



# DARK SUN™

W O R L D



# CITY-STATE OF URIK



By

June Soler



URIK & ENVIRONS

TO RAAM, DRAN AND  
CITIES OF THE NORTH

TO JECT, MAKLA,  
FORT COURAGE AND  
THE SMOKING  
CROWN MOUNTAINS

QUARATE

KHELD

FARL  
TEYRA

URIK

CODESH

BASO

TODEK

MODEKAN

GREAT ALLUVIAL SAND WASTES

ROAD OF KINGS

SELIN

JANNAL

WIRRETH

TRADE WAY



# City-State of Urik

## Campaign Setting Sourcebook

**Design:** June Soler

**Cover Illustration:** Original Photo by Al Hassan H. Fahmi, altered by June Soler with a degaussing technique using Gimp.

**Interior Format Design & Development:** June Soler

**Interior Illustrations:** Gathered from previously published Dark Sun products or other sources.

**Editing:** Adam Cieszlak, June Soler

**Cartography:** June Soler, based off of published works depicting or describing Urik.

**Additional Inspiration Provided by the Following:**

- All materials related to Urik from officially published products of every edition were reviewed for inclusion. The Dark Sun novels *Crimson Legion*, by **Troy Denning**; *Brazen Gambit*, *Cinnabar Shadows*, and *The Rise and Fall of a Dragon King* all written by **Lynn Abbey** were a veritable treasure trove of inspiration.
- Fan-made products were also included where they did not conflict with official written works. Parts used or inspired by the works from members of Athas.org and messageboard comments contained therein; **Mark Hope's** DM/Player's Summary of the City-States materials; **Teos Abadia's** Dark Sun commentary on alphastream.org; Bodhizen's Pathfinder v1.2 Conversion. Additional input and recommendations from the members of the Dark Sun – Athas Facebook group.
- Urikite culture and details inspired by the real Mesopotamian cultures - the Akkadian, Assyrian, Babylonian, Elamite, and Sumerian civilizations derived from academic books and journals.
- Special thanks to **Gabriel Fromm** and **Todd Stigliano** for assisting in writing some colorful Urik locales.

Original DARK SUN setting created by Troy Denning and Timothy B. Brown.

Game rules based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson, and the later editions designed by David "Zeb" Cook (2nd Edition); Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison (3rd Edition); and Rob Heinsoo, Andy Collins, and James Wyatt (4th Edition); and Mike Mearls, Jeremy Crawford (5th Edition).

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VERSION 1.0 (February 2022)

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# KEEP HOPE ALIVE!

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*I am Hamanu, King of the World, King of the Mountains  
and the Plains, King of Urik, for whom the roaring winds  
and the mighty sun have decreed a destiny of heroism, and to  
whom the life-giving waters and nourishing soils have  
entrusted the mightiest city of Athas.*

*-Hamanu, King of Urik*

# History of Urik

The history of Urik prior to King Hamanu's ascension is buried deep beneath successive waves of Urikite propaganda. Each generation of templars continues to build a grandiose exaggeration on top of one another.

Perhaps if an intrepid explorer searches deeper, they would find the Urik of old. An ancient town battling a similarly sized Codesh for control of trade and water resources in the region. One might also be lucky enough to find fragments of stories making mention of terrible wars and cataclysmic events that changed the very nature of Athas.

If one were to search even deeper, reaching the depths of old Urik, some forty feet beneath the current streets, they would discover tablets describing a place surrounded with the bounties of water. Of plentiful food and hills of vibrant green fields and dense forests; of knights in shining metal armor; of temples to forgotten gods and a warm yellow sun shining down on the land.

Discovering such information would most likely be a long, arduous and especially perilous process. Even armed with such fantastic information, convincing someone of its veracity would be just as difficult and also unlikely. To tell any citizen of Urik such a story would get you laughed off as a deranged lunatic at best, no better than old man

Jurgan, a crazed old earth cleric who has also been heard to make similar claims. Stories of this nature would also quickly earn you the ire of the templars, and if the stories ever reached the ears of King Hamanu, it would mean certain death for the blasphemers and all those who listened. For these reasons, templars dutifully preach in temple sermons that the only history of Urik worth knowing began a millennia ago...

King Hamanu triumphantly vanquished his foes from the ruins of a forlorn place and declared himself king at the foot of the Gates of Destiny.

It was there, that the mighty Hamanu used his godly magic to raise the yellow walls and gleaming palaces of the city. He blessed the surrounding lands with life-giving water and made the hills verdant and green.

The mountain spirits, declared him king and gave him the gifts of ever-flowing obsidian for all time. Druids bade King Hamanu well and gifted him with innumerable flocks of animals for his people.

Hamanu, King of the World, Lion of Urik, is the sole reason the city stands strong today, it's people proud and its armies without equal.

All he asks of us is to simply live by his code, obey his priests and above all worship and fear their king. The King of the World, Mighty Hamanu, blessed be his name!

Although, the distant past of Urik has been erased by the passing of time and thoroughness of templars, the more recent history of Urik that many remember has occurred within the living memory of the last generation or two. It is these last few decades that events remain vivid and fresh, where people were eyewitnesses to these occurrences, whose recollections can be corroborated by others.

In hushed tones, Urikites speak of events that occurred more than forty years ago, when the city was involved in a great battle with the city-state of Tyr. Those who were alive then, say that Tyrian rebels assassinated King Kalak of Tyr and the new king refused to honor his trade commitments with Urik.

At this offense, King Hamanu sent thousands of soldiers on the march under the banner of the lion and lay waste to the Tyrian army as it attempted to assault the very gates of Urik. Upon their defeat, the Tyrians surrendered and iron flowed once again to Urik.

Others however, watchful of templar ears, claim that the Tyrian army was led by freed slaves and destroyed the slave gates, ravaged the templar quarters and were on the brink of capturing the noble quarter when Hamanu was forced to join the battlefield in

his twenty-foot-tall half-man, half-lion form and decimated the Tyrians. Some even say that keen eyes can still see the damage caused if one looks carefully at the western walls of the city. After the war with Tyr, Urik settled into a peaceful existence selling the starving Tyrians food and grain to feed their growing masses in exchange for iron required to mine the obsidian of the Smoking Crown.

In the 190th King's Age, in the Year of Friends Agitation, during the entire period of Sun Descending of that year, terrible storms of lightning, dust and rain struck the tablelands. It was the first time in decades that rain of such intensity graced Urik. These furious storms devastated farmlands and killed hundreds throughout the entire lands of the city-state. Many diviners and astrologers discerned that the storms emerged in irregular intervals from the center of the Sea of Silt.

Traders from other city-states claimed that the storms coincided with the disappearance of several of the rulers of the cities throughout the tablelands, many whom claimed were killed by the storms. Within the span of four months, the storms mysteriously subsided, almost at the same time as the missing sorcerer-kings returned, quelling rumors of their premature deaths.



No known divinations have been able to ascertain what exactly caused these storms or their origins. Astrologers claim that Tasker's pincers shone brightly in the night sky that year, tearing away at anything Sylk the Wyrn had trapped. However, no definitive answers were ever uncovered or publicly explained. Even the templars from the Bureau of Stars remain quiet on the subject and any independent astrologer who has publicly claimed otherwise has gone missing soon after.

In the decades since, life in Urik has continued as it always has. The volcanoes of the Smoking Crown Mountains have erupted several times, causing several earthquakes that have damaged structures in Urik. During these eruptions, toxic ash storms that choke the life out of all things have occasionally covered the city and the surrounding farmlands.

Time and again, the people heed the words of King Hamanu and work to defeat these challenges, recovering from their losses, persevering from the hardships and emerging stronger than before. Thus, the people of Urik endure, forever in service to their king.

## Daily Life in Urik

Life in Urik is indeed harsh. The Code of Hamanu contains hundreds of laws to ensure the orderly running of the city. The code as explained is meant

to ensure the law is absolute, but the truth is that the upper classes of society have a way to get the laws adjudicated in their favor. Nobles and wealthy merchants bribe the templar judicators and almost always win out over the masses in any dispute. Templars

can be very selective when applying rules to the vast majority of citizens, most whom are illiterate. They usually interpret the code in a way that maximizes their ability to profit. This in turn creates a method of circumventing the rules without actually violating them.

For all appearances the citizens of Urik are content and full of pride knowing that their city is the most militarily powerful city in the region. This however, is more a facade than anything else, as citizens are guarded in their criticism of the city-state, especially around foreigners. The people attempt to enjoy life with what is available without breaking any of the multitude of laws over them.



Banner of Urik



Urikites enjoy music including drums, lyres, flutes, and harps. These instruments are mainly made of bone and other animal parts. Some craftsmen make flutes and other instruments of jade, ivory or rare woods. Urikites love playing rhythmic slow beats with their drums that sound ominous and imposing to others. Horns are also an important instrument and the sounds of huge horns made of large beasts of the desert can be heard in many areas. Those musicians playing wind instruments normally play songs that are sad and evoke the longing for a better world. Most of the poetry and art created is either about service or honors King Hamanu.

Urikites are masters of pottery-making. Throughout the tablelands and beyond, the various craftsmen in Urik have created wondrous pottery of all shapes and sizes. Their wares are a highly valued item and the most skilled masters can demand large sums of money for a single piece. Clay deposits in the low hills to the north of the city have some of the best areas for collecting clay. The kilns and potter's wheels in Urik are churning out all manner of pottery throughout the day.

Martial games are amongst the most frequently played in Urik. The gladiator matches in the arena are a spectacle to behold, even the sorcerer-king will sometimes watch marquee matches. Many more citizens enjoy the local martial competitions between neighborhoods. Most of these are non-

lethal, and serve only for street boasting. Unfortunately, sometimes things get out of hand, someone is actually injured or killed and whole neighborhoods get involved in turf battles until the templars have to calm things down.

Urikites also enjoy strategy games and games of chance using dice made of bone or precious stones. One of their favorite games is called Conquest of Kings, where three competitors battle each other with a set of carved stone figurines army in a triangular clay tablet of radiating triangles until only one winner is left. Gambling is a favorite pastime of Urikites; however, it is currently banned by the Code of Hamanu in all areas of the city except the Foreign and Obsidian Quarters.



## The Code of Hamanu

King Hamanu prides himself on the Code of Hamanu as a creation of utmost order. One that addresses all aspects of life and keeps his city-state running as smooth as possible. Hamanu's code of laws are a collection of rules, standards, fines and punishments to meet the requirements of justice and ensure his city-state runs as efficient as

possible. Some contain long-standing laws that remain unchanged since the founding of the city-state, such as the law that demands citizens return to their homes after sundown on the appearance of the tenth star in the heavens.

The Code of Hamanu includes many harsh punishments, sometimes demanding the removal of the guilty party's tongue, hands, eye or ear for minor violations, most often templars apply the penalty most beneficial to the city-state, which is usually slavery or one favorable to the offender, if the price is right. The edicts cover every imaginable issue and range from rules on family up to administrative law, often outlining different standards of justice to each social class within Urikite society.

Throughout Urik's streets, templar orators announce changes to the code, primarily because the vast majority of people are illiterate. Urikites pass on knowledge of the code via oral tradition. With few exceptions Urik's laws change on Hamanu's whim to ensure the code lines up with his current needs, foreigners and Urikites alike are sometimes caught adhering to an older law allowing templars to take advantage of the rulebreaker.

