

Hekéllu, Sharu'una Fief

Key

- 1) Lake Hekéllu.
- 2) Fens.
- 3) Temple of Karakán, the Lord of War and Master of Heroes. Also contains the shrine for Chegárra, the Hero King, Swordsman of Glory, Cohort of Karakán.
- 4) Temple of Belkhánu, Lord of the Excellent Dead. Also contains the shrine for Qón, the Ancient One of Pleasures, Cohort of Belkhánu.
- 5) Translucent Emerald Lodge.
- 6) Temple of Dlamélish, Green-Eyed Lady of Fleshly Joys. Also contains the shrine for Hriháyal, the Dancing Maiden of Temptation, Cohort of Dlamélish.
- 7) Temple of Sáрку, Five-Headed Lord of Worms, Master of the Undead. Also contains the shrine for Durritlámish, the Black Angel of the Putrescent Hand, Cohort of Sáрку.
- 8) The Gray Plains: Usually shortened to just "the Grays". This is the slum area of Hekéllu with derelict, gray stone buildings which serves as the city's unofficial Foreigners Quarter. No Tsolyáni other than those of the lowest clans would enter this area without an escort. The inhabitants of the Grays are itinerant foreigners, clanless Tsolyáni, and members of the lowest lineages of the lowest clans. The inhabitants form small groups for mutual defense and live in squats as there are no clan houses or hostels as such. Squabbles between local groups are fierce, and frequent. Law, order, honor, duty, status, and the myriad of other social customs which normal Tsolyáni consider "noble" or "civilized" simply do not exist. Justice and status are determined solely by might and fear. This area is also home to the Whisperer of Secrets. This shadowy figure is said to be responsible for much of the crime that happens in the area, yet no one has seen the person or even know for sure if he or she exists. Many strange things happen in the Grays with strange lights and stranger beings roaming the streets after dark.
- 9) Old Palace: now in semi-ruined condition and inhabited by the lowest of the low squatters.
- 10) Temple of Hrű'ű, the Supreme Principal of Change. Also contains the shrine for Wurú the Unnameable, Cohort of Hrű'ű.
- 11) Barracks of the Legion of the Many-Legged Serpent, 20th Imperial Medium Infantry. Commanded by Yamáshsha hiKorokól of the Blue Shadow clan of Hekéllu. He is a military priest of the Temple of Wurú and was 36yrs old in 2354 AS. This legion has performed excellently in battles against Hláka rebels and Kilálámuyáni bandits. In 2358 AS it was 9 cohorts strong and adding more so it is a common sight to see legionnaires in training in and around the city.
- 12) Hirilákta arena.
- 13) Íto clan house: the holder of the Sharu'una Fief is a member of this very high status clan. They are the ancient nobility of the Chákan Protectorates on the western border of the Empire.
- 14) Golden Bough clan house: they also have smaller dwellings scattered around the Sharu'una Fief as well as 2 hunting lodges. Of very high status. They are officials and military officers.
- 15) Blue Shadow clan house: A prominent local clan of very high status. The general of the locally based legion (see 11 above) is a member and his estate on the western end of the fief marks its boundary.
- 16) Kanayugára river.

- 17) Sákbe road..
- 18) Rising Sun clan house: This is the official clan house in Hekéllu even though there is at least one other in the city as well as several outside in the Sharu'una fief. A high status clan. They are minor nobles and upper class merchants.
- 19) New Palace.
- 20) Palace of the Realm: Governmental offices, Courts, and Bureaus.
- 21) Palace of Foreign Lands: : Offices for external affairs. It is larger in Hekéllu than in many major cities due to the fact that Hekéllu is the gateway to the Empire from the east.
- 22) Palace of the Priesthoods of the Gods: Offices for religious affairs, temple lands, tithes, ect.
- 23) Temple of Ksáruk, Domed Prince of the Blue Room. Also contains the shrine for Grugánu, the Knower of Spells, Cohort of Ksáruk.
- 24) Temple of Thúmis, Lord of Wisdom. Also contains the shrine for Keténgku the Many-Eyed, Cohort of Thúmis.
- 25) Temple of Avánthe, Mistress of Heaven. Also contains the shrine for Diinála, the Lovely Maiden of the Turquoise Crown, Cohort of Avánthe.
- 26) Temple of Vimúhla, Lord of Fire. Also contains the shrine for Chiténg, Lord of the Red Spouting Flame, Cohort of Vimúhla.
- 27) Temple of Hnálla, the Supreme Principal of Stability. Also contains the shrine for Drá the Uncaring, Cohort of Hnálla, Singer of the Hymns of the Gods.

Clans with presence in Hekéllu and Sharu'una Fief

Very High

Jade Diadem: Has 2 small clan houses in Hekéllu, and both are owned by wealthy lineages. There is also a small clan house in Sharu village on the west side of the lake as well as a summer residence in the foothills. They are city administrators and landed nobility. In Hekéllu they are only considered to be of high status (which is a source of friction between them and the locals).

Sea Blue: Has a large summer residence in the foothills on the edge of the fief. They are courtiers, high bureaucrats and administrators.

Vriddi: Has no fewer than 2 summer residences and 2 hunting lodges in the fief.

High

Black Pinnacle: A very strong and influential clan of agriculturalists, craftsmen, and artisans without religious affiliation. They are based in Hekéllu, but with clan houses in Fasiltúm, Sokátis, and Thráya. The clan patriarch resides in Hekéllu but keeps a well-appointed summer residence in a village in the foothills. There are other clan houses in the fief as well as 3-4 private mansions around the shore of the lake.

Emerald Girdle: They are rural landowners.

Purple Gem: Has a small clan house in Hekéllu as well as a small hunting lodge in the mountains. Many medium and high level court officials.

Medium

Ebon Spire: A local clan formed in 1932 AS as an offshoot from the Black Pinnacle clan following a bitter inter-lineage dispute. Relations between the two clans are now almost amicable – some lineages refuse to admit the

split ever occurred. Their major clan house is in Sharu village across the lake to the west of Hekellu.

First Moon: They are merchants.

Green Malachite: They are merchants.

Moon of Evening: They are merchants.

Weeping Stone: They are manufacturers of liquor and wine and have vineyards in the foothills.

