Player Handout - Dykene

Places of Interest

[1] Balazar's Gate

This is one of the few parts remaining from the original citadel, left standing miraculously by the giants.

[2] The Ruins

The rocks here are from the original city walls. They are rumored to contain the ghosts of Dykene's dead.

[3] Kings Plaza

This is the central meeting ground of the village within the citadel. It is surrounded by low buildings, most of them homes to one or more pig tending heaths.

[4] Stabbing Cat Lodge & Tavern

This is the only public house or inn in the citadel and is run by a former Esrolian mercenary named Ostakker Three-Scar. Traffic in these parts is rare but the proprietor seems to do all right. The lodging house has two floors and a cellar, both unusual commodities in Dykene. The cellar is Ostakker's warehouse. It will contain goods he has for sale and which he holds for Joh Mith, the Issaries Rune Priest. Its contents vary.

[5] Hero-Shrine to Dykene

This is a small alcove dedicated to the citadel's heroic founder Dykene. In the shrine is a crude terracotta (ceramic) figurine of the heroin. and several smaller, obscure votive figures.

[6] Warrior Enclave

This area is the residence of the citadel's warrior detachment. The warriors do not tend pigs and only rarely hunt.

[7] Yelmalio Temple Buildings

This is the public temple to Yelmalio where worship services are held on holy days.

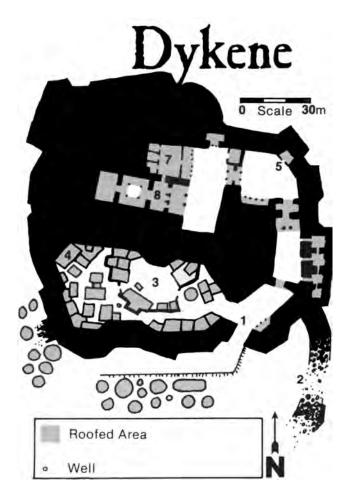


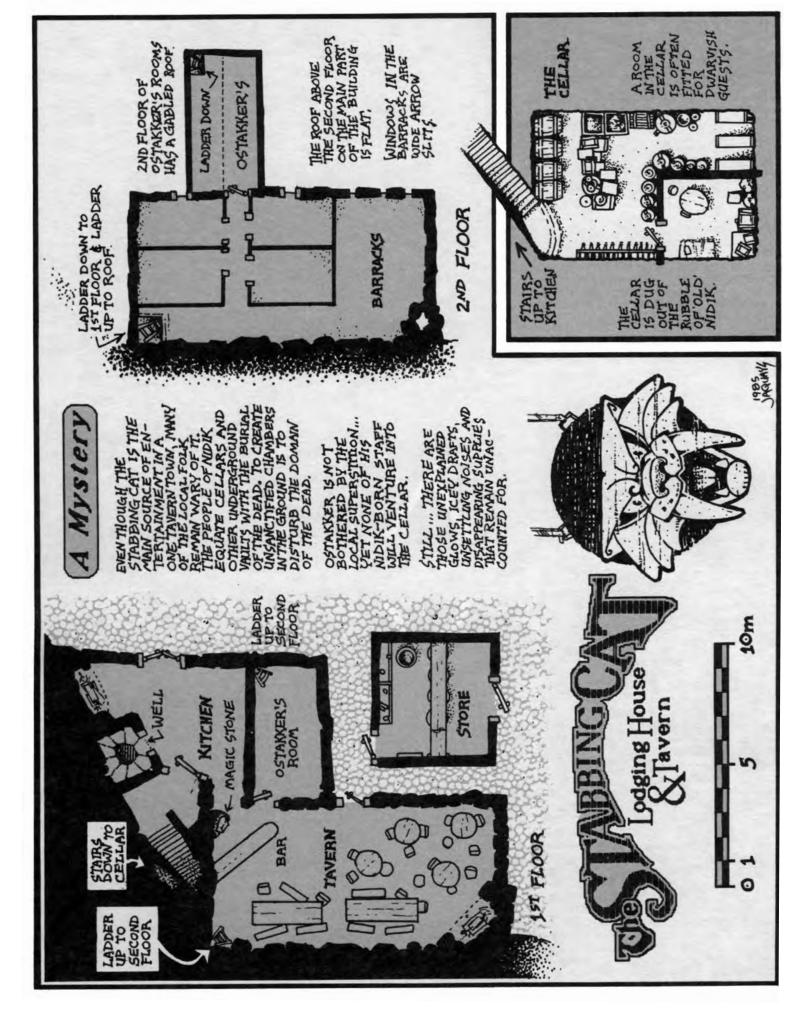
[8] The Palace of King Skilfil

This includes the entire area beyond the Inner wall, but in this case it refers to the quarters of the king and his family and the megaron or throne room. The megaron is the series of heavily walled rooms in the center of the palace area. The room of four pillars is the audience chamber. It is lit only by light filtering in from the square hole in the roof.

