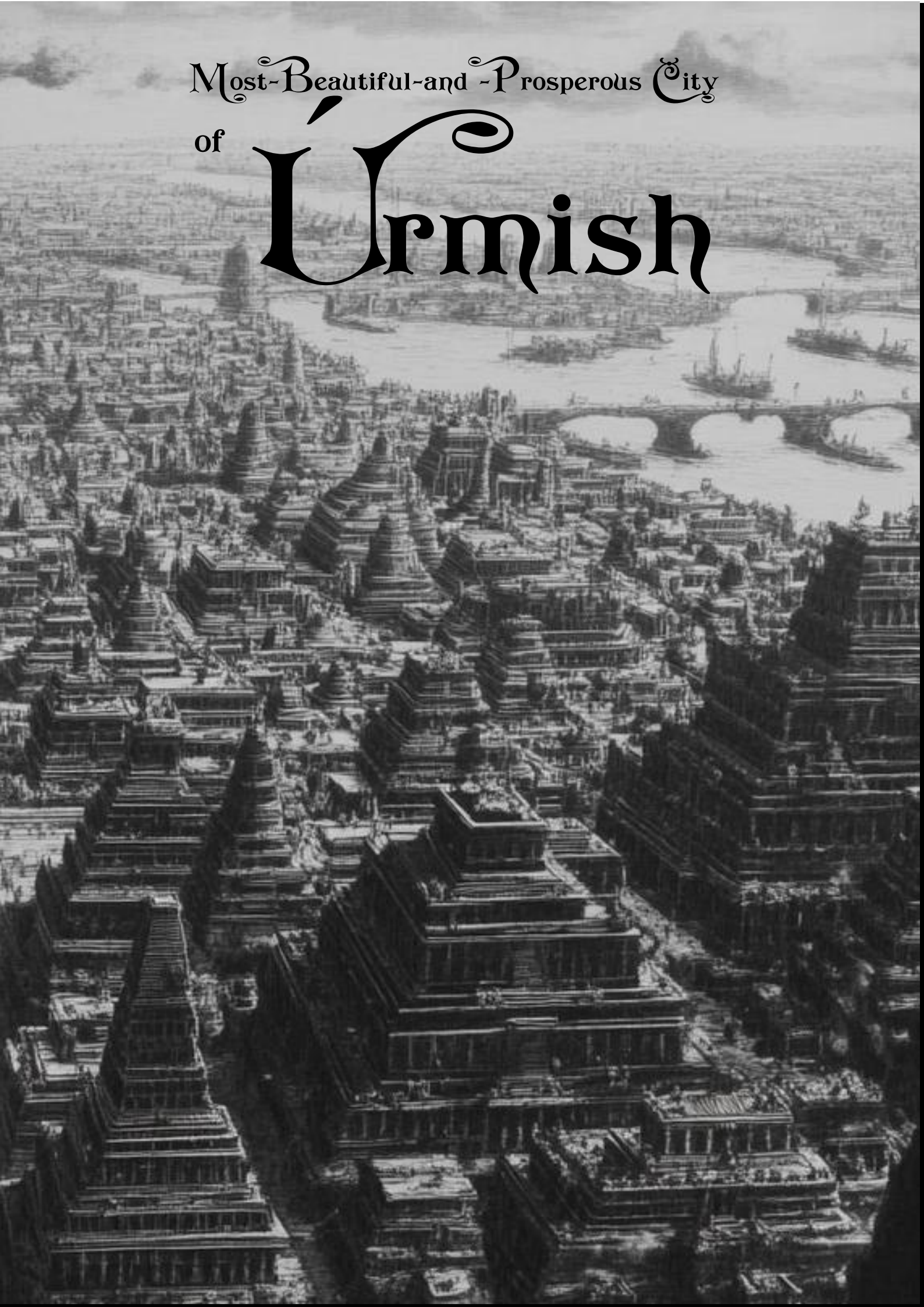


Most-Beautiful-and -Prosperous City
of
Urmish



Forewords

This is a collection of materials related to the city of Úrmish in Tsolyánu from various sources. Not official.

