

#### TRANSLATOR'S NOTES

THE FOLLOWING MONOGRAPH WAS WRITTEN BY ORDER OF LORD CHAIM'RA HISS'NMIRIN, HIGH PRINCEPS OF THE CHANCERY OF TSOLY'NU. BECAUSE OF INCREASES IN HOSTILE NON-HUMAN ACTIVITY IN THE UNDERWORLDS OF THE CITIES OF TSOLY'NU, LORD CHAIM'RA BECAME CONCERNED THAT THE UNDERWORLDS MIGHT BE USED AGAINST THE IMPERIUM BY THESE NON-HUMANS. THEREFORE, HE COMMISSIONED THE TEMPLE OF KS'RUL TO COLLECT ALL KNOWN INFORMATION ABOUT THE UNDERWORLDS INTO A SERIES OF DOCUMENTS.

FIRST IN THIS SERIES, THIS DOCUMENT DESCRIBES THE UNDERWORLD OF JAK'LLA. THIS DOCUMENT IS NOT VERY ACCURATE, NOR IS IT COMPLETE, AS INFORMATION ABOUT THE UNDERWORLD IS SKETCHY. ALSO, PORTIONS OF THIS DOCUMENT HAVE BEEN MODIFIED TO PROTECT IMPERIAL SECURITY, AND MUCH OF THE INFORMATION ABOUT TEMPLE SHRINES IN THE UNDERWORLD WAS PROVIDED BY THE TEMPLE HIERARCHIES THEMSELVES AND CONSEQUENTLY SHOULD NOT BE TRUSTED TOO MUCH.

THE MAPS IN THE ORIGINAL DOCUMENT WERE DONE IN THE TSOLY'NI STYLE: I.E. THOSE OBJECTS WHICH THE AUTHOR DEEMED MOST IMPORTANT WERE DRAWN LARGEST, REGARDLESS OF THE OBJECT'S ACTUAL SIZE. ALTHOUGH ARTISTIC, THESE MAPS WERE OF LITTLE TACTICAL USE TO THE IMPERIUM. THEREFORE, IN THE SMALLER AREAS (SINGLE TEMPLES, ETC.) ARCHITECTURAL FLOORPLANS WERE PROVIDED. THESE HAVE BEEN COPIED AND THE CARTOGRAPHIC LABELS TRANSLATED INTO ENGLISH.

OCCASIONALLY, TRANSLATOR'S NOTES ARE USED TO EXPLAIN DETAILS WHICH WOULD BE OBVIOUS TO THE TSOLY'NI READER. THESE NOTES ARE INSERTED IN THE TEXT SEPARATED FROM THE ORIGINAL BY BRACKETS ([]).

PLACES OF ANCIENT GLORY PENEATH THE GREAT AND BEAUTEOUS  
CITY CF JAK'LLA

C GREAT LORD KS'RUL, MAY YOUR THOUGHTS LEAD ME TO TRUTH!

[THIS PRAYER IS INSCRIBED AT THE TOP OF THESE WRITTEN BY  
PRIFSTS OF KS'RUL. IN THIS TEXT, IT IS ILLUMINATED IN AZURE AND  
SURROUNDED WITH GOLD AND SILVER RELIGICUS SYMBCLS.]

JAK'LLA, THE OLDEST CITY IN TSOLY'NU, HAS BEEN CALLED "THE  
CITY AS OLD AS THE WORLD." CERTAINLY JAK'LLA HAS STOOD FOR ALL OF  
RECORDED HISTORY, AND EVIDENCE DEEP BELOW THE CITY INDICATES THAT  
IT WAS INHABITED BY THE ANCIENTS BEFORE THE TIME OF DARKNESS. THE  
ORIGINAL CAPITAL OF THE FIRST IMPERIUM, IT WAS ALSO AN IMPORTANT  
GOVERNMENT SEAT DURING 'NGSVAN HLA G'NGA. MANY SITES OF POLIT-  
ICAL, RELIGIOUS, AND HISTORICAL SIGNIFICANCE STAND IN THE CITY ON  
THE SURFACE AND THE MYRIAD UNDERWORLD LEVELS BENEATH.

THE UNDERWORLD OF JAK'LLA WAS CREATED BY DITL'NA: THE RITUAL  
PURIFICATION AND RENEWAL OF CITIES EVERY 500 YEARS (MORE OR LESS,  
DEPENDING UPON ECONOMIC FEASIBILITY AND THE CITY'S MUNDANE  
HOROSCOPE). IN DITL'NA, THE CITY IS RAZED (EXCEPT TEMPLES AND  
HISTORICAL SITES), THE RUBBLE USED TO FILL THE FOUNDATIONS, AND A  
NEW AND MORE SFLENID CITY BUILT UPON THE OLD. THE CUSTOM BEGAN  
SPORADICALLY IN REBN'LLJAN TIMES, AND CAME TO FULL FLOURISH DURING  
'NGSVAN HLA G'NGA. DITL'NA HAS RELIGIOUS CONNTATIONS; PURIFI-  
CATION ASPECTS OF THE RITUAL APPEAL TO THE THEOLOGY OF THE LORDS  
OF STABILITY, WHILE THE CYCLIC NATURE OF THE PROCEDURE DELIGHTS  
THE WCRSHIPERS OF CHANGE. [ALSO, THE TSOLY'NI (AND INHABITANTS  
OF THE OTHER FOUR EMPIRES) HAVE A GREAT LOVE OF VISUAL DISPLAY AND  
DITL'NA FRCVIDES A SYMBOL OF THE POWER AND GLORY OF THE IMPERIUM.  
"DITL'NA MUST BE DONE," SAY THE TSOLY'NI, "OR ELSE WE ARE NO MORE  
NOBLE THAN BEASTS."].

THE UNDERWORLD CCNTAINS MANY SHRINES PROTECTED FROM DITL'NA  
FOR RELIGIOUS OR HISTORICAL REASONS. THESE SHRINES, AND THE  
ACCESS TUNNELS DUG AROUND THEM, COMPRIZE MOST CF THE UNDERWORLD.  
THERE ARE ALSO SECTIONS OF CITY WHICH WERE BURIED WITHOUT BEING  
LEVELLED; THE MOST NTABLE IS THE LAST GREAT DITL'NA OF  
ENSGVANY'LNU, WHEN MUCH OF OLD JAK'LLA WAS DOMED OVER BY THE  
PRIESTKINGS. SOME OF THESE CITY SECTIONS STILL STAND, ALTHOUGH  
MOT HAVE COLLAPSED BENEATH TONS OF RUBBLE AND SEDIMENT, OR FILLED  
WITH WATER FROM THE SEA.

THE TEMPLES ARE THE BEST SOURCE OF UNDERWCRLD INFCRMATION.  
ALL OF THE TEMPLES POSSESS ANCIENT SHRINES, BURIED FOR MILLENIA,  
WHICH THEY REFUSE TO ABANDON. TRADITION DEMANDS THAT THE PRIESTS  
PERFORM CERTAIN ANCIENT RITES IN THESE HOLY PLACES, RATHER THAN IN  
THE NEWER TEMPLES CN THE SURFACE. THE PRIESTS DESCEND IN  
CHANTING, TORCHLIT PROCESSIONS TO CONSUMMATE MILLENIA-OLD RITUALS  
IN THE BURIED SHRINES.

NEW TEMPLES BUILT DURING A DITL'NA ARE USUALLY CONSTRUCTED DIRECTLY OVER THE PREVIOUS TEMPLE. PASSAGES LEAD INTO THE OLDER, DEEPER TEMPLE SHRINES, AND EARTH IS PACKED AROUND THE TEMPLES FOR SUPPORT. ONLY A FEW TUNNELS PENETRATE THE EARTHWORKS SURROUNDING THESE EDIFICES TO GIVE THE PRIESTS ACCESS TO OTHER SHRINES NOT DIRECTLY BENEATH THE TEMPLE.

THERE ARE EXCEPTIONS TO THIS PRACTICE OF STACKING NEW TEMPLES OVER OLD. THE TEMPLE OF DILIN'LA IN JAK'LLA, FOR EXAMPLE, HAS A LONG, STEEPLY SLOPING TUNNEL LEADING TO THE OLDER LEVELS OF ITS TEMPLE. IT WAS IMPOSSIBLE TO BUILD THE NEW TEMPLE OVER THE OLD DURING THE DITL'NA OF 149-151 [?] A.S. SO THIS TUNNEL WAS EXCAVATED INSTEAD. [THE DATING OF THIS DITL'NA IS BASED ON SOME IMPERIAL RECORDS OF GLESTICNABLE ACCURACY. IT IS CLEAR, HOWEVER, THAT THE DITL'NA OCCURED DURING THE REIGN OF TR'KOREL I "THE BLAZING LIGHT" (139-195 A.S.), AND PROBABLY DURING THE LATE 14C'S TO EARLY 15C'S.]