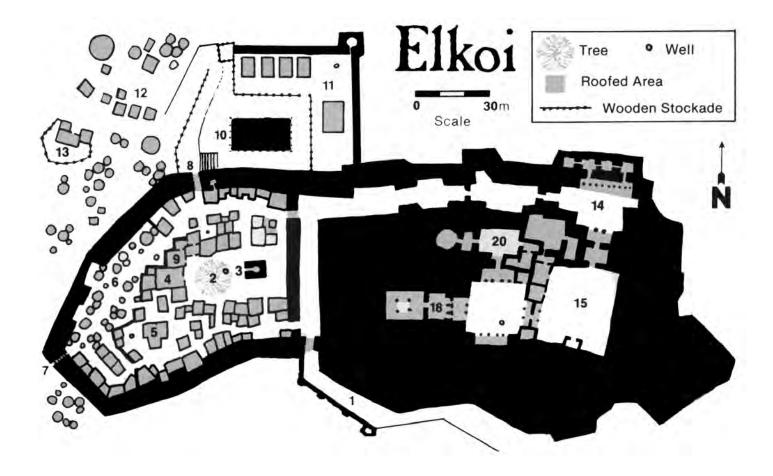
[12] The Tower of The Hawks

In the Northwest is a door that leads up to Skilfil's giant hawk eyrie, where he keeps seven giant hawks, all trained for riding and combat, along with a dozen or so small vrok-type hawks. The eyrie is large and extends over the roofs of many nearby rooms.





Player Handout - Elkoi



Points of Interest

[1] Southern Approach / Giants Gate

The approach leads to the main gate of the citadel, known as the Giants Gate. The gate consists of a single, massive block of stone, 10 meters wide and 5 meters thick. The gate is hollowed out of the center. The gate may be sealed with a pair of massive wooden doors. This door has never been breached in the entire history of Elkoi. Carved over the entrance is a large Truth Rune and the phrase "Truth above all."

[2] Elkoi's Oak

The city founder is said to have planted this tree upon the citadel's completion. Whether or not this is true, the massive black oak is incredibly ancient. It shows no sign of disease and all its limbs are healthy. The acoms from this tree are collected by the pig tenders to feed their stock. The peasants claim that pigs so fed are fatter and more fertile. There is something supernatural about the tree.

[3] The Hero Shrine of Elkoi

This pyramidal structure is the chapel dedicated to the city's founder. It was created several hundred years after the founder died of old age (Elkoi was one of history's few heroes who died in bed). Its interior is lit by magical light, renewed in a ceremony each week by the High Priest of the Yelmalio temple.

[4] Meeting Hall

Until recently, this structure served as the local Lunar temple. It consists of a single large room with benches lining the walls. There are several doors in it leading to buildings next door. Lately, it has stood empty, or been used as a stable for horses.

[5] Kings Inn

Elkoi's major lodging house and tavern, it is run by Moraring Broom. The staple of the house is bread and pork. The building has three floors and a basement.

Player Handout - Elkoi

[6] Pig Town

This section of Elkoi was razed during an invasion. The ruins are gone, but they have been replaced with the earth and timber mounds that the pig tenders call home. These traditional Balazaring dwellings are slowly being forced out as the larger, rectangular styled buildings encroach.

[7] Pig Gate

This is a narrow stairway carved into the stone of the cyclopean walls. It is normally used by the peasant pig tenders and thus is its name derived. The Pig Gate will always have a Lunar guard at it, since the position is considered too demeaning for the citadel warriors.

[8] The North or Red Moon Gate

This gate is of recent construction (or excavation, as the case may be). It leads to the Lunar Pavilion and eventually to Elkoi-outside-the-walls. There are always two Lunar guards here. This gate can be sealed with a pair of heavy wooden doors at each end.

[9] Seven Mothers Priestesses Home

Both of the women mentioned in the Persons of Prominence section as being holy people of the Lunar religion will dwell here. The building is ornate on the inside and out, constructed and decorated in a style more appropriate to the cities in the empire.