Mikko

Version 1.0 / 6.5.2025

Font page: Midjourney AI v.6.1 City of Úrmish, back cover, Midjourney AI v.6.1 Clan-House pier of White Crystal Clan shipping office.

City of Úrmish

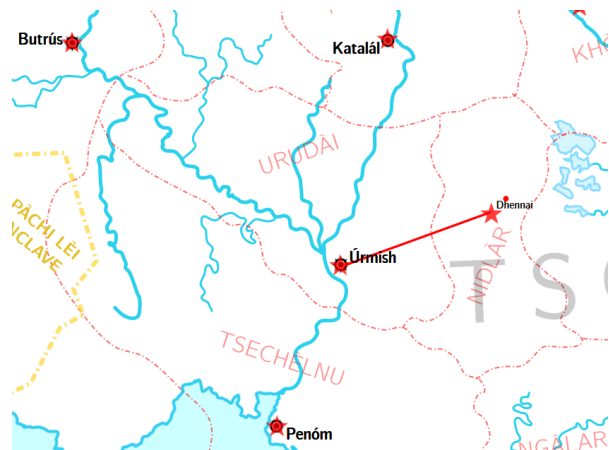
Úrmish is small city with 100 000-200 000 population located on river Chaigáva, in south-western Tsolyáni (S&G map 2, hex 3110). It is a capital of Urudái province. The province of Nidlar is also administered from Úrmish.

Flat, neat, solid and a little pompous city. Devoted to the agricultural bounty of its province -and to the making of money. One of the breadbasket regions of the Tsolyáni Empire.

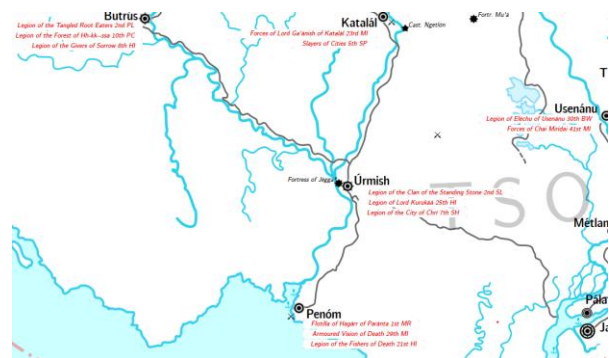
Available Maps



Province of Urudái:



