

EMPIRE OF THE PETAL THRONE

By TexasZombie

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Note: This material is an overview culled from the various rulebooks, the novel **Man of Gold**, and postings on the **Blue Room mailing list**. It is of course modified for use in my own campaign, and as such is not "official." Contact your local **Omnipotent Azure Legion Inquisitors** for questions about any **Heresies** found in this material.

This world has been developed by Professor M.A.R. Barker over many many years. Empire of the Petal Throne is a RPG that takes place on the planet of Tekumel, lost and forgotten in the far future. Each culture is unique and many have working languages, scripts and grammars developed by Professor Barker. They are NOT Western, NOT Eastern. They are unique to Tekumel, the Five Empires, and the associated areas. No dragons. No Knights. No goblins or vampires. Instead, Ssu, Hlyss, Sro, Ahoggya and other aliens and artificial lifeforms share Tekumel with the descendants of the original colonists and later human inhabitants.

Check out the link to the Tekumel homepage (below). Read the **FAQ** there and this may make a little more sense. Suffice it to say that the cultures of this world are far separated from modern Earth in both time and space by hundreds of light years and nearly 100,000 years of isolation in a pocket universe. Hidebound and governed by tradition, mainstream culture in the *Tekumel Empire of the Petal Throne* (the nation of *Tsolyanu* and its protectorates and other holdings) has changed very little in the past several thousand years. Western concepts of "good" and "evil" or "sin" do not apply. Instead, values are made based on the concepts of noble or ignoble (*Tsol. lan, bussan*). The state religion embraces ten major and ten lesser "dieties" of which half are the **Lords of Stability** and the remainder their counterparts, are the **Lords of Change**.

PURDIMAL, TSOLYANU

Part 1: Overview of *Purdimal* and Surrounding Area

Population: Imperial Census: 347,560, ca. A.S. 2154 (actual population closer to 560,000)

Weathered and ancient *Purdimal* huddles within its swamps beneath the slender needle of *Thenu Thendraya* Peak. This is "**The Black Toad of the Empire**", an ancient dusk-gray maze of riddled and porous stone. *Purdimal's* nickname comes from its grim hue and the all-pervading stench of the marshes, and there is a dark and secretive air to the city as well, an intangible essence of something silent, alien and brooding.

The swamps to the west of the city are known as the *Huqundali*, the **Great Morass**, *tsan* upon *tsan* of treacherous marshes that trap the runoff from the northern mountains. For long distances, the *Sakbe* road turns into long arched bridges, allowing the water to drain to the south into the central plains of the Empire. Reedy thickets and underbrush stretch to the horizon, broken occasionally by sparse thickets of twisted and tangled trees. The "**Food of the Ssu**" grows in abundance here, especially in the inaccessible inner reaches of the *Huqundali*. In other areas, the *Sakbe* road gives way to a single level and sometimes is reduced to a rickety wooden bridge of tarred and moldering timbers.

The *Hehecharu*, relatives of the *Heheganu*, the **Old Ones** of *Purdimal*, live along the road in thatched huts built upon stilts and connected by makeshift bridges and ladders.

The **Black Toad of the Empire** is divided into three unequal sections: rambling, crowded **Old Town**; smaller and less cramped **New Town**; and the decay of the **Splendid Paradise**.