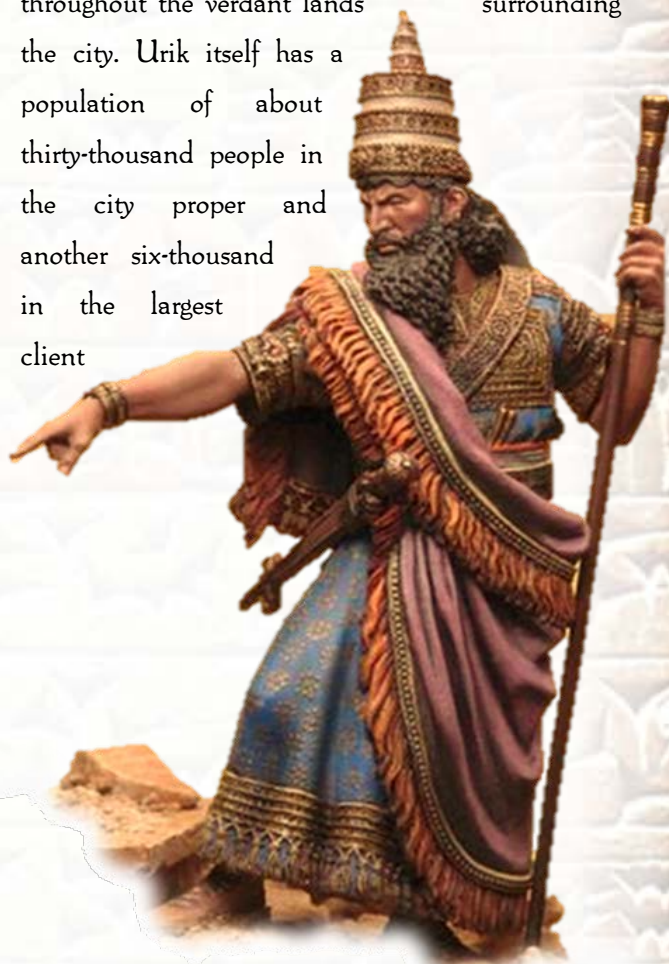
## People of Urik


As one of the largest city-states of the Tablelands, Urik has its fair share of humanoids that make their way into the city-state in one way or another.

Some of these reside in the city itself, become citizens and flourish, others appear briefly and are gone again like the infrequent rains. Many more remain in the verdant lands as farmers or herders.

The last census conducted by the templars of the civil bureaus occurred 3 years ago, and accounted for a little over 150,000 sentient beings within the entirety of the city-state's lands.

The vast majority of this population live in hundreds of small hamlets, farms and villas throughout the verdant lands surrounding the city. Urik itself has a population of about thirty-thousand people in the city proper and another six-thousand in the largest client





villages, including the distant town of Makla. The vast majority of the people living in the verdant fields are farmers or herders under the yoke of the nobles. They in turn are protected by the armies of King Hamanu, whose units patrol the verdant areas and its periphery for any threats.

## Humans

The predominant race in the entire city-state are humans, and they make up more than three out of every four inhabitants. Humans who have lived in and around Urik for thousands of years typically range from tan to light bronze skin tones with dark eyes and dark hair. The hair is usually wavy or curly. Most women wear their hair long and may have it braided or if short, bob-like. Men also wear their hair long usually to their shoulders, and many prefer to have long wavy contoured beards.

Urikites, especially the wealthier ones, will adorn their hair with beads, gems or jewelry and many will have scented hair. Most slaves, regardless of race or gender, will have their hair cut short, the men are usually clean shaven. Some slaves attempt to keep their hair long in tight buns and styles that obscure the true length, usually covered up in a cloth cap or leather dust hood. When these attempts to evade norms are discovered by templars, they typically will whip and then shave the head of the unfortunate slave.

## Half-Giants

Half-giants are the second-most numerous race in the city-state, and more than one in ten Urikites is a half-giant. The majority of half-giants serve as soldiers in King Hamanu's army, forming the core of the entire organization. Those half-giants that are not affiliated directly with the military are usually the extended families of the half-giant soldiers in service to the city or former soldier's that have retired for a variety of reasons and have been granted or purchased farmable lands. Half-giants have taken on trade or mercantile roles and at least one family owns an inn specialized for their size and comfort. There are even a few families of half-giants within the noble class. Most Urikite half-giants mimic human styles of dress. Half-giants grow their hair long, but its coarseness lends to frizzled looks when emulating human styles, so they tend to style it into tight braids.

## Dwarves

The largest race in population after half-giants is the dwarves. Dwarves are a proud people and naturally fall into a comfortable place with the regimented society of Urik. Their natural tendencies to focus on certain tasks make them efficient templars and craftsmen and they naturally are more numerous in these roles. They are also valued soldiers and slaves for these same reasons, given their dogged determination and unwavering pursuit of goals. Dwarves can be found in every

social class in Urik, one of the city-state's most famous dwarves is the king's long-time chamberlain.

## Muls

Muls in Urik are plentiful, mainly due to the large dwarven populations. The majority of muls are born in the slave-pits of Urik, but a sizable minority are born as freemen. Due to their physical endurance and tirelessness, muls find themselves in high demand for jobs that require physical prowess such as smiths and crafters. They are also readily found as soldiers in the armies of King Hamanu. A rare few can also be found as templars or nobles. Some muls have found success as independent gladiators, but due to the nature of this profession rarely live to an old age.

## Thri-kreen


Thri-kreen found in Urik are almost exclusively of the Jeral and To'ksa varieties, although a rare Tondi or T'keech has been found in Urik. Most thri-kreen rarely fall afoul of Urik's laws and are commonly found employed as beast hunters. Thri-kreen in Urik are taught that the entirety of Urik is one large pack and that individual thri-kreen can belong to any of the city's clutches, but must obey the pack's laws. Those thri-kreen who remain in Urik, usually obey the rules and rarely cause any issues. Recently, a charismatic thri-kreen by the name of Klak'tik'chik

has gathered a rather large clutch of hunters as part of the king's army.

## Elves and Half-elves

Many elves find the laws of Urik to be stifling and avoid the city as much as possible. Given these conditions and the fact that there is a large contingent of thri-kreen welcomed by the city guards - most elves simply maintain a low profile. The elves found in Urik fall squarely into three types: large clans of elves who simply visit the city to ply their trade and are gone as quickly as they arrive to avoid the scrutiny of the templars, small tribes that have eschewed a life wandering the trackless





desert to the security provided by the king, or tribeless individuals with whom the vast majority of half-elves also fall into. Some of this latter group can be found employed as templars or in the king's army.

## Halflings

Halflings in Urik hold a special place as the vast majority are transplants from the jungles of the Ringing Mountains. The king has a long-lasting alliance with the halfling chieftains of the jungle and a steady trade of goods occurs between the two.

One of these agreements has enabled King Hamanu to enlist the aid of an entire company of halfling warriors for his army. These halfling scouts are feared by many due to their unpredictable nature and penchant for eating the bodies of their foes. The king in turn has supplied the halflings with their own private area within Destiny's Kingdom. Outside of these warriors and their families, halflings are rarely found within the city in any other capacity.

## Other Races

While the city-state of Urik is not welcoming to outsiders and its laws are stifling to many, the lesser-known races can still be found within it. Although few in number compared to the more numerous races, aarakocra, pterrans, nikaals and

surrans can be found in the city and the surrounding verdant lands.

On occasion, rarer species of sentient reptilians and insectoids can also be found. When they are present, these races usually draw stares of curiosity and wonder. They can also draw the unwanted attention of corrupt templars, who lie in wait for a violation of the Code of Hamanu to arrest the offending visitor and send them to the arena to be made a spectacle of.

## Social Classes

Urik is typical of the other city-states in the tablelands, in that its society can be divided by the social status of Slaves, Freeman, Dynastic Merchants, Templars and Nobles. One of the things that sets Urik apart from most city-states in the Tablelands is that anyone can see their fortunes rise in service to King Hamanu. It is said that even a slave soldier who displays loyalty and prowess in battle can be granted freedom and higher status, their mobility only limited by the ability in climbing the social ladder. Of course, the reality is that such events are as rare as rain.

At the bottom of the social status in Urik are slaves. Slaves can be impressed or born into their status, usually most slaves in Urik are the property of the king or the land-owning nobles, few are owned by freemen. The next in the hierarchy are

the freemen; freemen hold every position imaginable from the destitute and poor people barely distinguishable from slaves to the high end of this social class as wealthy tradesmen, craftsmen. The freemen are followed in class by the Merchants. With the exception of native Urikite merchant houses, all merchants are considered non-citizens and foreigners of Urik. The dynastic merchant houses occupy a unique niche in that they bring the goods and conduct the wholesale trade with the other city-states that are vital to Urik's survival.

Templars of Urik are derived from the Freeman and Noble classes and are the spiritual priests and governmental bureaucrats that manage the city, its armies and the desires of their king. The highest social class is that of the Nobles.

Nobles in Urik are wealthy, established land-owning families that have historically held titles from the king for many generations. Periodically, King Hamanu will ennoble high-ranking templars and other freemen who serve him into the nobility as a sign of favor.

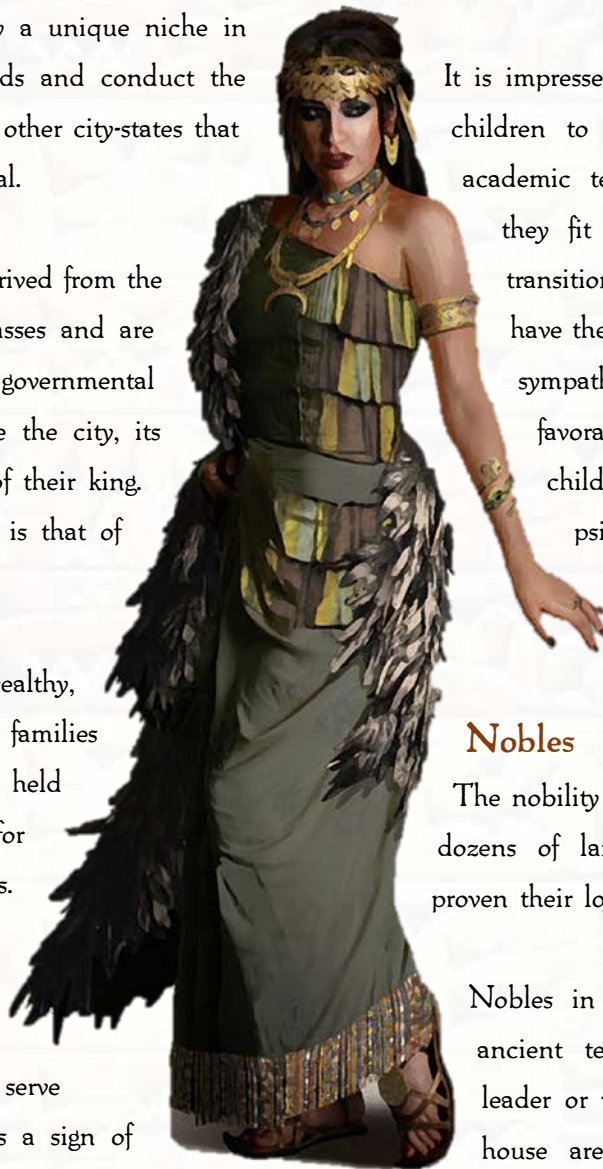
Typically, before a child's 10th year, they are required to undergo cognitive tests at the King's Academy to determine their abilities. Those that display a specific aptitude are enlisted into the Templar ranks, drafted as soldiers for Hamanu's armies, enrolled in the king's psionics school or encouraged to take on certain crafts or professions.


It is impressed upon parents to prod their children to take on the roles that the academic templars have informed them they fit into, in order to make the transition easier. Those parents who have the coin or other means can find sympathetic ears to nudge things in a favorable direction for their children. Children with rare psionic abilities are almost always drafted into the king's psionic academy.

## Nobles

The nobility of Urik is mostly made up of dozens of land-owning houses that have proven their loyalty to King Hamanu.

Nobles in Urik are called Sirdars, an ancient term that denotes a military leader or war chief. The heads of each house are the titular holders of the actual family title, and are normally





addressed as 'Sirdar' followed by the name of their house. Extended family members are addressed by their first name followed by 'of' and the name of their house.