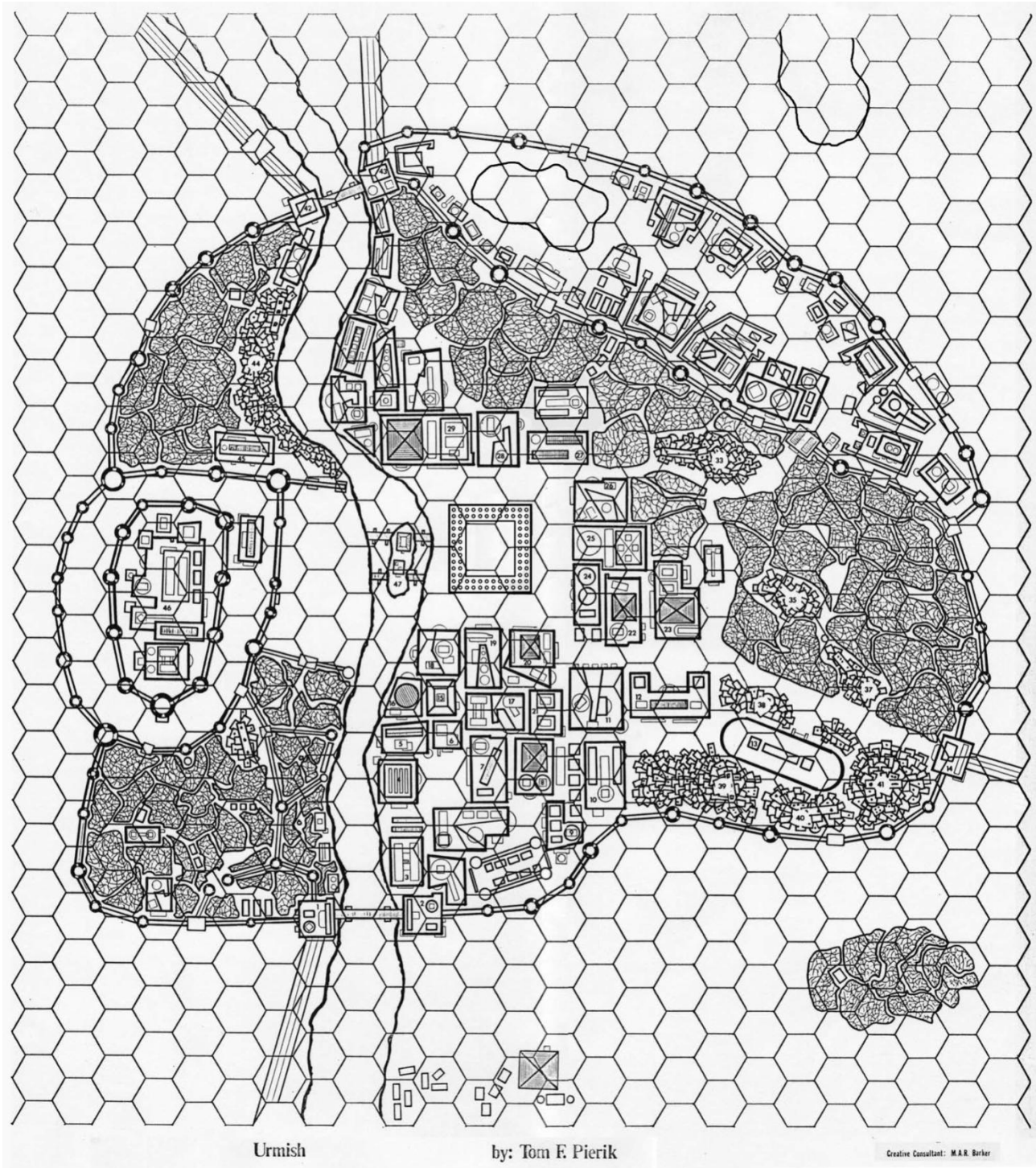
Legion HQ map



[Atlas of Tékumel v1]

Most-Beautiful-and-Prosperous City of Úrmish

City Map



Most-Beautiful-and-Prosperous City of Úrmish

Legend

MAP OF ÚRMISH in southwest central
Tsolyánu (map 2) by Don Kaiser/Tom Pierik
and M.A.R. Barker

Scale: about 150 m to the cm

1. Sakbé Road to Penóm
2. Tombs and cemeteries
3. Residential and Agricultural Suburbs
4. Gate of Shén
5. Bridge of the Glory of Pavár
6. Gate of Reeds
7. Foreigner's Quarter
8. Páchi Léi area
9. Ahoggyá area
10. Shén area
11. Pé Chói area
12. Foreigner's Market
13. Local Government Administration
14. Local Government Administration
15. Parade Ground
16. The Temple of Grugánu, the Knower of Spells, Cohort of Ksárul
17. The Temple of Keténgku the Many-Eyed, Cohort of Thúmis
18. The Temple of Qón, the Ancient One of Pleasures, Cohort of Belkhánu
19. The Temple of Chegárta, the Hero-King, Cohort of Karakán
20. The Temple of Chiténg, Lord of Red Spouting Flame, Cohort of Vimúhla
21. The Temple of Hriháyal, the Dancing Maiden of Temptation, Cohort of Dlamélish
22. The Temple of Durritlámish, the Black Angel of the Putrescent Hand, Cohort of Sárku
23. The Temple of Dilinála, Lovely Maiden of the Emerald Crown, Cohort of Avánthe
24. The Temple of Wurú the Unnamable, Cohort of Hrü'ú
25. The Temple of Drá the Uncaring, Cohort of Hnálla