Old Town is a maze of dark and dusky stone buildings interspersed with thatched houses and habitations constructed of stones salvaged from the upper levels of the *Tsuru'um*, the **Underworld** beneath the city. Most of the higher rank clans moved to **New Town** centuries ago, allowing the middle and lower ranked clans to renovate or scavenge their former palaces and rambling clan dwellings. Most of the deities of *Tsolyanu* still have small shrines in **Old Town**, and the Temples of *Sarku* and *Dirritlamesh*, *Chiteng*, *Thumis* and *Hrihayal* are still maintained here. A new and massive Temple to *Sarku* and his Cohort *Dirritlamesh* is currently under construction in **New Town**, pulling resources and manpower away from the new temples of *K'Sarul*, *Gruganu* and *Karakan*. The **Four Palaces of the Realm** are still maintained here as well, though plans are underway to begin new construction in **New Town** after the completion of the Temple of *Sarku*. The **Foreigners' Quarter** is found in **Old Town**, just inside the western wall, to the south of the **Water Gate**. The Empires of *Livyyanu* and *Salarvyva* both maintain legates here. It should be noted, however, that the Legate of the **Empire of Livyyanu** is rapidly becoming a vacant building in the wake of the plague which struck during the *Mu'ugalavyani* invasion of *Livyyanu*. The *Mu'ugalavyani* facilities were destroyed by a mysterious fire and looted by unknown persons soon after the beginning of the *Mu'ugalavyani* invasion of *Penom* and the *Chakas*. Among the more common nonhumans of the **Foreigners' Quarter** are the *Hehecharu* and *Heheganu*. Both appear to be subspecies of humanity, with pasty gray splotched skin, wide mouths, hairless pates and huge dark eyes. Second in number are the *Ahoggya*, who feel quite at

home in the *Huqundali* beyond the **Western Wall**. Other nonhumans and foreign human nationals exist in proportions similar to other cities of the Empire.

New Town, centered around the **Court of Cries**, **New Market** and **New Town Market**, was begun some four hundred years ago on the north and east sides of the **Crystal River**. The river itself is held back by massive stone bulwarks and is reached by descending large wide flights of steps down to the water's edge. Notable are the massive and heavily fortified palace of the Governor and the **Pavilion of City Functionaries**. Massive new temples to *K'Sarul*, *Hru'u*, *Vimuhla* and *Dlamelish* tower over **New Town** in a north-to-south arc with the temples of their cohorts rather smaller and less grandiose. The Temple of *Hru'u* is unique in that its sister temple is found in the **Splendid Paradise** rather than **Old Town**, making it one of the oldest standing structures inside the city walls. An enlarged and refortified barracks for the City Guard and new barracks for the **Legion of the Prince of the Blue Room** and the **Legion of the Indigo Void** are prominent. Contingents of the **Legion of the Mighty Prince** are also stationed throughout **New Town**, conspicuous in their loyalty to the renegade Prince *Eselne*. As the city rulers and high priests grow weary of tolerating these "occupying forces", the possibility of street fighting between the two *K'Sarul* legions and *Eselne's* troops becomes more and more likely. As to whether the city would then declare for either of the renegade Princes *Mridobu* or *Taksuru* or support **Emperor Eternal Splendor**, who knows? The fighting would probably deteriorate as the *K'Sarul* legions are confronted by the temple armies of *Sarku* and *Hru'u*, both of which remain loyal to **Emperor Eternal Splendor**.

The **Splendid Paradise**, the oldest and most dilapidated area of the city, is home mainly to the lowest clans and a few run-down temples and shrines staffed by non-entities and semi-retired priests and functionaries. Many of the older buildings along the **Crystal River** have already been razed, but those closest to the ancient **Temple of Evanescent Change**, of Lord *Hru'u*, remain habitable. The **Crystal River** regularly overruns its banks and turns sections of the **Splendid Paradise** into islands for days at a time. Here are the habitations of the *Heheganu* and other more unusual creatures. The dregs of society gather here, rubbing elbows with the lowest clans and untouchables. The census takers and tax collectors of the Empire seldom venture far into the warren of twisting alleyways and narrow streets, so the exact population of the **Splendid Paradise** is unknown. Many entrances into the *Tsuru'um* can be found here, along with cheaply rented buildings for basecamps whose owners will not question basement excavations and extensions. Beneath the **Splendid Paradise** can also be found hidden shrines that the temples prefer to maintain as well as extensive tombs dating back to the *Bednalljan* Empire and beyond. The lowest regions of the *Tsuru'um* are rumored to contain warped metal hallways and chambers from before the **Time of Darkness** as well as a fixed **nexus point** known as "**The Mouth of the World**." It is also worth noting that a strong contingent of the **Legion of the Mighty Prince** maintain a fortified position in the **Splendid Paradise** and have seized and secured a section of the *Tsuru'um* for unknown reasons.