THE TEMPLES OF FAV'R'S DEITIES DO NOT EXTEND FAR BELOW THE ENGSVANY'LI LEVELS OF UNDERWORLD. FOR INFORMATION ON THE LEVELS BELOW THIS, WE MUST TURN TO HISTORICAL RECORDS AND THE REPORTS OF EXPLORERS. THESE RECCRDS ARE NOT VERY CLEAR, HOWEVER, AND THE DETAILS OF THESE DEPTHS MAY NEVER BE KNOWN.

INFRMATION ABUT TIMES BEFORE ENGSVANY'LL CAN BE GLEANED FROM WALL CARVINGS ON THE TOMB OF NAY'RI OF THE SILKEN THIGHS, FIRST QUEEN OF THE FIRST IMPERIUM. [THE TOMB REFERENCED IS PRESUMED TO BE THAT OF NAYARI, BUT ALL OCCURANCES OF THE NAME OF THE TOMB'S INHABITANT HAVE BEEN STRICKEN FROM THE WALLS.] THESE CARVINGS INDICATE THAT THE CITY LAY SOMEWHAT TO THE SOUTHEAST OF ITS CURRENT SITE (AS DID THE RIVERBED OF THE EQ'NOYEL RIVER AND P'LA JAK'LLA HARBOR). THE CITY HAS EVOLVED OVER THE MILLEIA TO ITS CURRENT SITE ON LAND MADE FROM THE SILT DEPOSITED IN THE HARBOR. THE UNDERWORLD CREATED BY DITL'NAS OF THESE EARLY CITIES IS ALSO SOUTHEAST OF THE MODERN CITY.

EACH CHAPTER CF THIS DOCUMENT DEALS WITH THE UNDERWORLD OF ONE HISTORICAL PERIOD. PLEASE NOTE THAT EACH "LEVEL" OF UNDERWORLD IS NOT EQUALLY DEEP THROUGHCUT, SINCE THE LAND WAS OF COLRSE NOT FLAT. PLACES DESCRIBED AS BEING CN THE SAME "LEVEL" ARE PROBABLY WITHIN SEVERAL FEET OF ONE ANOTHER IN DEPTH, BUT NOT AT PRECISELY THE SAME DEPTH.

DETAILS OF THE UNDERWORLD ARE OFTEN SKETCHY, BUT ALL INFRMATION AVAILABLE HAS BEEN PROVIDED IN THIS REPORT [SEE TRANSLATOR'S NOTES]. ANY MORE INFRMATION WOULD HAVE TO COME FROM IMPERIAL EXPLORATION.

## CHAPTER 1 - THE SEWERS AND TUNNELS

IMMEDIATELY BENEATH THE CITY OF JAK'LLA ARE THE CITY SEWERS. THESE PEST-RIDDEN CHANNELS REMOVE THE EFFLUVIA OF THE HUNDREDS OF THOUSANDS OF INHABITANTS OF JAK'LLA TO THE HARBOR. THESE PIPES RANGE IN DIAMETER FROM A FEW INCHES TO SEVERAL FEET AND ARE ALIGNED EAST TO WEST ON THE NORTH BANK OF THE EQ'NCYEL RIVER, FUNNELING TOWARD HUGE CLEFTS NEAR THE HOUSE OF LITTLE EASE [THE DEBTOR'S PRISON ON AN ISLAND IN THE JAK'LLA HARBOR]. RAINWATER WASHES THE WASTE THROUGH THE SEWERS INTO THE HARBOR WHERE IT SINKS TO THE BOTTOM, OUT OF SIGHT. THE SILT AND DEBRIS FOURING OUT OF THESE SEWERS EVERY YEAR IS FILLING THE HARBOR, SO MOST OF THE DOCKS ARE FAR FROM THIS AREA. (IT IS SAID THAT IF THE IMPERIUM WERE NOT DREDGING THE HARBOR, THE SILT WOULD SOON FORM A BRIDGE TO THE HOUSE OF LITTLE EASE!). THE SEWERS OF THE SOUTH BANK RUN NORTHWARD AND OPEN ONTO THE RIVER, BUT THERE ARE FEWER RESIDENCES ON THE SOUTH BANK SO MUCH LESS DEBRIS FLOWS FROM THERE.

CREACHES IN THE SEWER WALLS HAVE ALLOWED SOME UNDERWORLD DENIZENS (SUCH AS DL'QO-BEETLES) TO ENTER, AND THESE OCCASIONALLY COME UP (PRIMARILY AT NIGHT) INTO THE CITY STREETS. THESE MYRIAD ENTRANCES MAKE THE SEWERS INDEFENSIBLE.

ABOVE THE SEWERS ARE THE EASEMENTS OF MODERN JAK'LLA. THE CLANHOUSES, PUBLIC BUILDINGS AND OTHER STRUCTURES HAVE CELLARS FOR STORAGE, BUT THESE ARE KEPT CAREFULLY SEALED TO PREVENT WATER FROM SEEPING IN AND UNDERMINING THE BUILDING AND TO PREVENT UNDERWORLD DENIZENS FROM ENTERING.

BETWEEN THE BASEMENTS AND THE SEWERS IS A NETWORK OF NARROW TUNNELS. MANY OF THESE HAVE BEEN DUG BY THE TEMPLES AS ROUTES TO THEIR DEEPER SHRINES UNDERGROUND (AND AS SECRET PATHS FOR TRAFFIC BETWEEN STRONGHOLDS OF THE VARIOUS SECRET SOCIETIES), WHILE OTHERS PROVIDE ENTRANCE TO THE BURIED CITY AREAS. NO GROUP SEEMS TO KNOW EVERYTHING ABOUT THE TUNNELS, AND INFORMATION IS SKETCHY.

TO THE NORTHEAST OF MODERN JAK'LLA IS THE CITY OF THE DEAD, THE GREAT CEMETERY OF JAK'LLA. MANY TOMBS IN THE CITY OF THE DEAD EXTEND DEEP INTO THE UNDERWORLD. THE OLDEST, THE TOMB OF NAY'RI OF THE SILKEN THIGHS, RISES SOME 30 METERS ABOVE THE CURRENT SURFACE LEVEL, AND IS REPORTED TO EXTEND TWICE THAT DISTANCE DOWN INTO THE UNDERWORLD. OTHER CRYPTS VARY IN ANTIQUITY FROM EARLY BEDN'LLJAN TIMES THROUGH THE SECOND IMPERIUM. MANY OF THESE TOMBES ARE COMPLETELY BURIED BY THE ACCUMULATED SEDIMENT OF THE AGES.

THERE ARE SEVERAL ENTRANCES TO THE UNDERWORLD IN THE CITY OF THE DEAD. SMALL BOYS WILL GUIDE YOU TO REPUTED ENTRANCES FOR A FEW Q'RGA. HOWEVER, THE ONLY VERIFIED RUINS WHICH ARE ENTRANCES ARE THE TOMB OF NAY'RI AND THE PALACE OF PN'TTUKEENG THE SORCERER (A WIZARD OF ENGSVANY'LI TIMES). BOTH CONTAIN NUMEROUS ENTRYWAYS INTO THE DEEPER UNDERWORLD LAYERS.

MANY OF THE OTHER STRUCTURES ALSO PROVIDE ENTRY. FOR EXAMPLE, THE TEMPLE OF S'RKU WHICH ACTS AS THE HEADQUARTERS OF THE TOMB POLICE HAS ENTRYWAYS DOWN TO SOME OF THE SHRINES. ALL THESE ENTRANCES ARE THE PROVINCE OF THE TEMPLE OF S'RKU, AND TO PREVENT LOCATING THE PRIESTS OF THE LORD OF WORMS KEEP THE DETAILS MOST SECRET.

## CHAPTER 2 ~ THE SECOND IMPERIUM

BENEATH THE SEWER-TUNNEL COMPLEX OF MCDERN JAK'LLA LIE 10-15 METERS OF RUBBLE-FILLED RUINS, THE REMAINS OF THE CITY OF JAK'LLA AT THE TIME OF THE DITL'NAS OF 1372-4 A.S., 773-5 A.S., AND 149-51 A.S. MOST OF THESE RUINS ARE IMPENETRABLE MGRASSES OF FLATTENED BUILDINGS, RUBBLE, AND WATER-FILLED CAVERNS, BUT A FEW AREAS ARE STILL PASSABLE.