26. Barracks of the Legion of Kurukáa (25th Imperial Heavy Infantry)
27. The Palace of the Priesthoods of the Gods: Offices for Religious Affairs, Temple Lands, Tithes, etc.
28. The Palace of Ever-Glorious War: Military Offices
29. The Palace of the Realm: Governmental Offices, Courts, Bureaus
30. The Temple of Belkhánu, Lord of the Excellent Dead
31. The Temple of Sárku, the Master of the Undead
32. The Temple of Hrü'ú, the Supreme Principle of Change
33. The Temple of Vimúhla, the Lord of Fire
34. The Temple of Dlamélish, the Green-Eyed Lady of Fleshy Joys
35. The Temple of Ksárul, the Ancient Lord of Secrets
36. The Temple of Thúmis, Lord of Wisdom
37. The Temple of Karakán, Lord of War
38. The Temple of Hnálla, the Supreme Principle of Stability
39. The Temple of Avánthe, the Mistress of Heaven
40. The Square of the Gods
41. Colonnade
42. Main Market
43. The Hirilákte Arena
44. Shops
45. Shops
46. Shops
47. Gate of Emperor Hejjéka II
48. Sákbe Road to Jakálla
49. Governor's Palace
50. Governor's Administrative Offices
51. Open Plaza
52. Chaisávra River
53. Ilsúna Isle with Pleasure Palaces of the Governor and Nobility
54. Upper class clan houses and residences

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55. Market (for upper-classes)
56. Market (for upper-classes)
57. Manor of Chirrukú, Rest house for Foreigners and Visitors of Upper and Noble Status
58. Middle class clan houses, workshops and armories
59. Market (for middle-classes)
60. Barracks of the Legion of the City of Chrí (7th Imperial Shén Auxiliary Infantry)
61. New walls (around new section in NE of city)
62. Old Gate
63. New City (Palaces and Villas of the Noble Clans)
64. Lake Ajurkeshtl
65. Sealed Gate
66. Communal Clan Common House: Offices of All Clans and Councils of Trade, etc
67. Commercial clan buildings, with quays and warehouses on east riverbank
68. Barracks of the Legion of the Clan of the Standing Stone (2nd Imperial Slingers)
69. Lower class clan houses, workshops and armories
70. Market (for lower-classes)
71. Gate of the Green Staff
72. Bridge
73. Gate of the Red Staff
74. Sákbe Road to Butrús
75. Sákbe Road to Katalál
76. Lake Tu'úntetl

History

Historical persons:

Ha'akosún; Race: H; Clan:(); Personal Status: High; Religion: Change; Deity: Hrü'ú; Profession: Official; Friendly To;; Opposed To;; Notes: Governor of Úrmish. Scholar, antiquarian, and his tomb contained Llyáni artifacts. [KD] [MoG]

Chugrú'u hiSolmol; Race: H; Clan:(); Personal Status: Very High; Religion: Change; Deity: Durritlámish; Profession: Official-Soldier; Friendly To;; Opposed To;; Notes: Engsvanyáli governor at the end of the era. Tomb still stands in Úrmish.

Commander of the Legion of Lord of the Rotting Face.[TMJ]

Mézhmü Odhó Bezhmöllü; Race: H; Clan:(); Personal Status;; Religion;; Deity;; Profession: Scholar; Friendly To;; Opposed To;; Notes: From Úrmish during the 4th Epoch. [E-GE]

Historical events

The three states of the triangle

No material artifacts of this society have been identified for c main since the three capitals of this nation or confederation - Úrmish in the west, Jakálla in the south, and Thráya in the east - have been rebuilt many, many times, Stratum of black-on-red pottery from a site near Úrmish has been attributed to this culture.

Bednálljan Empire

Ancient name Uruse?

Úrmish has ancient Bednálljan necropolis.

Bednálljan levels of the Tsuru'úm beneath the city

During First Empire (Bednálljan), the clan leaders state, the Legion of their clan was composed of heavy infantry, armed and

armoured with all of the elaborate Bednálljan panoply and led by the aristocratic First Lineage of the clan, that of Chuyon the Slayer.

Engsvanyáli Empire

Engsvanyáli name: Ramüsh

Coming of Gods of Stability of Pavar: In what is now Tsolyánu some regions threw aside the Lords of Change almost immediately: e.g. ..the Missúma River basin all the way up from Jakálla to Béy Sü, the central areas around modern Úrmish.