Comments welcome, of course.

Your unworthy servant, *Bashomu hi-Vorod*, Clan of the Spiral Hallways of Eternity, Sorcerer-Priest of the 17th Circle of the Temple of Lord *K'Sarul* the Doomed Prince of the Blue Room, Kasi (ret.) Legion of the Indigo Void



This script is in Tsolyani, one of several languages developed by Professor MAR Barker for the Empire of the Petal Throne setting. This font and others can be found at the Blue Room FTP site.

Some of the characters and non-player characters from my Empire of the Petal Throne Campaign:



PAK!*

(Yan Koryani Script)

A *Niniyal* (*Pygmy Folk*); the name **PAK!*** is in all caps to represent the sound of his beak snapping shut); hails from the area around *A'Toh* in *Yan Kor*, but has lived in *Tsolyanu* for a number of years. He professes just enough loyalty to the Priesthood of *K'Sarul* to be tolerated. It might be, however, that his mastery of "archaeology" gains his grudging acceptance instead.

PAK!* sometimes claims membership in the *Clan of the Spiral Halls of Eternity*, a Very High Clan devoted to the *Dark Trinity* (*Hru'u, K'Sarul, Sarku*). Having no human equivalent of family and feeling little (if any) loyalty to anyone other than himself, **PAK!*** holds Imperial Citizenship, but does not always proclaim his Clan membership. It depends on present company, as bandits and escaped slaves are not likely to receive a member of the Aristocracy with the same hospitality as the Governor of *Purdimal*. Conversely, his membership in the Clan is not always admitted (and definitely not appreciated) by his Clan "Brethren".

Simultaneous amused and outraged by the myriad and convoluted rules of *Tsolyani* etiquette, **PAK!*** does his best to fit in. He tends to prostrate himself or sit in a small hole when introduced to new humans to fully demonstrate his respect (or contempt, perhaps?) of *Tsolyani* customs. And he is greatly offended when careless humans trod upon his tail.

PAK!*'s acceptance into the Clan is through the sponsorship of Lord Bashomu hi-Vorad, Priest of the 17th Circle of the Temple of *K'Sarul* and member of the *Society of the Blue Light*. **PAK!*** is a lay-priest, but again, his claim of this is dependant on his company of the moment. He has never been considered for induction into the *Blue Light Society*, but often serves their own ends without (it is thought) his knowledge of that secret society.

His time has been spent recently in, around and under *Purdimal* and *Mrelu*. His journeys into the *Underworld* (Tsol. *Tsuru'um*) have gained him quite a reputation as a resourceful "explorer." "The Magnificent Slayer of the Horrid *N'She*" is one title that he oft claims with great pride, though he forgets to mention the fact that almost everyone else present at the time was slain by the *N'She*.

PAK!* is scrupulously careful to minimize contact with members of the *Doomed Prince's* clergy outside of Lord Bashomu's influence, his paranoia about sorcerers being equally legendary. Enemies include members of the *Clan of the Dark Beneath the World* (though they'd never admit to being former accomplices who were overlooked in PAK!*'s frantic attempt to get their "finds" to safety...). Also, the *Clan of the Scarlet Planet of Knives* (in *Purdimal* and *Mrelu* especially) failed to appreciate PAK!*'s *Niniyal* humour, as practical jokes among the *Niniyal* tend to be rather violent. In this case, several of the Clan's members ended up "field dressed" in their smoke house (PAK!*'s version of "Tag! You're it!" involves punji stakes, barrels of *Hma dung*, daggers in the dark, etc.).