[10] Lunar Pavilion & Seven Mothers Temple

A ramp and stair leads down from the north gate to this symbol of Lunar occupancy. Surrounded by a paved plaza, the pristine whiteness of the temple's marble columns and pediment stands in mute contrast to the dark and heavy walls of the hostage citadel. The stones for the temple were cut deep in the empire and shipped over the years to this lonely outpost, to be put in place by several generations of imported craftsmen. The project is in its final stages now. The interior of the shrine consists of seven chapels, each devoted to one of the subcults. The largest cubicle is reserved for the Red Goddess herself. Each chapel contains a small, stone statue of the deity hallowed therein. The temple is removed from the outside world by a wooden stockade, erected as a temporary protection about 50 years past. It is slowly being replaced by the sturdier mortared stone wall that surrounds part of the Lunar garrison.

[11] Lunar Garrison

This fortress-outside-a-fortress is home to approximately 200 Lunar troops. This normally means that at any given time, there are 150 to 170 able-bodied soldiers available. The four smaller buildings along the north wall are the garrison bunkhouses. The rest are stationed at other points throughout the city, including the Kings Inn. The larger, single building is

the camp mess hall and the offices/living quarters for the garrison commander, Euryptus the Bold. The garrison is surrounded by a combination of stone and wooden walls. The fortress has two watch towers and

[12] Elkoi-Outside-The-Walls

There isn't enough room in the citadel proper to house the ever expanding population. Abandoning the protection offered by the ponderous walls, many citizens have chosen to build their homes outside. The settlement consists of many of the pig tenders' earthen hogans, along with more recent buildings of Lunar design. Included in this collection are the shop/homes of several craftsmen, a brewery, a granary, and another inn known as the White Eubuck.

[13] The Trader's Warehouse

This compound is owned, operated and occupied by Cyriel Endelkar, Etyries initiate and canny merchant. He has a virtual monopoly on trade in the town and takes a little out of the till of every shop inside and outside the citadel. His shop is well-stocked and lavishly furnished. The building itself is four stories tall and sturdily constructed.

[14] The Court of Battles

This is one of the several courts that form the ceremonial approach to the palace and the throne room of the king.