A religious war soon erupted, and the stench of burning fields and villages spread over the land. In the commotion, the richest agricultural regions at the heart of present-day Tsolyánu went over to Lady Evuén (Avánthe), from the Mssúma River basin to Ja'akáth (Jakálla) and Béy Sú (lit. "The Soul of the World" in Bednálljan), along with the central "breadbasket" area around the cities of Ramüsh, Chanatlál, and Shanásh (Úrmish, Katalál, and Usenánu respectively), including the southeast-ern city of Tí Horúa (Thráya), which had always been known for its mystical movements. As blood flowed, commerce came to a halt. Famine and plagues inevitably followed.

Library of Temple of Sárku from Second Epoch

Plague of the White Hand ravages the "Known World" under the reign of Engsvanyáli Priestking Báshdis Mssá IV: 1,825 - 1,838. (A.P.) Úrmish is wiped out. The area lay deserted for nearly a century. Thereafter it was resettled by those who were the descendants of the original refugees, plus many others.

Great earthquake of 3,212 (A.P.) in Úrmish and Katalál: the "Harbinger of Worse to Come"

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Fall of Ganga:

Ferocious Zrné-beasts were reported in the suburbs of Jakálla, and packs of wild dogs brought down the weak and the elderly in Katalál and Úrmish.

Second Imperium

Siege of Uruse (perhaps the modern Úrmish) app. 0 A.S. which resulted in the accession to the throne of the First Emperor, Tlakotáni the Founder

Legion of Kurukáà; Empress Janulé, “She of the Blue Goddess,” a worshipper of Avánthe and an advocate of a pacifistic policy. She sent the legion back to Úrmish and received no further military support from the capital. Moreover, a scandal amongst its officers led to the impalement of several leaders and the disgrace of the Legion. App. 1137 A.S.

Siege of Úrmish in 2020 A.S. by Mu’ugalavyáni troops. Sack of city.

The Legion of the Lord of Wisdom; 22nd Imperial Heavy Infantry: Slaughter by Mu’ugalavyáni troops, guard cohorts of the temple of Thumis run away from battle. 2020 A.S.

The Legion of the Clan of the Standing Stone; 2nd Imperial Slingers suffered the same fate as the rest of the city when the Mu’ugalavyáni sacked it (2020 A.S.). It is written that forty-seven men of this Legion barricaded themselves in one of the round towers which may still be seen today to the west of the main citadel, and there they held off the enemy for some days until at last the Mu’ugalavyáni sappers breached the walls and brought the tower down.

Men of Úrmish are renowned as good soldiers and determined fighters

Clans:

Standing Stone

Comprised of priests and officials, plus many middle-class agriculturalists; no religious affiliation ; centred around Úrmish but has clanhouses in most major cities

Lineage hiSolmol- from the last Éngsvanyáli Governor of Úrmish.

C- Religion;; Deity;; Profession: See Notes; Friendly To;; Opposed To;; Notes: Based in, and one of the largest in, Úrmish. In most major cities. Priests, officials, and agriculturalists.

Granite Lintel

Granite Lintel C- Religion: Stability; Deity: See Notes; Profession: Cooks, Body-Servants, & Kitchen Workers; Friendly To;; Opposed To;; Notes: Followers of Hnálla, Thúmis, and Avánthe. Based in Úrmish but found throughout the Empire.

Sinking Land

Sinking Land C- Religion: Stability; Deity: Belkhánu; Profession: Peasants, Producers of Swamp Products, & Fishermen; Friendly To;; Opposed To;; Notes: Some Hrü'ú worshipers. Based in Penóm, but with houses in Jakálla, Úrmish, Usenánu, Katalál, and Tumíssa.

Red Mountain

Ripened Sheaf

a prosperous agriculturalists' and artisans' clan; no religious affiliation; centres at Úrmish, Penóm, Katalál, and Jakálla with smaller clanhouses in almost every village in this area.

White Crystal

Big and busy clanhouse, garden and statue park.