The passing of a noble title is usually a family affair and is passed to the most competent child of the current holder regardless of gender. The title granting may also skip generations or be awarded to an extended family member if direct heirs are deemed unsuitable or have dishonored the family.

Many of the noble houses of Urik have held their positions for hundreds of years. Every generation, each noble house ensures they send at least one of their children to join the ranks of the army or the templars. Those that cannot, will offer tribute in the form of food or equipment for the king's army. Nobles tend to large plantations of many hundreds or thousands of acres with adjoining country villas in these lands to watch over the farms and to escape the hustle and bustle of Urik. Some noble houses do not retain a villa in the city, favoring their country estates. Some of these estates are so well established in the verdant fields that a veritable village has grown around them. Usually these are estates that have direct access to an oasis or other consistent source of water, they are usually well guarded and fortress-like in construction.

As a class, nobles are the largest owners of land and slaves. They have private units of armed

soldiers that patrol their fields and protect their property. Disputes between nobles are usually political affairs, but at times they have become violent and small skirmishes have erupted. King Hamanu will rarely interfere in these squabbles, as he believes that the strongest, most resourceful house will be victorious and emerge better prepared to serve him.

## Templars

The Templars of Urik are amongst the most militaristic and regimented of the templar orders throughout the Tablelands. All free citizens of Urik are put through a series of tests to determine where they can best fit and excel; some are selected to attend the Templar academy and serve in the bureaucracy or army. Although Urik prides itself on its martial templars, King Hamanu has carefully ensured that all facets of life in Urik have some form of oversight and specialization by templars. Thus, many templars are assigned to the Temple of War, while a select few are assigned to the Temple of the Mighty King to serve in the High Bureaus of the King's Libraries or King's Gardens.

A would-be templar spends several years in the templar academy engaged in a training program that is both physically and academically demanding. After three years of rigorous training, the surviving students graduate in a ceremony attended personally by King Hamanu.

In this ceremony, the new templars recite parts of the Code of Hamanu and pledge their loyalty directly to the king. Those would-be templars whose loyalty is suspect are invariably slain on the spot by the king. At the conclusion of the ceremony each graduating templar is given a twig of the agafari tree which symbolizes their mystic connection with King Hamanu and awarded the distinctive yellow robes and cloak marking him as a templar of Urik.

Although subject to maneuvering by senior templars, most new templars are assigned to the bureau in which they excelled in during their initial training. So, a physically weaker templar who has excelled academically would initially be assigned to one of the Civil Bureaus or in rare occasions, to the High Bureaus. A templar who has shown martial prowess will initially be assigned to the War bureau. Movement to and from bureaus to various positions is difficult but highly encouraged.

Templars of Hamanu are regimental and hierarchical and all templars regardless of position have a rank within the order. The vast majority of the time a templar's rank and position within the order

is commiserate with his ability, but there are exceptions. All new templars begin their careers as Templars of the First Rank and the ascension through the ten ranks are based on a combination of competence, skill, and political acumen.

New templars are normally assigned to various lesser posts depending on what bureau they are initially assigned to. Some of these include junior positions within an army unit, guard duty at the gates of Urik, food and grain inspectors, foot patrol of a city district, scribe of official documents,





## At A Glance: Templar Ranks and Character Level

While exceptional templars may climb in the ranks faster with exceptional skill or favor of the king, the table below denotes how a typical templar would advance. Fast advancement to high templar by the king's decree gives the templar an increase in *secular authority* actual ability to wield powerful spells would still be unavailable without the proper experience.

Templar Ranks	Typical Level
Templar of the 1 <sup>st</sup> through 3 <sup>rd</sup> Rank	1st - 7th
Templar of the 4 <sup>th</sup> through 6 <sup>th</sup> Rank	5th - 9th
Templar of the 7 <sup>th</sup> through 9 <sup>th</sup> Rank	7th - 11th
Templar of the 10 <sup>th</sup> Rank	12th - 14th
High Templar	13th +

judicial clerks of the courts, district orators, official couriers and other similar duties. The higher a templar climbs on the hierarchal ladder the more difficult their assignments become, those that fail too often end up executed, as king Hamanu does not suffer fools for long.

Templars are trained to know the code of Hamanu and apply its laws to the benefit of their king. Many times, the nature of their duties allows templars to create interpretations of such rules to benefit themselves as well. In Urik, this practice is not as blatant as in other city-states, but still occurs with regular frequency. Urik's templars attempt to stay within the bounds of the code at all times even when engaging in corrupt activities and excel at legal doublespeak. Unlike other city-states, Hamanu's templars know they are seen as yet

another tool for the king's use, one which he has bestowed great responsibilities and power. They take pride in it, revel in the fear their presence creates and perform the tasks set before them.

Life as a templar of Urik is harsher than in other city-states. Young templars are expected to project an adherence to the Code of Hamanu in public and be respectful to senior templars. Loyalty to King Hamanu is paramount, as is the ability to produce results that favor King Hamanu's interests. But in general, survival within the ranks is mainly a matter of knowledge of the laws, skill with innuendo and doublespeak. A loyal, competent and dutiful templar will climb the ranks of the order but the ascent will inevitably be slower if they do not engage in the cutthroat politics of the order.

The templar order projects itself to be a model of meritocracy, but nepotism and cronyism are subtly ingrained in positional assignments and choice appointments. This is readily apparent with generational templar families and nobles alike, which are barely distinct from one another and position their offspring with their own interests in mind.

### Templar Organization

In Urik, King Hamanu has organized his templars into three temples where they are separated in to various bureaus. Within these temples are many lesser offices and specialized areas that attempt to address every facet of Urikite society.

The bureaus are each led by a High Templar, who often jockey with one another to place loyal templars in positions that benefit them personally while still achieving King Hamanu's directives. Sometimes even placing less competent templars in other bureaus to sabotage another templars standing. It is all done subtly and in a conniving manner that forces most templars to adapt to a relentless and politically charged environment with their very lives on the line. Those templars that excel in this environment find faster promotions and multiple ways to enrich themselves.

The various bureaus within the temples have non-templars employed to assist in accomplishing their duties. All templar wear the distinctive yellow cloak

and robes of their office with embroidered ranks on the sleeves placed according to their assigned temple. Templars in the war bureaus wear their rank on the right sleeve, templars in the civil bureaus wear it on the left and templars assigned to the high bureaus wear it on both sides., ranks have black and/or gold thread denoting rank seniority.

**High Bureaus:** The Temple of the Mighty King is the central hub of the bureaus that are very specialized or require more experienced templars to accomplish the directives of King Hamanu. Lower-ranked templars sometimes serve as scribes or organizers in these bureaus, but selection to serve in them is very selective and highly competitive, usually decided by the senior templar of that bureau.



These bureaus also have a number of specialized non-templars who have some authority who work alongside the templars. The high bureaus have the least amount of templars assigned to them but are

still given a wide berth. Although the number of high bureaus change with the interests of the king, several remain constant. Some of the high bureaus currently active are: Library, Diplomacy, Gardens, Stars, Exploration, Security, Palace.

**Civil Bureaus:** The Temple of the Lion God serves as the center of the civil administration of the city-state. The various civil bureaus manage city patrols, tax collection, permits, waste collection, land and property transfers, public works, client villages, customs enforcement, gate entry, water and field maintenance and other duties that touch on everyday life in Urik. Almost half of all Hamanu's templars work for the Temple of the Lion God in some capacity.

Life as a templar in the civil bureaus sometimes proves to be monotonous and promotions are gained at a slower rate. A typical templar who spends ten years working in one of the civil bureaus can expect a slow climb to perhaps the third or fourth rank of the templar order unless they are well connected and have patrons that can speed their ascent. There is solace to be had for being a templar of the civil bureaus, in the sheer amount of graft and bribery that can be conducted while assigned proves to be quite profitable. The civil bureaus are: Justice, Fields, Administration, Water, Mines, Trade, Works, City Watch, Treasury.

**War Bureaus:** The Temple of War houses the most prestigious bureaus of the templar order, especially given the militaristic nature of Urik and its king. From the cavernous halls of this temple, the war templars of various military bureaus execute the battle plans of King Hamanu. Here, disciplined war templars are involved in all aspects of training, planning and the execution of military operations. Various non-templar staff also work within as military commanders, advisors or specialists.

The high level of coordination required of templars in this temple ensures Hamanu's battle plans are carried out. As a consequence, there is less backstabbing than usual. Promotion within these bureaus is fast, mainly due to the high turnover from deaths occurring in war or while patrolling Urik's lands. The templars of the war bureaus know they are amongst the best and carry themselves as such. Wherever they go, they exude an aura of confidence and conduct themselves with ruthless efficiency. The war bureaus are: Infantry, Artillery, Cavalry, Royal Guard, Commissary.

## Merchant Houses

Urik has a bustling mercantile sector and merchant houses of all sizes take advantage to conduct business in the second-largest city of the tablelands. Merchants bring all manner of commodities in bulk to market. In many ways without these merchant houses, Urikite society and its military apparatus would grind to a halt. Although all

merchants must swear to honor the Merchants Code on neutrality and renounce any sort of citizenship the truth is a bit muddled in Urik.

Native Urikite merchant houses tend to receive better trade agreements when conducting business with the city government and in turn look out for the interests of Urik. None heed this unspoken rule more so than the most powerful dynastic merchants of Urik, House Stel.

**House Stel:** This aggressive, militaristic house engages in a variety of trade and maintains strangleholds on the wholesale trade of ceramics, obsidian and slaves in Urik. It also conducts more nefarious trade such as dealing in stolen goods, raiding rival caravans and slaving raids on remote villages. Most houses steer clear of House Stel's interests due to its numerous well-trained and well-equipped soldiers in its employ. The house, with the backing and support of King Hamanu has few enemies willing to confront it near the city-state.

Other merchant houses in Urik conduct trade with a focus on niche goods and try to corner markets that don't conflict with House Stel's.

The most successful of these houses maintain their compound in the Obsidian District, while smaller family enterprises are found in other areas such as the Artisan Quarter or Trader's Row. These houses also create numerous opportunities that employ guards and mercenaries to protect the caravans traveling across the wasteland.

### Freemen

The freemen of Urik occupy every imaginable trade and craft found throughout the city. The wealthier of the freemen own various shops such as smithy's, jewelry shops or other stores providing goods to mostly templars and nobles. Some are also famous artists and craftsmen that sell highly valued goods.

Many freemen also work in making ceramic pottery items of all types for sale. Almost every trade has one or two families of who are very successful in their field. These tend to live in the generational homes and many take on the family trade. Other freemen are content to maintain a living that does not draw the eyes of greedy templars looking to make an additional profit off of their hard work. The least wealthy freemen live lives barely above that of slaves, scraping a living from day to day.



All native-born freemen are mandated to take the oral and practical exams of the templar academy to designate where and what profession they will partake in support of Urik. Most resign themselves to do as directed, apprenticing to various craftsmen or tradesmen in their directed trade or taking on the roles as soldiers in Hamanu's army.

Only a few enterprising freemen dare explore other avenues outside of that which has been dictated to them. Those that do, and fail in their endeavor, invariably earn the ire of the templars and many earn a one-way ticket to the obsidian mines as slaves. Those that prosper are lauded as having been gifted by Hamanu's divine presence and blessed with success.

Freemen of Urik can be found publicly supporting the rules that Hamanu has decreed, and many have lawful views on the orderly running of the city. They openly claim the Code of Hamanu provides these benefits. Some freemen see the cleanliness, lack of visible street-crime, neat-orderly streets and running of the city as an asset not found in other cities from whom they hear stories of riots, famines and starvation.

