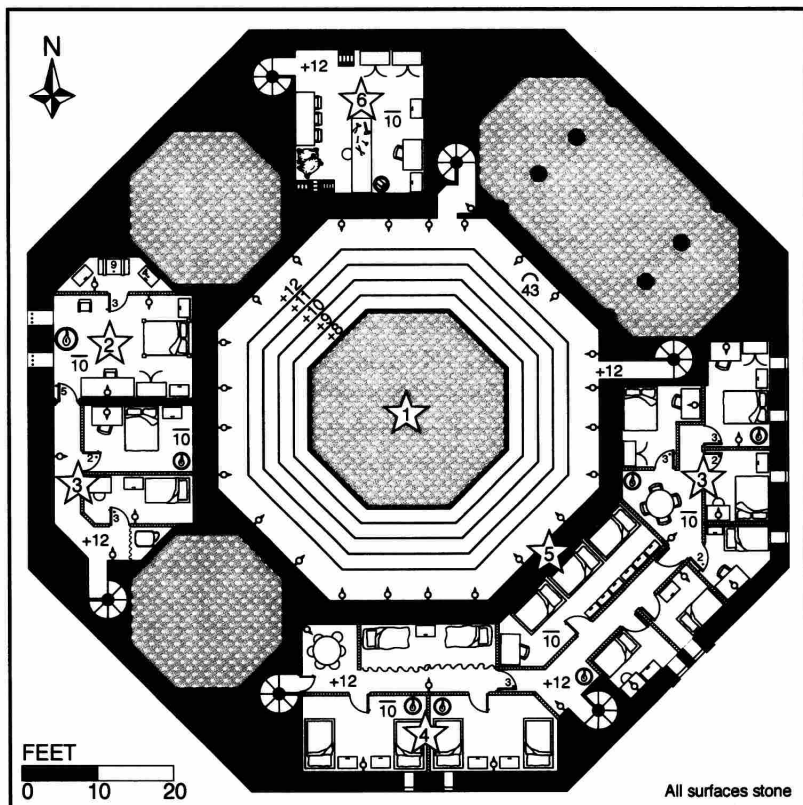
Warriors of Mamaka guard the temple, but are quartered in the Senesharil's home [C7]. There are four on guard duty at all times, and more within shouting distance.



GOLOTHA 16

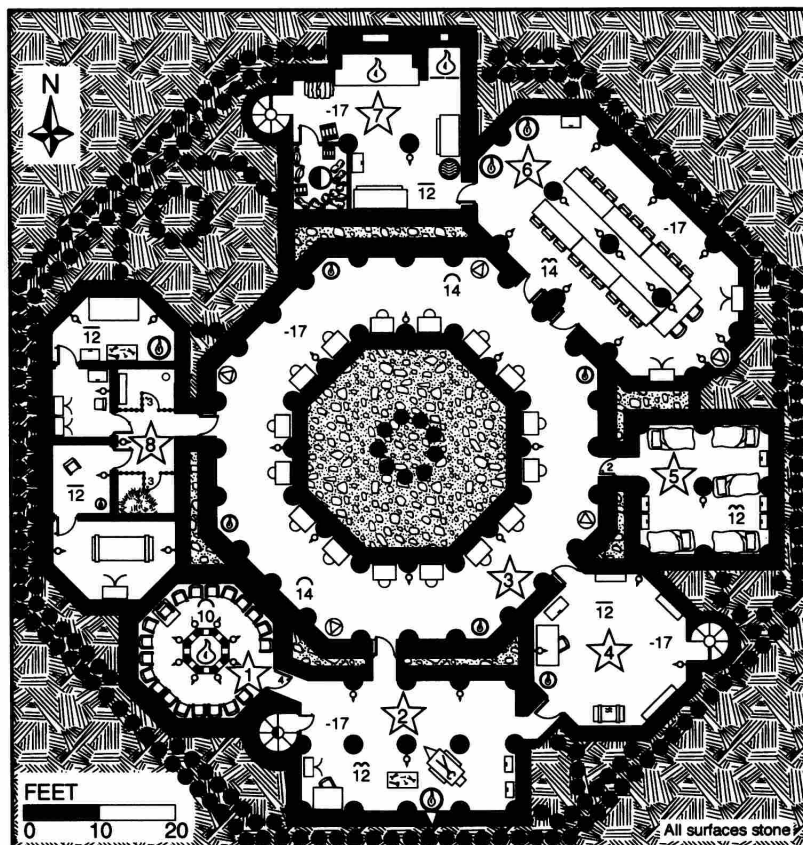
SECOND FLOOR

- [1] **Gallery of Hall of Ritual:** Low stone benches are used to seat spectators.
- [2] **Viriahn:** As a Heptarch, Sir Klyrdes has a fine home in the Compound [C7]. He is seldom here.
- [3] **Aperani:** Each of the Aperani have a private, locked chamber.
- [4] **Ulankehi:** This space, originally for two Aperani, is now used for visiting Ulankehi. The displaced Aperterahn and the Aperalis have been reassigned to Bedenes.
- [5] **Heruchai:** Quarters for the order's lieutenants (priests).
- [6] **Administration:** The administration area for the *Order of Mamaka the Master of Steel*.



CELLAR

- [1] **Council Chamber:** This is used as a canon court. The eternal flame illuminates the chamber through glass panes. Incense burns when court is in session.
- [2] **Forge:** The order makes consecrated weapons and armour here. Smoke escapes out a small chimney high on the south wall.
- [3] **Cloisters:** Sir Klyrdes is having the temple's rare texts copied for secure storage at Bedenes.
- [4] **Temple Archive:** Shelves of temple records; scriptures are stored in the strongbox to the south.
- [5] **Slaves:** This cold, gloomy room houses fifteen slaves who must share 5 straw pallets. Slaves do not last long here.
- [6] **Dining Hall:** For the use of the Aperani and visiting guests.
- [7] **Kitchen:** Stairs lead up to outer door.
- [8] **Interrogation Chambers:** The Aperahkai is a gifted interrogator.



[B10] TEMPLE OF MORGATH

The chief temple of the *Order of the Lord of Chaos*, and the seat of the Hârníc Primate of Morgath. Despite its relatively small number of followers, the temple wields immense political power in Golotha because the primate appoints four members of the Heptarchial Council.

The church of Morgath plays a dominant role in local politics, a position it has enjoyed for two centuries. By the middle years of the Corani Imperium, Golotha (then called Merethos) had become the religious center for the churches of Agrik and Morgath. Initially, the religious climate was dominated by the Agrikan church, but the fall of the city to the Balshans in 562 saw the rise of Morgathian power. During the brutal years of the Theocracy, Golotha was the stronghold of the state religion, Morgathianism. Perverse spectacles, public torture, and execution were common, and the citizenry became inured to the shrieks of victims.

So solid was the grip of the Morgathian church on the city that it was the only place to resist the revolts that followed the collapse of the Theocracy in 588. The priests of Morgath continued to rule for over forty years.

The capture of Golotha by Arlun the Barbarian in 635 started a brief decline in Morgathian fortunes. To eliminate rivals to his power, the new king proscribed the church. The old Golothan temple was put to the torch and sealed. Vigorous attempts were made to exterminate the clergy. This only succeeded in driving the Morgathians underground, and when Arlun restored religious freedom in 650 the church quickly managed to re-establish itself.

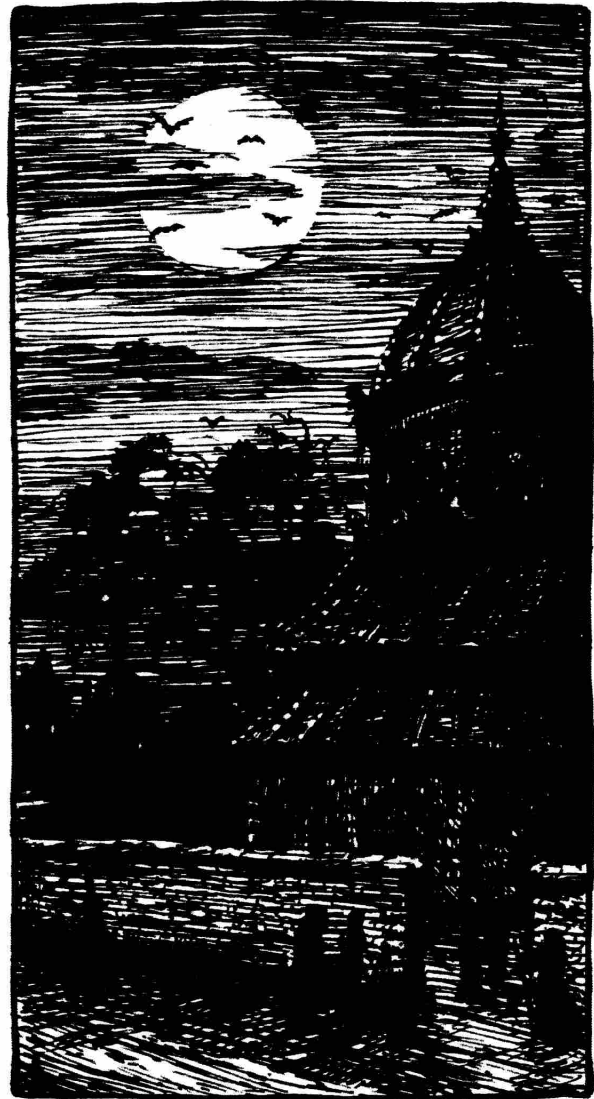
Morgathian Primacy Operations

The Khidamur (High Priest) of the Golotha temple is also the Gurim (primate) Hârn. His full title is Gurim-Khidar-Ugik-Hârn which translates to "Primate of Harn and High Priest United in One."

The Gurim is responsible for the Hârníc primacy, one of thirteen in the Morgathian Church. The Gurim answers directly to Vynkhadur (Pontiff) who is located in Meokolis.

The primacy provides advice, material, spiritual assistance, and communications for every Morgathian temple on Hârn and thirteen small covens in the area stretching from Kustan to Sarkum and east as far as Thay. Generous local contributions and extensive far-flung business holdings provide the wealth that the more distant temples cannot provide.

The primacy maintains records of abductions of individuals to be used as sacrifices. Although the temples and covens are responsible for providing their own sacrifices, Gurim-Khidar-Ugik-Hârn has developed an effective distribution network to ensure that each site nearly always has one or more prisoners or slaves awaiting sacrifice. The primacy is a secret half-owner, with Largo of Lorjan [F23], of the *Kraken*, a 60-foot dak, along with several carts and wagons equipped with false bottoms for transporting bound captives. The primacy also consecrates items and supports the *Order of the Lord of Chaos*.

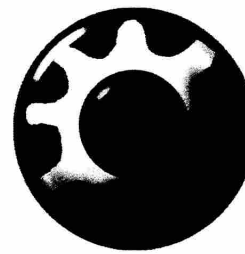


R

GOLOTHA 18

CELLAR

- [1] **Longai:** There are fourteen junior acolytes in residence. They perform mundane tasks in the Temple and study to move up in the hierarchy. Longai are not permitted to leave the temple grounds. One of the most recent recruits is an agent of the Torkena-Matan, who are worried about rumors of the heretical tendencies of Gurim-Khidar-Ugik-Hârn. This agent and Khala-Kenat-Retsa (another agent) are unknown to each other.
- [2] **Sungai:** There are beds for twelve. The temple has several Sungai on roving commissions throughout Hârn.
- [3] **Cells:** Used to hold sacrifices until a propitious moment arrives. Prisoners seldom survive past the next ceremony unless they are too valuable to sacrifice.
- [4] **Crypt:** Contains the mortal remains of the previous Gurim-Khidar-Ugik-Hârn and other important Morgathians whose transformation into amorvrin went awry. These beings (and other dangerous entities) are often used in the high rituals of the temple. Several sepulchers are resting places that contain amorvrin at various stages of reforming. The only full-strength amorvrin currently active in the temple are Gurim-Khidar-Ugik-Hârn, Khala-Nyardath, and Khala-Morvrin. The sounds emanating from the crypt have caused many a sleepless night for new initiates. The maintenance of the crypt is the responsibility of Khala-Morvrin, who often summons a few Longai to assist him. This is not a popular duty. Much larger crypts exist at the Old Temple [J1] necropolis.



Order of the Lord of Chaos

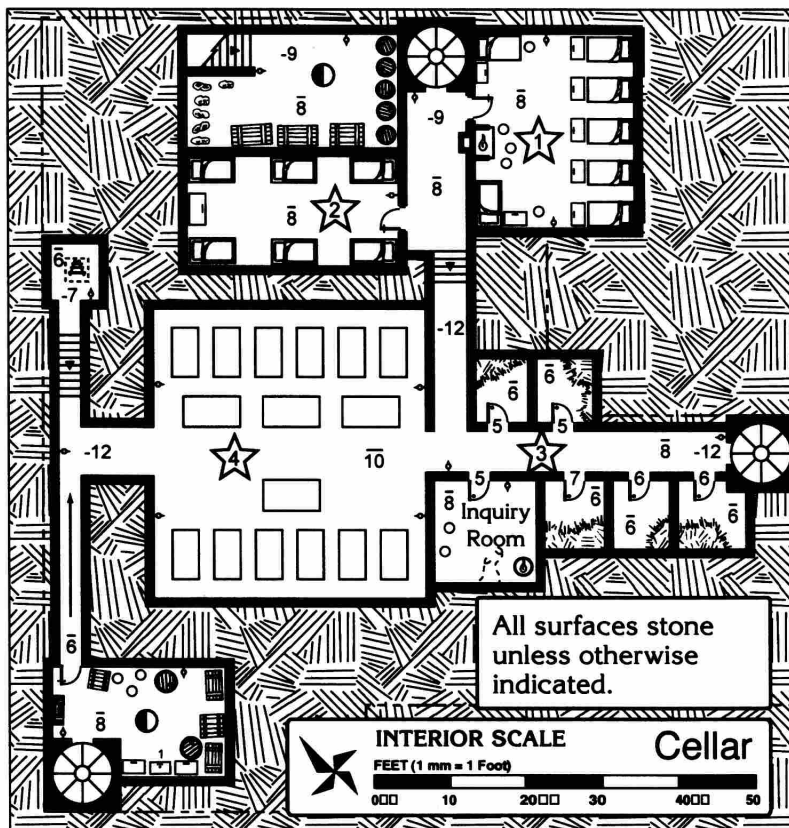
Only ordained priests of Morgath may join this order, and all ordained priests are required to join.

It is devoted to the worship and mysteries of Klyss the Necromancer and his minions. Their mission is to create an army of gulmorvrin to conquer all of Kethira.

Vynkhadur III, an ancient and powerful amorvrin, is the acknowledged master of the order. He is located at Meokolis in Azeryan and commands thirteen chapters throughout Lythia. The Hârn chapter is strongest in Golotha.

The original Morgathian church bore little resemblance to the modern church. In the first four centuries of its existence, a variety of theologies flourished. A conservative cabal dedicated to Klyss the Necromancer codified its favored dogma in the *Duran Scripture* and in 417 secretly created the *Order of the Lord of Chaos* to enforce their orthodoxy. Contradictory thought was pronounced blasphemous and ruthlessly prosecuted.

The twenty-sixth of Morgat, 441 is remembered as the *bloodnight*. A terrible purge swept through the church. Suspected dissenters were seized and sacrificed to become gulmorvrin. Since that time, with the exception of the Balshan Jihad in remote western Hârn, the order's grip of the Morgathian Church has never been seriously challenged.