Ripened Sheaf

C- Religion;; Deity;; Profession: Agriculturalists & Artisans ; Friendly To;;

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Opposed To; Notes: Based in Úrmish with houses in Penóm, Katalál, Jakállá, and every village in the area.

Military

Legions present or originating from the city

The Legion of Lord Kurukaa; 25th Imperial Heavy Infantry

a provincial Legion of no great reputation. It serves as a garrison unit for the city of Úrmish and other cities of the west and the southwest, and if needed, it could be called upon to fight. Its troops are not well trained and inexperienced, but the men of Úrmish are renowned as good soldiers and determined fighters. The current general, Girigá hiBeshmylu, is a brother of the Governor of Úrmish, Lord Ge'eltigane hiBeshmylu, and he has intentions of raising this Legion to its old Imperial status. Lord Girigá is a member of the prestigious Clan of the Red Mountain, an old Vimúhla-worshipping clan, and he can expect money and troops from many centres in the west.

The Legion of the Clan of the Standing Stone; 2nd Imperial Slingers

The Legion saw service during the debacle in Milumanaya in 1976 A.S., retreating through the burning deserts to Khirgar after the secession of the north. It was then returned to Urmish, where it was at the time of the Great War of 2020. It performed well during the first Battle of Tumissa, retreated to Urmish, and suffered the same fate as the rest of the city when the Mu'ugalavyani sacked it. It is written that forty-seven men of this Legion barricaded themselves in one of the round towers which may still be seen today to the west of the main citadel, and there they held off the enemy for some days until at last the Mu'ugalavyani sappers breached the walls and brought the tower down. The succeeding Emperor, Gyesmu Dalisa "the Magnificent and Ever-Living" restored the Legion and

rebuilt the tower as a permanent monument to its gallantry. Its members have since taken part in the incursions into Yan Kor and were at Srigash Field with the armies of Lord Bazhan. The current commander, General Charikása hiChuyón, is said to be again of the ancient lineage which once made this Legion great, and his troops revere him greatly.

The Legion of the City of Chri, 7th Imperial Shen auxiliary infantry

This is another recently organized Legion. Its patron is a human, a wealthy noble of the city of Úrmish, of the ancient Vimúhla-worshipping Red Mountain Clan, who has a fanatic love of Shen culture. Lord Freshshayu hiTuruken affects Shen customs, speaks a little of the Shen tongue (as much as any human can master of it, perhaps), and surrounds himself with Shen servants and friends. It is rumoured that he has had to be forcibly restrained from attempting to mate with his Shen egg-layer slaves, whom he purchased after great trouble and expense from the dealers in Livyánu; to have forced himself upon a female Shen would have been an insult too great for even his Shen companions to bear.

Lord Freshshayu's fanaticism unfortunately extends into the military realm. He has used his own fortune and whatever he could beg from his clan to pressure the Imperium into authorizing the raising of another Shen Legion. His recruiting efforts in Shényu have resulted in some seven Cohorts of troops, plus another in training at Úrmish. In order to lead these troops personally, Lord Freshshayu has had a suit of armour constructed for himself which outwardly resembles a Shen, and attired in this costume he struts about the drill-field behind his palace shouting orders in unintelligible Shen!

Other notable things

Products

Fancy glassware and pottery produced.

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A'ásh (1-3 káitars) A powerful distilled whiskey-like drink made from Dná, wheat or other grains. Considered raw and plebeian, it is most popular around Úrmish and Katalál in Tsolyánu.

"Breadbasket of the Empire"(the regions around Mrelú Katalál, down to Úrmish, and over to Usenánu) can garner two or even three good crops per year.

Devoted to the agricultural bounty of their regions -and to the making of money

The finest Thésun-gauze comes from Katalál, Mekú and Úrmish in central Tsolyánu.

Miscellaneous

Priest Kerrune hiChuyón Deratl -martial art academy at Úrmish, teacher of pressure points.

In the richer central cities of Úrmish and Katalál, the middle and high clan houses are larger and more open, tending to be equipped with facilities that lower clans only dream of: parks, gardens, courtyards for trade and crafts, stables for Chlén-beasts, pens for Hmá and Hmélu, and quarters for servants and slaves—facilities such as kitchens, pantries, cellars, scriptoriums, libraries, and refectories can be found too.