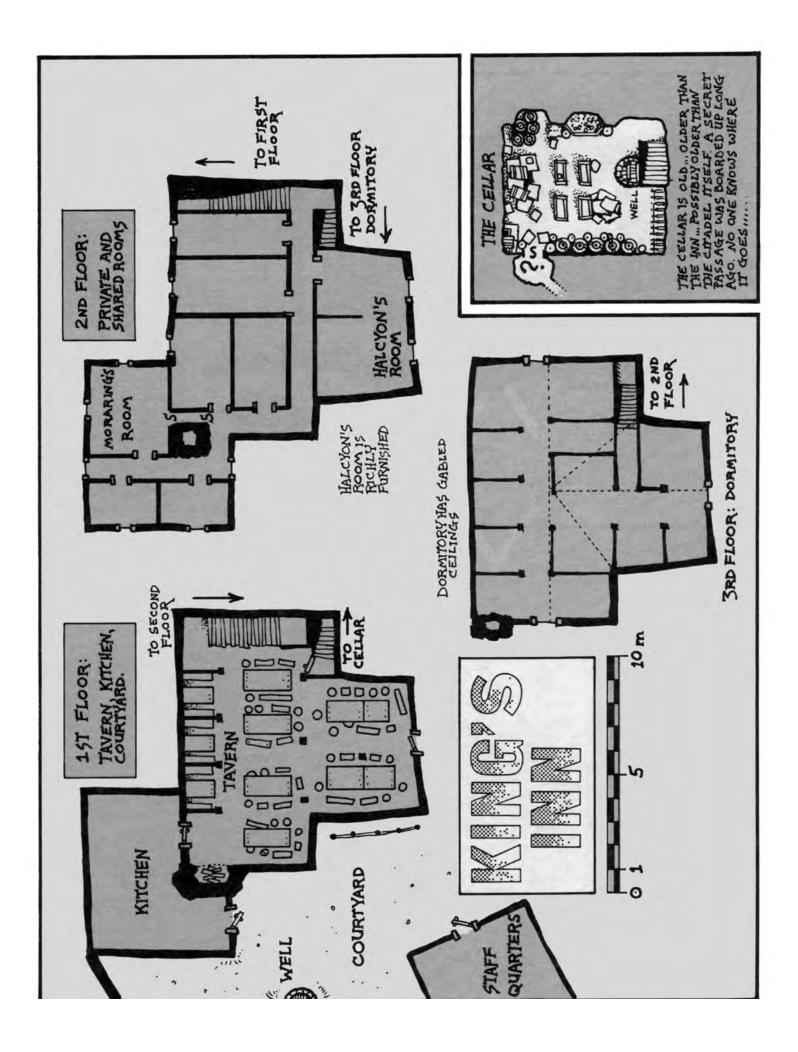
[18] The Palace of Elkoi

The structure housing the number is the megaron or throne room complex. It is one of the consistent design features of each of the three citadels. The room containing the four pillars is the throne room/audience hall. The rest of the palace rooms are overdone with lavish furnishings. Most of the decorating was supervised by Queen Jocestis and her oldest son Sylveius. Each of the members of the royal family has a private room that reflects his or her jaded tastes. Numerous murals of the Red Emperor or the Red Goddess, plus a shocking one of the Crimosn Bat, are painted on the walls.

[20] Temple of Yelmalio at Elkoi

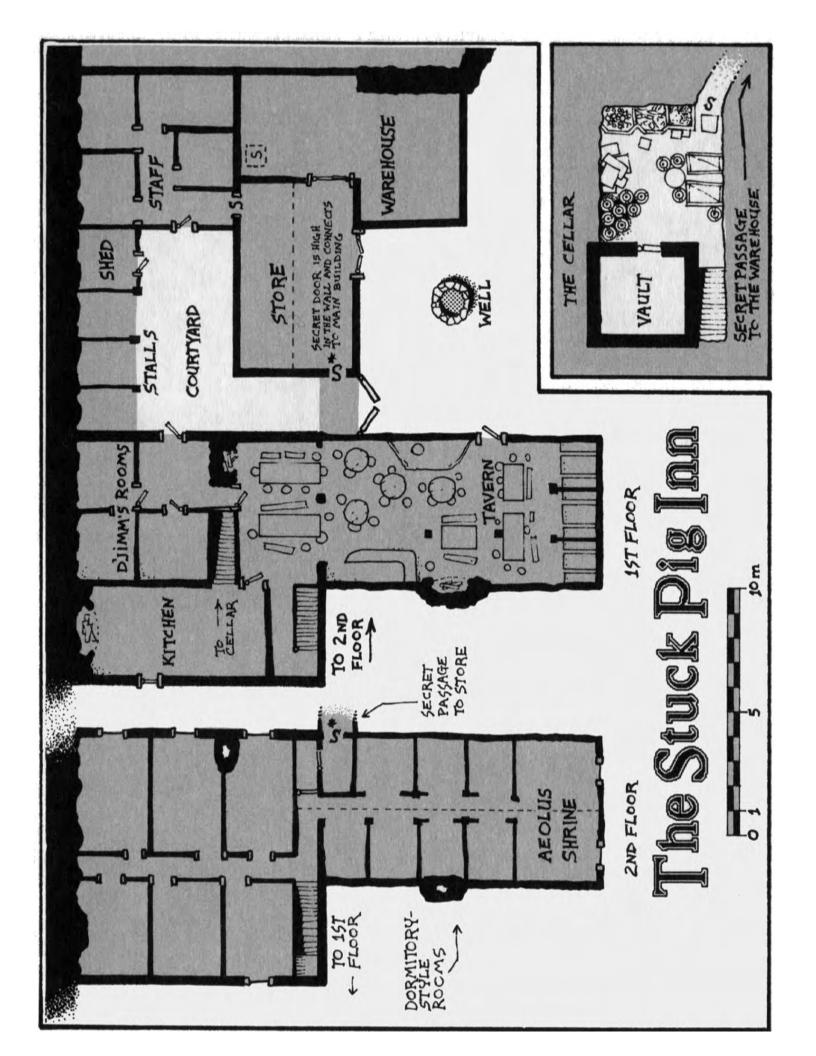
This area includes a court, a rude beehive shaped domed temple (no gold encased ceiling here), a pair of side chapels to Balazar and Foundchild the Hunter, and living quarters for the High Priest, Taklong Woodheart.