Many more, less vocal freemen, abhor the oppressive regime that claims egalitarian laws, all the while knowing that the laws

oppress the masses and only serve nobles, templars and the whim of their king.

Aside from being craftsmen, soldiers and tradesmen, freemen families also farm thousands of small parcels of land and tend to grazing fields in the verdant lands surrounding the city. Some also serve on the immense plantations of the nobles as slave overseers or other specialized jobs. Although life in the verdant fields is less oppressive than within the stifling yellow walls of Urik, it is vastly more dangerous due to the threat of raiders and savage beasts of the wastelands.

## Slaves

Occupying the lowest rung in Urikite society, a great majority of slaves in Urik die before ever reaching their 25th year of life. Subjected to abject humiliation, torture and maltreatment, the life of a slave in Urik is one of constant fear, where death can be a second away.

The vast majority of the enslaved people in Urik are owned by the sorcerer-king and his nobles. Many slaves work as laborers in all manner of positions, from field slaves, house servants, entertainers, assistants to tradesmen and craftsmen, wetnurses, courtesans, quarry slaves, soldiers and gladiators.



In Urik, like many of the other city-states, slaves are property and can be forced to serve in any capacity that their master wishes. Depending on their master and the slave's usefulness, any resistance may get them the lash at best or a slow death in the obsidian mines.

A large number of Urik's slaves serve as slave soldiers. These slaves spend several days training in special areas of the slave quarter conducting maneuvers and drills. Slave-soldiers are organized into military units residing in large barracks in the slave quarter and are amongst the best-fed slaves.

Every year during the High Sun Festival, one soldier-slave who has proven their loyalty to both city and king is freed from bondage. While this may sound like something to aspire to, most of

these 'winners' are released with nothing more than the clothes on their backs. Invariably some violate another law of the Code of Hamanu and their freedom becomes short-lived.

A great number of slaves are sent every month to the work the obsidian mines in the Smoking Crown Mountains near the town of Makla. Those that are condemned to this dreadful job rarely survive for more than a half a year. The obsidian slowly kills them, as they inhale glass-like dust in the hazard-ridden mines or they die a painful death, as their flesh is shredded by the numerous glass shards that abound. Unruly slaves invariably end up sentenced to special work gangs in the obsidian mines, where they are worked to death. In the obsidian mines, blood is cheaper than water and a life is easily replaced by another.



# Psionics & Magic

## Psionics

Skill in the Way is highly valued in Urik, and psionic talents can be found in use in almost every facet of life. All freemen and slave children in Urik are required to be tested for psionic potential, only the children of nobles, templars and merchants are exempt from this rule. Children that exhibit latent psionic ability are sent to the psionics school within the King's Academy to hone their skill.

The majority of students with potential are wild talents and are only given rudimentary training in the Way. The more promising students are enrolled in a rigorous and demanding training regimen. All manner of psionic specializations are taught in the psionics school. Unfortunately, many students are unable to maintain the physical and mental pressure necessary to complete the prescribed training and are unceremoniously released to their families or masters. Students who successfully survive the rigors of training graduate as fully trained psionicists in various fields.

Although not legally mandated to serve the city-state after completing training, most graduating psionicists are highly encouraged, if not outright forced to do so. If the student was a slave, they automatically receive their freedom when enlisting

in the king's army, but must pay their former master restitution.

Employment with the government is lucrative and psionicists who join the templars or serve in the king's army receive advanced rank as aides to more senior templars or military commanders. Some psionicists also find employ with the larger merchant houses or as private tutors to the children of nobles and templars.

By law, all native psionicists must shave their heads bald and tattoo their foreheads to denote their level of skill in the Way. In practice, this rule is only applied and enforced on freemen and slaves. Foreign psionicists must purchase a glazed ceramic badge that identifies them as a practitioner of the Way while visiting Urik. Visiting psionicists who fail to identify themselves in this manner risk harsh punishment or death at the hands of the templars.

Even the threat of punishment is not enough to keep some Urikites from practicing the Way in secret. Those that do so are normally trained by personal tutors. In Urik there are several groups of masters of the Way who secretly teach promising students in small underground schools without the inducement, threat or physical identifying requirements imposed by the King's Academy. Rumors of secret schools in the Potter's Market or in the Foreign Quarter pop up every so often,



drawing the ire of templars who seem unable to discover their precise location.

### **The Order**

This secretive organization of psionic masters of the Way maintain a quiet presence in Urik. The lesser members of the Order will occasionally canvas the students of the king's psionic school for any powerful minds that would be better served trained by the organization.

Members of the Order will normally not get involved in affairs of the king and will make every

attempt to remain undetected while they scan the thousands of minds for psionic deviants.

### **Arcane Magic**

The use of arcane magic is illegal in Urik and will almost assuredly bring swift death on any who is caught practicing it. While most Urikites are ignorant of specific forms of magic, all are well aware of the tell-tale signs of visible life energy being used to empower arcane spells.

To Urikites it makes no difference if it's the vibrant green-gold life energy used by preservers or the mottled green-black of defilers. All users of arcane magic are universally loathed and reviled. This is perhaps one of the few occasions that most Urikites will enthusiastically support and assist templars in their duties. Frenzied mobs at times will gather the courage to execute the offending mage on the spot before templars have a chance to intervene. There are rewards for anyone who successfully identifies a mage or any type of wizardry to the templars, most people choose not to collect the reward, happy to have eliminated a wretched threat to Athas.

### **King's Defilers**

Although wizardry of all kinds is hated in Urik, King Hamanu has allowed some defilers to work in his government. These vile members called Arcanamachs, are universally feared for their power and privilege. They are the only wizards who are



sanctioned to use magic in Urik and can be identified by an obsidian medallion worn openly around their necks, called a *defiler's sigil*. Arcanamachs do not defile the land when they cast spells within the city of Urik. Templars claim that this is because King Hamanu protects the city even from his own servants.

Urikites who are knowledgeable in the arcane arts are aware that the *defiler's sigil* is the reason for of this 'protection', even if they don't completely understand how it works. The King's defilers can be found working in the various bureaus supporting the templars or engaged in research for the king.

### The Veiled Alliance

The underground organization of preservers known as the Veiled Alliance has existed in Urik for many centuries. Their strength has ebbed and waned during various pogroms where the ruthless efficiency of Hamanu's templars decimated their numbers. The Alliance has always survived, but never quite prospered or been particularly effective at striking a decisive blow at King Hamanu or his templars. On several times since their inception, the king has managed to implant Myrmeleons within the alliance that has made the life of Urikite preservers especially deadly and short.

The mercilessness by the king has also bred a dogged determination in the survivors. The members of Urik's Alliance are paranoid and

vigilant to the extreme, fully aware that they are hunted revolutionaries in a brutal police state. They keep a close watch on all their members and will assassinate anyone who attempts to quit the organization.

Alliance members are on edge much of the time and many of the operations they conduct against the government of Urik are executed with high efficiency. Honed by the sheer necessity to survive in an inhospitable environment, an Alliance member of Urik typically is more skilled than an Alliance member of another city with the same position and experience.

The Veiled Alliance of Urik has produced several powerful preservers who have reached legendary status across Athas. The names of Korgunard and Amiska are whispered amongst the Alliance members with pride and awe. Although Urik's Alliance will assist visiting preservers, they usually will abandon the visitor if they cannot pass a strict vetting process.

### Elemental Magic

Unlike some city-states, most elemental clerics are tolerated in Urik. Numerous temples and shrines of all major elements can be found all across the city, some having several dozen adherents. All these shrines publicly praise Hamanu for providing the bounty of the element in Urik.

Some temples revere elemental patrons while others identify them as aspects of King Hamanu's divine might. Elemental clerics try not to draw the unwanted attention of templars, who are always looking for insurgent or seditious activity from the priests. They most often serve freemen by highlighting the value of the priest's respective element and its use in everyday life.

Elemental temples in Urik provide minor healing to their members and also sell their clerical services to those in need.

Urikites have a long tradition of reverence of the earth and earth clerics are the most respected of the elemental priests, due to the pottery making customs ingrained in Urikite society. The Temple of Andarkin is one of the most popular earth temples visited by many, but several other shrines dedicated to the earth also exist in the city.

Clerics of water are also held in high regard for the life-giving nature of water and its use in shaping pottery. Some water priests have volunteered to assist the templars in inspecting the various irrigation canals across the verdant lands.

Fire priests can be found in Urik and a prominent temple dedicated to this element as an aspect of King Hamanu can be found in the artisan's quarter.

Air priests a few in number in Urik, mostly due to their penchant for anti-slavery views. This makes clerics of air universally distrusted by the templars and they actively stifle any attempts at air clerics establishing any places of worship. The exception to this is are the few air clerics who serve as astronomers in the Bureau of Stars.



Although looked down upon by most elemental clerics as crazed lunatics, some para-elemental priests of magma have successfully found Urik a welcome place, as they claim that it is magma that truly creates the obsidian of the Smoking Crown and thus provides the life-blood of Urik. Some merchants and those that engage in the obsidian trade are agreeable to magma clerics, finding the priests word ring true.

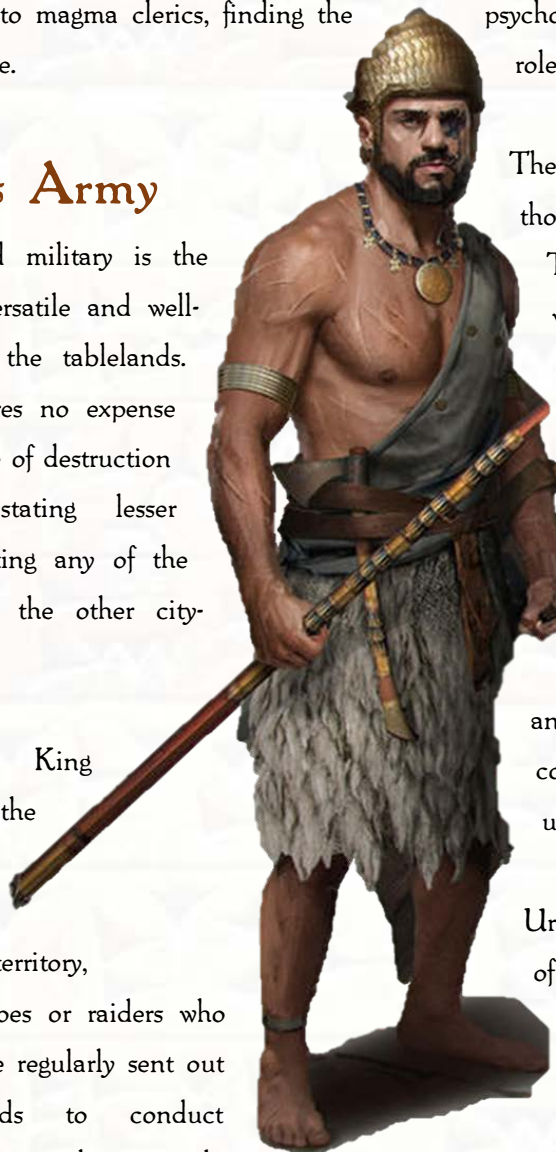
## The Lion's Army

Urik highly trained military is the most disciplined, versatile and well-equipped force in the tablelands. King Hamanu spares no expense in creating this force of destruction capable of devastating lesser enemies and defeating any of the standing armies of the other city-states.

The armies of King Hamanu scour the verdant lands for any encroachment into his territory, overwhelming any foes or raiders who are found. Units are regularly sent out to the wastelands to conduct preemptive attacks on the nomadic

tribes of various humanoids that have moved in the area.

King Hamanu's armies maintain a series of forts encircling the borders of the verdant lands and can quickly bring a force to bear on any invader. Army units are normally led by war templars and the templars are supported by specialists – kineticists, psychoporters, defilers and others all have roles in King Hamanu's armies.