Although middle and high clan houses, such as the ones found in Úrmish and Katalál, are arranged differently, they tend to be structured in similar ways. Visiting one of them, one first comes to a solid wall that surrounds the compound. A high gate emblazoned with the clan's symbols leads inside. An inner open courtyard is revealed, serving as storage or parking for palanquins, as well as a rest area for slaves and escorts who can find relief from the heat under shaded colonnades; food and drinks are usually made available too, along with, sometimes, access to fountains

Vessels can navigate the Turín river from Penóm to Úrmish.

Upper class Hostel at Úrmish: the Manor of Chirrukú

Scribal school of Weltíga is located in the city.

Temples

Ksarul

Great Temple of Ksarul /Grugánu Aspect of Ngaqómi,

His important shrines are found in Úrmish.

Intercalary Days: The Unsealing of the Gates of Night, ceremonies are conducted deep beneath the temple, during which many of Lord Ksarul's ancient demons are summoned and fed.

Sarku

Great Temple of Sarku

This city contains a very old and powerful sanctuary to Lord Sarku, a monastery of Scholar priests of His faith, and a library that dates back to the Engsvanyáli era.

Mshéqw

"The Bloated One of the Sea" An Aspect of Lord Sarku worshipped in Salarvyá and coastal Tsolyánu and Yán Kór. The Roll of the Worm Lord claims that Mshéqw dwells in the sea and appears as a great bloated corpse. It is said to wreck ships, but can be propitiated with handfuls of small copper ingots tossed forth before a voyage

Ku'ún

The Corpse-Lord" Ku'ún is depicted as a tall, gaunt, wasted figure, wrapped in tattered cerements. He has along face of human form, with a severe hawk like visage and black empty sockets instead of eyes, and is depicted as reveling with the dead. He represents the deceased in the Judgment Hall of the Worm,

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wherein the deeds of the newly-dead are weighed by Dijátl the Copper-Clawed. He sees to corpses in the Underworld, protecting those of Lord Sáрку and claiming the untended bodies of those who served Stability for His Own.

Belkhánu and Qón

Great library at the temple of Belkhánu, legends of Legions of Steel, great city of influence of Qón.

The rituals of Lord Qón at Úrmish include rites that are aimed at restoring the mental health of those who have journeyed across the Planes and "seen the Unseeable." These rites are closed to the public.

Hrihayal

Nukhér Aspect Shrine, cannibalism and necrophilia

Avanthe

Scribal school of Weltíga

Weltíga, Avánthe's 60th aspect. The Lady of Scrolls Slim nude girl with necklace of sapphires, Calligraphy, scribal schools Administration, records, and letters

Keténgku

The temple at Úrmish has a special hostel devoted to "those who are spiritually lost," a hospital for the mentally ill and a monastery for those who seek solace from the world. The priesthoods of Lords Qón and Keténgku jointly operate this facility, "The House of Peaceful Dwelling," although it is physically located in proximity to the temple of the former. There are perhaps 300 attendants, physicians, etc., and over a thousand patients.

Feasts and celebrations

Fourth intercalary day: Temple of Grugánu; Úrmish; The Unsealing of the Gates of Night; underground rituals

People of Urmish

Collected from various sources mainly TLCNP by Alva Hardison.

Ge'eltigáne hiBeshmülu; Race: H; Clan: Red Mountain - Úrmish (High); Personal Status: Very High; Religion: Change; Deity: Vimúhla; Profession: Official; Friendly To: Opposed To: Notes: Brother of Girigá hiBeshmülu and governor of Úrmish [DotE-G]. Born 2328 AS [MARB]. Has 3 wives, 1 concubine, and 2 sons [MitV2].