MOST PREVALENT OF THESE ARE AGAIN THE TEMPLES. MOST OF THE OLDER TEMPLES ARE STILL IN USE TODAY, REACHABLE THROUGH STAIRCASES AND PASSAGEWAYS FROM THE TEMPLE ABOVE.

BENEATH THE CITY OF THE DEAD LIE MANY MAUSOLEUMS. ALSO, SOME OF THE EASTERNMOST PORTIONS OF OLD JAK'LLA EXTEND BENEATH THE WALLS TO THE CITY OF THE DEAD. TWO OR THREE OF THESE AREAS HAVE BEEN EXPLORED, AND THE TEMPLE AREAS (EXCLUDING THOSE DIRECTLY BENEATH THE MAIN TEMPLES) HAVE BEEN DESCRIBED BY THE VARIOUS TEMPLE HEIRARCHIES.

[THE REST OF THIS CHAPTER CONSISTS OF MORE THAN ONE-HUNDRED "ARCHITECTURAL FLOORPLANS" AND DESCRIPTIONS DERIVED PRIMARILY FROM ANCIENT RECORDS. SOME OF THESE DESCRIPTIONS ARE BASED ON RECENT EXPLORATION AND TEMPLE REPORTS, HOWEVER, AND THIS IS PRESENT HERE.]

### COMPLEX #38: THE TEMPLE OF S'RKU IN THE CITY OF THE DEAD

THE TEMPLE OF S'RKU IN THE CITY OF THE DEAD [BUILDING 69 ON THE ORIGINAL JAK'LLA MAP] HAS TRADITIONALLY BEEN THE HOME OF THE TOMB POLICE OF JAK'LLA. [THE TOMB POLICE ARE RESPONSIBLE FOR THE CITY OF THE DEAD. DURING THE DAY THESE BLACK-AND-BROWN-LIVERIED OFFICERS DIRECT MOURNERS AND SIGHTSEERS, ARREST CUTPURSES AND SWINDLERS, AND KEEP THE PEACE AMONG THE THRONGING FLOWER-SELLERS, INCENSE-VENDORS, PRIESTS, LABORERS, AND TALISMAN-PEDDLERS IN THE NECROPOLIS. WHEN NIGHT COMES, COMPANIES OF 20-40 MEN BEARING TORCHES (AND A FEW P' CH'I, WHOSE NIGHT-VISION IS VERY USEFUL IN THIS WORK) TRAMP BETWEEN THE PYRAMIDS AND MONUMENTS TO KEEP AWAY THOSE -- HUMAN OR OTHERWISE -- WHO WOULD DESPOIL THE DEAD. MEMBERS OF THE TOMB POLICE TRADITIONALLY COME PRIMARILY FROM THE WORSHIPPERS OF S'RKU, LORD OF WORMS, AND BELONG PRIMARILY TO THE OPEN SEPULCHRE, BLACK STONE TOMB, AND NIGHTED TOWER CLANS (THE LATTER TWO ARE ONLY FOUND IN NORTHWESTERN TSOLY'NU.) THIS TEMPLE -- AND NOT THE LARGER TEMPLE IN THE CITY -- STANDS ON THE SITE OF THE ANCIENT TEMPLE OF THE LORD OF WORMS IN JAK'LLA.]

AS EACH DITL'NA OCCURRED, LAYERS OF BUILDING WERE ADDED, AND THE LOWER LEVELS WERE USED BY S'RKU'S MINIONS AS ROUTES TO THE SITES OF THEIR DARK RITES. THESE LOWER LAYERS OPEN INTO THE TUNNELS BENEATH THE CITY OF THE DEAD (AND PROBABLY THE MAIN CITY, ALTHOUGH THE S'RKU PRIESTS DENY ANY KNOWLEDGE OF THAT PORTION OF THE NETWORK). THESE TUNNELS ARE USED TO MAINTAIN THE IMPORTANT TOMBS BOTH ON THE SURFACE AND UNDERGROUND, AND ARE KNOWN TO OPEN INTO THE UNDERLAYERS OF THE PALACE OF FN'TTUKEKG AND THE TOMB OF NAY'RI. OTHER TOMBS CAN BE ACCESSED THROUGH THIS NETWORK, BUT THE PRIESTS OF S'RKU KEEP THE DETAILS VERY SECRET.

## COMPLEX #57: THE PALACE OF MN'TTUKEENG THE SORCERER

MN'TTUKEENG THE SORCERER WAS ONE OF THE GREAT WIZARDS OF THE LATE ENGSVANY'LI PERIOD. HE SEEKS TO HAVE COMPLETED HIS SKIN OF DESTINY ("DIED") DURING THE TIME OF NO KINGS [THE HISTORICAL PERIOD OF UNKNOWN LENGTH -- BEST ESTIMATES RANGE BETWEEN SIX- AND TEN-THOUSAND YEARS -- BETWEEN THE FALL OF ENGSVANY'LU AND THE FOUNDING OF THE SECOND IMPERIUM], BUT BEFORE THAT TIME HAD A PALACE ON THE APPROXIMATE SITE OF THE RUINS WHICH NOW BEAR HIS NAME [BUILDING 75]. A NEW PALACE WAS CONSTRUCTED ON THE SITE APPROXIMATELY 550 YEARS AGO BY ANOTHER WIZARD TAKING THE NAME MN'TTUKEENG. HE SEEKS TO HAVE DIED (OR BEEN KILLED) SUDDENLY IN HIS PALACE, AND HIS EXPLOSIVE DEATH (NEVER FULLY EXPLAINED) DEMOLISHED THE NEWER EDIFICE. SINCE THEN, THE BUILDING HAS LAIN IN RUINS, SLOWLY CRUMBLING IN THE JAK'LLAN HUMIDITY.

AN OPENING INTO THE BASEMENT OF THIS RUIN WAS RECENTLY REPORTED TO THE OMNIPOTENT AZURE LEGION, AND KNOWLEDGE OF THIS AREA IS THEREFORE SURPRISINGLY COMPLETE. UNLIKE MOST PORTIONS OF THE UNDERWORLD, THIS AREA HAS NEVER STOOD ABOVE GROUND, AND EXPLORATION BY AGENTS OF THE OMNIPOTENT AZURE LEGION HAS DISCOVERED THAT IT EXTENDS DOWN INTO THE ORIGINAL ENGSVANY'LI PALACE.

THE OPENING ITSELF IS BLOCKED BY A STONE PLUG TO PREVENT PEOPLE FROM FALLING INTO IT -- A LIKELY POSSIBILITY, SINCE IT IS FOUR FEET ACROSS. REMOVING THE PLUG REVEALS A ROCK-STREWN STAIRWELL WHICH LEADS TO THE BASEMENT [FLOORPLAN 57-1] OF THE PALACE OF THE "LATER" MN'TTUKEENG. THE BASEMENT IS MADE UP OF PASSAGEWAYS LEADING TO A WINE-CELLAR [ROOM 1-1], A ROOT- AND CHEESE-CELLAR [ROOM 1-2], AND A LIBRARY OF SCROLLS (NOW ROTTED BEYOND USE) [ROOM 1-3]. OTHER PORTIONS OF THIS AREA HAVE NOT YET BEEN INVESTIGATED.

A CONCEALED DOOR [1-4] LEADS TO A SPIRAL STAIRCASE DESCENDING 10 METERS TO A SECOND LAYER (AT APPROXIMATELY THE DEPTH OF THE DITL'NA OF 149-51 A.S.) [FLOORPLAN 57-2]. THIS LAYER SEEMS TO HAVE BEEN INTENDED PRIMARILY AS A PASSAGEWAY BETWEEN THE EDIFICE ON THE SURFACE AND THE ENGSVANY'LI RUINS BELOW. BEYOND THE LANDING [ROOM 2-1] AT THE BASE OF THE STAIRS IS A CORRIDOR. A SMALL SIDE CHAMBER [ROOM 2-2] OF UNKNOWN PURPOSE IS CURRENTLY INHABITED BY A GROUP OF Q'L. THESE CREATURES ARE SERVANTS OF THE TEMPLE OF KS'RUL AND ARE FRIENDLY TO THOSE WHO ALSO SERVE THE AZURE LORD.