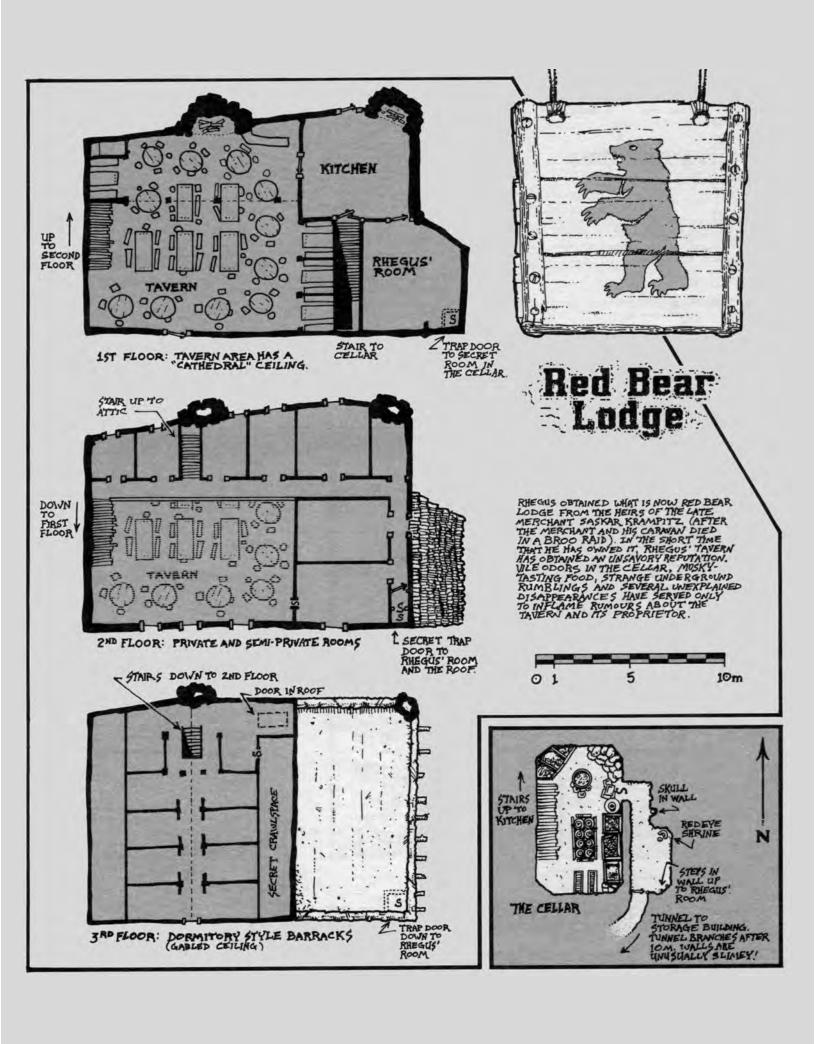




Gloranthan NPC Record Form

Summary NAME	HEIGHT W CLOTHING HAIR COLOR SKIN COLOR EYE COLOR VOICE QUALITY VOICE PITCH	EIGHT HAIR STYLE EAR FEATURE EYE FEATURE ODOR
MASTER OF LANGUAGES		
STR CON SIZ INT POW DEX CHA DEFENSE HIT POINTS FULL STATS FOUND AT Personality Factors AGGRESSIVE PASSIVE IMPULSIVE CAUTIOUS EXTROVERT INTROVERT OPTIMISTIC PESSIMISTIC STUBBORN RECEPTIVE PHYSICAL MENTAL PATIENT NERVOUS EMOTIONAL CALM TRUSTING SUSPICIOUS LEADER FOLLOWER GREEDY GENEROUS ENERGETIC LAZY HONORABLE DISHONORABLE BRAVE COWARDLY CURIOUS INCURIOUS DEPENDABLE UNRELIABLE PIOUS IRRELIGIOUS HONEST DISHONEST CLEVER DULL HUMOROUS DOUR INNOVATIVE CONSERVATIVE	Interests WEAPONS DRINKING RELIGIONS HORSES SEX MAGIC BRAWLING CAMBLING CLOTHING MONEY TRADING LANGUAGES HISTORY GEOGRAPHY LEGENDS THIEVERY TECHNOLOGY FOREIGN LANDS ARTIFACTS FOOD PLANTS GEMS LOCAL POLITICS OTHER POLITICS PLEASURE HUNTING DOGS	Attitudes FAMILY





Player Handout - Trilus

Points and Places

[1] The Pens

This derisive term is given to the area outside the cyclopean walls of the citadel. The king banished the pig tenders and their stock to this place. The encampment is surrounded by a high wooden palisade. It is not designed to be defendable. The round dwellings are constructed of earth packed around a wooden framework. The square buildings are constructed of unmortered stone. A long ramp leads up to the citadel proper.