Girigá hiBeshmülu; Race: H; Clan: Red Mountain - Úrmish (High); Personal Status: Religion: Change; Deity: Vimúhla; Profession: Soldier; Friendly To: Opposed To: Notes: Commander of the Legion of Lord Kurukáà, 25th Imperial Heavy Infantry [DotE-G]. The remnants of the legion are currently based in Úrmish with a skeleton force and 2 cohorts in training [MitV2]. 32yrs old in 2354 AS. [MARB]

Alyána Desátl; Race: H; Clan :(); Personal Status: High; Religion: Deity: Profession: Lady; Friendly To: Opposed To: Notes: Wife of Tupénish. Her father is a High Preceptor in the Temple of Hrísh. Her mother is sister of Lord Hurusámish Satléna, the High General of the Legion of Mourners in Sable. [BtB] Visitor to the city.

Biyún hiTetengkáino; Race: H; Clan: Ripened Sheaf - Úrmish (Medium); Personal Status: Religion: Change; Deity: Grugánu; Profession: Priestess; Friendly To: Opposed To: Notes: Born 2302 AS. High Ritual Priestess in Úrmish [MitV2]. Daughter of the Clan Master in Úrmish, and known as the Seeress of Úrmish due to her predictions of the future. [TMJ]

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Charikása hiChuyón; Clan: Standing Stone - Úrmish (High); Personal Status: Very High; Religion: Stability; Deity: Keténgku; Profession: Clan Patriarch-Soldier; Friendly To: Opposed To: Notes: Commander of the Legion of the Clan of the Standing Stone, 2nd Imperial Slingers [DotE-G]. Born 2316 AS. Current legion strength is 13 cohorts and 1 in training. [MitV1]

Chayenwetl hiTsuná;; Clan: Weeping Stone(Medium); Personal Status: High; Religion: Stability; Deity: Belkhánu; Profession: Lord; Friendly To: Opposed To: Notes: “Count” of Hesumra (hexes 3212-3213 almost due east of Úrmish) and a thoroughly honest man. [TJ]

Haro hiNarka; Clan: Green Stone - Úrmish (Low); Personal Status: Religion: Stability; Deity: Chegárta; Profession: Soldier; Friendly To: Opposed To: Notes: 30yrs old in 2354 AS. [MARB]

Ma'áka hiChishan; Clan: Singing Glory (Medium); Personal Status: Religion: Stability; Deity: Dilinála; Profession: Sculptress; Friendly To: Opposed To: Notes: Botanist, Sculptress, and suspected poisoner who lives in Úrmish. [MARB]

Múresh hiKándumai, of the Clan of the Golden Bough,
of the city of Úrmish in Tsolyánu, merchant [LoT]

Mo'olar hihumdar; Clan :(); Personal Status: High; Religion: Deity: Profession: Agent; Friendly To: Opposed To: Notes: Molkár in the OAL in Úrmish.

Ni'ur hiBurusá; Clan :(); Personal Status: High; Religion: Change; Deity: Ksárul; Profession: Priest; Friendly To: Opposed To: Notes: Tsémel in the Temple at Úrmish. Wrote the Codicil of the Blue King in Glory which is officially repressed in the temple. Disappeared in 2365 AS, and shortly

thereafter several of his closest friends met with accidents. [BRA]

Okan hiArsuna; Clan: Ripened Sheaf - Úrmish (Medium); Personal Status: Religion: Stability; Deity: Karakán; Profession: Warrior; Friendly To: Opposed To: Notes: 18yrs old in 2354 AS. [MARB]

Runmáru hiSsányusa; Clan: Dark Moon (High); Personal Status: High; Religion: Change; Deity: Grugánu; Profession: Priest; Friendly To: Opposed To: Notes: Adept in Úrmish. 17th Circle, and 60 years old in 2360 AS. He is gaunt, and learned, but very secretive. He is skilled in sorcery and technological devices. A member of the Refulgent Blue Curtain Society [YG-F]. High Adept in Béy Sú and 60yrs old in 2354 AS [MARB]. Gaunt and small, 5 grown sons and 3 daughters all of whom are married into temple hierarchy.);

Shikoláya hiSsáivra; Clan: Blue Kirtle - Úrmish (Medium); Personal Status: Aridáni; Religion: Stability; Deity: Dilinála; Profession: Soldier; Friendly To: Opposed To: Notes: Born 2334 AS. A lesbian and a Molkár in her legion. She has 12 female concubines. [MitV1]

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