Allies include contacts within the *Nighted Tower Clan*, *Green Kirtle Clan*, and (shhh!) the *Black Y Clan*. Other vaguely friendly associates are "Nayari" of the *Black Y Clan* (specializing in poison, prostitution and other equally nice activities); Vrishtara hi-Tlekomu of the *Iron Fist Clan*; Goreshmu hi-Etkolel of the *Dark Moon Clan*, and Priest of *K'Sarul*; Chnar hi-Tunnu, a mercenary and follower of *Chiteng*; Ba'ashaan hi-Charumvoy, warrior-priest of *K'Sarul*, of the *Clan of the Spiral Halls of Eternity*; and Nyr Ptak-meh, a *Jannuyani-cum-Tsolyani* "specialist" of the Temple of *K'Sarul* in *Purdimal*.

PAK!*'s closest "friend" is an *Ahoggya* named Gogmo Omgog (gargle when you say it). Gogmo is a mercenary, originally from *Omnu Hle Tlektis*. It is immensely strong, fairly quick, and about as socially apt as an *Ahoggya* can manage (it knows not to eat pets and performs traditional *Ahoggya* dances only outside). It tolerates PAK!* because of the *Ninyal's* skill at removing flea-like parasites from under the rim of its carapace. Gogmo speaks *Tsolyani* and *Salavyani* passably well, its main hinderance being its lack of understanding of humans. It is skilled with sword, axe, crossbow, maul/shovell/crowbar/club or anything-Gogmo-can-grab-and-swing- at-the-spur-of-a-moment. Think of PAK!* and Gogmo as a rhinoceros and a tick-bird.

PAK!* travels light, and seldom retains any followers as few can abide his vicious and violent sense of humour or his constant hyperactive fidgeting regardless of how well they are paid. His financial situation is fairly stable, with caches of wealth buried in various places in, around and under *Purdimal* and *Mrelu* as well as a small fortune deposited with the *Clan of the Spiral Hallways*. He usually travels with Clan Writs in place of large sums of coin. Of note, however, are the occasional festivals PAK!* throws, from the decadence of which even the *Lady Hrihayal* might recoil. This matters little to PAK!*. His obsession is money, which he uses to overcome his lack of charisma and second-class citizen status.

PAK!* was rooting for Tsakuru or Mridobu to ascend the *Petal Throne* upon the death of Emperor "*Stone Upon Which the Universe Rests*". He's had far too many "misunderstandings" with the servants of Mighty *Lord Sarku* to feel comfortable with Dchich'une ("*Eternal Splendor*") on the *Petal Throne*.

NYR PTAK MEH

(Usenanu Script)

Jannuyani Barbarian, now Temple Assassin - um, I mean "Special Courier" for the *Temple of K'Sarul* in *Purdimal*; a tall, stocky, bow-legged individual of swarthy (even for *Tekumel*) skin and shaven head.

Very little of known of Nyr, who remains silent for months at a time. His presence in *Purdimal* is derived from his days as a slave for a local priest. When it became obvious that young Nyr had a special, ah, talent for the taking of life, he began covert training under the Temple's Warrior-Priesthood as a "problem solver". Currently in the service of Bashomu hi-Vorad as the priest prepares to return to the mountains of *Kilalammu* a forth time on some mysterious mission for the Temple...

BASHOMU HI-VORAD

(Tsolyani Script)

Clan of the Spiral Hallways of Eternity; Priest of the *Temple of K'Sarul*, 17th Circle; *Kasi* (ret.) Legion of the Indigo Void, 34th Medium Infantry, Counter-Intelligence Sorcery Division; Society of the Blue Light Operative; currently has four wives and several young children.