LEFT OF THIS CORRIDOR IS A BURIED TEMPLE TO THE ONE OTHER. THE ENTRYWAY TO THIS TEMPLE IS MARKED [2-3]. THE TEMPLE IS COMPLEX #103 OF THIS DOCUMENT AND DETAILS OF THE PORTAL AND TEMPLE ARE DESCRIBED IN THAT SECTION.

Beyond the temple, the corridor winds toward a staircase leading downward to the original palace of MN'TTUKEENG. This lower area was built during ENGSVANY'LI times, and is thus covered in Chapter 3.

## COMPLEX #103: THE TEMPLE OF THE ONE OTHER

[THE ONE OTHER IS ONE OF THE PARIAH GODS, DEITIES WHOSE WORSHIP HAS BEEN FORBIDDEN TO HUMANKIND SINCE EARLY ENGSVANY'LI TIMES. IN SPITE OF THE DESTRUCTIVE THEOLOGY OF THESE GODS AND THE PUBLIC AND PRIVATE SUPPRESSION OF THEIR WORSHIP, SECRET TEMPLES DEVOTED TO THESE BEINGS HAVE EXISTED THROUGHOUT RECORDED HISTORY. WORSHIP OF THE PARIAH GODS IS USUALLY STRONGEST DURING TIMES OF ANARCHY AND STRIFE, SUCH AS THE TIME OF NO KINGS.]

THIS TEMPLE TO THE ONE OTHER WAS BUILT DURING THE TIME OF NO KINGS AND BURIED BY TR'KONEL I "THE BLAZING LIGHT" IN 149-51 A.S. EVEN THE NOVICE STUDENT OF IMPERIAL HISTORY KNOWS TR'KONEL I PURGED THE WORSHIPPERS OF THE ONE OTHER FROM THE IMPERIUM. MOST OF THE WARRENS OF THIS DEITY WERE INVADED AND THE WORSHIPPERS FUT TO DEATH BY IMPERIAL TROOPS, BUT THE TEMPLE IN JAK'LLA -- ONE OF THE LARGEST -- WAS HANDLED DIFFERENTLY. THE WORSHIPPERS WERE TRAPPED WITHIN THE TEMPLE, THE TEMPLE BURIED WITH THE RUBBLE FROM THE DITL'NA OF THE CITY, THE SITE USED FOR THE CCRPSE-PITS OF THE INDIGENT, AND ALL RECORDS OF ITS EXISTENCE STRICKEN FROM THE IMPERIAL LIBRARIES (EXCEPT FOR SECRET RECORDS HIDDEN WITHIN AVANTH'R).

RECENTLY, HOWEVER, IMPERIAL AGENTS DISCOVERED THAT MN'TTUKEENG THE SORCERER (COMPLEX #57) UNEARTHED THE ENTRANCE TO THIS TEMPLE WHILE DIGGING HIS BASEMENT SOME 550 YEARS AGO. RECENT EXPLORATION OF THAT SITE BY IMPERIAL AGENTS REVEALED THE DCCRWAY, AND THE RESULTS OF THEIR REPORT IS SUMMARIZED HERE.

[THE FOLLOWING DESCRIPTION IS ENTIRELY BASED ON THE INVESTIGATIONS OF THE IMPERIAL AGENTS, SINCE NO DETAILED HISTORICAL INFORMATION ON THE INTERNAL LAYOUT OF THE TEMPLE IS AVAILABLE.]

THE ENTRANCE PORTAL [FLOORPLAN 103-1] HAS TWO DOORS WHICH SWING OUTWARD, WITH A THREE-FOOT LONG HORIZONTAL STONE BAR ON THE OUTSIDE OF EACH AS A DOOR-HANDLE. CARVINGS IN SUN'Z, THE ANCIENT TONGUE OF THE PRIESTS OF THE ONE OTHER, SURROUND THE PORTAL, AND THE CIRCLE-AND-DOT SYMBOL OF THIS DEITY IS CENTERED OVER THE DOOR. OPENING THE PORTAL RELEASES HINGED DOORS WHICH COVER A SPIKED PIT DIRECTLY BENEATH THE DOORWAY. A NARROW LEDGE ON EITHER SIDE OF THE PIT REMAINS AS A PATH TO ENTER THE TEMPLE, BUT A SECTION OF THE LEDGE ON EACH SIDE HAS A SLANTED CUT WHICH WILL CAUSE THE SECTION OF LEDGE TO SLIDE INTO THE PIT IF WEIGHT IS PLACED UPON IT AND A CATCH (OPERATED FROM WITHIN THE TEMPLE) IS NOW SET. IN ADDITION, A SPELL (KNOWN NOW AS "THE VINDICATION OF INSTABILITY") STILL STANDS OVER THE TEMPLE, PREVENTING ANY PRIEST OR SERVITOR OF THE LCDRS OF STABILITY FROM ENTERING.

BEYOND THE PORTAL IS THE ENTRY-ROOM OF THE TEMPLE [FLOORPLAN 103-2, ROOM 2-1]. THE WALLS OF THIS ROOM ARE LINED WITH HOOKS HOLDING ROTTED CLOAKS AND ARE COVERED WITH MURALS OF HALF-HUMAN, HALF-DEMONIC CREATURES PERFORMING VARIOUS DEVIANT ACTS. THE FLOOR IS LITTERED WITH MILITARIFIED HUMAN SKELETONS MIXED WITH THE REMAINS OF KURGH', AND THE AIR SMELLS OF ROTTING FLESH AND CORRUPTION. IF THE FRONT PORTAL IS CLOSED, AN AUTOMATIC MECHANISM OPENS MURDER HOLES IN THE CEILING. A VACANT CHAMBER DIRECTLY ABOVE THE ENTRY-ROOM CONTAINS OIL FLASKS, BRAZIERS, AND POURING-RACKS.

NOT COUNTING THE ENTRY PORTAL, THERE ARE FOUR DOORWAYS LEADING INTO THE INTERIOR OF THE TEMPLE -- THREE SMALLER PORTALS WITH THE REMAINS OF WOODEN DOORS AND ONE WITH A LARGE STONE DOOR. THE STONE DOORWAY IS TRAPPED LIKE THE MAIN ENTRANCE AND LEADS DIRECTLY INTO THE MAIN TEMPLE [ROOM 2-2], AND CANNOT BE OPENED IF THE MAIN ENTRANCE IS OPEN (AND VICE VERSA). INSIDE THE TEMPLE, TO THE IMMEDIATE LEFT OF THE DOORWAY, IS A STAIRCASE LEADING TO A BALCONY [ROOM 2-3], WHICH HAS NOT BEEN EXPLORERED. ALSO INSIDE THE TEMPLE ARE ROWS OF PEWS WITH THE MOULDERING SKELETON OF A WORSHIPPER OF THE ONE OTHER RECLINING ON EACH. THESE WORSHIPPERS HAVE HAD THEIR THROATS CUT, COMMITTING SUICIDE RATHER THAN BECOMING BEASTS, KILLING ONE ANOTHER FOR RAPIDLY FAILING AIR. THERE IS NO SIGN OF THOSE FEW WHO MUST HAVE REMAINED ALIVE TO FINISH THE GRISLY CEREMONY.

DIRECTLY ACROSS THE ENTRY CHAMBER FROM THE STONE PORTAL IS A DOORWAY LEADING TO THE (NOW EMPTY) PRISON CELLS BENEATH THE TEMPLE [FLOORPLAN 103-3]. TO THE LEFT OF THAT DOORWAY IS THE ROBING ROOM FOR THE PRIESTS [ROOM 2-4], CONTAINING LONG, LOW BENCHES.

ACROSS FROM THE ROBING ROOM IS A CORRIDOR LEADING INTO THE ADMINISTRATIVE SECTION OF THE TEMPLE. A DOOR FROM THIS CORRIDOR OPENS ONTO THE AUDIENCE HALL FOR THE HIGH-PRIEST [ROOM 2-5]. THIS ROOM IS DECORATED IN 2-FOOT WIDE PANELS OF ALTERNATING BLACK AND WHITE MARBLE [THE COLORS OF THE ONE OTHER] WHICH RUN FROM FLOOR TO CEILING, WITH PILLARS ALIGNED ON THE LONG AXIS OF THE ROOM, A MARBLE INLAY CIRCLE-AND-DOT IN THE CENTER OF THE FLOOR, AND A THRONE COVERED WITH INLAID BLACK AND WHITE PANELS AT THE FAR END OF THE ROOM.