GROUND FLOOR

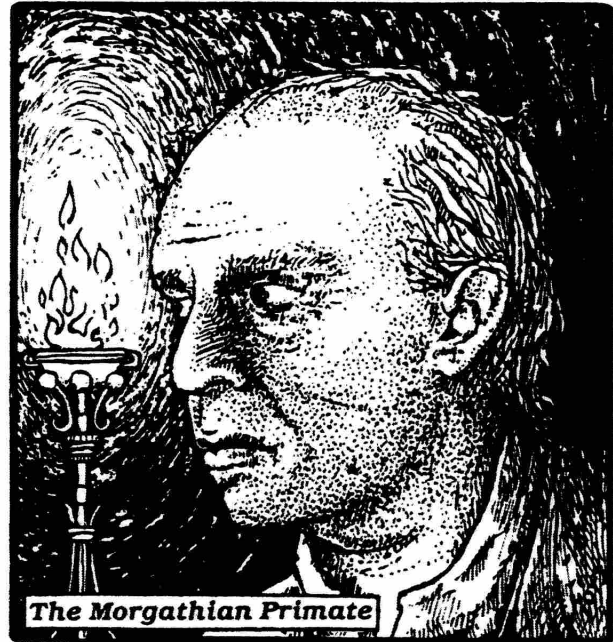
Meal preparation and maintenance of the kitchen and messhall are the responsibility of the junior acolytes under the direction of Khala-Longai. All meals are served in the common messhall.

[1] **Entrance:** A stark room decorated by ten statues sculpted of black stone. Looking at a statue directly causes observers to feel fear and loathing. Prolonged staring often has more serious and permanent effects.

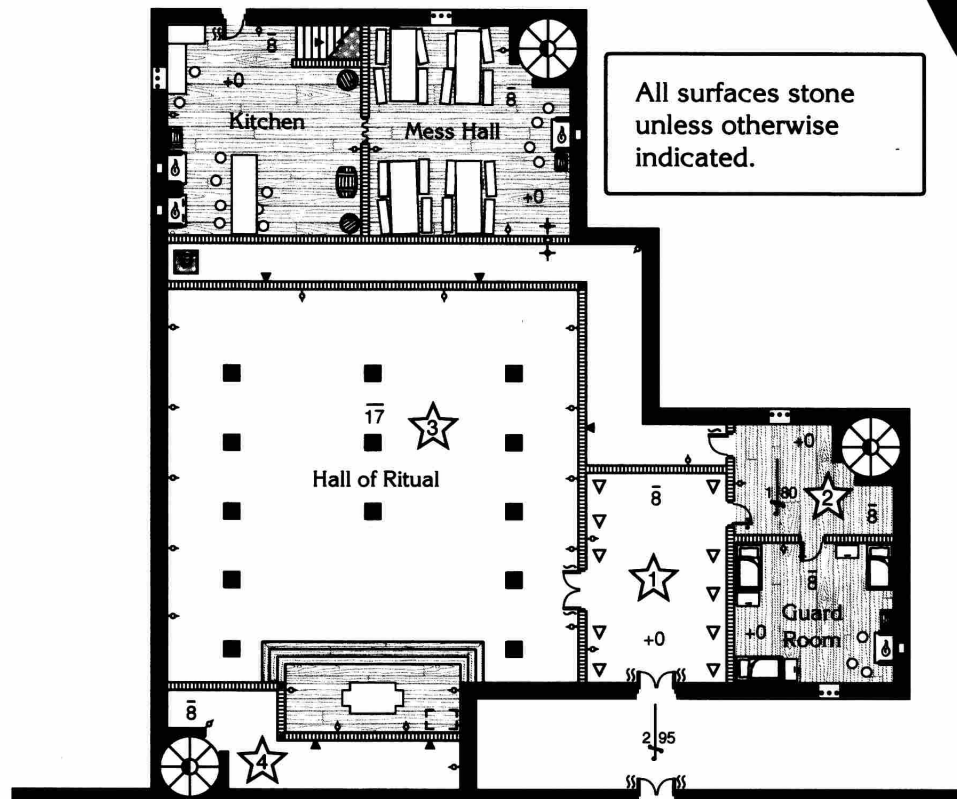
[2] **Antechamber:** This is as far as anyone who is not a resident in the temple is allowed to proceed. An armed guard turns back unauthorized persons entering the chamber. People who persist or attempt to resist the guard may find themselves getting more closely acquainted with the inner reaches of the temple and its rituals. The guards are lay adherents of Morgath.

[3] **Hall of Ritual:** This bare room is empty save for the dais and thirteen pillars. The dais, the focal point of all rituals, holds the sacrificial altar. Successful rituals produce gulmorvrin under the control of Khala-Morvrin, a sight equally thrilling and terrifying. The lay rituals are well-attended by wealthy guildsmen who wish to avail themselves of every possible protection. These are generous donors; the Golotha temple is wealthy. Behind the altar is a large trap door which is used to dispose of the remains after a failed ritual. Some say that the pit is bottomless; others say that it leads directly to *Durakhar*, the Black Pole, the residence of Morgath.

[4] **Storage:** This chamber is used for storage and to spy on the congregation for evidence of "heresy and improper thought" during rituals. The peepholes in the hallway serve a similar purpose.



Ground Floor



GOLOTHA 20

SECOND FLOOR

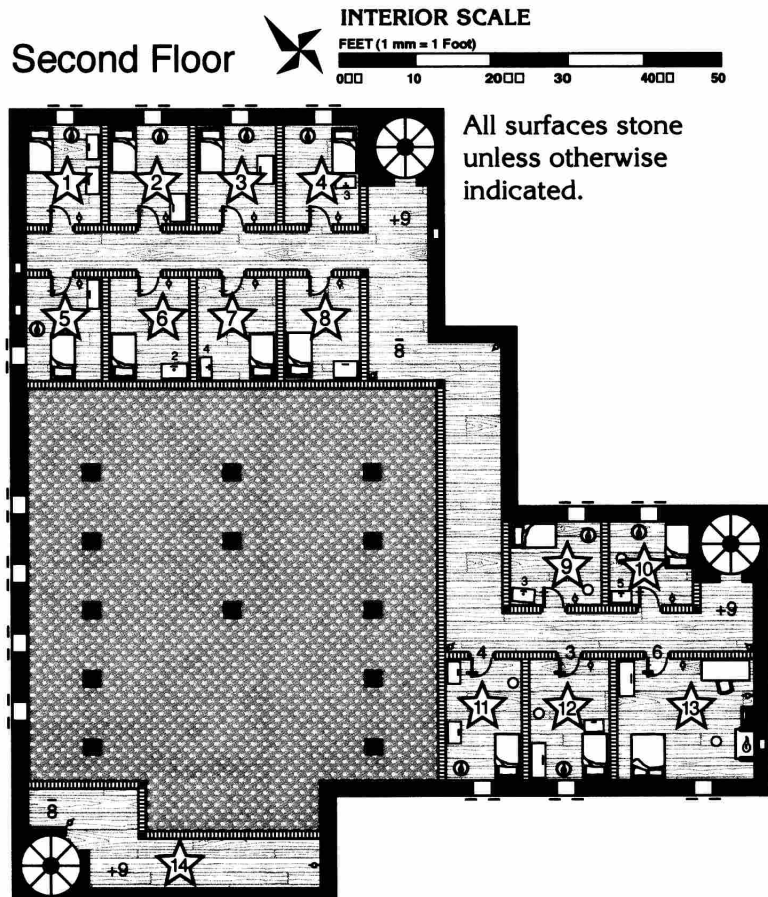
The Khala Council

These are the quarters of the khalas. Some khalas are also Heptarchs with homes in the Compound.

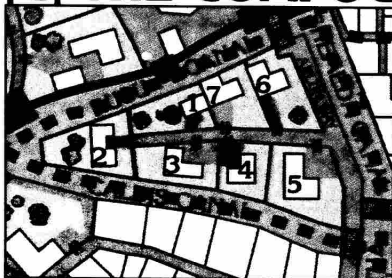
- [1] **Khala-Kenat-Retsa** - presides at the Kenat-Retsa initiation rituals. Many in the temple know that she is an agent of the Torkena-Matan, but she does not know they know it.
- [2] **Khala-Zhada** - the Master of Discipline ensures temple security. She maintains the consecration of temple grounds and the wards.
- [3] **Khala-Longai** - is responsible for the training of junior acolytes. He works with Khala-Sungai.
- [4] **Khala-Sungai** - the Master of Senior Acolytes deals with the training of the Sungai (acolytes who have mastered the second circle).
- [5] **Khala-Shadryn-Vars** - the Master of Low Ritual presides over the ceremonies held for the Morgathian laity on the twenty-sixth of each month.
- [6] **Khala-Nyardath** - the Master of Ritual presides over the rituals of the Degrees of Nyardath held on the thirteenth of each month. Khala-Nyardath has attained the sixth circle and oversees the production of gulmorvrin. He is an amorvus.
- [7] **Khala-Gekesa** - the Master of External Affairs is the primary liaison between the temple and the secular world. He is the most important Morgathian on the Heptarchial Council. Khala-Gekesa is next in line to be taught the ritual that will make him an amorvus. He is eager for this honor before age takes its toll. He is a member of Clan Zarainsen: [A1], [F15], [F29], and [I6].
- [8] **Khala-Naman** - the Master of Judgement presides over a temple court where unfortunates bound over by secular authorities are tried. This is not always a death sentence. Khala-Naman is a skilled torturer who makes sure some prisoners survive to tell the outside world of their experiences.
- [9] **Khala-Bukrin** - the Master of the Archives maintains the temple library. It contains many valuable documents and artifacts.

- [10] **Khala-Agash** - the Guardian of Treasures is the temple accountant. As a member of the Heptarchial Council he is involved in the city's economic affairs.
- [11] **Khala-Khida** - the assistant to Gurim-Khidar-Ugik Hârn (13). He handles many of the normal administrative duties of the Khidarmur. He is a member of the Heptarchial Council.
- [12] **Khala-Morvrin** - the Toller of the Unlamented Dead assists the Khala-Nyardath [6] at the Nyardath rituals, attending to gulmorvrin. Khala-Morvrin is unpopular due to his grisly practical jokes. He is an appointee to the Heptarchial Council. Though he has a house in the Compound, he stays here. He is an amorvus.
- [13] **Gurim-Khidar-Ugik-Hârn** - "Primate of Hârn and High Priest United in One". The primate is consumed by the pursuit of merciless power. His goal is the restoration of the Theocracy of Tekhos with himself as ruler. He is an amorvus.
- [14] **Chamber** - used for storage. Seldom visited.

Second Floor



[C] THE COMPOUND



The Compound is a walled island with seven heavily-guarded homes owned by the Heptarchial Council and reserved for the private use of the Heptarchs.

C1 Heptarch of the Mangai (Parqu of Aerth [F10])

This ornate house has secret passages to both neighboring houses. Parqu is not aware of the passages, but his neighbors are. He spends little time here. This house is occupied by his mistress, Floy of Syerix, a talented Peleahn Viran.

C2 Heptarch Khala-Agash (*)

A stout tile-roofed two-story stone house. This solid structure has three levels of cellars and serves as the chief treasury of the Morgathian church in Golotha. It is well guarded by Longai and gulmorvrin. It is isolated from the other buildings in the compound.

C3 Heptarch Khala-Gekesa

This fine home is used for entertaining nobility.

C4 Heptarch of Halea (empty)

This beautiful three-story stone house is currently shuttered and vacant. Garden roses have grown thick, covering the walls and windows and reaching in some places to the badly-weathered slate roof.

C5 Heptarch Khala-Khida

A magnificent tile-roofed three-story stone house. The cellar is filled with robes, embalming materials, incense, and consecrated items.

C6 Heptarch Khala-Morvrin

This spooky old master prefers to stay at the temple [B10]. He is seldom seen during daylight hours, and the house is dark at night. A tunnel connects the house cellar to an oft-flooded ancient crypt.

C7 Heptarch of Agrik

In addition to being the home of the Agrikan Heptarch, this massive stone house serves as a base for the two companies of the *Warriors of Mamaka* that patrol the city streets. One company is on duty, while the off-duty company sleeps here. Klyrdes sleeps on the third floor with four faithful slaves. He has no other family in Golotha. Plans of the home are on the next page.

** Morgathian priests abandon their birthnames upon ordination and are thenceforth known only by their titles.*

SIR KLYRDES BISIDRIL



Sir Klyrdes, age 50, is a wealthy and powerful knight, certainly the equal of any Rethemi baron. As lord of Vinarsa Manor and its six vassal fiefs, he holds large estates directly from the king. As Senesharil of the *Order of Mamaka* and indirectly its fighting order the *Warriors of Mamaka*, he controls scores of priests and warriors throughout the kingdom. As the Apalankh, he commands the respect and the tithes of all Agrikan nobles, temples, and chapter houses. As chairman of the Heptarchial Council he controls commerce and justice in Golotha.

Sir Klyrdes claims descent from a bastard daughter of the prophet Balsha, a confusing matter, since Balsha was Morgathian. However, this bloodline and his ruthless competence earn him support from the temple of Morgath to maintain his role as the Chairman of the Heptarchial Council.

The Bisidril family has provided sons to the Agrikan church for generations and a number of his cousins hold high office in clerical and fighting orders. Sir Klyrdes is not overly pious; his dedication to his order's goal of establishing an Agrikan theocracy in western Hårn comes from his

competitive nature and his confidence. He works closely with the Morgathian Gurim and together they lay plans for destroying the Laranians of the Checkered Shield.

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[C7] SIR KLYRDES' HOUSE

Cellar

- [1] **Stores:** This level is used for storage of preserved food and materials for the forge. One of the casks holds 14 one-pound silver ingots and 44 Khuzan crowns under a layer of ash.

Ground Floor

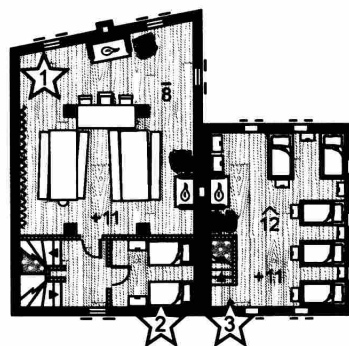
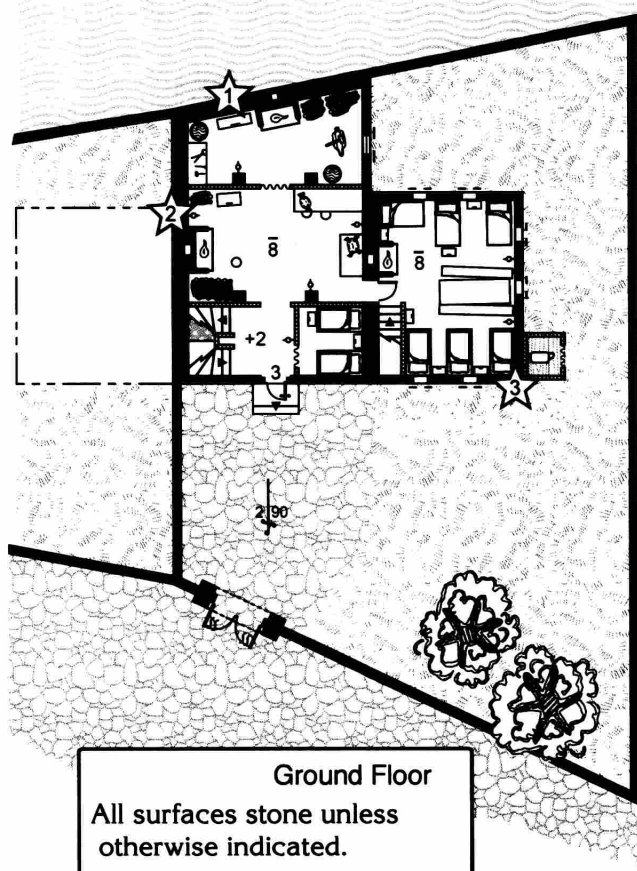
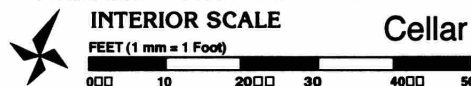
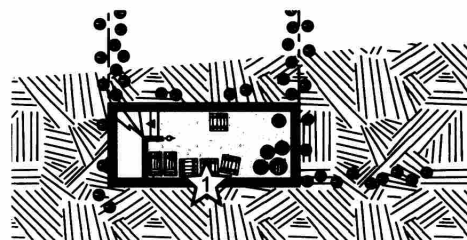
- [1] **Forge/Shrine:** This shrine is used by the Primate for private prayer and the consecration of artifacts. The forge is surrounded by exquisite Karejian tiles inlaid with polished basalt and mother-of-pearl. Stored beneath the worktable is an ornate copper gong with an ebony mace attached by a copper chain.
- [2] **Living Space:** The kitchen space, pride of the epicurean former occupant, has been almost entirely turned into an armoury and room for the Warriors. The tiny room for the cooks is now full of quivers of arrows and other weaponry.
- [3] **Warriors of Mamaka:** This room has three beds for the senior members of the City Guard and three double bunks. A senior position is currently open; competition is fierce among the junior warriors for the promotion.