Bashomu hails originally from the city *Mrelu*, but has lived in *Purdimal* for many years. Somewhat of a wanderer, he claims to have travelled throughout the width and breadth of the *Five Empires* in the pursuit of his duties as a Scholar Priest. He is one of the only four survivors of the ill-fated *Tane* Expeditionary Force, and speaks little of the years spent in the trackless and unknown lands to the west of *Mu'ugalavya* and *Tsolyanu*. He has led three expeditions into the mountains of *Kilalammu*, and is remoured to be preparing for a fourth expedition to retrieve some ancient artifact of vast power, perhaps to counter the *Yan Koryani Cube of Flint*. He also claims to have made landfall on the *Isle of Hlyssayal* and tells of naval battles in the company of *Vrahama hi-Tsizen*a against the terrible *Hlyss* and their *Hive Ships*.

In his service of the *Society of the Blue Light*, Bashomu constantly seeks rumours of ancient devices and forgotten sorcerous lore. To this end, he has come to work extensively with PAK!*, a *Niniyal* of questionable reputation. Together with a few hardy persons of *Noble Action*, Bashomu and PAK!* have mapped mile upon mile of the ancient ruins beneath *Purdimal*. It is said he has led several quests into the tunnels beneath *Thenu Thendraya Peak* in search of the *Egg of the World*.

It is also said his servants include several of the *Vorodla*, winged undead beings created by the temples of the *Dark Trinity* in ancient times. Because of this, many of the city's aristocracy fear to have Bashomu in their Clan houses, as it is feared (secretly) that he may himself be one of the undead. His open association with PAK!* and other nonhumans, particularly the strange and enigmatic *Heheganu* and *Pachi Lei*, as well as other fierce and dishonest *Niniyali* is also frowned upon.

Bashomu speaks very little, preferring to be alone with his research. Even his wives and children are seen as lip-service to his Clan. His solitary ways do not sit well with *Tsolyani* custom, and rumours about his doings are constantly making the rounds. Perhaps, some now speculate, his numerous expeditions to the ruins of the *Mihalli* are part of his attempt to make contact with surviving *Mihalli* shape-shifters...

VRAHAMA HI-TSIZENA



(*Tsolyani Script*)

Ito Clan; *Molkar* (ret.) of the *Legion of the Scales of Brown*; Warrior-Acolyte of *Lord Sarku*; nephew of old General *Qutmu hi-Tsizen*. Several wives and many children.

Vrahama, originally from the *City of Sarku*, retired from the *Legion of the Scales of Brown* following the *Tsolyani-Yan Koryani War*, eventually settling in *Purdimal* to admire the view of mighty *Thenu Thendraya Peak*. Grizzled, gruff and considered by many to be a "*Chlen-beast in Copper Armor*", Vrahama is nonetheless highly valued at social functions by the aristocracy and high functionaries of *Purdimal* as a sign of their devotion to *Sarku*-worshipping Emperor "*Eternal Splendor*". On the plus side, he regales listeners with wild tales of his battles in the war with *Yan Kor*. Despite his wild tales, old Vrahama has resisted attempts to return him to duty in the *Tsolyani Civil War*.

Other tales deal with his days following the war as an "explorer" of the southern oceans. There, his ship was destroyed in a battle with the *Hlyss* and he was taken as a slave for a time by the reptilian *Shen*. Fortunately for Vrahama, his captors brought their galley to port in *Penom* where he was recognized by several local veterans who were overseeing the dock slaves. They sent word to their compatriots, the local *Temple of Sarku*, and the local *Ito Clanhouse*. A horde of

enraged ex-soldiers, young warrior-priests, and distant relatives descended upon the *Shen*, slaying most before freeing their captives and burning their ship to the waterline. The surviving *Shen* were given to the mighty *Molkar* as slaves. Many of the freed slaves, who had looked to the *Molkar* during their captivity, remain with him to this day, serving as bodyguards and functionaries. But his years of slavery didn't soften Vrahama's noble upbringing: he is renown throughout *Tsolyanu* as a fair and just slave holder.

Somewhat excentric, Vrahama rides through the streets of *Purdimal* upon a huge palanquin carried by dozens of sweating slaves and preceded by hordes of bodyguards and servants who sing the praises of his deeds and of his devotion to *Lord Sarku* and Emperor "***Eternal Splendor***" ("...he's the man from the West with the fist of steel...").