ALL IS NOT AS IT SEEMS WITHIN THIS CHAMBER. THE CIRCLE-AND-DOT IN THE CENTER OF THE ROOM IS ACTUALLY A TRAP. IF THE BLACK CIRCLE-CENTER IS STEPPED ON, IT SINKS A FEW INCHES. THE WHITE CIRCLE-EDGE THEN REVEALS ITSELF AS THE RIM OF A BOWL, WHICH SWINGS OVER THE CIRCLE-CENTER. WHEN IT IS HALFWAY OVER, IT CATCHES THE ROTATION, CAPTURING ANYONE WHO WAS ON THE CENTER. IF THE TRAP IS TRIGGERED AGAIN, THE CIRCLE-CENTER PUSHES THEM OUT OF THE BOWL (AS PART OF THE NORMAL ACTION OF THE DEVICE) AND THEY FALL INTO A SPIKED PIT BELOW.

FORTUNATELY, THERE IS A FLAW IN THE DEVICE. A SMALL PLUG IN THE CENTER WHITE DOT (THROUGH WHICH THE SPINDLE OF THE ROTATING DEVICE RUNS) CAN BE REMOVED AND A ROPE PASSED THROUGH THE HOLE AND LOOCHED OVER THE SPINDLE. TRAPPED INDIVIDUALS CAN HANG ONTO THE ROPE WHILE THE TRAP IS TRIGGERED, AND WILL BE SWUNG TO THE SURFACE (IN THE CENTER OF THE TRAP) ON THE DOWN-SWING OF THE BOWL. THE MECHANISM IS OLD, AND MAY NOT TRIGGER AGAIN IF THE WEIGHT IS ALREADY ON THE CIRCLE-CENTER WHEN THE BOWL STOPS SWINGING. NOTE, HOWEVER, THAT TRYING TO STOP THE DEVICE BY INSERTING SOMETHING BETWEEN BOWL AND CIRCLE-CENTER IS FUTILE, AS THE MOMENTUM OF THE BOWL WILL SPLINTER WOOD AND BONE AND PROBABLY SNAP STEEL.

THERE ARE OTHER SURPRISES IN THIS ROOM AS WELL. A SECRET DOOR DIRECTLY BEHIND THE THRONE (DISGUISED AS TWO MARBLE PANELS) OPENS TO REVEAL A NARROW PASSAGE [ROOM 2-6] LEADING OFF INTO DARKNESS. IF THE PASSAGE IS ENTERED, IT WILL SLOWLY CLOSE, CRUSHING ANYONE INSIDE. THE CORRIDOR CAN BE TRAVERSED, HOWEVER, BY ONE OR TWO INDIVIDUALS AT A DEAD RUN. A LARGER GROUP WILL CAUSE THE CORRIDOR TO CLOSE TOO RAPIDLY. BEHIND A PANEL ON THE FRONT OF THE THRONE UNDER THE SEAT IS A SECRET COMPARTMENT, WHICH CONTAINS A WHEEL WHICH, WHEN TURNED FULLY COUNTER-CLOCKWISE, PREVENTS THE CORRIDOR FROM CLOSING.

ONCE THE CORRIDOR IS COMPLETELY CLOSED, IT TAKES APPROXIMATELY THREE MINUTES TO OPEN AGAIN. PARTIALLY CLOSED CORRIDORS TAKE CORRESPONDINGLY LESS TIME.

AT THE FAR END OF THE PASSAGE IS A SMALL CHAMBER (BARELY LARGE ENOUGH FOR TWO PEOPLE) WHICH REMAINS OPEN WHEN THE REST OF THE PASSAGE CLOSES. A LARGE STONE DOOR WHICH OPENS OUTWARD FROM THE SMALL CHAMBER LEADS TO FURTHER CHAMBERS (DESCRIBED BELOW). WHEN THE DOOR IS OPENED, THE NARROW PASSAGE (BUT NOT THE CHAMBER) SLAMS COMPLETELY CLOSED INSTANTLY, AGAIN CRUSHING ANYONE WHO IS IN THE CORRIDOR.

ON THE FAR END OF THE NARROWING CORRIDOR, BEYOND THE LARGE SECRET DOOR, IS A CHAMBER WITH MORE DEMONIC MURALS [ROOM 2-7]. THESE MURALS HAVE BEEN PAINTED SO THAT THEIR EYES SEEM TO FOLLOW THE OBSERVER (A COMMON OPTICAL ILLUSION). BEYOND THIS CHAMBER IS ANOTHER TEMPLE TO THE ONE OTHER [ROOM 2-8] WITH AN ALTAR ON THE FAR SIDE. THE DOORWAY IS TRAPPED WITH A HEAVY, SECRET SPIKE WHICH SWINGS DOWN AT EYE LEVEL AND KILLS ANY UNWARY WHO OPENS THE DOOR. THERE IS A STAIRCASE LEADING FROM THIS CHAMBER TO ANOTHER LEVEL OF THIS TEMPLE, BUT THIS AREA HAS NOT BEEN INVESTIGATED.

ALSO BEYOND THE MURALED CHAMBER LIES THE BEDROOM OF THE HIGH-PRIEST [ROOM 2-9], WHICH NOW CONTAINS ONLY RUINED FURNITURE. A CONCEALED DOOR LEADS TO A STAIRCASE WHICH GOES UP, BUT THIS STAIRCASE HAS NOT BEEN INVESTIGATED EITHER.

OUTSIDE OF THE HIGH-PRIEST'S AUDIENCE CHAMBER, A SIDE PASSAGE LEADS TO WHAT APPEARS TO BE THE DORMITORY FOR THE PRIESTS, WITH ROWS OF STONE PALLETS AND NARROW PATHS BETWEEN.

ONE FURTHER DETAIL: THE ENTIRE TEMPLE IS GUARDED BY A Q'MQUM [A CREATED BEING GENERALLY ASCRIBED TO THE TEMPLE OF KS'RUL]. THIS CREATURE WAS APPARENTLY WAKED BY THE IMPERIAL INVESTIGATORS, AND IT SEEKS TO BE MAINTAINING THE TRAPS AND DEVICES OF THE TEMPLE.

## CHAPTER 3 - THE DOMED CITY

BENEATH THE RUINS OF THE IMPERIAL DITL'NAS, A 5-METER LAYER OF SILT (DEPOSITED DURING THE TIME OF NO KINGS) FORMS A BARRIER BETWEEN THE UPPER WORLD AND THE ENGSVANY'LI LEVELS BENEATH. THIS LAYER ALSO CONTAINS THE REMAINS OF MOST OF THE BUILDINGS WHICH STOOD DURING THE TIME OF NO KINGS. THESE WERE NOT PRESERVED BY THE FIRST IMPERIAL DITL'NA, HOWEVER, AS THOUSANDS OF YEARS OF EXPOSURE TO THE ELEMENTS HAD MADE THEM IMPOSSIBLE TO SAVE.

THE UPPERMOST OF THE ENGSVANY'LI LEVELS FORMS ONE OF THE MOST IMPRESSIVE UNDERWORLDS IN THE IMPERIUM. THE ENGSVANY'LI ENGINEERS, USING TECHNIQUES NOW LOST, CREATED A ROCK DOME OVER THE CITY, LEAVING MOST OF THE BUILDINGS STILL STANDING IN THE AIR POCKET BENEATH. ANCIENT EDIFICES, AVENUES, AND MONUMENTS STAND SILENT IN THE STILL AIR DEEP BENEATH THE BUSY CITY ABOVE. CHANNELS WERE DUG AROUND THE DOME SO THAT A BRANCH OF THE EQ'NCYEL RIVER COULD RUN THROUGH THE MIDDLE OF THE CITY IN ITS ORIGINAL CHANNEL. THIS WATERWAY STILL EXISTS, AND HAS BEEN DUBBED THE RIVER OF SILENCE.

UNFORTUNATELY, MUCH TIME HAS PASSED SINCE THESE ENGINEERING FEATS WERE PERFORMED. MANY OF THE AREAS HAVE COLLAPSED, WHILE OTHERS ARE ON THE BRINK OF DISASTER. SOME SECTIONS, IMPORTANT TO THE TEMPLES AND OTHER ORGANIZATIONS, HAVE BEEN SHOEN UP, BUT THE ENTIRE DOME IS DECREPIT.