Second Floor

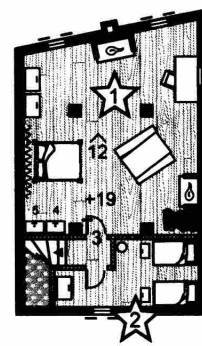
- [1] **Office:** This is where Sir Klyrdes keeps all his important records and instructs the City Guard in their activities. The tapestry, a grim montage of scenes from Ak-Syt, was a gift from the king.
- [2] **Servants:** Crovede and Dreurin, the two junior servants, are Heruchai of the *Order of Mamaka, Master of Steel*.
- [3] **Warriors of Mamaka:** This crowded room has five triple bunks for the *Warriors of Mamaka* that form the City Guard. The senior members have chests at the foot of each bunk, while the rest have to stack their possessions in the northwest corner.

Third Floor

- [1] **Private Bedchamber:** Sir Klyrdes sleeps here alone. The windows are barred and the fireplaces have iron bars across the flues. The furniture is mahogany, richly carved in High Azeryani style. The tapestry above his bed shows *Mamaka* in his fiery smithy at Balgashang.
- [2] **Servants:** Alpalin and Breburn, the two senior servants, are the sons of villeins from the Klyrdes manor in Vinarsa. Their loyalty is assured by the certainty of retribution against their kin in the event of their lord's premature demise.



Second Floor



Third Floor

House of Sir Klyrdes Bisidril

[D] NEMIRAN

Nemiran district extends from the fashionable nobles' enclave on Nemiran Square, north over Ukedela Canal and into a more populous area inhabited by scribes and tradesmen whose families have outgrown the cramped confines of Chafin Square.

D1 BONDING HOUSE

The warehouse for storing goods brought into Golotha for which no hawking license exists. The Council, little interested in such mundane affairs, leases the building and office of Bondmaster to Harald of Lorjan, whose brother [F23] is the guildmaster of the Mercantylers' Guild in Golotha. Hawking license and bonding fees in Golotha are among the lowest in Hårn.

D2 CALDIS CANAL WAREHOUSES

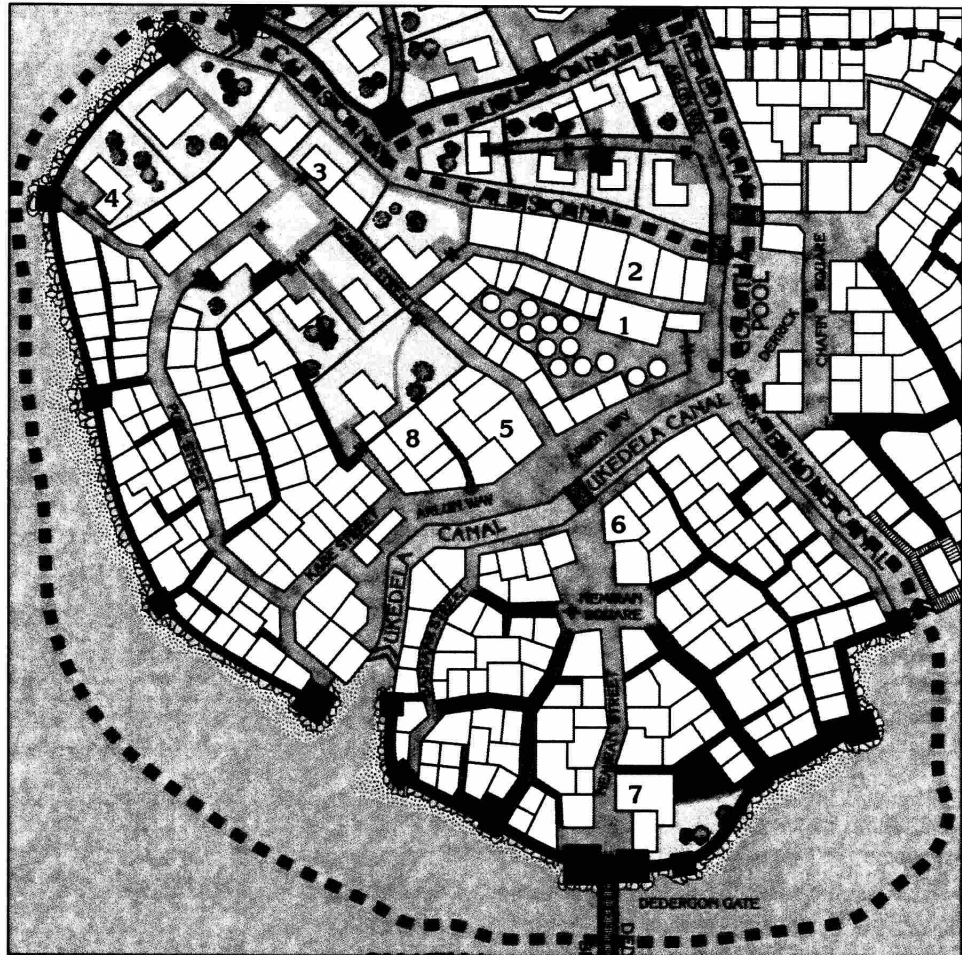
These seven well-guarded warehouses are owned by Jarop [F15] and usually filled with export goods of mercantylers, salters, and hideworkers. Jarop enjoys timely payments from his clients.

D3 TEMPLE OF ILVIR

The only temple of the *Order of Pia-Gardith*, dedicated to exposing all humans to the Ivashu for the glory of Ilvir. This order has few adherents and is poorly organized. It is involved with procuring Ivashu for the Pamesani Games.

D4 TEMPLE OF SAVE-K'NOR

Temple of the *Order of Hyn-Aelori*. The temple has only an academic interest in local politics. The sizable archives include many volumes from the Corani Empire and more than a few letters, diaries, and research journals of deceased adherents.



D5 THE NOOSE AND JESTER (Yerid of Harbas)

Size: 10 Quality: ☆☆☆ Prices: Average

Yerid's father owns the popular Smoking Meken Inn [I5] and his brother is an orcharder and cidemaker. There used to be a gallows outside the door but it was removed after the Pamesani Arena went into operation.

D6 CHARCOALER (Horabiren of Aerth)

Size: 2 Quality: ☆☆☆ Prices: High

Horabiren is strictly a reseller. He is not a clever man, and would not have a franchise if not for the influence of his uncle [F10]. He drinks too much and beats his wife.

D7 BRIDGETOWER INN (Orsa of Parda)

Size: 9 Quality: ☆☆☆☆ Prices: High

This is a good place to meet for quiet conversation, and is the tavern most favored by gentlefolk. Orsa has excellent brandies. Freemaster ostler Irdin of Naradaso tends horses skillfully.

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D8 TEMPLE OF NAVEH

The temple is covert. From the exterior it seems nothing more than a large house, devoid of windows. It is constructed almost entirely of cut stone. This temple has only masters and acolytes and is bereft of the normal complement of intermediate ranks. The Garana and his five Dranatha preside over the most rigid and merciless organization on Hârn. There are fewer than twenty Adranatha at any one time.

The temple supports a thriving business of death and destabilization that has influenced Rethemi politics since the temple was founded here in 589. The temple owns shares in a few mercantile ventures, but is only modestly wealthy, contributing most of its income to the primacy in Coranan or spending it on supplies to be stored against the coming "chaos and triumph".

Cellar

The cellar level is a maze of dark passages, punctuated by narrow cul-de-sacs. There is a storage area in the southwest corner (under the kitchen). The central hall is used as the starting point for the merciless and deadly *Herth-Akan* ritual. At other times, the cellar is used to sharpen the senses and abilities of the clerics. About seventy-five percent of the time, the area has two or more clerics stalking each other for practice.

A secret passage (entered by the stairs at the east corner of the cellar) leads to the Caldis Canal where it opens by way of a hidden door some three feet above the high water mark. The clerics use the route for various purposes; they are usually able to enter and exit the city without being observed. The tunnel also permits access to the city's bonding house [D1].

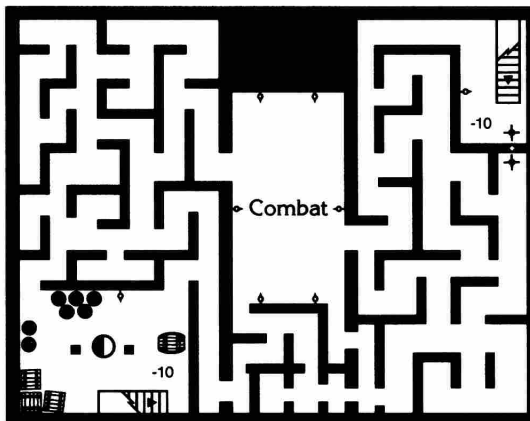
Ground Floor

The business of the temple is concentrated on the ground floor around the Hall of Ritual. The ritual focus is located at the hall's northeast end. A large brazier sits atop a raised platform. On the wall there is a large bas-relief of the Shinkra-Akra, behind which is a room where various devices are operated by the Master of Rituals or his personal deacon. The effects room is accessible only by a spiral staircase from the chamber upstairs that can only be entered through a secret door.

Second Floor

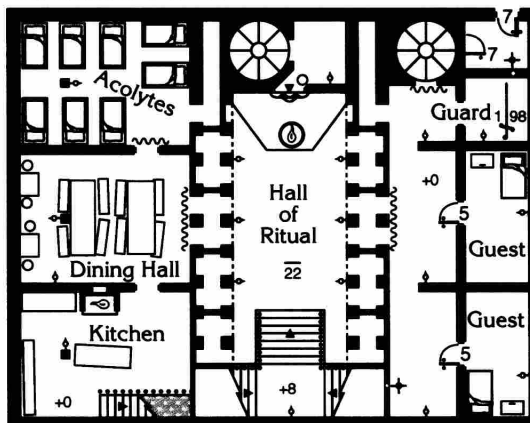
The upper level is devoted to the spartan quarters of the temple's masters. High Priest Krove of Delwen is the chief of the temple and his word is law. He meets with the primate in Coranan for a tenday every summer, but otherwise, he remains in the city.

Cellar

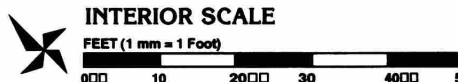
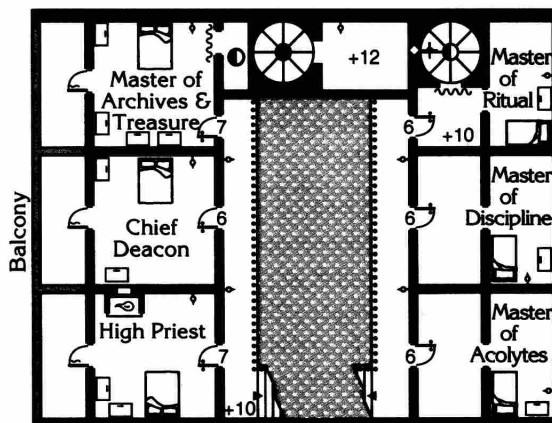


All surfaces stone unless otherwise indicated.

Ground Floor



Second Floor



[E] NORTHAVEN

The wharf is a wooden, piling-supported extension of the island, as is much of the district north of Chafin Street and west of Khi Way. There is a twenty-five foot clearance under the wharf at low tide, and about ten feet at high tide. Several of the buildings above are accessible by trapdoor from underneath the wharf. Dozens of small vessels, many used as homes, tie up beneath the wharf. This "underworld" is even more dangerous than the city streets. Kalphor Wharf [G6] has a similar colony. Plans of the Northaven underworld follow.

E1 SEAMAN'S GUILD

Hostel and guildhall for seafarers visiting Golotha.

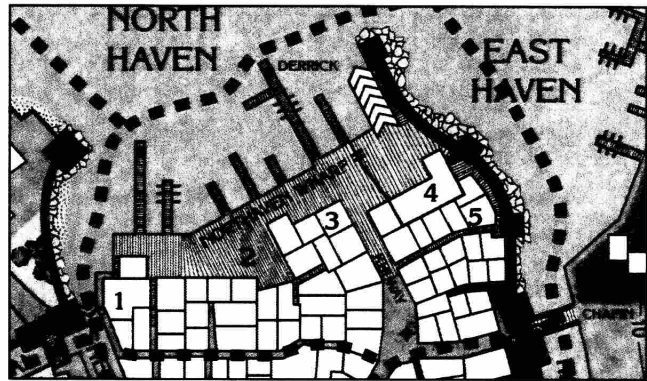
Guided seamen can sleep here in relative security for a farthing a night, and get a hot meal for another. The Golotha chapter prospers, and the hall is often crowded. The noise and chaos are "managed" by Ald of Ernaldin, a one-handed ex-harpooner with an endless supply of sea-stories, all delivered with disarming sincerity. Ald keeps order with a wicked-looking trident and the occasional appearance of the knights of the *Cohorts of Gashang* [F44], for whom his little brother works. Ald maintains a small, secret temple to Eder since he lost his left hand below the elbow in an incident that he does not discuss.

E2 NORTHAVEN FISHMARKET

The street level of the wharf is dominated by the daily chaos of the morning fishmarket. The market is casual and unorganized. Fishermen bring in their catches by cart, barge, or boat for sale to discriminating cooks from the caer and Rusu Island, to less discerning cooks from the inns and hostels, and to suspicious mothers and the general public. Arag the Salter [F32] and his journeyman Vinnik buy great quantities of fish and shellfish here to salt, smoke, or pickle for export. Sometimes very strange things are brought up in the nets of the fishermen.

E3 LONGSHOREMEN'S HALL

Trading ships tie up at one of the two long piers with derricks for transshipment to local talbars. The work is done by day-laborers, some with experience and some without, picked from the hungry crowd by Hamis of Nerele, husband of Derine [G4], cousin of Jarop [F15], and undisputed king of the waterfront. Hamis uses his position daily to reward and punish those of Golotha's urban poor who are desperate for work. When there are too few laborers available (or a job that even the most desperate refuse), Hamis assembles a press gang to roust a few late sleepers from the Bargepath [E2d] and the Merdi's Rest [E2o] under Northaven Wharf.