The center piece of the army is the two-thousand strong half-giant royal guard. These massive soldiers are equipped with obsidian-edged weapons, chitin armor, and are highly-trained and extremely loyal. Led by half-giant captains and war templars, the royal guard performs various duties within the city when not on a war footing. They guard all areas of importance in Destiny's Kingdom and throughout the city. An elite company of fanatical warriors from this unit are assigned to the King's Palace.

Urik also maintains various infantry units of regular infantry soldiers and auxiliary units of slave soldiers, all led by seasoned warriors and war templars. Infantry soldiers wear leather armor and most carry, bone or obsidian-edged swords and

javelins. Heavy infantry units wear chitin or lamellar armor and carry shields, and several obsidian-edged weapons.

When not training or on a war footing several of these companies serve in numerous capacities in the city. While the auxiliary units of slave soldiers are only utilized for specific purposes or as fodder in war, they train regularly to maintain combat readiness. When slave soldiers do go into battle, they are typically unarmored and armed with several obsidian-tipped spears to serve mainly as skirmishers.

Urikite cavalry units are comprised of both fast-moving kank and crodlu units. Some units of heavy crodlu carry armored war-chariots with slicing blades that are used to decimate the enemies. These units serve as both scouting and assault elements within the army and can be found patrolling all over the city-state. Cavalry soldiers are armed mainly with various ranged weapons, bone lances, obsidian-edged sabers and scale or leather armor.

The halfling companies loaned to King Hamanu from the chieftains of Ogo are a prized unit of stealthy and deadly soldiers. The halflings are typically used to destroy the supply and logistics in the rear element of the enemy during combat or as an assault element against smaller enemies. The vicious and cannibalistic nature of these halfling is well-known throughout the region and just a hint

of their presence is sometimes enough to route would-be attackers.

Artillery units of Urik are made up mostly of lightly armored longbowmen with obsidian-tipped arrows. The artillery also contains special units made up of driks whose backs have been shaped to carry catapults, ballistae and other siege weapons. They are supported by war templars and defilers with ranged spell attacks. In addition, there are undead war beetles with mounted siege weapons or even undead units of fallen soldiers - both enemy and ally.

The war templars of Urik are constantly testing and innovating various tactics and designing specialized units to ensure that King Hamanu's armies maintain the competitive edge over all enemies. At times strange beasts or unique tactical units are utilized to test their capabilities on enemies of Urik.





## Urik & Environs

The lands that encompass the city-state are all that remains of a once lush and fertile expanse of rolling hills that stretched from the canyon now called the Dragon's Bowl to the foothills of the Ringing Mountains. Millennia ago, these lands were filled with rivers of water, green meadows and plentiful game that supported numerous settlements of the ancients. Today, the verdant domain that Urik claims as its own are the last vestiges of lands that cling to survival after thousands of years of war, unchecked defiling and the harsh rays of the crimson sun.

The verdant lands of Urik are a patchwork of thousands of dusty farms of all sizes, interspersed

with grazing pastures and the occasional watering hole between the slopes of hills. The lands are crisscrossed with hundreds of dirt roads that usually follow canals or property lines and lead to various hamlets or villages. The harsh arid climate has forced Urikite farmers to develop irrigation strategies that enable them to support the cultivation of various varieties of wheat or barley.

Since the lands receive almost no rain, the irrigated farms require constant labor to produce meager crops. In some areas of the verdant lands, particularly the west of Urik, the soil is more fertile due falling ash blanketing the fields from the volcanic eruptions of the Smoking Crown

# City-State of Urik

**Total Population:** 151,200

**Demographics:** **Race:** Human 76%, Half-giant 9%, Dwarf 7%, Thri-kreen 4%, Mul 3%, Half-elf 2%, Elf 1%, Halfling 1%, Other 2%; **Social Class:** Nobles 1%, Templars 1%, Merchants 3%, Freemen 40%, Slaves 55%.

**Who Rules:** King Hamanu, *King of the World, King of the Mountains and the Plains, Lion-King, the Lion that Walks, Water-Bringer, He of the Fiery Mane, Sorcerer-King of Urik*

**Who Really Rules:** King Hamanu's rule is absolute, however he delegates the day-to-day responsibilities to his high templars, each of whom manage particular aspects of the city-state from three temples. The Temple of the Mighty King manages the civil functions, the Temple of the Lion God manages specialized areas, and the Temple of War manages the military apparatus.

**Religions:** Hamanu (state religion); Elemental worship is tolerated in Urik, especially the earth and water elements.

**Major Settlements:** Urik, City of the Lion (Population 31,000; **Race:** Human 70%, Half-giant 11%, Dwarf 8.5%, Thri-kreen 3%, Mul 3%, Half-elf 2%, Elf 1%, Other 1%, Halfling 0.5%; **Social Class:** Nobles 1%, Templars 4%, Merchants 10%, Freemen 55%, Slaves 30%

**Towns and Villages:** Makla (population: 1270), Todek (population: 690), Codesh (population: 620), Modekan (population: 460), Sellin (population: 430), Khelo (population: 390), Jannal (population: 415), Teyra (population: 330), Wirreth (population: 320), Farl (population: 310), Basc (population: 250).

**Major Trade Products:** Exports - obsidian, pottery, silk, wheat; Imports - iron, spices, slaves.

**Armed Forces:** 15,000 Soldiers; Urik maintains the largest standing army in the tablelands, at the core of the main army is a core regiment of half-giants 1,000 strong. Another 4,000 highly skilled soldiers of various races and specialties and 10,000 slave soldiers fill out the Army.

**State Symbol/Flag:** The standard of Urik is a yellow background with a black fringe border and a stylized lion rampant in the center. Multiple variations of this standard are in use by various government entities.

mountains which provide plentiful mineral nutrients.

Because water from rains is nearly non-existent, Urikites have developed strategies to irrigate their lands by utilizing a crane-like device called a shaduf. The shaduf is used to lift water from a well onto land or into various canals and ditches to ensure that lands at higher elevation are properly irrigated.

Urik has thousands of small wells, watering holes and several large oases in the region. These are all fed by an expansive, deep aquifer underground. The templars claim the aquifer was a gift to King Hamanu by the spirits of the land in recognition of his divine sovereignty over the area.

Most of the oases are located alongside one of the larger villages and templars assigned to the Bureau of Fields ensure that water is distributed through the canal system for irrigation.

Herd of sheep, kanks, erdlu and other animals graze in pastures crisscrossing the farmlands and drink water from the various watering holes.

Although templars patrol the entirety of the verdant lands, occasionally a predator will hunt and kill these animals when left untended. When this occurs a squad of templars will hunt the creature until it is either dead, or has fled the area.

The only predator which is not killed are lions, as the Code of Hamanu prohibits them from being hunted. Prides of Athasian lions stalk edges of the verdant land, and are a constant nuisance to the farmers and herders. Templars tell herders that the death of one of their cattle by a lion is a good omen, a sign that King Hamanu keep swatch over them. The slaughter of dozens of animals by lions is a bad omen, a sign that the king is displeased with the herder.

## Urik, City of the Lion

At the center of the city-state of Urik, stands the city of the same name. Its fifty-foot-high walls painted in sulphureous yellow pigments gathered from the Lake of Golden Dreams. The high walls and towers are crenellated with lion heads and glazed white tiles – a constant reminder that King Hamanu is always watching, ever vigilant.

Soldiers man the towers and parapets at all times. The four large city gates each have a specified entry requirement. Most foreigners and freemen enter through the Lion's Gate or the Obsidian Gate. Templars, nobles and diplomats normally enter through the High Gate. Only templars, slaves and sometimes the obsidian caravans utilize the Slave Gate. Entering Urik is prohibitively expensive, gate guards demand a toll of 1 cp per person to enter, and at least 2 cp for mounts depending on their size.

# URIK

## City of the Lion

Sunrise Hill



### Slave Compound

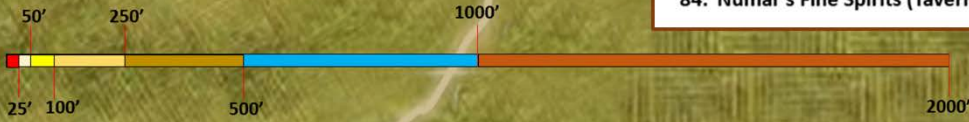
- 90. Slave Barracks
- 91. Toll Square
- 92. Slave Gate
- 93. Shadow Market
- 94. Sparring Area

### Templar District

- 85. Palace of the High Templars
- 86. Templar Barracks
- 87. The Staked Johzhal (Tavern)
- 88. The Templar Orphanage
- 89. Royal Quartermaster

### High Quarter

- 76. Urikets
- 77. High Gate
- 78. House Plucrates Villa
- 79. The Lion's Crown (Inn)
- 80. House Xenia Villa
- 81. House Ishmenu Villa
- 82. House Lubar Villa
- 83. District Precinct
- 84. Numar's Fine Spirits (Tavern)





## Destiny's Kingdom

1. The Royal Palace
2. The Temple of the Lion God (Civic Bureau)
3. The Temple of the Mighty King (High Bureaus)
4. The Temple of War (War Bureau)
5. King's Academy (Psionic and Templar schools)

6. Royal Guard Barracks (Half-Giant Barracks)
7. Little Jungle (Halfling Barracks)
8. Royal Observatory
9. King's Gardens
10. Sunrise Hill

## Old District

- |   |                                |
|---|--------------------------------|
| 11. Caves of Babylos (Earth Temple)                 | 20. The Jilted Sister (Tavern) |
| 12. The Greasy Kank (Inn)                           | 21. Ashur's Messenger (Shop)   |
| 13. Najeera's Salves & Ointments (Shop)             | 22. Blades of Balador (Shop)   |
| 14. Font of Hamanu the Water-bringer (Water temple) | 23. Balimarash Mews (Stables)  |
| 15. The Wraith (Tavern)                             | 24. Bright Water Well          |
| 16. Enkidu's Venture Shop (Shop)                    | 25. Giant's Foot (Tavern)      |
| 17. Blue Iris (Shop)                                | 26. Tensin's Wagons (Shop)     |
| 18. The Rascally Rasclinn (Inn)                     | 27. The Prancing Peacock (Inn) |
| 19. Bau's Outfitter's (Shop)                        | 28. Amendu's Pottery (Shop)    |

## Trader's Row

29. Yellow Sloth (Inn)
30. The Underrock (Temple of Earth)
31. One Man's Treasure (Shop)
32. The Sated Fael (Tavern)
33. Bright Stars Inn (Inn)

## Artisan Quarter

- |                                       |  |
|---------------------------------------|--|
| 34. Gates of Destiny                  | 45. Royal Customhouse                    |
| 35. Lion Square                       | 46. Halgost's Halls (Inn)                |
| 36. Lion King's Fountain              | 47. Goat's Den (Tavern)                  |
| 37. The Golden Tembo (Tavern)         | 48. Temple of the Sun (Fire Temple)      |
| 38. Cool Breeze Inn (Inn)             | 49. Manypillars (Earth Temple)           |
| 39. The King's Cup (Shop)             | 50. Muktal's Herbs and Poulitices (Shop) |
| 40. Potter's Court                    | 51. Urikar's Metal Wares (Shop)          |
| 41. Yaramuke Fountain                 | 52. Tordah's Exotic Armaments (Shop)     |
| 42. Temple of Andarkin (Earth Temple) | 53. The Flayed Braxat (Shop)             |
| 43. Loktal's Apothecary (Shop)        | 54. Arah's Exquisite Ceramics (Shop)     |
| 44. The Weaver's Market               |  |



## Obsidian Quarter

- |                              |                                  |
|------------------------------|----------------------------------|
| 55. House M'Ke               | 60. Renythi League               |
| 56. House Stel               | 61. The Gauntlet (Inn)           |
| 57. Obsidian Gate            | 62. The Wanderer's Friend (Shop) |
| 58. House Krosi              | 63. House Resherek               |
| 59. Bloody Knuckles (Tavern) | 64. Pit of Black Death           |

## Foreign Quarter

65. The Elven Market
66. Mother's (Tavern)
67. Shani's Hirelings
68. Ghulda's Grotto (Earth Temple)
69. Voric's Tonics & Things (Shop)
70. Gates of Woe
71. Deep Cups (Tavern)
72. Oroth's Cradle (Orphanage)
73. The Shiv (Tavern)
74. Beggar's Palace
75. Dustdevil Inn (Inn)

Three Sisters Observatory



Most homes in the city are well maintained and made of mudbrick and plaster, the wealthier buildings are made of stone. Building hues and colors vary, but most range in earthen tones from an off-white to a dark brown. Structures vary from district to district, but generally have two or three floors, with the bottom level almost always being a business of some sort.