THERE ARE THOUSANDS OF BUILDINGS STILL STANDING BENEATH THIS ROCK BUBBLE, THE MAJORITY OF WHICH ARE UNINHABITED AND OF NO INTEREST. MILLENNIA OF LETTERS HAVE STRIPPED MOST OF THE UNOCCUPIED STRUCTURES OF THEIR VALUEABLES, BUT THE SHEER NUMBER OF THESE MAKES THE CHANCE OF FINDING SOME ENGSVANY'LI TRINKET WORTH THE GREAT DANGER OF EXPLORATION IN THIS AREA.

OF THE INFABITED BUILDINGS, THE MOST PREVALENT ARE THE TEMPLES. ALMOST ALL OF PAVAR'S DEITIES HAVE MAJOR SHRINES ON THIS LEVEL. SOME, OF COURSE, ARE LARGER THAN OTHERS, THE LARGEST BEING THOSE DEDICATED TO DLAM'LISH AND HR"!".

THE ANCIENT SHRINES ARE GLORIOUS EXAMPLES OF ENGSVANY'LI ARCHITECTURE AND ART. THE TEMPLES HAVE PROVIDED FLOORFLANS AND DESCRIPTIONS OF THEIR SHRINES ON THIS LEVEL, BUT IT IS CERTAIN THAT NOT ALL DETAILS OF THESE HOLY PLACES HAVE BEEN REVEALED.

ALL OF THESE SHRINES ARE GUARDED, ALTHOUGH PRECISE DETAILS OF THEIR DEFENSES ARE NOT KNOWN. EVERY SHRINE HAS TEMPLE GUARDS: BETWEEN FOUR AND ONE-HUNDRED, DEPENDING UPON THE SHRINE'S IMPORTANCE AND SIZE. INDEED, THE UNDERWORLD SHRINES OF KARAK'N, VIM'HLA, AND THEIR COHORTS ARE VERITABLE FORTRESSES, WITH AN ENTIRE HIERARCHY OF SOLDIERS AND OFFICERS ORGANISED LIKE A LEGION! THE TEMPLE GUARDS DRESS IN LIVERY (RESEMBLING THAT OF THE PRIESTS OF THEIR DEITY), AND STAND SHIFTS VARYING IN LENGTH FROM SIX TO FORTY-EIGHT HOURS, DEPENDING UPON THE AMOUNT OF ACTIVITY WITHIN THE SHRINE.

INvariably, THESE GUARDS ARE SUPERVISED BY PRIESTS OF HIGH CIRCLES. THESE PRIESTS SUPERVISE THE INTRICATE SYSTEM OF ROUNDS, AND PROVIDE SORCERUS SUPPORT IF INTRUDERS APPEAR. THE GUARDS OF EVEN THE SMALLEST SHRINES ARE PROVIDED SCROLLS TO USE IN DEFENSE OF THE AREA, IF NECESSARY, ESPECIALLY IF A PRIEST IS NOT PRESENT AT ALL TIMES.

GUARDING SOME SHRINES OF THE LORDS OF CHANGE ARE THE CREATED CREATURES WHICH ARE THE SPECIAL PRECINCT OF THESE DEITIES. THE TEMPLES OF S'RKU ARE GUARDED BY THE UNDEAD, WHILE THOSE OF GREAT KS'RUL ARE DEFENDED BY SUCH CREATURES AS THE Q'MQUM, THE Y'LETH, AND THE RU!'N. THESE CREATURES ARE INTEGRAL TO THE DEFENSE OF THE TEMPLES (AS WELL AS THE THEOLOGY OF THESE DEITIES) AND HAVE THEREFORE NOT BEEN DESCRIBED.

THERE ARE ALSO SEVERAL SITES WHOSE EXISTENCE DEFIES EXPLANATION. CHIEF AMONG THESE IS THE PALACE OF MISS'M, GREAT DEATH HIMSELF, WHICH APPEARED IN THE MIDDLE OF THE RIVER OF SILENCE DURING THE TIME OF NO KINGS. VISITORS TO THIS DREAD PLACE REPORT STRANGE, TINY LIGHTS ABOVE THE PALACE WHICH SEEM TO TWINKLE AS A CANDLE-FLAME IN THE BREEZE.

ALSO AMAZING IS THE VIGILANCE OF THE WARRIOR KATIL'N AND HIS MEN, WHO HAVE GUARDED THE RIVER OF SILENCE SINCE THE CITY WAS INHABITED AND ABOVE-GROUND. THESE WARRIORSS HAVE LIVED FOR THOUSANDS OF YEARS, AND NO ONE IN THE IMPERIUM UNDERSTANDS HOW THEY HAVE MANAGED THIS FEAT. KATIL'N (SOMETIMES CALLED THE OVERLORD) AND HIS MEN WORK CONSTANTLY AND IN VAIN TO DEFEND THE DEAD CITY FROM THE INVASIONS OF THE UNDERWORLD CREATURES WHO INFEST IT, AND HAVE BEEN MOST CO-OPERATIVE WITH IMPERIAL AGENTS TRAVELLING IN THIS AREA. THEY REFUSE TO LEAVE THEIR ASSIGNED POSTS, HOWEVER, AND THEIR NUMBERS DWINDLE WITH TIME AND CASUALTIES FROM THEIR NEVER-ENDING BATTLE WITH THE UNDERWORLD DENIZENS.

[THERE ARE HUNDREDS OF CITY AREAS FOR WHICH HISTORY GIVES COMPLETE DETAILS. IN THE INTEREST OF SPACE, THE TRANSLATOR HAS BEEN FORCED TO SELECT ONLY THOSE SITES WHICH HE BELIEVES WILL BE OF INTEREST TO THE ENGLISH-SPEAKING READER.]

FOREMOST AMONGST THE GLORIOUS SITES OF THE ENGSVANY'LI CITY ARE THE TEMPLES. THESE MONUMENTS TO THE GODS OF PAWR POSSESS A GLORY NOT SEEN IN MODERN STRUCTURES. THE ARCHITECTURE AND ART OF LATE ENGSVANY'LU EXHIBIT THE CULTURAL PEAK OF THE GOLDEN AGE.

[IN THE ORIGINAL DOCUMENT, THE GODS WERE LISTED WITH KS'RUL FIRST, FOLLOWED BY THE OTHER DEITIES IN TSOLY'NI ALPHABETICAL ORDER. EACH TEMPLE HAD ARTISTIC FEATURES WHICH WERE DESCRIBED AT GREAT LENGTH (MORE OR LESS, BASED UPON THE AUTHOR'S OPINION OF THEIR IMPORTANCE). THE TRANSLATOR HAS RE-ORDERED AND CONDENSED THE DOCUMENT TO MAKE THE LISTING MORE USEFUL. LORC HN'LLA'S TEMPLE IS LISTED FIRST AND MOST COMPLETELY, FOLLOWED BY BRIEF DESCRIPTIONS OF THE TEMPLES TO THE OTHER DEITIES (WITH SOME DESCRIBED MORE COMPLETELY, AS WARRANTED). ALSO, THE AUTHOR'S COMMENTS ABOUT THE RELATIVE GLORY OF THE VARIOUS SHRINES HAS BEEN REMOVED, MAKING THE DESCRIPTIONS PROVIDED CLOSER TO THE ORIGINAL TEMPLE REPORTS.]

FIRST AMONGST THE LORDS OF STABILITY IS HN'LLA, MASTER OF LIGHT. HN'LLA REPRESENTS THE PURITY AND SANCTITY TOWARDS WHICH ALL OF THE LORDS OF STABILITY STRIVE.

THE ENGSVANY'LI TEMPLE TO HN'LLA STANDS BENEATH THE MODERN STRUCTURE ON THE SURFACE. A WINDING PASSAGE SLOPES DOWN TOWARD THE ENTRANCE OF THIS HUGE SHRINE. THE FAÇADE OF THE BUILDING IS MADE OF 30-FOOT TALL WHITE MARBLE PANELS. INTRICATE MURALS DEPICT HN'LLA'S VARIOUS ASPECTS IN SCENES FROM HIS MYTHOLOGICAL EXPLOITS AS DESCRIBED THE LAMENT TO THE WHEEL IN BLACK, THE EPIC OF GREAT AND MIGHTY HR'GGA, AND OTHER EPIC POEMS AND SAGAS. STATUES OF THE OTHER LORDS OF STABILITY LINE THE WIDE CONCOURSE LEADING TO THE FRONT OF THE TEMPLE, WITH PILLARS COVERED WITH BAS-RELIEF IMAGES STANDING IN ORDERLY ROWS ALONGSIDE.