Beneath Northaven Wharf is a floating underworld, described on the following pages.

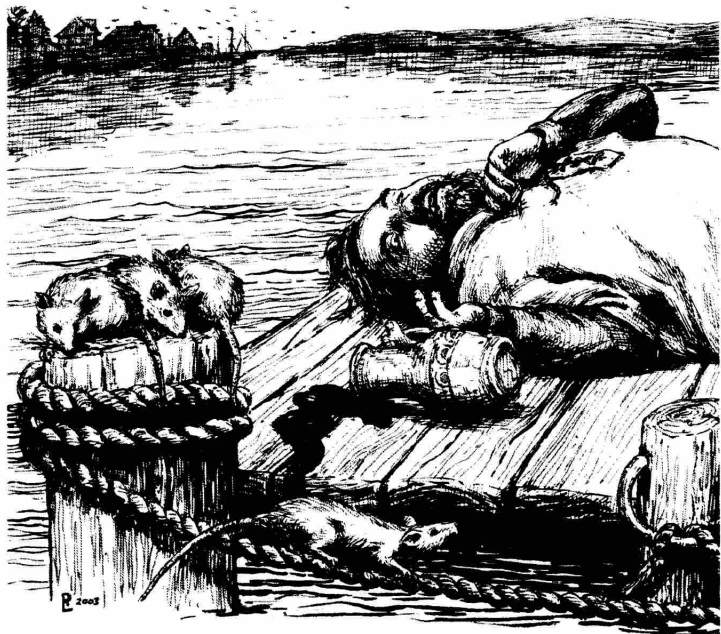
E4 SHIPWRIGHT (Hoder of Gathin)

Size: 3 Quality: ☆☆☆☆ Prices: Average

Specialty: Talbars and pindas that ply the River Thard and Golothan canals. Hoder builds a few small niviks for coastal trade, but lacks the resources to handle major repairs in short order. He will, of course, never turn away a job, but four or five-day repair jobs have a way of taking a month or more as he acquires the necessary materials and labor to do the job. Hoder is especially imaginative at excuses and delaying tactics. The work he does is excellent, but speed is not his strength. The shipyard is guarded by two enormous mastiffs.

E5 OIL HOUSE

This stone house holds twenty barrels of whale oil owned by Largo of Lorjan [F23] and awaiting a buyer.

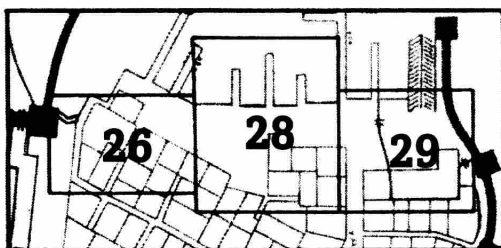


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NORTHAVEN UNDERWORLD

Northaven Wharf is supported by barnacle-encrusted timber pilings. At low tide there is a minimum 25' clearance under the wharf, and 10' at high tide. In a city with a reputation for violence and corruption, the "floating town" beneath Northaven Wharf is the epitome of lawlessness. Here the only rule is brute force and sudden death; the civil authorities hesitate before descending into the dimly-lit labyrinth of barges and boats beneath the wharf.

Plans of the underworld are on the pages indicated.

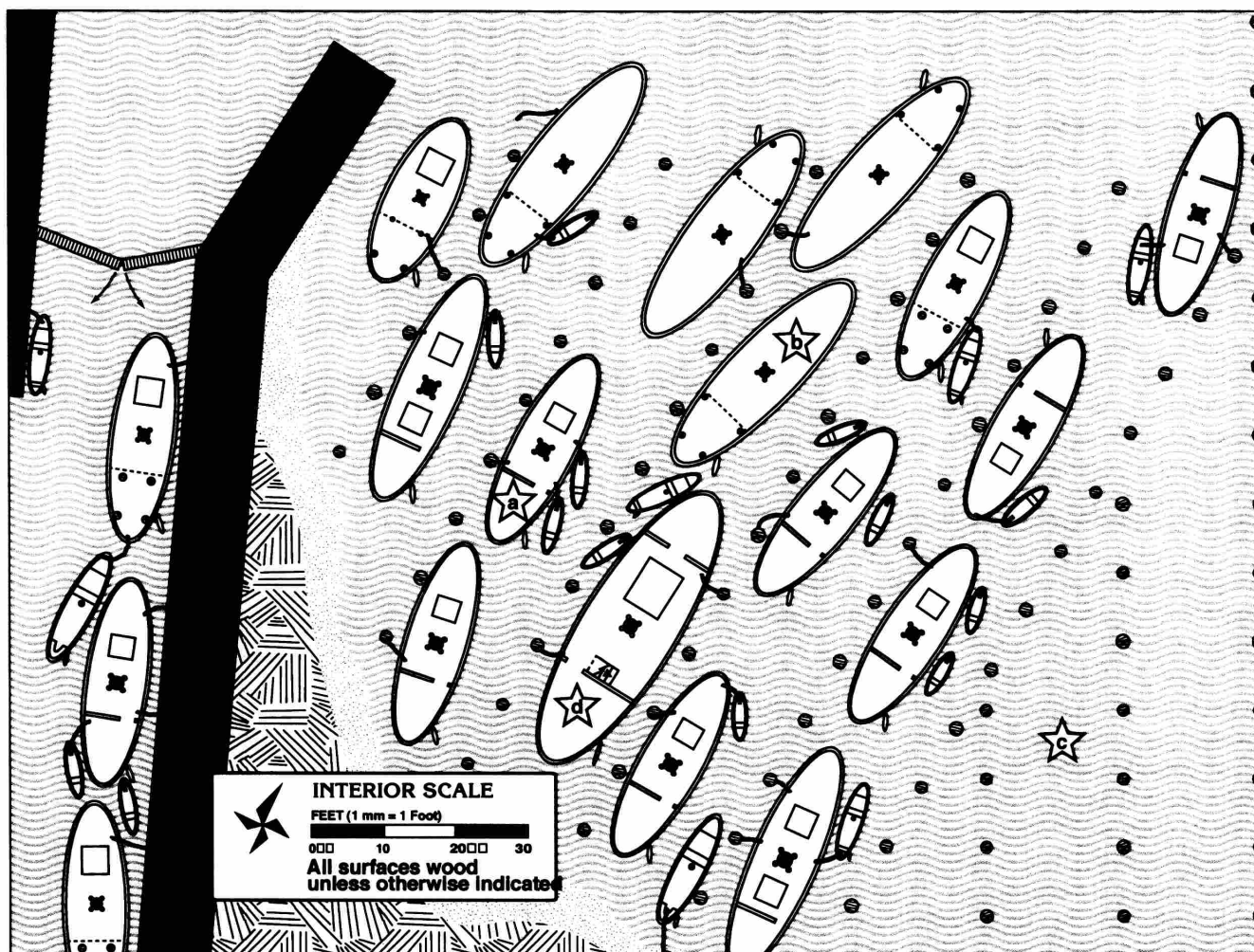


[a] **Jamys the Crimp** supplies ship captains who are not particular about the guild credentials of their crew. More than one unfortunate has awakened with a blinding headache on board a strange ship bound for a distant port. Jamys usually charges 20-100d a head for providing such "seamen."

[b] **Smiler**. Residence of one of Golotha's bolder and better-known smugglers. Known as "Smiler" because of a scar that has twisted his face into a hideous grimace, Chana of Deherne is a brutal man. He will undertake any task if there is potential profit involved. He works for Thorfinn [16] and leads a gang of six cutthroats as savage as himself.

[c] **Market Pool**. By tacit agreement, no boats are tied here. Those with goods to trade arrive by skiff.

[d] **The Bargepath**. This tavern is operated by Lorgil of Turg, a former barge captain. Lorgil is not a member of the Innkeepers' Guild, but no one has shown any interest in inspecting his credentials. The food and drink are poor, and prices are whatever Lorgil feels inclined to charge.





[e] **Shurgen "the Cannibal,"** is an elderly maniac and the terror of anyone who knows his tale. Shurgen was a pilot who earned his sobriquet in 688 when, as one of four survivors of a shipwreck on Quiset Island in Boka Bay, he murdered and ate his companions. Although there was evidence of his guilt when he was eventually rescued, the unstable condition of Rethemi politics and King Puril's need for pilots for the invasion of Sarkum resulted in the matter being dropped. Few seamen were willing to serve with Shurgen, particularly as stories began to circulate that he had developed a taste for human flesh.

Shurgen moved beneath Northaven Wharf in 703. Well into his sixties, he is still a powerful man, and has killed younger opponents using only his bare hands. He makes his living as a smuggler of humans, and occasionally supplements his income by robbing pedestrians in the streets above. Whether he supplements his diet with his victims is not a habit his neighbors inquire closely about.

[f] **"Lads of Kolkene"** is a gang of eight hoodlums who prey on pedestrians on the streets above. They are led by Tamys of Kolkene, a malevolent psychopath with Lia-Kavair connections. Tamys is addicted to Fanosel, and is beginning to show symptoms of personality disintegration.

[g] **Brothel** run by Eilith of Duryne, an immense woman who seldom moves from her chair. The women here are slaves; many are acquired by abduction. They are kept in horrible conditions, and few survive for more than a year. This establishment is frequented only by the most depraved individuals, who come from as far as Coranan for their twisted sexual gratification.

[h] **The Golden Swan** is a small fishing boat and the residence of Ja-an-Aral, an immigrant to Golotha who arrived at Northaven Wharf two years ago. After he killed a gang of four thugs who tried to extort "wharfage fees" from him, he was welcomed to the community. He claims to have been born in Dalkesh, a place which is only a distant legend to most of his neighbors. Ja-an-Aral is a recluse. He is believed to have Lia-Kavair connections, and many suspect he is a guild assassin. His periodic absences have given credence to this belief.

[i] **Koriden's Luck** is a small fishing boat and the residence of Koriden of Uela and his family. They are reasonably honest folk forced to dwell here because of poverty. They pay a "tax" to Norik of Tremet [E2l] for the "privilege" of docking here. Koriden supplements his meagre income by ferrying streetfolk who wish to visit a boat in the underworld. Families like this make up about half the population of the floating town. Trapped in a cycle of poverty, preyed on by the powerful, and unable to escape, many families have existed for several generations beneath the wharf.

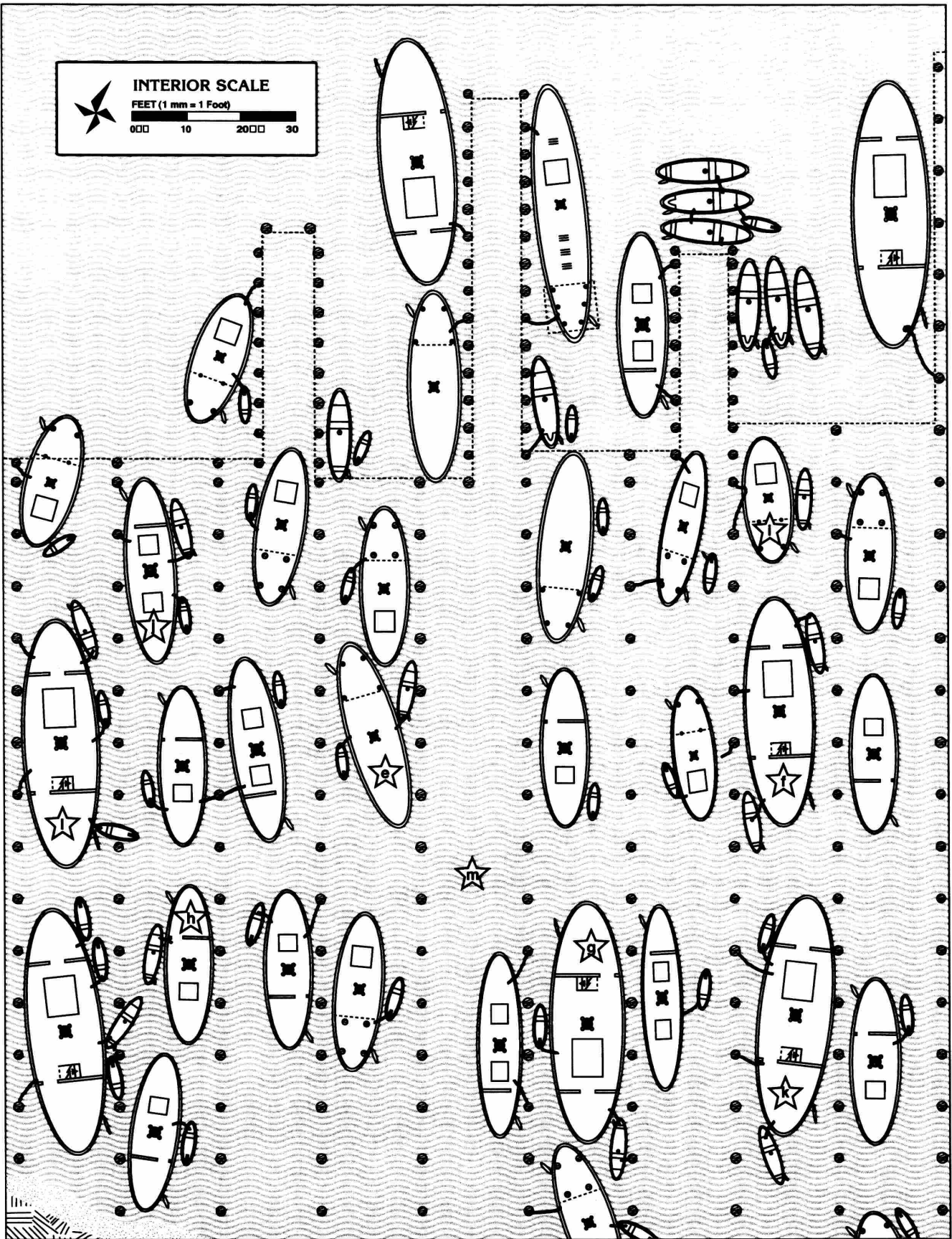
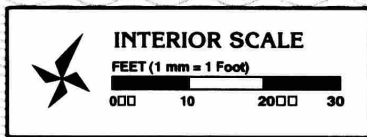
[j] **Sombalin of Letor** is a pirate and smuggler who preys primarily on river traffic, with occasional forays into Boka Bay. He and his crew of 12 are utterly ruthless, and survivors of his attacks are tithed to the Morgathian temple. He regards himself as a wit, and is fond of recounting his practice of letting some victims "walk home" from their captured vessels.

[k] **Melavon of Serus** operates a pursecutting ring from this barge, a profitable venture for which he pays a portion to Tamys [E2f]. Most of his employees are children, and their activities are confined to the fishmarket and the narrow alleys of Sewertown and Northaven Wharf. A trapdoor connects to the tenement building above.

[l] **Norik of Tremet** is the self-appointed "alderman" of Northaven Wharf. He extorts "taxes" from those too powerless to object, and in exchange provides "protection" against unfortunate accidents. Most of his victims are the poor fisherfolk that tie up under the wharf. The only serious challenge to Norik's rule occurred two years ago when Ja-an-Aral killed four of his "tax collectors." He has left the foreigner strictly alone since that time.

[m] **Northaven Boulevard** is the only east/west passage and is kept clear of major vessels.