Depending on the wealth of the owner, a floor is made of packed earth, stone or brick. The second level is usually where the homeowner and his family live and the third floor are typically apartments for renters, servants or slaves. The upper-level flooring is built with expensive wood supports brought from the settlements in the Forest Ridge or Ivory Triangle and then is covered in plaster or brick.

Cellars and basements levels are also commonplace, sometimes masons dig too deep and uncover older parts of the city and when reported they are quickly sealed by the templars.

The roofs of these homes are also commonly used as resting areas in the cool of the night. Windows are usually high and covered by linen or hemp cloth to keep insects out and kitchens are usually found in the rear of the homes where there is a larger opening in the roof that allows plenty of light to enter.


Due to the high expense in building a new home, most buildings in the city are several centuries old and regularly maintained. Dilapidated or uncomely structures will eventually bring the ire of templars who will fine the owner or condemn the building, seize it, and sell it in the name of the king.

The streets are clean and uniform, with the main streets wide enough to comfortably fit a large mekillot-pulled wagon. Homes are usually in keeping with Hamanu's code at the time they were created.

Templars are always on the lookout for building purchases, as it normally means that they can extract bribes to allow the new owners to keep the structure without updating it to the current laws in Hamanu's code. Owners that can afford to bribe the templars seem to get their building variances approved more readily than others.

## Destiny's Kingdom

Destiny's Kingdom is Hamanu's palace complex, an immense estate whose walls and towers surround a square mile of land that could swallow all of Tyr, with room left over for Gulg. A combination of Destiny's Kingdom and Urik proper encompass an area larger in size than any other city-state except Raam or Draji.



The southeastern corner of this enormous complex wedges itself into Urik with the Gates of Destiny providing the adjoining entrance. Despite its majestic size, 'Destiny' as its commonly called by locals, is mostly empty desert and a few rocky hills interspersed with several buildings used by the army and the remains of mock fortifications used to train for war.

A common story by templars in their sermons is that Hamanu's all-powerful magic raised the walls of Destiny's Kingdom and the palace from nothing. Most listeners just nod approvingly as they listen, while internally questioning the details of the story.

**I. Royal Palace:** The Royal Palace is the personal home of King Hamanu. This massive multi-level structure is the largest and tallest building in all of Urik. Made of white marble and capped with three golden domes that tower over the walls of Urik. The palace has hundreds of rooms and is exquisitely furnished with many areas lavishly gilded in golden splendor. The only visitors allowed in the palace are Hamanu's personal guests and those servants authorized to be inside the palace.

Elite soldiers and war templars in polished chitin armor and steel weapons guard the entirety of this massive palace. In addition, the palace is warded to prevent unauthorized entry via magical or psionic means.

These forces are managed by the High Templar of the King's Palace. For the last 150 years, King Hamanu has entrusted High Templar Enver, with this prestigious position.

**2. Temple of the Lion God (Civil Bureaus):** The Temple of the Lion God is the administrative heart of the city-state of Urik. Highly decorative, imposing and made of marble and obsidian, the temple sits just inside of Destiny's Kingdom and is most often the farthest any non-government officials will get to see of the entire palace complex.

From here, the High Templars of the various bureaus guide hundreds of templars in managing all aspects of daily life in Urik. The temple's numerous rooms contain all of the official records within the city that include: slave purchases, business transactions, property records, copies of judicial rulings, legal interpretations, criminal dispositions, water distribution, farming, public works and a host of other functions.

The temple also houses many of the city-state's governmental offices, public hearing rooms and petition chambers. Although open to the public, few come to hear sermons about the coming glory, the value of order, and invocations to war. Other than templars, most visitors are nobles and merchants, and occasionally a freeman or visiting diplomat who require the services found in this building as well.

# Destiny's Kingdom



1. The Royal Palace
2. The Temple of the Lion God (Civic Bureau)
3. The Temple of the Mighty King (High Bureaus)
4. The Temple of War (War Bureau)
5. King's Academy (Psionic and Templar schools)
6. Royal Guard Barracks (Half-Giant Barracks)
7. Little Jungle (Halfling Barracks)
8. Royal Observatory
9. King's Gardens
10. Sunrise Hill

**3. Temple of Mighty King (High Bureaus):** This temple is an ornate multi-story building that houses the smaller, more specialized high bureaus of Urik. Currently, almost a dozen separate bureaus have offices in this temple. Each bureau performs in-depth, comprehensive and technical work that help accomplish King Hamanu's goals. Within it, are the primary offices of the High Templars, their assistants and work areas of each bureau.

This temple also has the largest concentration of non-templars assigned to the various bureaus and it is not uncommon to see the king's defilers and their apprentices here, as many have offices and laboratories within. Some bureaus have few offices here but conduct the majority of their work elsewhere. Not counting Hamanu's own private libraries in his palace, the libraries found in the Temple of the Mighty King are filled with all

manner of subjects and a treasure trove for researchers.

**4. The Temple of War (War Bureaus):** The Temple of War is a magnificent structure built of granite that houses the headquarters of the Urikite army, unlike the Temple of the Mighty King, all of the halls in this temple are spacious, with twenty-foot-tall ceilings that can easily accommodate the many half-giants who work here. Future campaigns, invasions and training events are planned by Hamanu's seasoned staff of war templars and generals.

Lower ranking templars manage the training of the slave legions from here as well. Every year, during the season of Sun Descending the armies of Urik mobilize to conduct large simulated battle exercises on the opposite side of Destiny's Kingdom. When that occurs, the halls of this temple are mostly emptied, save for a few clerks, slaves or other staff required to stay behind.

The lower levels of the temple house several armories full of obsidian-tipped weapons, chitin shields and equipment capable of arming more than half of Urik's city population.

**5. King's Academy (Psionic and Templar schools):** The King's Academy is a large school that is used for instruction of recruits into the psionic and templar schools. Each school has a

separate wing that it manages, and in the center, there is a large area where all of Urik's non-slave children take various tests to determine their suitability in various vocations.

Those children that excel in psionics are usually placed into the psionics school and others are marked for training into the templar academy. Parents who prefer not to have their children join either usually bribe the templar proctors to allow their child to be excluded from either conscription.

**6. Royal Guard Barracks (Half-Giant Barracks):** The Royal Guard Barracks house the majority of the elite half-giant regiment of King Hamanu. They are his personal guard and many are assigned to protect various temples and palace grounds within Destiny's Kingdom.

Comprised of a thousand soldiers, the half-giants continuously conduct training and drills within the large expanse of training fields within Destiny's Kingdom. The half-giants of this regiment are all free and paid very generously for their service. Fiercely loyal to King Hamanu, the companies of this regiment are all led by half-giant captains and war templar officers.

**7. Little Jungle (Halfling Barracks):** The Little Jungle is a fenced area of that lies within Destiny's Kingdom. It is home to the halfling scout troop that is on permanent loan to Hamanu from the

halfling chiefs of the Forest Ridge. The village is stocked with trees and foliage, but they are a pale imitation of the Forest Ridge. Multiple huts built very much like those found in actual halfling villages, dot the compound.

Hun-do-gah, a halfling scout, manages the grounds and maintains the area. Some suspect that Hun-do-gah may be a cleric of water or druid due to her penchant for ensuring the area stays green. Unless absolutely required, most templars avoid the area and leave the halflings alone.

**8. Royal Observatory:** The Royal Observatory stands on Sunrise Hill, against which Urik lies, overlooking Destiny's Kingdom and the city beyond. An elaborate affair, it has many balconies and platforms angled so that observers can both watch the dawn and scan the nighttime heavens for omens and report them to Hamanu.

Danuvia, High Templar of Stars, is the Chief Astronomer to Hamanu, she oversees the Royal Observatory that stands in Destiny's Kingdom. From here various templars, defilers and the occasional cleric of air interpret the heavenly bodies for signs and omens of things to come. The Royal Observatory is barely five decades old and easily outshines the faded and decaying Three Sisters Observatory found on the opposite side of the city.

**9. King's Gardens:** The sumptuous gardens surrounding the royal palace are carefully manicured and maintained greenery that rivals that of the Forest Ridge. Numerous trees and plants filled with all manner of fruits, vegetables and nuts abound in these gardens. Many of the trees and plants are rumored to contain magical potion fruits yet to be harvested along with over a hundred trees of life spread throughout.

The sheer bounty and variety of greenery in the king's garden is a wonder anywhere on Athas and exotic birds and rare small animals make their homes here. The gardens surround a luxurious marble pool complete with water fountains depicting mythical frolicking creatures in its center. Although templars and their slaves maintain the



gardens, some claim a druid also lives among the trees.

**10. Sunrise Hill:** Sunrise Hill rises gently over two hundred feet above the walls of Urik. At the top of this barren and slightly rocky hill, observers can see for many miles on days when the olive haze and clouds of dust are clear and calm. From the top of the hill, you can clearly see the mountains of the Smoking Crown and on a rare clear day, the tips of the Forest Ridge mountains are visible. On the western and northern sides of this hill several military fortifications exist that are used as surveillance points and training areas for the king's army. The Royal Observatory stands on an outcropping of this hill facing the city of Urik.

## Old District

A quixotic variety of mostly colorful brick buildings in various styles and tight, twisting streets characterize this quarter, making it a veritable maze. The Old District's disorganization sets it apart from other areas of the city-state. Besides the main street leading up to the Bright Water Well, the rest of the district streets remain unnamed. Navigating the various areas in this neighborhood is done by knowing the specific location of a store or through one of the many street urchins who act as guides. Most are helpful, but sometimes they lead clueless visitors astray, disappearing into an alley and leaving the ignorant traveler to the mercy

of the thieves. It is home to thousands of laborers, artisans, and warriors.

**11. Caves of Babylos (Earth Shrine):** Within a crowded and rundown alley on the edge of the Old Quarter lies a series of stone caverns that have been used by worshippers of the earth. Parts of the caverns are roughly carved into recesses or alcoves and another part of the cavern is made of worked stone with intricate paintings of stonelike creatures and colorful murals of glittering gemstones. No gems have been ever found, however a few years ago, beggars scavenging the caves found several gold and silver coins. The find set off wild excavation efforts by locals, almost causing a riot that had to be quelled by the templars who promptly closed the area off again.

Vagrants and other miscreants sometimes use the caves to hide out from authorities or to escape Athas' brutal heat. Even the Veiled Alliance was recently rumored to have used this area as a meeting point. Local templars have sealed the entrance to prevent entry several times, but occasionally the seals are broken and the caverns must be cleared again.

**12. Greasy Kank (Inn):** Although this three-story inn is not amongst the most popular in the old district, but its fair prices and security is valued in the Old District. This owner of the inn, the dwarf Morgoth, is a strict enforcer of Urik's laws as they

pertain to his establishment. Some joke that Morgoth is more stringent than the templars assigned to his district. To Morgoth, his inn is his focus and he intends to keep anything from bringing any undue attention to his business. Ironically, because of his strict code, many use the inn as a neutral meeting place between factions to discuss issues.