Not deterred in the least by his experiences in the southern ocean, Vrahama outfitted a new ship and made several journies to the unexplored continent south of *Livyanu*. He claims to have travelled far to the west, making landfall in the strange and unknown cities of the nations of *Tane*. Fearless and cunning, he waged war against the *Hlyss* and *Shen* with a single-minded ferocity that his friends and followers feared would mean his end.

His Clan convinced him to move inland. Wounded and tired, Vrahama agreed and purchased a villa outside *Purdimal* on the southern slopes of *Thenu Thendraya Peak*. And he was quiet just long enough to be recruited by Bashomu hi-Vorad to command the troops of the *Kilalammu* expedition. His decision to lead the current expeditionary force's troops is supported by the Governor of *Purdimal* who grows weary of the crude *Molkar's* constant drunken duels in the streets of the city. In his most recent duel, Vrahama defeated the Champion of the Temple of *K'Sarul* after delivering a beating to a local patron of *K'Sarul's* temple. Only his closeness with his uncle Qutmu, now High General of the Imperial Armies, and therefore his link to Emperor "***Eternal Splendor***" have preserved the *Molkar* long enough for him to be appointed to the Fourth *Kilalammu* Expedition.

Disposition of Tsolyani Imperial Forces in the Current Civil War

Forces loyal to Emperor "***Eternal Splendor***", *Dhich'une hi Tlakotani*

Heavy Infantry

- Omnipotent Azure Legion
- Legion of Potent Destiny (2nd)
- Legion of Hnalla (4th)
- Legion of the Portals of Death (6th)
- Legion of the Givers of Sorrow (8th)
- Legion of the Scales of Brown (9th)
- Legion of Serqu, Sword of the Empire (14th)
- Legion of the Deep Purple Dark (16th)
- Legion of the Lord of Wisdon (22nd)

- Legion of Kurukaa (25th)

Medium Infantry

- Phalanx of Lord Durrilamish (6th)
- Legion of Gusha the Khirgari (7th)
- Battalions of the Seal of the Worm (9th)
- Legion of Mnashu of Thri'il (10th)
- Legion of the Golden Sunburst (11th)
- Cohorts of Chegarra (12th)
- Legion of the Clan of the Golden Sphere (13th)
- Legion of Lady Mrissa (19th)
- Legion of the Many-legged Serpent (20th)
- Regiment of Noble Ssiyor of Mrelu (25th)
- Legion of Defense Against Evil (27th)
- Legion of the Armored Vision of Death (29th)
- Legion of Kaikana of Bey Su (36th)

Light Infantry

- Legion of the Sapphire Kirtle (12th)
- Legion of the Clan of the Inverted Hand (27th)

Archers/Crossbow/Slingers

- Legion of the Peaks of Kraa (12th Imperial Archers)
- Legion of the Clan of the Broken Bough (19th Imperial Archers)
- Legion of Girikteshmu (23rd Imperial Archers)
- Legion of Elechu of Usenanu (30th Imperial Archers)
- Legion of Glorious Destiny (9th Imperial Crossbow)
- Legion of the Wind of Iron (10th Imperial Crossbow)
- Legion of the Citadel of Glory (13th Imperial Crossbow)
- Legion of Lord Kharihaya (14th Imperial Crossbow)
- Legion of the Clan of the Standing Stone (2nd Imperial Slingers)
- Legion of the Joyous Vrayani (3rd Imperial Slingers)
- Legion of the Twelve Paths of Avanthé (9th Imperial Slingers)

Artillery, Sappers and Marines

- Legion of Kaingmra of Bey Su (8th Imperial Artillery)
- Legion of Mengano the Jakallan (12th Imperial Artillery)
- Legion of Gagarsha of Mmillaka (14th Imperial Artillery)
- Legion of the Slayer of Cities (5th Imperial Sappers)
- Flotilla of Hagarrof Paranta (1st Imperial Marines)
- Squadrons of Tlaneno the Steersman (3rd Imperial Marines)