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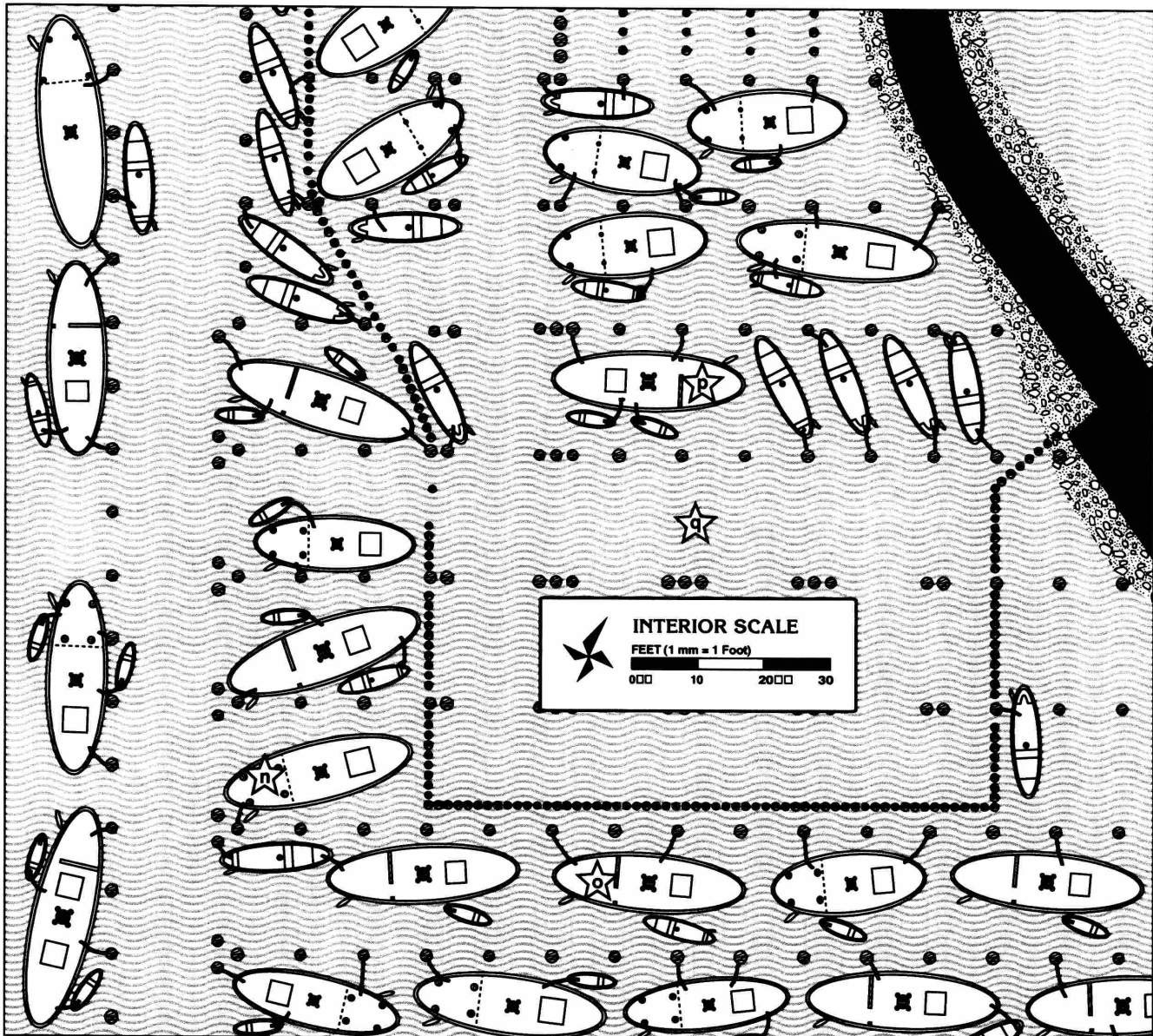


[n] Psychic. This derelict vessel is the home of Pesnela of Derneh, a blind crone who claims to possess psychic powers. Her predictions are remarkably accurate, and her fame has spread to the city above. It is not uncommon for well-guarded parties to descend to her home for a reading of the omens. Pesnela is a shrewd judge of a customer's ability to pay, and sets her fees accordingly.

[o] The Merdi's Rest. This vessel is a narcotics den operated by Dalfyn of Oprail. Various drugs are available, and there are bunks for the use of customers. Costs vary; the normal practice is for users to deposit a sum of money with Dalfyn and stay until it is gone. Dalfyn employs three formidable bouncers, and his accounting is rarely called into question.

[p] The Pit. This gambling barge is operated by Gerd of Yruth, Jarop's [F15] master of chance. Dice games and dog fights are held here. The house takes a 20% rake off all games. Anyone can plan an event here for a flat fee of 240d. The Pit is popular with mercenaries and seamen.

[q] Nostium Pool. Traditionally this is where denizens of the floating town settle differences they wish to deal with publicly. Although it is usual to resolve differences by less open means, circumstances sometimes decree that antagonists fight to the death in the pool. This is usually done only when failure to do so would mean a loss of face for one or both parties. Such events invariably draw a large audience, and considerable money changes hands in wagering on the outcome.



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[F] CHAFIN SQUARE

The commercial heart of the city. There is a daily market every morning from sunrise until noon, although many merchants do not even open their stalls until the morning fog burns off. The square is adjacent to Golotha Pool and many of the goods sold are brought in by talbar or pinda.

F1 PALACE OF THE SILVER ORB

The guildhall of the Golotha Mangai. The mangai is large but has little power and this is essentially a drinking hall.

F2 MERCANTYLERS' HALL

The Golotha chapter of the Mercantylers' Guild. The hall is a members-only commodities exchange and a hostel for visiting mercantylers. Trading is carried out from noon to dusk every day, except holidays.

F3 MASON (Petry of Syrdia)

Size: 3 Quality: ☆☆☆ Prices: Average

Specialty: building materials. Clan Syrdia owns and operates a quarry just south of Bekar. Petry and his two brothers barge stone from their own quarry and many others into Kalphor Wharf [G6] every month at Yaelmor. Collisions with other vessels are settled before the Heptarchial Council, so far always in Petry's favor.

F4 WOODCRAFTER (Hunar of Atar)

Size: 10 Quality: ☆☆☆ Prices: Average

Specialty: wagon-making. "Scarlet Dak" [F14] is one of many steady customers, buying wagons and carts for transporting goods from grains to metals to hides. Hunar is an enthusiastic Halean and friend of Jarop [F15].

F5 METALSMITH (Larga of Elekon)

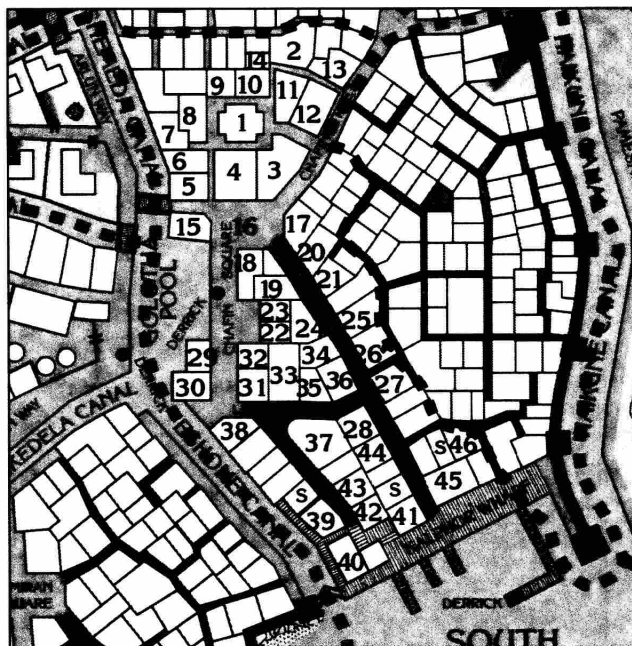
Size: 3 Quality: ☆☆☆☆ Prices: High

Specialty: brass, copper, and pewter wares. Larga is the only bellfounder in Rethem. He no longer makes much of his product, relying instead on his extensive network of contacts throughout the Thard valley to keep him supplied with top-quality wares for local sale.

F6 GLASSWORKER (Scozar of Fena)

Size: 3 Quality: ☆☆☆☆ Prices: High

Scozar makes fine, fragile glasses and flasks used by apothecaries and perfumers for their most costly wares. He also produces inexpensive, sturdy spherical flasks that are filled with whale oil and used as incendiary devices. Rare and expensive glasswares, supposedly of Sindarin origin, are sometimes available.



F7 EMBALMER (Boraga of Karil)

Size: 7 Quality: ☆☆☆ Prices: Average

Boraga, maybe the busiest embalmer on Hårn, actually embalms few bodies. The Agrikans burn their dead, and nobody knows for certain what happens with dead Morgathians. Nonetheless Boraga prepares bodies for immolation and he has a lucrative contract with the city council to retrieve foreign bodies from the canals. Locals tell visitors that he is paid to retrieve *foreigners'* bodies for a farthing apiece, that he earns more than 1000d per annum in this way, and that he is not above disposing of the odd corpse in the adjacent Shemeda Canal to pad his "catch". His barge sounds a dull gong as it plies its silent course through the morning fog.

F8 JEWELLER (Dusikan of Bredur)

Size: 8 Quality: ☆☆☆ Prices: High

Specialty: silverware and chalices. Dusikan keeps several pounds of silver and some ounces of gold on hand, protected by four guards.

F9 POTTER (Jagal of Veranis)

Size: 2 Quality: ☆☆☆☆☆ Prices: High

Jagal fled Coranan with his wife in 719 as a result of a misunderstanding with the Red Guard. He paid for this franchise in silver, succeeding only over strenuous objection from Haleana of Kaim [F36]. He was denied a kiln license and must rent hers and is restricted to production of temple wares and the import of Thardic goods.

F10 LITIGANT (Parqu of Aerth)

Size: 5 Quality: ☆☆☆ Prices: Average

Specialty: guild and civic affairs. Leaves most of his considerable case load to apprentices, because of his involvement with the Mangai. He is the current Mangai appointee to the Heptarchial Council.
See also [C1], [D6], [F12], [F19], and [F41].

F11 CLOTHIER (Zako of Varian)

Size: 7 Quality: ☆☆☆ Prices: Average

Zako deals in linen and buckram. He imports Emelrene linen and produces fine tablewares and altar dressings. He has perfected a vivid orange dye that is much in demand. The formula is a jealously-guarded secret.

F12 MERCANTYLER/SLAVER (Rylen of Laleld)

Size: 7 Quality: ☆☆☆ Prices: Average

Laleld deals in combat and pleasure slaves. Much of his stock is imported, but more than a few visitors to the city have awoken from a night of drunken revelry to find themselves in chains. Those he cannot sell to anyone else are secretly sold to the Morgathian temple. Rylen's wife Beiliah is the youngest sister of Parqu of Aerth [F10].

F13 HIDEWORKER (Idorah of Otersa)

Size: 10 Quality: ☆☆☆☆ Prices: Average

Specialty: exotic hides and whole tanned hides. Idorah has a tannery [I3] northeast of Trevorman. Some of his hides are purchased from the Pamesani Arena, and may be damaged. He also sells Peran hides and pelts obtained mainly from Daquer of Iyesin [F14]. He is always interested in uncommon creatures for sale. A good friend of the arcanist Gorvinder of Parindran [I2], he often lends his practical skills to Gorvinder's researches.

F14 MERCANTYLER (Daquer of Iyesin)

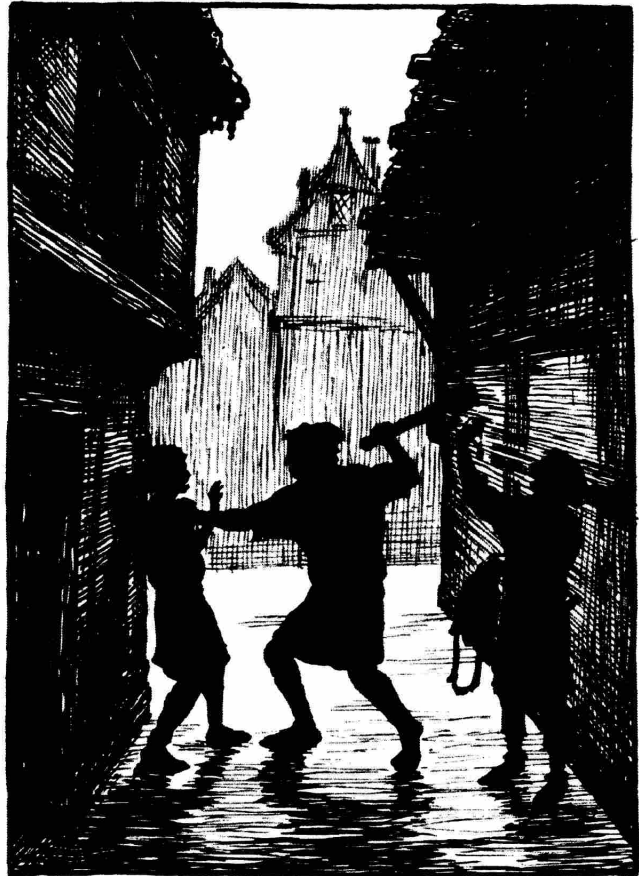
Size: 8 Quality: ☆☆☆☆ Prices: Average

Something of a loner, "Scarlet Dak" is Golotha's most successful Peran trader, bringing hides, pelts and wild beasts to Golotha in trade for metal artifacts and weapons. He will not deal in barbarian slaves since his mother was Kuboran. Iyesin is not popular with the *Warriors of Mamaka*; he employs three trusted Kuboran warriors as bodyguards.

F15 CHANDLER (Jarop of Zarainsen)

Size: 7 Quality: ☆☆☆ Prices: High

Sells goods purchased from other guilds. The shop is open from dawn to dusk. Jarop, the "guildmaster" of the Golotha Lia-Kavair, specializes in disposing of stolen goods, but also makes excellent cordage which is in high demand in Golotha. Many locals buy from Jarop even at his inflated rates simply to stay in his good graces, or to gain an opportunity to talk to him privately. Jarop sells a bizarre assortment of goods to Khala-Nyardath. See also [A1], [B10], [D8], [F29], [G7], and [I6].



F16 CHAFIN SQUARE

Punishments for economic and social crimes or crimes related to guild privilege are carried out here on the thirteenth and the twenty-sixth of every month. There are two pillories. Floggings are especially popular and brutal. Those who require medical attention after punishment are brought to Horab of Ardiris [B7] for treatment, but despite her skill, many do not survive. Hangings occur only on the thirteenth of the month. Lacking a scaffold, hangings are executed the old traditional way, with a rope thrown over the derrick and hauled slowly by "thirteen strong and honest men."

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F17 WOODCRAFTER (Claune of Rusane)

Size: 4 Quality: ☆☆☆ Prices: High

Specialty: furniture. Claune is Golotha's best woodcarver. His beautifully-ornamented tables and chairs are in great demand among the nobility of Rethem and the Thardic Republic. Most of his work is commissioned. He also sells the odd carving and sculpture imported from Lythia and is quick to examine the cargos of foreign vessels. He buys ivory and semiprecious stones to use as inlays. His beautifully-carved smoking pipes are preferred among the Agrikan clergy and nobility.

F18 METALSMITH (Musqur of Areskal)

Size: 4 Quality: ☆☆☆ Prices: Average

Golotha's ironmonger, Musqur also makes some goods of brass, although Larga [F5] holds the monopoly on export of brasswares. Musqur was born in Hepekeria.