**13. Najeera's Salves & Ointments (Shop):** One of the many shops selling various natural salves and healing oils. The shop has kept its prices fairly low, ensuring a steady line of customers looking to ease the aches and pains without the need to visit the city temples or elemental priests for magical healing. An entire range of sweet-smelling inventions emanate from Najeera's store to soothe and calm needy citizens. One of Najeera's most

popular inventions is a sweet cabra melon paste used by women as a scented perfume.

**14. Font of Hamanu the Water-Bringer (Water Temple):** Water temples in any city are a treasured commodity and although not favored by the city's templars, they are given a wider berth to operate knowing that many citizens value, respect and are grateful for the life-giving properties of an element so precious and in short supply. The temple has a robust following of over a dozen priests and several hundred supporters touched by the flow of life as her priests seem to call it. Hamanu demands credit for all the bounties on Athas; even in Urik, the most successful elemental temples must navigate through his pride. The temple's popularity has not been lost on its high priestess, Shivenu, who publicly praises Hamanu for his bounty of water to her worshippers. Only her most trusted priests







know of her sincerity to these words, but Shivenu's public statements have successfully warded off templar concerns of her large congregation for the time being.

**15. Wraith (Tavern):** If there is a place synonymous with unseen danger in Urik, those who know, will tell you that the Wraith is the place. Located in one of the Old District's less-savory areas at the bottom of several broken stairs lurks an archway in a disused basement alley. Inside, firelight flickers at the far end of a tunnel, where the lost or the curious are incinerated after being robbed. Their bodies placed in an oven whose chimneys disappear into the stone ceiling. Seekers of the Wraith should stop halfway in this passage, and in the dark, feel for a bas-relief serpent with bull's horns. Stone doors open for the invited... eventually revealing mint scented smoke that covers candles, cushions, and fragments of faces. Dried potion fruits may be asked for here. Those who wear the veil are not knowingly welcomed.

**16. Enkidu's Venture Shop (Shop):** Within the walls of this store a sharp customer can find all the equipment they will need to venture out into the wastelands for long periods. Lizard-scale tents, leather waterskins, rugged backpacks, giant-hair ropes and other quality tools can all be found inside. Enkidu's has even managed to acquire some psionically empowered items useful to outdoor survival. Equipment sizes of all types can be found

here. The proprietor, Enkidu, is a former explorer of the wastelands, who is rumored to have traveled to a city-state to the north of Urik.

**17. Blue Iris (Shop):** When sweet aromas fill the district, it's usually due to the clay ovens of this food shop. The shop is very busy, the clientele is mixed and most days the shaded seating tables just outside in the alley are full. The proprietor, Nagasha, is a jovial half-giant who loves to hear of the exploits of the week's gladiator matches. Some have garnered that she was once a gladiator or involved in the arena somehow.

**18. The Rascally Rasclinn (Inn):** This inn is a respectable boarding house and tavern that caters primarily to the city's merchant classes. It is welcoming to those who do not cause trouble or bring trouble with them. Prices are slightly above average but the quality of the accommodation is excellent and the food well made. The Rasclinn makes a prized dish of erdlu soup which is coveted in the area by locals.

**19. Bau's Outfitters (Shop):** One of many shops in Urik that provides the necessary equipment for successful travel outside the city Bau's Outfitters is managed by the young dour mul, Ghor. Ghor is rare in that most muls are born and bred for battle in the gladiator pits, yet he was a product of true romance. His father, a human met his dwarf mother, Corinna, more than 20 years ago while

# Old District




- |   |                                |
|---|--------------------------------|
| 11. Caves of Babylos (Earth Temple)                 | 20. The Jilted Sister (Tavern) |
| 12. The Greasy Kank (Inn)                           | 21. Ashur's Messenger (Shop)   |
| 13. Najeera's Salves & Ointments (Shop)             | 22. Blades of Balador (Shop)   |
| 14. Font of Hamanu the Water-bringer (Water temple) | 23. Balimarash Mews (Stables)  |
| 15. The Wraith (Tavern)                             | 24. Bright Water Well          |
| 16. Enkidu's Venture Shop (Shop)                    | 25. Giant's Foot (Tavern)      |
| 17. Blue Iris (Shop)                                | 26. Tensin's Wagons (Shop)     |
| 18. The Rascally Rasclinn (Inn)                     | 27. The Prancing Peacock (Inn) |
| 19. Bau's Outfitter's (Shop)                        | 28. Amendu's Pottery (Shop)    |

both were merchant caravan guards. After several years Bau and Corinna settled down and used their earnings to open this shop. Unfortunately, just last year, Bau's father was killed in a robbery - the templars were unable to find the culprit. Corinna lost her focus and has not left her home, still in grief at the loss of her husband. Ghor feels that she may die and become a dwarven banshee if she doesn't snap out of her depression. He has reached out to his dwarven uncle Jorosh to help

with his mother, but it has been to no avail.

**20. The Jilted Sister (Tavern):** This wild tavern is the place to be when carousing in the Old District. Opening only after sundown and filled every night with young men and women from every part of the city, the bards here play all kinds of music through the early hours of the morning. Locals sometimes complain of the noise or worse the loud patrons drunkenly exiting the establishment. The astute and savvy customers



usually can point out the thieves and nobles who stand out awkwardly. The Jilted Sister is frequently raided by templars due to complaints. Somehow it reopens after a week or two to resume its debauchery. The ownership of this establishment changes hands every few years and Oenomaus, formerly of Balic, has owned the tavern for less than six months.

**21. Ashur's Messengers (Shop):** Sweet scents of barley beer greet everyone at the doorless threshold. This mudbrick building was a tavern, but now only purposeful Ashur drinks at a desk near the entrance. Give him your money and your message and he will direct your message to Serah or Shadrak, two well-paid and indignant psionics standing behind an empty bar; they hate the work, just not enough to quit. It's not clear what hold Ashur has over them.

One silver piece buys one message that must be voiced in one breath and can travel anywhere in the city. Writing is not accepted. As long as he hasn't fallen asleep, Ashur remembers conversations; and he adores Hamanu.

**22. Blades of Balador (Shop):** As one might expect this establishment sells all manner of bladed weapons but specializes in obsidian-edged swords of all types and sizes. Balador is a skilled weaponsmith who makes most weapons. Although

he does not work in metal weapons, he occasionally has them for sale.

**23. Balimarash Mews (Stables):** Here mekillots, inixes and other large mounts can stable while their owners visit the city. These stables are a favored stop for half-giants stabling their mounts and is run by a fellow half-giant, Jhaneera. Jhaneera was a former royal guard captain who was permanently maimed in battle while in service to the king. As a reward for her bravery, she was given a sizable compensation that allowed her to purchase this business with her family. Her eldest son, Krontag, serves in Hamanu's royal guard.

**24. Bright Water Well:** This well sits on one of the oases around which Urik was built millennia ago. Today, Bright Water Well serves as a meeting place and community well at the center of the district. Locals believe that its good luck to place coins in the cracks between the bricks and bad luck to steal those coins, of course the coins still get stolen by the poor and destitute, claiming they already have all the bad luck needed. Cozy shops and taverns form a courtyard around the well that constantly has the place abuzz.

The aromas of coffee, incense and spiced bread fill the courtyard on a continuous basis. Many residents lounge in the open area courtyard sipping their drinks and observing the people come and go. This is one of the few wells where there are no




templars checking for water tokens to limit its use.

**25. Giant's Foot (Tavern):** This tavern is a favorite of many half-giants in the city. Although it serves all races, it specializes in serving half-giants with appropriately sized furniture and items. Because of this the tavern has a large open atmosphere for those smaller races. Although four-stories tall, the two lower floors have been converted to one floor to accommodate its larger patrons.

**26. Tensin's Wagons (Shop):** A sawdust-covered path winds through clusters of wooden handles and stacks of chitin and bone in this workshop. Apprentices busily build wagons and howdah

frames here, and plan the frames of argosies to be constructed in a secure staging area outside the walls. Tensin and her four brothers wield the hammers themselves with teams of specialists on large projects: expensive, built to custom specifications, and payable in advance. A section of the shop's wall is bricked over, repaired from a recent collapse of an oversized mekillot howdah.

The family is deeply respectful of king Hamanu and Tensin's brother Gahul is always alert for any statements that speak ill of the king. He will call a customer a liar for any such offense and may even notify templars if the statement was egregious enough.



**27. The Prancing Peacock (Inn):** Only the wealthy stay at this luxury establishment. A raucous, lively place filled with music and mirth unlike many other inns in Urik. A bright spot in an otherwise stifling Urik, the Peacock is the place for wealthy to be at ease. Foreigners are not welcomed and unless they are famous or locally vouched for, they are refused service by a trio of former gladiators at the door. The Peacock is the go-to place to meet local nobles, senior officials, wealthy merchants and estate owners, all who gather during very special evenings to enjoy music, rare cuisine and dance. In the deeper recesses of the inn, patrons with specific tastes can partake in pleasures without worry.

The innkeeper, Nirum-Un, is an undercover templar, who works directly for Avexus, the High Templar of Security. Nirum-Un collects information while running the establishment and provides a stable of free and enslaved courtesans offering pleasure and opportunities for espionage alike. The building itself is four stories high and is full of ornaments, fabrics, trophies and exotic skins. It has never gotten raided by templars, which adds to its exclusivity in the city.

**28. Amendu's Pottery (Shop):** Strings of small ceramic beads, lavender and azure in color, crackle around customers who enter this doorway. Amendu's work is intricate and beautiful, depicting

stories in outlined shadows over mazes of geometric patterns. His wife, Vilenhi, refined the firing process that creates the intense background color. The kilns and pottery wheels are not in sight of the public, but he decorates and paints in the center of their shop. Against the walls are always expensive vessels of many sizes for sale. Vilenhi takes payments and arranges for delivery of larger purchases.

## Trader's Row

Trader's Row is not truly a district, it is actually the space between the two largest districts that's coincidentally leads into the great plaza of the city. Because of its location it receives most of the foreign visitors and traffic from the King's Gate, creating enormous opportunities to conduct trade before visitors travel to other parts of the city. Many of the businesses here predominantly serve visitors from the client villages of Urik as well as foreigners who have not been directed to the Foreign Quarter.

**29. Yellow Sloth (Inn):** Typical of the fare provided by all inns in Urik, the Yellow Sloth is a sleepy, non-descript inn that provides basic meals and bedding for its patrons. The inn's regulars are the laborers and caravan guards of visiting merchants. For those looking for a quiet break from the hustle and bustle of caravan life, the Yellow Sloth is a perfect fit.

## Trader's Row




- 29. Yellow Sloth (Inn)
- 30. The Underrock (Temple of Earth)
- 31. One Man's Treasure (Shop)
- 32. The Sated Fael (Tavern)
- 33. Bright Stars Inn (Inn)

**30. Underrock (Temple of Earth):** This small temple dedicated to the earth is in a sad state of decay. Many decades ago, its priests were involved in an unknown dispute with the templars. The inevitable outcome was that every worshipper was summarily executed and fed to the beasts of the arena. Today a single aged priest resides in what passes as a temple.

**31. One Man's Treasure (Shop):** This lively store sells all manner of obsidian goods, ranging from common jewelry and pottery to more refined items, including weapons. Obsidian craftsmen work their trade in view of customers and can have their items customized for an additional fee. Noktik was a jeweler by trade and specializes in making obsidian jewelry laced with gold or precious stones. His pieces command high prices from the nobles of the city, and some of his wares are desired in Nibenay and Draj.