[2] The Outer Court

The buildings here are recent. Several craftsmen have regular shops here, including a butcher, a lamp maker and most recently a brewmaster. At the north end of an upwards-sloping court is the famous Griffin Gates of Trilus.

[2A] The Griffin Gate

Over the door is a massive triangular lintel with a pair of regal griffins carved in bas-relief upon it. They stare outwards, guardians of the city, or would stare had some thief or vandal in Trilus' past refrained from stealing the golden heads from the carvings. The gate may be sealed by a pair of massive wooden valves.

[3] The Hero Shrine of Trilus

This rude structure is almost no more than a pile of rocks with a hollow inside and is the shrine dedicated to the hero founder of the city. As the patron of the city, the Triloi believe he protects them from harm and makes their pigs fat. Inside the shrine is a carving showing a griffin and below it pictographs tell of a journey to the north and finding a single mountain. Legend whispers that an aged Trilus died upon that mountain, and that he is not buried here. The priests claim otherwise.

[4] The Hall of the Master Hunter

This is the permanent residence of the Foundchild Rune Master who has won the annual election. It is always ready for him if he desires to dwell there. Many Master Hunters do not care for the confines of the citadel and prefer to live in the wilds. When official functions call them to the fortress, it is here that they stay. The compound consists of a walled enclosure with a wooden gate, a pen for the master's dogs, and a small dwelling, rustic but



Player Handout - Trilus

comfortably equipped. There is a well with clean and cool water in the enclosure and the small building has two floors and a cellar. The building will comfortably (by nomad Balazaring standards) sleep the master's entire retinue. Cult gatherings requiring the attendance of more than one or two people are not held here, but usually take place in a nearby nomad camp.

[5] The Red Bear Lodge

A freshly painted sign of a large scarlet bear rampart, swings in the breeze outside this inn, one of two in the citadel. The Red Bear is run by Rhegus Whitehair, a Lunar citizen and an initiate of the Etyries subcult of cult of the Seven Mothers. Rhegus has a surprising shock of bright wiry hair that sticks out from his head, despite obvious efforts to oil it down. His mouth always smiles, but his eyes never do.

His inn is patronized mainly by travelling Lunar citizens, soldiers and the overflow from the Stuck Pig (the only other inn at Trilus). Most of the locals believe the rumor that he has dealings with demons. The inn itself is cleaner and better stocked than its competition, but this is due mainly to lack of customers. There is an ample supply of Lunar Gin, though it is seldom ordered.

The local favorite drink is called the Knockout. It is made from chewed beetles spat into whatever fruit juice is available, and aged a solid week.

The inn has a commons room on the main floor with sleeping quarters upstairs and a small cellar for food and drink. There will always be at least two guards at the storehouse.

[6] Stuck Pig Lodging House & Tavern

This is one of the two such places in Trilus. It is run by Djimm Mith, the son of the Issaries merchants Joh Mith and Zix Porub. He is a hollow cheeked young man with a friendly but distant smile. He always carries a towel over one arm or shoulder. Djimm uses the large building and the several smaller ones around it. The large building has two floors and a cellar.

Lunar Gin is available, but has not been wholly embraced by the local drinking tastes. The house special is Seven-hour wine, a special potent drink made from three types of local berries according to formula known only to Joh and Djimm Mith. Djimm recently imported a brewmaster from Esrolia to supplement his supply of beer, using local wild grain. The main floor of the large building

is the tavern and common room for meals and occasional entertainment. The upper floor is sleeping chambers.

[7] Lightbringers Hall

This is the semi-permanent home of almost all the members of the Lightbringer cults operating in the area. Here you will find the healer, Dushi Sone, and the mysterious scholar, Bluebird.

[8] Yalaring's Stables

This is where the king of Trilus keeps his riding and war mounts. There will usually be riding and cavalry horses in here at any given time. There is always a patrol of citadel warriors standing watch.

[9] Warriors Plaza

So named because it is adjacent to the barracks of the citadel warriors. This is a combination outdoor audience hall and sport arena for combat (both mock and otherwise). This is also the place that the priests and King Yalaring adjudge the Master Hunter after the yearly hunt.