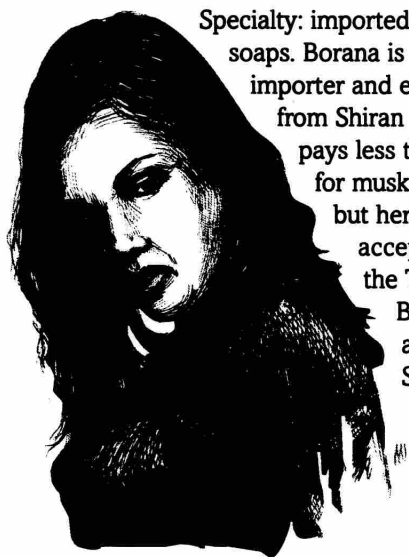
F19 JEWELLER (Klarina of Queldstar)

Size: 6 Quality: ☆☆☆ Prices: Average

Klarina pays well for the license to mint Rethemi coinage in Golotha. She debases the silver with tin to ensure profits for herself and her Uncle Parqu [F10].

F20 PERFUMER (Borana of Promel)

Size: 3 Quality: ☆☆☆ Prices: High



Specialty: imported perfumes and soaps. Borana is primarily an importer and exporter of goods from Shiran and overseas. She pays less than Julah [F38] for musk and ambergris, but her notes are accepted throughout the Thard valley. Borana makes an annual journey to Shiran.

F21 PHYSICIAN (Shorka of Larsi)

Size: 3 Quality: ☆ Prices: Average

Specialty: overpriced colored water. Shorka is the only physician who will serve the common folk of Golotha. More than a few Golothans have lost loved ones to his incompetence. He has managed to survive only by making regular payments to the Lia-Kavair.

F22 LOCKSMITH (Horah of Urmel)

Size: 3 Quality: ☆☆☆ Prices: Low

Specialty: secure coffers. Horah, a despicable opportunist, will do anything for money to support his gambling at the Hand and Fist [F-37]. He sometimes sells duplicate keys to the Lia-Kavair, even though he knows the punishment is severe and can have fatal consequences. He uses rare poisons in some of his more expensive traps.

F23 MERCANTYLER/USURER (Largo of Lorjan)

Size: 3 Quality: ☆☆☆ Prices: Average

Largo is the Mercantylers guildmaster and Mangai Syndic for Golotha. His younger brother is the bondmaster [D1], a cozy arrangement. Largo holds the local monopoly on oils and hides, which he stores at his warehouse [F39]. He also is a prominent horse trader in partnership with his nephew Gorexin [H6].

Largo is half owner of the *Kraken*, a 60-foot dak, the other half being secretly owned by the Temple of Morgath [B10]. He is a close friend of Sir Klyrdes Bisidril, the Agrikan Primate.

F24 TOYMAKER (Marak of Shoan)

Size: 3 Quality: ☆☆☆ Prices: Average

Specialty: black-market items. Marak has profitable business connections with Thorfinn [I6], smuggling information and jewelry to and from Coranan and Aleath inside his products. He also makes fine wooden masks.

F25 APOTHECARY (Spalir of Banderia)

Size: 1 Quality: ☆☆☆ Prices: High

Spalir provides a variety of raw herbs and potions of medicinal and recreational value, in addition to several varieties of pipeweed. Pipe smoking is extremely popular among the Agrikan nobility and in the fighting orders. He often makes significant sacrifices to keep the business of loyal customers. Spalir buys anything he can process into something salable, and is suspected of producing poisons. He gives discounts to regular customers.

F26 MASON (Lhaol of Uvies)

Size: 8 Quality: ☆☆☆ Prices: Average

Many of the large structures in Golotha were designed and built by six generations of the Uvies, including the Pamesani Arena. For municipal projects they use the heavy black basalt and glassy black-purple porphyry that are quarried near Ithiko.

F27 LEXIGRAPHER (Forant of Onedim)

Size: 7 Quality: ☆☆☆ Prices: High

Forant is an excellent forger who will do anything for a profit. He is currently reproducing three journals of the Corani Shek-Pvar Deliques of Wollanog from originals that he liberated from the temple of Save K'nor [D4]. When he finishes, he will return the originals and take something else. He does not know what he is copying.

F28 TENTMAKER (Gremarn of Shoth)

Size: 5 Quality: ☆☆☆ Prices: Average

In the summer, Gremarn sells colorful pavilions to nobles and canvas stalls to mercantylers. His winters are spent stitching great tents of tanned hide for the fighting orders. During this time he often hires one or more day-laborers to help with heavy lifting and stretching. He pays well but is demanding.

F29 MERCANTYLER/USURER (Oparn of Zarainsen)

Size: 6 Quality: ☆☆☆ Prices: High

This younger brother of Jarop [F15] operates what amounts to a loan sharking business through Gerd [E2p]. He is a ready source of cash at interest rates in excess of 50% per month. Oparn employs two bodyguards who are specialists at collecting debts. He has the monopoly on trade in charcoal, tar, cordage, and export of metals, especially Rethem's famed brasswares. See also [A1], [B10], [I6].

F30 MILLER/BAKER (Draz of Heripime)

Size: 4 Quality: ☆☆☆ Prices: Average

Does not run a mill; he imports flour from neighboring manors. Most of the bread consumed in Golotha is baked in Draz's oven, among the largest in Rethem. Draz' son Milligan is a talented millwright. He is planning a large floating mill to be built and moored at the Dedergon Bridge in a few years. With this in sight, Draz has invested nearly 2400d with Oparn [F29].

F31 CLOTHIER (Tarjah of Artalsen)

Size: 8 Quality: ☆☆☆ Prices: Average

Dyes and sells wool and woollen goods purchased from clothiers throughout Rethem. He is a generous employer and a good husband and father.

F32 SALTER (Arag of Dysen)

Size: 4 Quality: ☆☆☆ Prices: Average

Arag operates a coastal saltpan near Quste which provides most of the salt he sells. His sea salt is priced fairly. Imported rock salt is sometimes available at higher prices (300-500%). He also sells salted and pickled fish, and a variety of preserved foods.

F33 WOODCRAFTER (Brixar of Yeridar)

Size: 12 Quality: ☆☆☆ Prices: Average

Specialty: coopering. Brixar's shop is almost entirely dedicated to producing casks and barrels to meet the demand of the largest port in western Hârn. Many of Rethem's most skilled woodcrafters spent weary apprenticeships here.

F34 HIDEWORKER (Varean of Ulemen)

Size: 7 Quality: ☆☆☆ Prices: Average

Specialty: leather and fur goods. Varean produces the finest black leather boots, vests, scabbards, and tack for sale to the fighting orders. His black leather is exported to Coranan, but is not popular in Kandy.

F35 WEAPONCRAFTER (Kronar of Obrame)

Size: 3 Quality: ☆☆☆ Prices: Average

Kronar specializes in artless, inexpensive weapons for arena or militia use. Some are sold to Daquer of Iyesin [F14] for trade to the Kubora. He sells axes and leather cowls to the chandler [F15]. He is loud, rude, and not well-liked.

F36 POTTER (Haleana of Kaim)

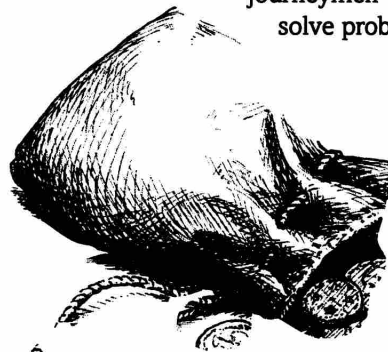
Size: 6 Quality: ☆☆☆ Prices: Average

Haleana is Golotha's busiest potter. She despises the more talented Jagal of Veranis [F9]; his franchise was granted when he arrived from Coranan with a large quantity of silver. She was able to keep her competitor from getting a license for a kiln, so he must rent hers when it is available.

F37 THE HAND AND FIST (Tarian of Quasstin)

Size: 3 Quality: ☆☆☆ Prices: Average

The tavern favored by most of Golotha's merchants. Tarian, a tyrant, is always in need of help. Many quit without pay rather than continue to tolerate him. Gambling, common everywhere, reaches especially high stakes here, on dice games and a popular ancient Corani strategy game called Chifoumi. One or more of Gerd's "journeymen" are usually on hand to solve problems (see [E2p]).



GOLOTHA 34

F38 PERFUMER (Julah of Chamad)

Size: 3 Quality: ☆☆☆ Prices: Average

Julah makes the finest incenses in town, but her other wares are strictly of lesser quality. She buys rose petals and other flowers from surrounding manors and distills her own essences. She pays 12d per ounce for ambergris and somewhat less for musk.

F39 MERCANTYLER/WAREHOUSE

A warehouse owned by Clan Lorjan who are among Rethem's biggest traders in horses, hides, and oils. Clanhead Largo resides at [F23]. See also [D1], [E5], and [H6].

F40 WEAPONCRAFTER (Petrak of Marganae)

Size: 3 Quality: ☆☆☆ Prices: High

An excellent swordsmith (when sober) although most of his sales tend to be daggers, with superbly engraved hilts and keen blades. Some of Petrak's weapons are modified for use with poisons although he denies the fact, referring to it simply as "decorative fancywork".

F41 MERCANTYLER (Arvind of Aerth)

Size: 34 Quality: ☆☆☆ Prices: High

An ancient and respected mercantile house with interests in timber and metals. They own a 60-foot dak that trades as far as Cherafir, and a 48-foot nivik for coastal trade between Aleath and Peran. Clan Aerth were Agrikan before the time of Arlun, and trace their roots to Azeryani nobility. Twenty slaves live in the attic and behind the house. Six burly guards defend the family and their considerable assets. See also: [F10], [F19], [F43], and [F45].

F42 HARPER (Nicola of Varianes)

Size: 2 Quality: ☆☆☆ Prices: Average

Nicola produces excellent brass horns and cymbals, and the ubiquitous burhyn (Rethemi drum held under one arm and played with the thumb, little finger, and palm of the other). She is a fine musician who knows many Kuboran folk songs and legends.

F43 TIMBERWRIGHT (Charin of Aerth)

Size: 3 Quality: ☆☆☆ Prices: High

Charin is mainly an importer of timber for Golotha's industrial economy. He almost always has oak and fir in stock for Hoder [E4], and he tries to keep a supply of aromatic woods from far-off lands for the temples. Finer hardwoods only appear when he finds an excellent deal. See also [F41].

Agrikan Knights



F44 HOUSE OF AK-SYT (Cohorts of Gashang)

Eight violent, unpredictable knights of the *Cohorts of Gashang* share a home here where they can enjoy Golotha's charms away from the prying eyes of their pious sisters [B3]. The house is owned by Largo [F23] who keeps them well-supplied with spirits and opiates from abroad. They are protective of Maike of Enaladin, their young housecleaner and adopted mascot. See also [E1] and [G1].

F45 MINERS' GUILDHALL (Kyrmit of Aerth)

The Miners' Guild maintains this hostel and warehouse primarily for the purpose of having a voice in Golotha. Hundredweight ingots of iron, tin, copper, and zinc are stored here awaiting sale. Kyrmit keeps the hall and himself heavily guarded. See also [F41].

F46 HOUSE OF ARJANAXIS LYNNAEUS

A reclusive Odivshe-Fyvrian Shek Pvar of considerable ability, old Arjanaxis studies death and darkness. He is known in town only as Arjanaxis. He is rumored to be a nephew of the Earl of Tormau.

[G] SEWERTOWN

The Haikune Canal is open to the river. The water level rises and falls with the tides. Human and animal waste putrefy along the banks, washed in by the frequent rains or swept in through stinking grates by disgusted residents of Sewertown, on the west bank. Most of the buildings in this quarter are two and three-story half-timbered tenements, leaning against each other for support. The once-fashionable Azeryani clay-tiled roofs have grown green and moldy.

G1 THE TRIDENT INN (Kardis of Ernaldin)

Size: 8 Quality: ☆☆ Prices: Low

Kardis welcomes those associated with the Pamesani Games, but almost anyone can be found here (including some who very much prefer not to be found). Freemaster ostler is Herpeld of Astarth. Kardis has two sons, Maike [F44] and Ald [E1]. The knights of the Cohorts of Gashang [F44] often get rowdy here.

G2 LITIGANT (Nobar of Rushez)

Size: 5 Quality: ☆☆☆ Prices: Average



Nobar of Rushez

Alcoholic old Nobar is suspicious and seldom accepts work from strangers. He is kept quite busy defending the locals against their charges of assault, robbery, larceny, murder, petty theft, extortion, and fraud.

Nobar manages a scheme employing the women of Derine's brothel [G4]. When a male stranger appears to have more money than sense, one of the women loudly accuses him of rape. Nobar responds to the fracas and offers to defend the stranger before the Heptarchial Council. After he determines that "current conditions" are unfavorable for the defendant, he suggests a quiet settlement of 10-60d, which the plaintiff splits with him.

G3 LEXIGRAPHER (Tykar of Renchasa)

Size: 1 Quality: ☆☆☆ Prices: Average

Specialty: maps and scrolls. Tykar's grandfather was a master lexigrapher here when it was a nicer neighborhood. That was a long time ago. Tykar is a secret Peonian.

G4 BROTHEL (Derine of Nerele)

Size: 17 Quality: ☆☆☆ Prices: Low

A popular brothel and gambling-house, with nightly cockfights, dogfights, and fistfights. Derine, now of middle years, is still beautiful, intelligent, and well-connected. See also [E3], [G2] and [I1].

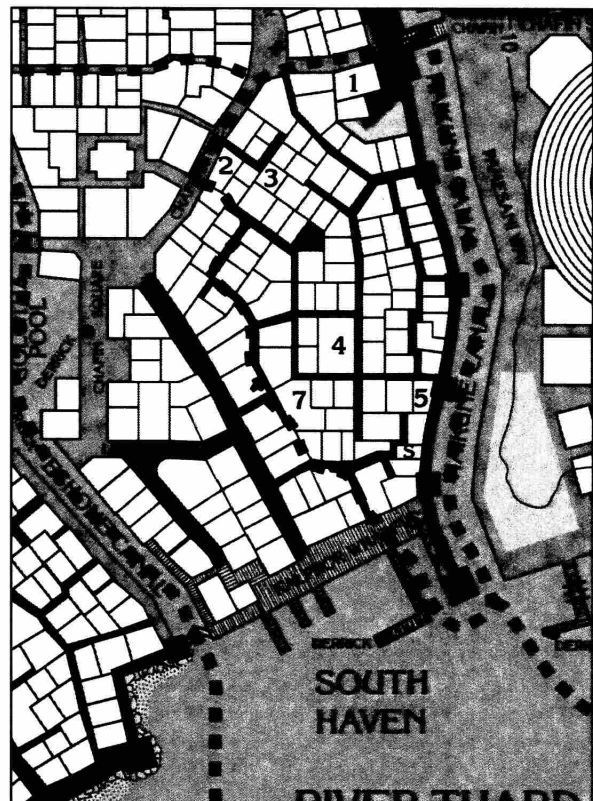
G5 HAUNTED HOUSE

Three Ivinian mercenaries were slain here in 694.

Their bodies were sealed in the wall abutting the city wall along Haikune Canal and have never been found. Locals have reported ghost sightings ever since. The Ivinians are intent upon revenge and restoration of their honor.

G6 KALPHOR WHARF

Easthaven Wharf has an undercity similar to the one under Northaven Wharf. It is entirely controlled by Thorfinn [I6] and his smugglers.