THE CONCOURSE LEADS UP A BROAD STAIRWAY TO THE TEMPLE ENTRY. THIS MASSIVE PORTAL, SURROUNDED WITH FLUTED BRONZE, MAY ONLY BE OPENED BY PERFORMING THE PROPER RITUALS (AND PROBABLY BY OPERATING A CONCEALED MECHANISM). BEYOND THIS DOORWAY LIES THE COLLONADE OF CHANGELESS RADIANCE [ROOM 1-1]. THIS HUGE CHAMBER HAS IMMENSE, BRIGHT-COLORED MURALS COVERING THE WALLS, AND THE FLOOR IS AN INTRICATE, ABSTRACT PATTERN OF PATHS LAID OUT IN MOSAIC TILE, EACH PATH WANDERING UNERRINGLY FROM THE DOORWAY TO THE HALL OF EVER-GLORIOUS WORSHIP.

ONCE, WHEN THIS SHRINE WAS ON THE SURFACE, CHILDREN DRESSED IN THE WHITE LIVERY OF THE PRIESTS AND PRIESTESSES OF HN'LLA THROWN FLOWER-FETALS TO COVER THE WALKWAYS. CEREMONIES WERE PERFORMED CELEBRATING THE VICTORY OF STABILITY AND THE EVERLASTING EXISTENCE OF THE EMPIRE OF ENGSVAN HLA G'NGA. DAILY, WORSHIPPERS OF HN'LLA FROM HUNDREDS OF CLANS ASSEMBLED IN THE COLLONADE; EACH IN ITS OWN RESERVED AREA MARKED IN COLORED MOSAIC ON THE FLOOR. [THIS CUSTOM IS STILL FOLLOWED IN MIH'LLU, WHERE THE PALACE AT NIN'E'S FLOORS ARE ALSO TILED IN COLORFUL MOSAIC. IN FACT, ONE OF THE HIGHEST COMPLIMENTS WHICH CAN BE PAID TO A NOBLEMAN OF MIH'LLU IS TO SAY THAT HE "HAS NEVER STRAYED FROM HIS COLOR".]

NOW, HOWEVER, THESE STEPS ARE TRAVELED ONLY BY THE UPPER ECHELONS OF THE PRIESTHOOD OF HN'LLA, AND THEN ONLY FOR THE MOST ANCIENT OF CEREMONIES. EVEN TODAY, SORCERIES PREVENT ANY SERVANT OF CHANGE FROM ENTERING THIS CHAMBER (PROBABLY THROUGH THE APPLICATION OF THE SPELL KNOWN BY THE MODERN NAME "THE RITUAL OF THE PURIFIED SPHERE").

Beyond the collonade of changeless radiance lies the hall of ever-glorious worship, where ancient rituals, once performed before thousands of worshipful onlookers, are now observed only by the priests and the gods. Torchlit processions traverse the aisles between the daises, surrounded by golden inscriptions of passages from the Engsvany'li scrolls of pav'r on the walls, to celebrate analogues of age-old ceremonies (still performed in the major shrines at b'y s" and avanth'r) such as the feast of the lighted path (lang'la 3rd), and the circle of life-giving light (trantr 12th).

AT THE HEART OF THIS AMPITHEATER STANDS THE ALTAR. MURALS BEHIND THE ALTAR DEPICT THE EVENTUAL VICTORY OF STABILITY AND THE RAPTURE OF THE GOLDEN LIGHT OF HN'LLA. THE ALTAR ITSELF IS A BLOCK OF SILVER WITH CAMEO SCENES OF THE FOUNDING OF THE TEMPLE. SMALL DEPRESSIONS IN THE TOP OF THE BLOCK ACT AS CRUCIBLES FOR SACRIFICES OF FLOWERS, INCENSE, AND FRUIT.

SMALL SIDE PASSAGES TO EITHER SIDE OF THE ALTAR LEAD TO ASSEMBLY CHAMBERS WHERE WHITE-ROBED PRIESTS ONCE GATHERED TO FORM THE IMPRESSIVE PROCESSIONALS HERALDING THE HOLY DAYS OF HN'LLA. PASSAGES FROM THESE LEAD TO LARGE WINGS CONTAINING DORMITORIES WHERE NONE BUT THE TEMPLE GUARDIANS NOW RESIDE, BUREAUCRATIC OFFICES, SMALLER TEMPLES AND CHAPELS STILL USED FOR CERTAIN COMMEMORATIVE CEREMONIES, AND OTHER CHAMBERS INCLUDING (IT IS RUMORED) TOMBS OF SOME OF THE HIGHEST OF THE TEMPLE PRIESTS, AND REPOSITORIES OF SOME OF THE GREAT WEALTH OF THE PRIESTKINGS.

THERE ARE OTHER ENTRANCES, OF COURSE, BUT MOST OF THESE HAVE BEEN SEALED FROM WITHIN TO PREVENT ENTRY BY LESS SACREDLY-MINDED INDIVIDUALS. GUARDIANS OF THIS TEMPLE ARE PRIMARILY HUMAN (THE TEMPLE OF HN'LLA IS NOT EVERLY FORMED OF THE PURE EXOTIC GUARDIANS OF THE TEMPLE OF S'RNU, FOR EXAMPLE), BUT IT IS RUMORED THAT WHITE-FACED HUMAN-LIKE AUTOMATA ROAM THE INTERIOR AND IMPRISON ANY WHO ARE UNAWARE OF THE PROPER PASSWORDS.

MOST OF THE TEMPLES ON THIS LEVEL TO THE VARICUS DEITIES, EACH WITH ITS OWN MAGNIFICENCES (AND ITS OWN MYSTERIES). EACH DESERVES A MENTION HERE.

FOLLOWING LORD HN'LLA IN THE HIERARCHY IS LORD KARAK'N, MASTER OF WAR. HIS TEMPLE IS BUILT LIKE A FORTRESS OF ENGSVANY'LI DESIGN, WITH TURRETED TOWERS AND HIGH WALLS STANDING IN DEFENSE, STYLIZED AND OF MORE ARTISTIC THAN PRACTICAL USE. A GARRISON OF SOLDIERS IS MAINTAINED THERE, AND WHILE THIS POST IS WELL-MANNED, IT IS ONE OF THE LESS POPULAR POSITIONS IN THE TEMPLE OF KARAK'N. TH'MIS, LORD OF WISDOM, HAS A SHRINE (SOMEWHAT DEEPER DOWN THAN THAT OF HN'LLA) WHICH IS A REPOSITORY OF MANY ANCIENT SCROLLS AND BOOKS. THIS LIBRARY IS STILL IN USE TODAY, AND MANY A YOUNG PRIEST OF THE GREY LORD HAS THRILLED TO HIS CEREMONY OF THE BEQUEATHMENT OF THE SACRED TRUST, IN WHICH HE IS GIVEN PERMISSION TO ENTER THE LIBRARY AND STUDY THE ANCIENT TIMES. LADY AV'NTHE, MISTRESS OF HEAVEN, HAS A SMALL UNDERWORLD SHRINE, BUT THIS IS ILL-MAINTAINED, AS AV'NTHE'S PRIESTESSES ILL-LIKE VISITING THE DAMP, DARKENED CHAMBERS BENEATH THE EARTH. BELKH'NU, LORD OF THE EXCELLENT DEAD, MAINTAINS A SHRINE NEAR TO THE MYRIAD LAYERS OF THE NECROPOLIS, AVAILABLE THERE TO PERFORM THE CEREMONIES NECESSARY TO ASSURE THE SPIRIT-SOUL PROPER PASSAGE TO THE FURTHER PLANES OF EXISTENCE.