Rebel Forces of Prince *Eselne hi Tlakotani* (near *Chene Ho*)

- Legion of Ever-Present Glory
- Legion of the Mighty Prince (5th Heavy Infantry)
- Legion of Mirkitani, Hero of Victories (7th Heavy Infantry)
- Legion of the Ruby Hand (15th Heavy Infantry)
- Legion of the Blue Peak (26th Heavy Infantry) - in Jakalla
- Legion of Lord Langsha of Jakalla (8th Medium Infantry) - in Jakalla

Rebel Forces of Prince *Mirusiya hi Tlakotani* (in *Fasiltum*)

- Legion of the Searing Flame (10th Heavy Infantry)
- Legion of the Sweet Singers of Nakome (12th Heavy Infantry)
- Legion of the All-Consuming Flame (24th Heavy Infantry)
- Forces of Ga'anish of Katalal (23rd Medium Infantry)
- Legion of the Lord of Red Devastation (18th Medium Infantry)
- Legion of the Storm of Fire (21st Medium Infantry)

Rebel Forces of Prince *Mridobu hi Tlakotani* (in *Mrelu* and *Purdimal*)

- Legion of the Heketh of Purdimal (17th Heavy Infantry)
- Phalanx of Heretleka of Sokatis (34th Heavy Infantry)
- Legion of the Indigo Void (38th Heavy Infantry)
- Legion of the Helm of Night (24th Medium Infantry)
- Legion of the Prince of the Blue Room (35th Medium Infantry)
- Regiment of the Knower of Spells (5th Imperial Crossbow)
- Battalions of Vrishtara the Mole (25th Imperial Artillery)

LORD SÁRKU



Master of Worms, Master of the Everlasting Life Beyond the Tomb

"Existence ends not with Death!"

Fanatic Military Units, led by General Lord *Qutmu hi Tsizena*:

- Legion of the Scales of Brown (9th Heavy Infantry)
- Battalions of the Seal of the Worm (9th Medium Infantry)
- Legion of the Helm of Night (24th Medium Infantry)
- Legion of the Armoured Vision of Death (29th Medium Infantry)
- Legion of the Peaks of Kraá (12th Imperial Archers)

Ancient Heroes:

- Hehejallu
- Kurshetl Nikuma "The Viewer of Night"
- Tontiken Rirune "Slave of Demons"
- Emperor Durumu "The Copper Blade of Sárku"

Favored Metal: copper

Favored Colors: brown, black, red

Associated Planet: Ületl

Avatars:

- Ku'un the Corpse Lord
- Siyenagga the Wanderer of Tombs
- Chmur of the Hands of Grey

The Demon Srükarum "Master of Dread Sárku's Undead Legions"

Devoted Clans:

- Ito (Very high)
- Domed Tomb (High)
- Glory of the Worm, Copper Door (Medium)
- Black Stone Tomb (Low)
- Nighted Tower (Very low)

PLACES TO VISIT

- The Temple of Rising from the Tomb
- The Five Palaces of the Worm (City of Sárku)
- The Well Which Pierces the World beneath the Temple of the Worm Lord (City of Sárku)
- The Place of Achieving Noble Proximity of Death (City of Sárku)
- The Lair of the Undying (City of Sárku)

Temple Factions

- The Copper Tomb Society (allied with the Ndálu Clan of K'Sarul)
- The Brotherhood of the Victory of the Worm

Secret Language: Tongue of the Lord of Worms

Ranks of Priests include:

- "Opener of the Way of Bones"
- Grand Adept of Sárku

Holy Days:

- The Touching of the Worm of Copper
- The Descent into the Tomb Forever
- The Night of Worms
- Libation unto the Final Master

[The Official Tekumel Site.](#)