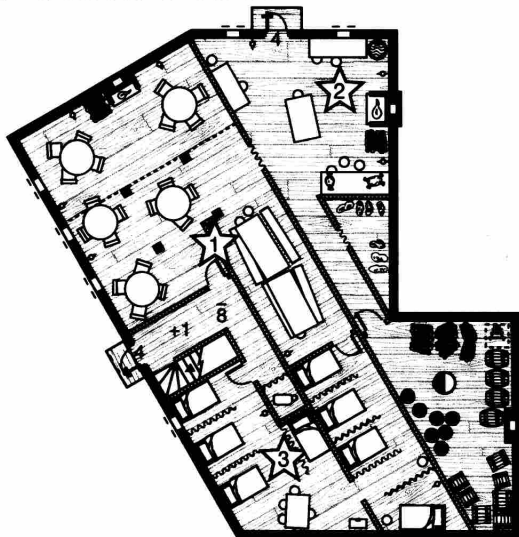


GOLOTHA 36

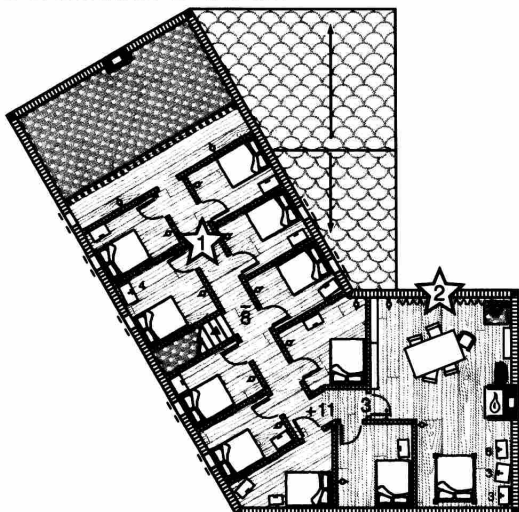
G7 LIA-KAVAIR/BROTHEL

The Golotha chapter of the Lia-Kavair is the most open and prosperous on Hårn. The hall appears to be a typical brothel, and there are a dozen girls working here. Buildings throughout Golotha marked [s] are safehouses of the Lia-Kavair; several are connected by trapdoor to the underside of Kalphor Wharf [G6] where the profusion of small boats make it a smuggler's haven rarely visited by the meager forces of law and order.

Ground Floor



Second Floor



The Lia-Kavair is run by the charismatic Jarop of Zarainsen [F15]. Jarop has an uncanny memory and seems to know everyone in town. Jarop's father is the Harbormaster [A1]. He has three brothers: Oparn the Mercantylor [F29], Morgathian Khala-Gekesa [B10], and Thorfinn [I6] who leads a mercenary company. Jarop's influence is exceeded only by his greed.

Jarop has a risky, secret relationship with the Navehan Wolren [D8]. He provides information gathered by his thieves, and in return is tutored in rare and ancient secrets maintained by the Navehans. Jarop is guided by the *Teachings of Salman*, a three-volume compilation of the wisdom of the man credited as the founder of the modern Lia-Kavair. These valuable tomes are secured inside the Navehan temple [D8]. If Jarop's Navehan connection were discovered his best contacts would be unable (maybe unwilling) to save him.

Ground Floor

1. **Tavern and Alehouse:** An illicit tavern and the site of gambling and ribald entertainments. The barmaids are topless, sometimes nude.
2. **Kitchen:** food served here is generally of very high quality for low prices. The kitchen is a scene of much licentious activity.
3. **Opium Den:** One of the more popular places in the city to enjoy narcotics in relative safety. Admission by invitation only.

Second Floor

1. **Flirting Balcony:** This floor is where the girls ply their trade. Jarop's wife Erlyn manages them.
2. **Jarop's Chambers:** These private, opulent rooms, are filled with expensive objects displayed with an utter lack of taste.



Erlyn of Zarainsen

Guild Structure

Jarop manages a motley organization of some fourscore individuals of varying talent and experience. As taught by Salman, work is restricted to those who show the aptitude for it. Jarop has named four masters.

Master of Trade, Thorfinn of Zarainsen [I6] is Jarop's brother. Along with the toymaker Marak [F24], he is responsible for smuggling and fencing of stolen goods. Thorfinn's marines ensure the safety of goods in transit.

Master of Chance, Gerd of Yruth [E2p] has a prodigious talent with numbers, and sets all odds himself from his Pit under Northaven Wharf. Jarop's brother, Oparn [F29], three journeymen, and six runners make the gamblers' rounds in the city, offering Gerd's odds on arena events, mercantile activities, and even the weather.

Master of Archives, Alvaro of Ulsen is a kindly white haired gentleman who has swindled and misled people for almost forty years. His two journeymen are supported by half-a-dozen apprentices in an astonishing number of imaginative and effective confidence schemes to part fools from their money.

Master of Discipline, Tamys of Kolkene [E2f] ensures protection payments are made, debts collected, and justice meted out according to Jarop's policies. His four journeymen may be the most depraved, ruthless thugs in Golotha, and his eleven apprentices pay careful attention.

All of Jarop's journeymen and apprentices are guaranteed steady work. Each apprentice pays 6d monthly in exchange for a guarantee of steady work and laborer's pay. The work they perform is mostly day-laborer's drudgery, but they can be called upon at any time to handle an illicit job for their master or for Jarop directly. Those that show a special talent can be promoted to "journeyman", where they take on more complex jobs, but must pay Jarop 30d monthly.

Journeymen earn a percentage of the take from any job they take part in, and a smaller cut from all jobs planned by their master.

Masters pay Jarop 240d monthly. They plan jobs in careful detail. Cooperation among the four masters is uncommon. All jobs must be approved by Jarop personally.

Tribute and Profit

The take from any job is divided into shares: 30 for Jarop, 50 for the master who planned the job, and 20 to be divided among all thieves who participated. Jarop typically gives each of the other three masters one tenth of his own take.

Recruitment

The Lia-Kavair has no problem finding recruits among Golotha's urban poor. The pay is meager but steady chances for advancement exist. The security provided to a member's family is a significant benefit, as are the respect and opportunities that come to Jarop's workers at the expense of others. The four masters recruit their own apprentices, but are careful to keep the numbers low. This keeps the positions desirable and limits the number of hands Jarop must employ. Jarop sometimes permits apprentices unfit for one master to try another. Those who cannot satisfy any are "sent to Coranan".

Relations with the Temple of Morgath

Jarop turns quite a tidy profit reselling a variety of mundane materials to Khala-Morvrin of the *Order of the Lord of Chaos*. One section of his warehouse [D2] is filled with crates of cheap rusty weapons and caltrops, barrels of vinegar, casks of oil and tar, and a large wagon with a false bottom for transporting victims to be used at sacrifices. Jarop asks no questions and has only the vaguest suspicions about how these goods are used.

Relations with Clan Lorjan

Largo of Lorjan [F23] and his clan greatly desire to break Jarop's hold on the waterfront, especially Kalphor Wharf [G6] which is the terminus of Thorfinn's lucrative smuggling operation. Largo has the connections and the capacity to absorb that extra trade into his existing mercantile operation. A direct assault on Jarop's Lia-Kavair would be supported by Largo's Agrikan friends [F44], but would risk retribution from the Morgathians on the Heptarchial Council. (Largo does not know about Jarop's Navehan connection.) He and his brother are crafting a plan to neutralize Jarop through legal channels.

Relations with Temple of Agrik

The Agrikan primate is also grandmaster of the politically-adept *Order of Mamaka*. The order has a long history of placing spies within the Agrikan community and among the nobility of Rethem, Kanday, and the Thardic Republic. Sir Klyrdes has an insatiable demand for information and pays Jarop well for any useful facts or rumors uncovered by his many eyes and ears in Golotha and up the Thard. Jarop's apprentices know nothing of their leader's Agrikan connection. Jarop conveys information and takes payment through the brothel [G7]. Jarop sometimes hires foreigners as spies because of their local anonymity. Such employees often disappear when their work is finished.

[H] ARENA TOWN

Just north of the Pamesani Arena are the huddled hovels of Golotha's fishermen and sailors. There is little commerce here, and most households are very poor. On sunny afternoons the piers are festooned with drying nets, and seagulls plague the area.

H1 PAMESANI ARENA

Hårn's second largest Pamesani complex. Shows are staged each Yaelah and Yaelmor (twice monthly), spectacles renowned for their unsurpassed gory splendor. More strange beasts may be found here than at Coranan or Shiran and the gladiatorial combats stress visual appeal at the expense of skill; the organizers cater to the baser instincts of the mob. The southwest part of the building holds the animal pens. Here, beasts from all over Hårn are trained to perform for the blood-loving crowds. The pens are operated by the *Order of Demon Pameshlu the Insatiable*. Several mercantylers are bonded to the order; expeditions to Peran, and further afield, to catch or trade for beasts originate here. These caravans are usually poorly equipped, and some never return.

Every year the arena is reconsecrated in the *Slaughterfest* (see Golotha 40).

H2 TEMPLE OF AGRIK (Octagonal Pit)

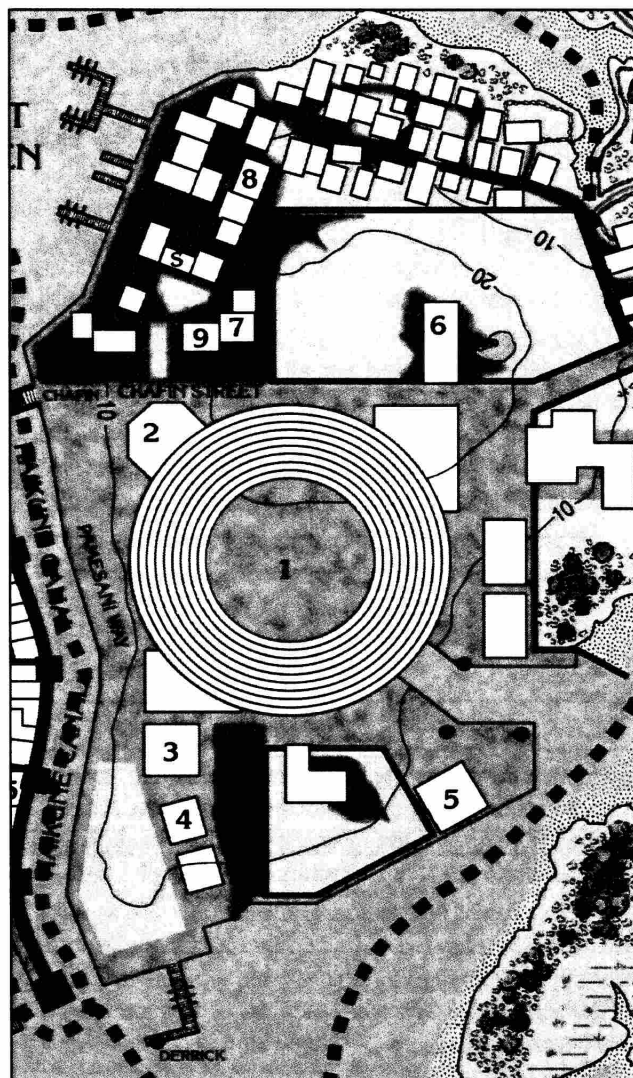
The headquarters of the *Order of the Octagonal Pit*, the organization that runs the Pamesani Games with the aid of its sponsored fighting-order, *Demon Pameshlu the Insatiable*.

H3 HOUSE OF RABARIAN

Urdail of Rabarian, a freemaster mercantylar and former slave-gladiator, rents the building from the *Order of the Octagonal Pit*. Rabarian buys (or sometimes steals) young men and women from various sources and gives them training (to fight spectacularly, rather than well). Most of his graduates are sold to wealthy Golothans, who then tithe them as arena fodder. Despite a tendency to gloss over the art of skillful combat, Rabarian turns out Golotha's best fighting slaves.

H4 HOUSE OF SKULDROV

Fyedur of Skuldrov is a retired mercenary from Azeryan. After twenty years in Meokolis he retired to the relative tranquillity and isolation of Golotha. Fyedur trains freemen in gladiatorial and field combat, and he is willing to teach a number of far eastern fighting techniques for the right price. He emphasizes effectiveness over appearances, and his students are seldom crowd-pleasers in the arena, even when successful.



H5 HOUSE OF THE DEAD MEN

The home of Buraggar "Bruiser" of Harmoren and headquarters of his mercenary company, the *Company of Dead Men*. The unit comprises almost 60 men, including a dozen light horsemen and a like number of longbowmen. Buraggar prefers to be called Captain, although he has never held an officer position in any force but his own. He commands absolute loyalty from his men, some of whom believe he has arcane powers granted him by Morgath.

The Dead Men find most of their work accompanying caravans through brigand-infested hinterlands or working short-term garrison duty at Caer Chakta. Most members of the company have their own homes in the village, some shared and some with families.

H6 OSTLER (Gorexin of Lorjan)

Size: 2 Quality: ☆☆☆☆ Prices: Average

"Rex" raises and sells horses for combat, and the donkeys and mules that pull many Thard talbars upstream. He does not stable any horses but his own, and provides few services. His father is bondmaster [D1] and his uncle is a mercantylor [F23].

H7 JEMI THE CARTER

Old Jemi is an undercover Reslava of the Irreproachable Order. Peonianism is illegal in Rethem, and while most manor lords ignore the religious beliefs of their peasants, there are more than a few who enjoy any excuse to persecute the defenseless. Old Jemi carts hay, firewood, and other goods to Golotha from surrounding manors in a great creaky cart hauled by Mummel, his ancient ox. On the front of his cart is a pair of enormous ox horns, the symbol of Maermal the Ox used by Rethemi Peonians to recognize each other.

H8 BARBER (Thumbs of Shoan)

Size: 1 Quality: ☆☆☆☆ Prices: Average

Thumbs cuts hair, lets blood, pulls teeth, sets bones, and provides most of the dermal art that is so popular among local sailors and warriors. Thumbs is the father of the toymaker [F24]. He fears no good can come from his son's involvement with the Lia-Kavair. His half-wit youngest son is the city's best ratter.

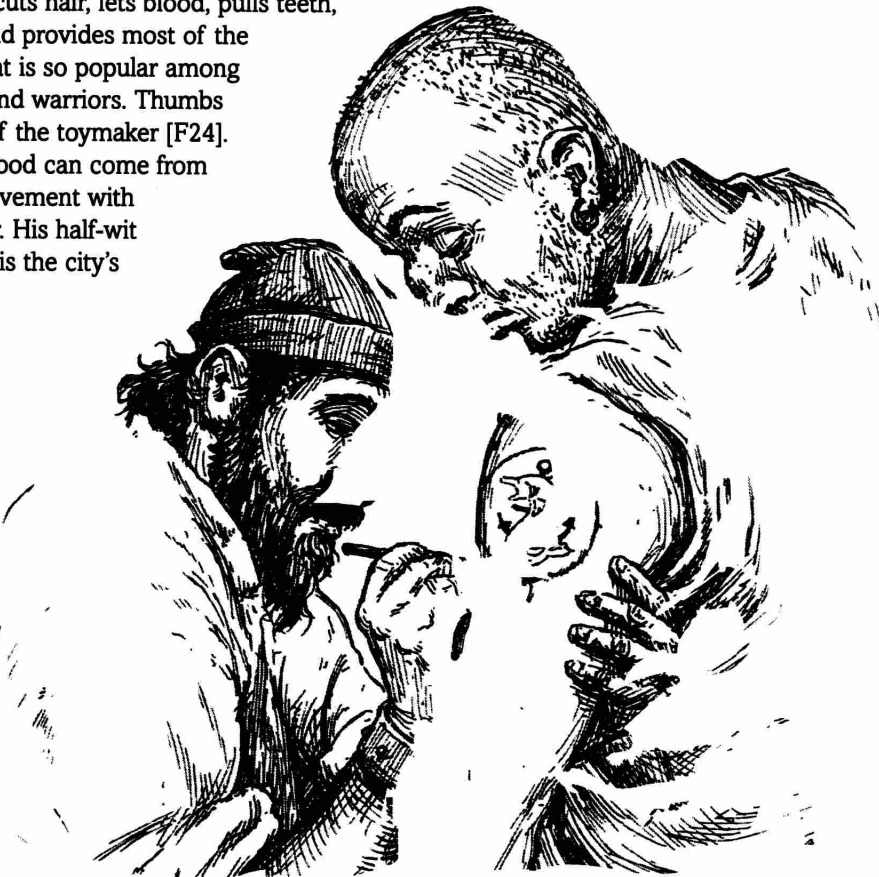
H9 HOUSE OF BAGNAX (Thespians)

Corto of Bagnax, his three brothers, and their families come from a long-established family of acrobats and thespians. Corto's circus travels throughout southern Rethem in the autumn. For the remainder of the year they perform in the open squares of Arena Town, and occasionally as a diversion in the arena itself.