SOME OF THE COHORTS OF THE LORDS OF STABILITY MAINTAIN SEPERATE SHRINES IN THE UNDERWORLD. DR' THE UNCARING MAINTAINS NO SHRINE THERE, AND IT IS SAID TO BE FORTUNATE THAT THEY MAINTAIN EVEN A TEMPLE ON THE SURFACE! CHEG'RRA, LORD OF ARMIES, HAS A FORTIFICATION IN THE UNDERWORLD, AND THEIR PRIESTS AND WARRIORS HAVE BEEN KNOWN TO USE THIS SHRINE AS A BASE FOR EXPLORATION AND PLUNDERING IN THE VAST EXPANSES OF UNDERWORLD. KET'NGKU, MASTER OF KNOWLEDGE, MAINTAINS NO SEPERATE MAJOR SHRINE, PREFERING TO MAKE USE OF THE LIBRARY OF THE TEMPLE OF LORD TH'MIS. DILIN'LA'S UNDERWORLD SHRINE IS USED AS A RETREAT FOR HER PRIESTESSES, SO THAT THEY MAY REMOVE THEMSELVES FROM THE DICHOTOMIZED EXISTENCE OF MALE AND FEMALE IN GENERAL SOCIETY, AND DEVOTE THEMSELVES TOTALLY TO THEIR OWN FEMALE NATURES. NO MALES (NOT EVEN REPRESENTATIVES FROM THE TEMPLE OF LADY AVANTHE) ARE PERMITTED HERE, OF COURSE. Q'N, GUARDIAN OF THE GATES OF HELL, MAINTAINS A FORCE IN THE UNDERWORLD ALMOST AS POWERFUL AS THAT OF THE TEMPLE OF KARAK'N, BUT RATHER THAN BEING PRESENT FOR CEREMONIAL REASONS, THESE PRIESTS FIGHT A NEVER-ENDING BATTLE WITH THE SERVITORS OF CHANGE FOR CONTROL OF THE UNDERWORLD. MYRIAD FORAYS ARE MADE BY THIS TEMPLE TO DRIVE THE CREATURES OF THE DARK FROM THE SHRINES OF STABILITY.

THE LORDS OF CHANGE ARE THEOLOGICALLY MUCH MORE SUITED TO THE DARKER ENVIRONMENT OF THE UNDERWORLD. INDEED, THEIR SHRINES ARE MORE FREAVLENT THERE, AND MUCH OF THE UNDERWORLD IS UNDER THEIR CONTROL. LORD VIM'HLA POSSESSES ONE OF THE MOST UNUSUAL SHRINES IN THE UNDERWORLD, AND LADY DLAM'LISH HAS A CONSIDERABLE EDIFICE HERE. BECAUSE THE SERVANTS OF THE LORDS OF CHANGE ARE MORE INFLUENTIAL IN THE UNDERWORLD, MORE DETAIL SHALL BE PROVIDED FOR THEIR SHRINES.

LORD HR"!"'S SHRINE IS ONE OF THE LARGEST BENEATH THE CITY OF JAK'LLA. A LABYRINTH OF CHAMBERS, PASSAGES, TRAPS, AND SECRET PORTALS GUARDED BY Q'L, HR', AND OTHER CREATURES ACTS AS A BARRIER TO UNAUTHORIZED ENTRY. ONCE THIS LABYRINTH IS PENETRATED, WIDE PASSAGES WITH BASALT WALLS LEAD INTO THE HALL OF CREATURES: A COLONNADE LINED WITH STATUES OF HUNDREDS OF MYTHOLOCICAL BEINGS IN THE SERVICE OF THE LORDS OF CHANGE. IT IS SAID THAT THESE STATUES ACT AS GUARDIANS AGAINST THE DEPRADATIONS OF THE WORSHIPPERS OF STABILITY.

BECYOND THE HALL OF CREATURES LIES THE OUTER CEREMONIAL HALL OF THE TEMPLE. STATUES AND FRESCOES DEPICT THE RITUALS AND SERVICES OF THE TEMPLE OF HR"!". THE ROOM CONTAINS A 10 FOOT HIGH DAIS, UPON WHICH ANOTHER 10 FOOT DAIS STANDS. A BROAD STAIRCASE LEADS UP THESE DAISES, AND A PORTAL AT THE BACK OF THE UPPER DAIS OPENS ONTO AN INNER CEREMONIAL HALL. THIS HALL CONTAINS A NUMBER OF SCULPTURES ILLUSTRATING THE FALL OF MAN [THE CREATION MYTH OF THE TEMPLE OF HR"!"]. A CURTAINED PASSAGE LEADS INTO A Y-SHAPED CHAMBER, WHICH OPENS onto THE DOUBLE SHRINES OF HR"!". IT IS SAID THAT ANY WHO ARE NOT TRUE WORSHIPPERS OF HR"!" WHO ENTER THESE SHRINES WILL GARNER THE WRATH OF THE ANCIENT PRIESTS OF THIS PLACE, AND THEY WILL RISE UP FROM DEATH AND SEAY THE INTERLOPER! OF COURSE, SURROUNDING THESE MAJOR CHAMBERS ARE SEVERAL ROBING

ROOMS, CATACOMBS, A LIBRARY (REPUTEDLY INCLUDING SOME SORCEROUS TOMES OF GREAT POWER).

LORD VIM'HLA'S SHRINE IS SAID TO BE ONE OF THE WONDERS OF THE CITY OF JAK'LLA. RATHER THAN POSSESSING LARGE SHRINES ON THE VARIOUS LEVELS, THERE ARE MERE SHELLS AND SMALL BUILDINGS. THE TRUE SHRINE OF VIM'HLA IS FAR BENEATH EVEN THE DEEPEST LAYERS OF RUIN, WHERE ONE REACHES THE BEDROCK. IT SITS ON AN OUTCROPPING OF GRANITE, AND IS SURROUNDED BY A MOAT OF LAVA. THIS UNASSAILED FORTRESS, PROTECTED BY THE LAVA, MAY ONLY BE ENTERED BY CROSSING A THIN, RAILLESS DRAWBRIDGE, BARELY WIDE ENOUGH FOR TWO MEN TO WALK SIDE BY SIDE. WITHIN LIE (IT IS REPUTED) FANTASTIC TREASURES OF MU'UGALAVY'NI FIRE OPALS, GOBLETS OF ANCIENT RED GLASS FROM THE NORTH, AND A MYRIAD OF TREASURES WHICH ARE SAID TO DATE BACK TO THE RAVAGES OF THE DRAGON WARRIORS. THIS SHRINE IS GUARDED BY SOLDIERS, AS WELL AS SOME DEMONIC PRESENCE WHOSE EXISTENCE HAS BARELY BEEN HINTED AT. IT IS SAID, HOWEVER, THAT WITHIN LIE GREAT MAGICAL TREASURES, INCLUDING SOME ONCE POSSESSED BY CH'RENE OF N'L'SS, THE GREAT WARRIOR-SORCERER OF LEGEND. THAT THESE FABULOUS TREASURES ARE STILL THERE IS IN ITSELF A TRIBUTE TO THE QUALITY OF THEIR GUARDIANS. NONE KNOW THE WAY TO THIS SHRINE, SAVE ONLY THE HIGHEST ECHELONS OF THE TEMPLE OF VIMHLA, ALTHOUGH IT IS SAID THAT THE WAY LIES EVER-DOWNWARD.

#### THE TEMPLE OF LORD KSARUL ... ???

THE SHRINE OF S'RKU, LORD OF WORMS, IS IN SOME SENSE DWARFED BY THE NECROPOLISES THEMSELVES. THE DEAD OF TWENTY-FIVE MILLENNIA [A CONSERVATIVE ESTIMATE] OF THE GREAT CITY OF JAK'LLA BURIED IN EVER-DEEPENING, EVER-WIDENING LAYERS OF TOMBS, MAUSOLEUMS, AND GRAVES, GUARDED BOTH BY THE PRIESTS OF THE WORM-LORD AND THE DEAD THEMSELVES, MANY OF WHICH HAVE BEEN BROUGHT TO THE HALF-LIFE OF THE UNDEAD TO AID IN THE MONUMENTAL TASK. MILES OF CRISS-CROSSING PASSAGES LACE THROUGH A SEEMING INFINITY OF TOMBS FROM THE SECOND IMPERIUM, ENGSVANY'LU, THE FIRST IMPERIUM, AND BEFORE. SEVERAL MAJOR SHRINES ARE STILL VERY ACTIVE, WITH SERVICES SEVERAL TIMES PER MONTH. AT THE VERY BASE OF THE NECROPOLISES IS SAID TO BE A LARGE TUNNEL LEADING TO A GREAT COPPER DOOR WITH THE SIGIL OF THE LORD OF WORMS EMBLAZED ACROSS IT, ABOUT WHICH THE TEMPLE OF S'RKU HAS GIVEN NO DETAILS. IT IS CERTAINLY A MAJOR SHRINE, AND PERHAPS A PLACE WHERE THE WORM-LORD HIMSELF MAY BE SUMMONED. FURTHER DISCUSSION OF THE NECROPOLISES SHALL BE MADE IN THE CHAPTER DEALING WITH THEM.

[SOME OF THE ABOVE TEMPLE DESCRIPTIONS ARE "OUT OF PLACE" IN THE "LAYERED" ORDER OF THIS VOLUME. THEY HAVE BEEN PLACED HERE, HOWEVER, SO THAT THE READER MAY MOST EASILY FIND INFORMATION ABOUT THEM.]