[10] The Storehouses of Trilus

This tall lookout tower contains the royal store rooms. The store rooms of this complex contain the treasures of the kingdom, including many furs, tusks, horns, some gold and sliver, and possibly some gems and jewelry. At least one contingent of citadel warriors is always on guard here.

[12] The Palace of Trilus

The structure housing the number is the megaron or throne room complex. It is one of the consistent designs of Balazaring architecture. The room with the four pillars is the throne room proper. The room with the open roof is the throne room where sit Yalaring and his Vania to lord over their people.

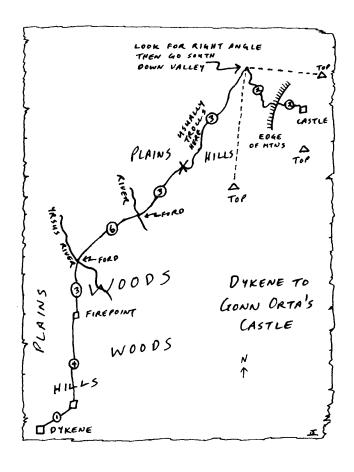
[13] The North Tower

This fortification is self sufficient. It may be sealed off from the rest of the palace. It contains sufficient food to feed a score of men for a month. The former king of Trilus tried to hold up in here, but was surprised when Yalaring Monsterslayer and his wife silently scaled the wall one stormy night.

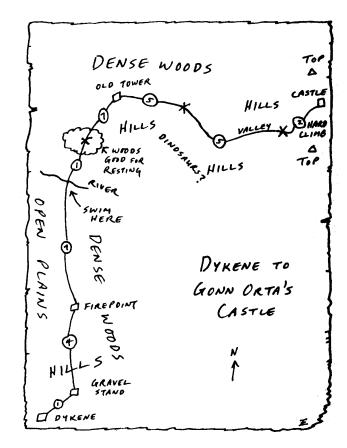


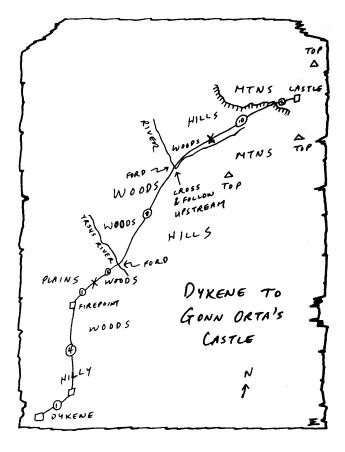
B.1. Joh Mith's Map to Gonn Orta's Castle #1

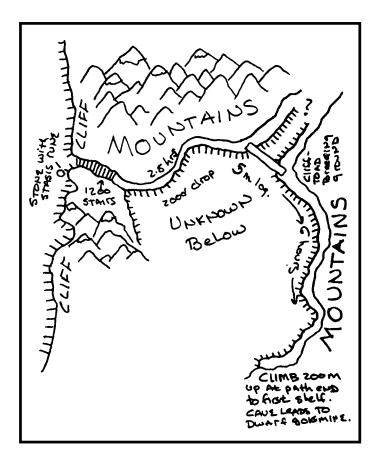
B.2. Joh Mith's Map to Gonn Orta's Castle #2

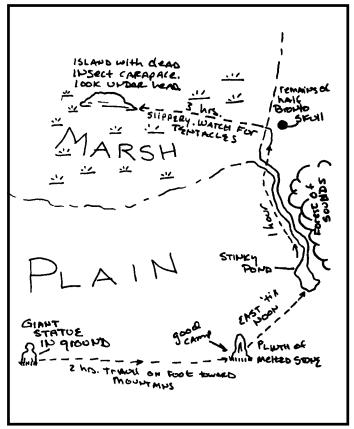


B.3. Joh Mith's Map to Gonn Orta's Castle #3



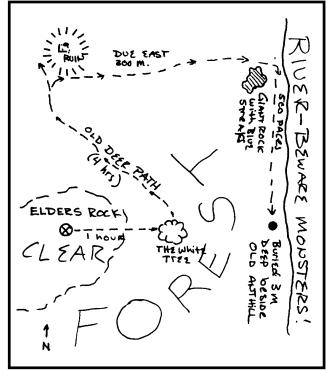






B.4. Eagle Eye GJorni's **Gold Mine Map**

B.5. From a Located Landmark



B.6. From a Found Landmark