Corto's sister Beneala is a popular seer. She is blessed with a deep insight into the human condition and never fails to make the customers feel like she knows their concerns exactly. Her prophecies are right more often than not, and on more than one occasion a wealthy noble has deigned to visit this humble home in hopes of answers unavailable elsewhere. Beneala claims the ability to communicate with ghosts.

H10 EASTHAVEN WHARF

Easthaven Wharf lacks the undercity found in the other two municipal wharves. It is home to most of Golotha's fishing fleet.



THE SLAUGHTERFEST

Every year on the 23rd of Ilvin, the Pamesani Arena is rededicated through an ancient and popular ritual known in the church as the Ghi'Ahnemakaral (return of the Prophet of Flame), locally called the Slaughterfest.

The Slaughterfest is open to all and the arena is packed. Faithful Agrikans from all over southern Rethem converge upon the arena, filling the local inns and hostels, the homes of kin, and any place that offers a modicum of shelter from the elements and inevitable thieves.

Every clan brings one or more sacrificial animals, either raised personally or purchased for the festival. Favored livestock are all one color, with black and roan considered the most propitious, followed by white. Animals with markings are used only by the most desperate. Some free households earn more from the sale of a single bull or lamb at this time than they can earn from all the rest of their livestock. Unfree households are usually required to render any such livestock to their lord at birth, and local nobility can do very well from their sale. Bulls are the most valuable, followed by other cattle, then goats and sheep, and finally swine. Some offer fowl, but this is socially unacceptable for all but the most destitute.

After a blessing and benediction at dawn, the firepit is lit and a brief liturgy is held, officiated by the Apalankh and assisted by other grandmasters, viriahn, and invited guests. Participation by the congregation is limited to singing "We Call You Forth" and other hymns.

After the liturgy comes the sacrifice, a day-long orgy of bloodletting that resanctifies the arena and is thought to warn of coming disasters. The animals are sacrificed by the priests of the *Order of Octagonal Pit* by cutting their throats. The priests of the *Order of Herpa the Mace* read omens into the patterns of blood sprayed on the clean sand of the arena floor. Then the animal is beheaded with a consecrated axe. Some of the omens relate to the future of the arena, the church, or the city, but most are specific to the clan that provided the animal. It is not uncommon for over a thousand animals to be sacrificed in a single day, and the ground of the arena to be drenched with their blood. The heads are incinerated in the bonfire along with great quantities of expensive incense and, while the smoke dissipates quickly, the stench chokes the downwind area for days.

The festival generates considerable income for the *Order of the Octagonal Pit*, the *Order of Herpa the Mace*, and the primacy. Tolls and fees enrich the coffers of the Heptarchial Council, and the busiest market of the season assures the prosperity of the local guildsmen and Jarop's Lia-Kavair.

The carcasses of the sacrificed animals are taken away immediately. Some are kept by the orders and the primacy for their own larders, and the rest are consigned to hideworkers who butcher them, processing the flawless hides and selling the meat to salters for preservation and resale.

The *Order of the Fuming Gate* and the *Order of the Eight Demons*, currently in disfavor, share little in the riches that accrue to those who participate more directly.



[I] TREVORMAN

Home to most of the clerks and clerics of the Old Temple in Corani days, the once upscale village has expanded and deteriorated with the years. The Morgathian church rents most of the land to the poor. Each tenant household has a space in the allotment to grow vegetables, and the right to pasture goats on the commons.

I1 HOUSE OF NERELE

Grod't of Nerele opened this school when he retired from Thorfinn's Marines [I6] in 716. He trains fighting slaves and mercenaries for the caravan trade. He is not a very good instructor, but his rates are low and the facilities spacious. His elderly mother lives here; she is losing her mind and sometimes gets in the way. Grod't's sister Derine operates a brothel [G4].

I2 CHANTRY OF ARCANE LORE

Four masters live here, supported in their studies by an equal number of slaves:

Sir Adelrin Lanegrun is Hårn's foremost expert on the history of the Corani Empire. He maintains a large library of Corani written works, to which he occasionally permits access for a fee. He is noted for his knowledge of criminal behavior and sometimes takes on private investigations. His brother is lord of Bildel Manor.

Sir Wilfred Granfiel studies whales, ambergris, and the production of animal and vegetable oils. He comes from an old whaling family, and is a cousin of the sheriff of nearby Caer Chakta.

Gorvinder of Parindran has studied preservative techniques and hides for three decades. His researches have a practical Morgathian bent. He shares a foul-smelling lab in the cellar with his colleague Amalya, neither of whom are aware of the stench.

Amalya of Weigela, an alchemist and vivisectionist, fled Coranan and a scandal there in 713. She is still wanted in Coranan where several grieving families have agreed to pay a bounty of £5 (1,200d) for her capture and return. Amalya studies the human body, and buys slaves for use in her researches. She sells those that perish to Gorvinder.

I3 IDORAH'S TANNERY

The hideworker Idorah [F13] tans hides in this location, a safe distance downwind from the temples and the Caer.



I4 ORCHARDER (Arel of Harbas)

Size: 5 Quality: ☆☆☆☆ Prices: Average

Arel, a guilded master innkeeper, leases one hundred acres from the Morgathian temple, on which he grows apples and pears from which he brews quality cider and perry for export. See [I5].

I5 THE SMOKING MEKEN INN (Adnan of Harbas)

Size: 11 Quality: ☆☆☆ Prices: High

Situated in a defunct Hlean temple, the inn is the last place for travelers to rest before the gates of Golotha. Adnan does excellent business year round. His oldest son Yerid owns the Noose & Jester [D5], and his younger son Arel owns the nearby orchards [I4]. His daughter Maraena, a Satia-Mavari just graduated from the Peleahn chantry in Shostim. She is working here while her father uses his contacts to find a suitable Viran willing to accept here as an apprentice.

I6 THORFINN'S MARINES

The home of Thorfinn of Zarainsen and most of his elite mercenary company. Thorfinn's Marines are 36 light foot of Ivinian blood. They are formed into two companies, one of which always stays nearby. Thorfinn owns the *Njehu's Teeth*, a warboat he beaches in the inlet. Halvor Gardissen, commander of one of the companies, is a priest of Sarajin from an old Menglanan clan. Thorfinn's father is the Harbormaster [A1], and he has three brothers: the Khala-Gekesa [B10], Jarop [F15], and Oparan [F29]. Thorfinn smuggles goods and people out of Kalphor Wharf [G6] and Desolation Point [J2].

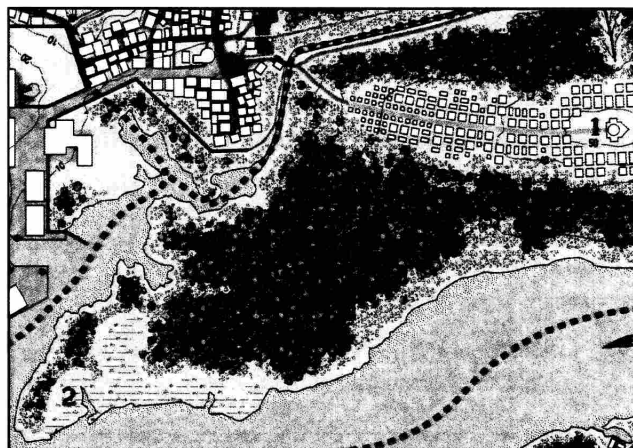
[J] TEMPLE HILL

J1 OLD TEMPLE

The original Morgathian temple and its surrounding complex of sepulchers and tombs was built over a period of five years starting in 562. The site was previously an old Merdi hillfort and burial ground. Its location on the highest hill in the lower Thard floodplain made it visible from far out at sea.

In 635, Arlun's lieutenant Armaul "the Scourge of the North" destroyed the temple complex in an Agrikan orgy of flame and smoke. Although the surface structures still stand much as they were, the barbarian fires burned the wooden supports and cracked much of the stonework. The lower levels were sealed off with great blocks of stone, blessed and warded by Agrikan priests. The contents were ignored. Over the next seven years, Armaul and his lieutenants died grisly, bizarre deaths.

Now the upper structures are home to thousands of bats that feed on insects in the plentiful local marshes. In the evening the bats fly out of every available space, darkening the sky briefly in a great silent cloud. Local legend considers the bats to be intelligent agents of the Morgathian hierarchy, or the tortured souls of the corpses resting beneath the ruins.



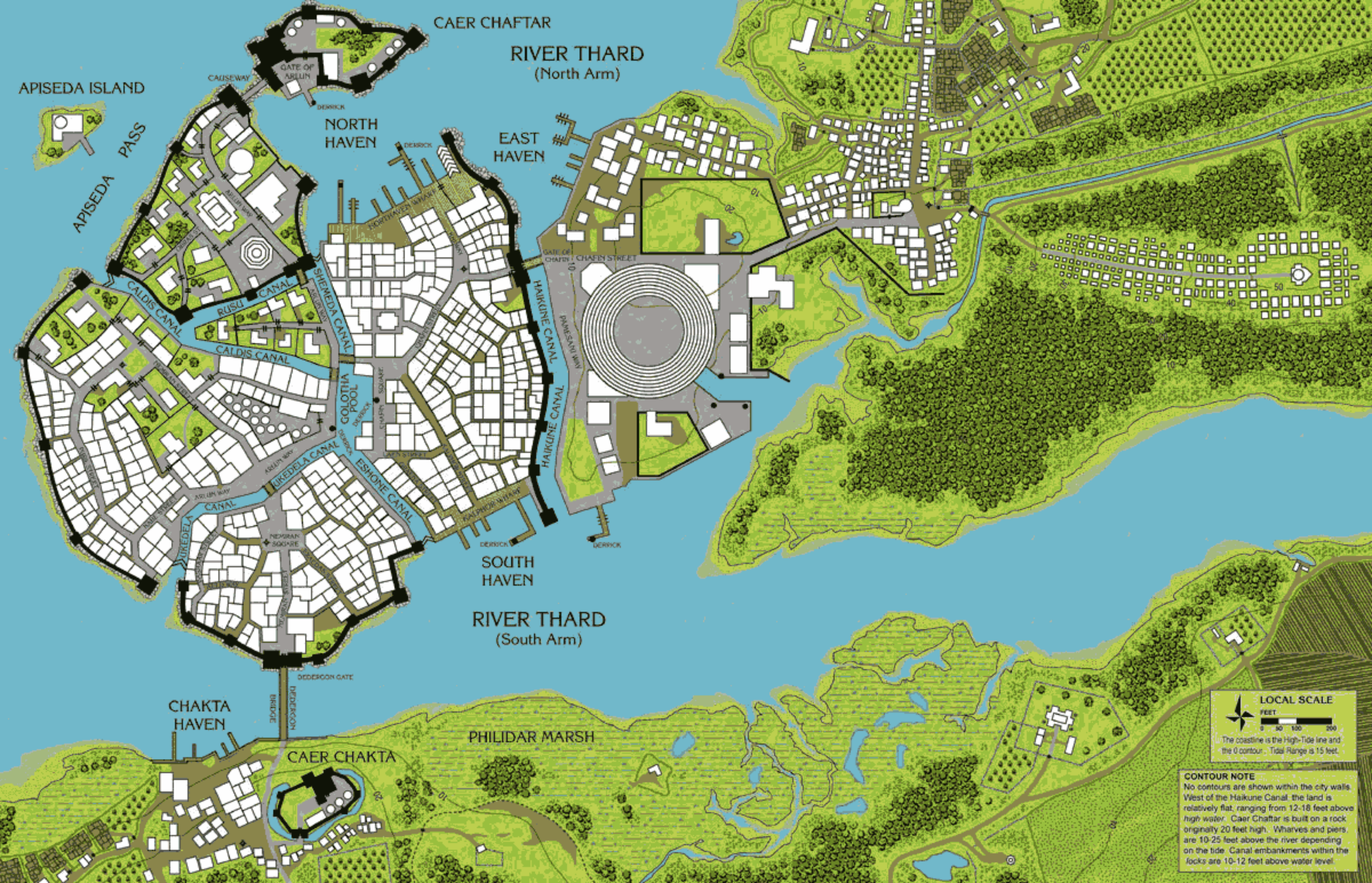
The main temple stands at the top of a long ridge that forms the backbone of Orman Island. The domed roof, built in the style of the Corani Empire, reaches forty feet above ground level. The treeless concourse that extends west of the old temple is windswept and barren of any but the most stunted vegetation. The ancient sepulchers and tombs that line the concourse contain the remains of the most important citizens of early Golotha. Most were looted and destroyed, and in some cases only cellarholes remain. The temple's foundations are rumored to be extensive, with five levels of crypts, ossuaries, and dungeons. The known entrances are all blocked and warded.

The Old temple is the site of a Morgathian celebration, on the 13th and 26th of each month. A torchlight procession of clerics, lay followers (some of whom are really newly-created gulmorvrin) slowly walks from the Morgathian Temple [B10] down Chafin Street and up Temple Hill. An hour-long mass is held involving animal sacrifice and songs of praise for the dead. These masses are used by the priests to conduct clandestine visits to the catacombs below, where they entomb the new gulmorvrin and ensure the continued preservation of the old.

J2 DESOLATION POINT

A marshy, swampy area reachable on foot only by passing uncomfortably close to the entrance to the Old Temple. Swarms of blackflies and mosquitoes, found elsewhere along the river, are kept in check by the bats of the Old Temple.

The inlet is used by Thorfinn [I6] as a landing-place for his illicit cargo. Neither he nor anyone else visits the point on the nights of the new moon, since an unsolved series of disappearances there many years ago.



APISEDA ISLAND

CAER CHAFFAR

RIVER THARD
(North Arm)

NORTH
HAVEN

EAST
HAVEN

SOUTH
HAVEN

RIVER THARD
(South Arm)

CHAKTA
HAVEN

CAER CHAKTA

PHILIDAR MARSH

LOCAL SCALE
FEET
0 50 100 200
The coastline is the High-Tide line and
the 0 contour. Tidal Range is 15 feet.

CONTOUR NOTE
No contours are shown within the city walls.
West of the Haikune Canal, the land is
relatively flat, ranging from 12-18 feet above
high water. Caer Chaffar is built on a rock
originally 20 feet high. Wharves and piers
are 10-25 feet above the river depending
on the tide. Canal embankments within the
locks are 10-12 feet above water level.