**32. Sated Fael (Tavern):** When sweet aromas fill the district, it is usually due to the clay ovens of this tavern. The tavern is very busy, the clientele is mixed and most days the shaded seating tables arranged just outside are full. The proprietor, Nagasha, is jovial half-giant who loves to hear of the exploits of the weekly gladiator matches. Some assume that she was once a gladiator or involved in the arena somehow, but no one asks.

**33. Bright Stars Inn (Inn):** Another inn focused on providing comfort for weary travelers and employees of the merchant caravans, Bright Stars is affordable, offering a mid-range of prices for room and board. Food at the inn is quite good and is usually a standard fair of meat stew with himali bread that is quite filling. Given the transient clientele, the rooms at the inn are small and simple, but comfortable. The owner of the inn, Calana Vendruu, is an elemental cleric of air who uses her abilities to make the inn as comfortable as possible.



during the worst bouts of heat, creating a cool draft that allows her patrons to rest much better.

## Artisan Quarter

The Artisan Quarter is a rich commercial district where Urikites shop for foodstuffs, finished goods, and other commodities. In the northern section the quarter opens up to the Lion's Square. This is the main plaza of the city where king Hamanu holds annual parades to display his might. On the northern end the plaza leads directly into the Gates of Destiny, where Hamanu's palatial complex, Destiny's Kingdom is located. Lion's Way, a wide street paved with gold and white glazed bricks and lined with obsidian statues of Hamanu cuts through from the King's Gate. It winds its way through this district, through to the High Quarter, finally ending at the Palace of the High Templars in the Templar District.

Specialty stores of all types can be found in the Artisan Quarter and craftsmen ply their trade in every location conceivable. Prices are high in the quarter, but the quality is second to none. Travelers will notice that inns and taverns are plentiful in this quarter and more discerning customers can find the brothels usually located near these establishments.

Craftsmen dominate the area, sometimes living and congregating in the same neighborhoods. Brick

makers, carpenters, bakers, stone carvers, potters, weavers and leather workers all make their homes here. Those businesses that sometimes produce foul odors from their trade, such as tanners and smiths are usually situated towards the city walls. Bakers and other businesses that produce foods are located closer to the main roads where the aromas make the mornings under the crimson sun bearable.

The Code of Hamanu forbids any business that may bring dishonor to the king to be located on King's Way. This basically allows templars to pick and choose what business can be on the main road.

Tradesmen and craftsmen who cannot afford a structure to conduct trade do so in the various markets that are set up weekly throughout the district, these markets focus on one commodity, but other goods are available. Some great deals can be found by enterprising or lucky shoppers during these market days.

The poorer tradesmen normally purchase a street vendor token from the templars to operate small wheeled carts with food or goods that they can move around most of the city to meet local demands. Some of these vendors not only have delicious foods and goods, but their constant mobility also gives them insight on many events that occur throughout the city. If tipped right, some



of the perceptive and enterprising street vendors can be a font of gossip and information.

The district is mostly populated by humans, but other races, typically half-giants and dwarves are well represented. Some venues even cater to the larger humanoids due to their significant numbers in the city. Templar patrols in this area vary with the types of homes and establishments in the area as well as the number of bribes given.

A large segment of templars assigned to the civil bureaus operate out of the Royal Customhouse. Patrols after sundown are normally conducted by least two templars and several guardsmen.

**34. Gates of Destiny:** The Gates of Destiny are fifty-foot-tall double gates of iron, adorned with

symbolic representations of King Hamanu in his various aspects of war. This gate serves as the entrance to Destiny's Kingdom, the administrative center of Urik and home of the king.

The gate's entrance, is twenty feet-wide and forty feet-tall and the doors are made of agafari wood and banded and studded with iron. In addition, both the inner and outer gates have iron portcullises that can be quickly sealed by tower guards. On each side of the gate towers, the Code of Hamanu is inscribed in vibrant blue for all to see. Elite half-giant guards and war templars guard this area at all times.

**35. Lion's Square:** This large plaza is paved in marble and contains large frescos of lions, mountains and other symbols dedicated to Hamanu. In the center is a large symbol of the city itself - a human-like roaring lion. The edges of Lion's Square contain rows of fifteen-foot-tall statues of Hamanu in various imperious poses. During annual festivals, the armies of Hamanu march in formation to the plaza to showcase their might. By law, all of the buildings surrounding the Lion's Square are to be kept clean and in immaculate condition and glazed in yellow and white.

**36. Lion King's Fountain:** This exquisite multi-level fountain of white marble and bronze, depicts Hamanu in his half-man, half-lion form trampling



## Artisan Quarter



- 34. Gates of Destiny
- 35. Lion's Square
- 36. Lion King's Fountain
- 37. The Golden Tembo (Tavern)
- 38. Cool Breeze Inn (Inn)
- 39. The King's Cup (Shop)
- 40. Potter's Court
- 41. Yaramuke Fountain
- 42. Temple of Andarkin (Earth Temple)
- 43. Loktal's Apothecary (Shop)
- 44. The Weaver's Market

- 45. Royal Customhouse
- 46. Halgost's Halls (Inn)
- 47. Joat's Den (Tavern)
- 48. Temple of the Sun (Fire Temple)
- 49. Manypillars (Earth Temple)
- 50. Muktal's Herbs and Poultices (Shop)
- 51. Urikar's Metal Wares (Shop)
- 52. Tordah's Exotic Armaments (Shop)
- 53. The Flayed Braxat (Shop)
- 54. Arah's Exquisite Ceramics (Shop)



his enemies in a triumphant roar. The water from this fountain flows down from his defeated enemies faces simulating tears and screams of agony. The Lion King's Fountain commemorates Hamanu's victories in battle, and showcases his physical prowess against foes. Drinking water from the fountains is prohibited and is a sure way to end up on the wrong side of the templars quickly.

**37. Golden Tembo (Tavern):** The Golden Tembo is a busy tavern that caters to the many visitors of the city-state's administrative center, the Temple of

the Lion God. People of all classes mingle, drink and conduct meetings while awaiting the disposition of a petition, or to ensure its favorable outcome.

The 'Tembo' as locals call it, is rarely harassed by templars, as they benefit from its continued operation. There are alcoves all along the perimeter of the tavern covered in dark curtains, each with a small table and chairs for two. Upstairs, larger rooms for five more people surround the balcony overlooking the first floor. The tavern is

owned by Asor and his sister Ryja, who inherited the place from their father over fifteen years ago.

**38. Cool Breeze Inn (Inn):** Owing its popularity more to its proximity to Destiny's Kingdom than to anything else, the Cool Breeze Inn conducts robust business frequented by tradesmen, merchants and the occasional templar visitor from the other city-states. Its offerings are a standard fare and the atmosphere is very business-like and serious. Its deep portico extends throughout the entire front facade, where patrons sit to a sip of coffee or other drink while overlooking Lion's Square. The owner of the Cool Breeze is Korol, a serious, no nonsense half-elf who quietly and efficiently runs his establishment and avoids run-ins with the law.

**39. King's Cup (Shop):** The King's Cup is a small pottery shop on the periphery of Potter's Square. This quiet, unassuming shop specializes in well-made, durable drinking cups at a low price. Most of its clients are locals and business is light. Two decades ago, the King's Cup was raided by templars and its owner was accused of being an agent of the Veiled Alliance. The former owner was executed and the property confiscated and sold off. The new owner, Thantias, purchased the store from the city when he sold his share of a lucrative merchant venture in the village of Codesh.

**40. Potter's Court:** Potter's Court, home to Urik's famous pottery market, is filled with potter's wheels, wells, and massive stone kilns. Here, trained artisans' fashion the vessels for which Urik is best known. Platters, casks, urns, and other pieces come from this square, all featuring metallic glazes, stylized astronomical features, animal carvings, and, of course, Hamanu's likeness. The blazing kilns at the center of the square makes working here by day intolerable, so pieces are fired only at night. Surrounding the court are dozens of pottery stores ranging from small boutiques to larger warehouses.

**41. Yaramuke Fountain:** This ancient fountain is said to have originally been located in the palace grounds of the Sorcerer-Queen of Yaramuke. It was brought here by King Hamanu's armies when he conquered and destroyed that city for challenging his supremacy over the obsidian mines in the Smoking Crown Mountains. The fountain is made of a greenish stone flecked with bright red quartz; a faded statue of a woman dressed in regal finery lies at its center. Water trickles down from the statue's mouth into the basin below, its mouth contorted in a fit of pain.

**42. Temple of Andarkin (Earth Temple):** Located in a subterranean network of chambers beneath Yaramuke Fountain this large temple wisely cultivates alliances with other elemental temples in the city, to mutual benefit. It has no formal leader and a score of elemental clerics come

and go on their own whims, each practicing their own version of veneration to their element. The temple itself is named for Andarkin, a powerful earth cleric and psionist who was last seen over a hundred years ago. Stories claim that Andarkin announced to his followers that his time had come to be one with the earth and sank deep into the ground beneath the subterranean chambers. For many years, some of his students venerated a stone engraving in the chambers bearing his likeness where they claim he disappeared. Today, most think that the old cleric, sensing his death, chose to bury himself in a tomb of his own making. Some young clerics who have been to the temple claim that a man bearing an uncanny resemblance to murals and statues below has been spotted in the city.

**43. Loktal's Apothecary (Shop):** This difficult to find store is located in a crowded center of a city block among confusing alleys and makeshift walls. The plaster walls of this edifice are peeling in many places, revealing the red mud-bricks and giving the building an unseemly and poor appearance.



Once inside, you will find that moving around is quite difficult. Shelves made of agafari wood are stacked in tight spaces filled with all manner of clay pots and glass jars containing every known spice, liquid, mineral or animal that you can imagine. Loktal, a short skinny human of advanced age who runs this store is friendly and excitable whenever visitors arrive. Most Urikite locals who cannot afford magical healing from the priests or templars come here to find materials that will soothe their aches and pains.

**44. The Weaver's Market:** This tangled maze of stalls and alley is where many of the cloth vendors in Urik ply their wares. Clothing of all types can be found within, from simple garments to exquisite craftsmanship that would be fit for Hamanu. This market is especially busy in the morning hours and by evening it becomes near abandoned by all except the most desperate of weavers. A small group of killers-for-hire also called the Weavers can be contacted in this area, but which weaver represents them is unknown. These assassins avoid petty larceny but make themselves available for choice contracts where lethal discretion is required.

**45. Royal Customhouse:** This hulking building of granite and marble is perhaps the busiest government structure in all of Urik. It houses the templars from the civil bureaus responsible for



managing the functions associated with importing and exporting goods into and out of the city.

Almost all merchants from individual traders to merchant houses must pay a visit this large building that encompasses an entire city block. From here templars adjudicate levies and collect customs duty on imported goods. The efficiency of the templars here is impressive and hundreds of visitors come and go every day to pay their taxes and declare their goods.

The customhouse is rumored to contain numerous vaults underground that store goods confiscated for tax evasion and those deemed too dangerous to be traded in Urik. The topmost floor of the customhouse contains the offices of the district precinct responsible for patrolling the artisan district.

**46. Halgost's Halls (Inn):** This large establishment doubles as an inn and stable area that has a reputation for maintaining the safety of its customers and their mounts. Originally the building was the district precinct of the civil bureaus before they moved their offices into the customhouse across the street.

Known for their cinnamon beer and pickled gorak feet, customers of Halgost's Halls are bound to appreciate a delicious meal and enjoy musical performances by local bards. Clean and private rooms are plentiful and the inn manages to avoid the notice of templars enforcers most of the time. The inn's stables are spacious and can hold inix mounts complete with howdahs.

**47. Joat's Den (Tavern):** A favorite of templars who work in the adjacent customhouse. This pub, managed by the aged dwarf Joat, is a busy place


that serves as a respite for rank-and-file templars looking for a break from duty. For obvious reasons it is rarely visited by others, but on occasion a bold freeman or noble will venture and have a swig of ale in this pub despite the uncomfortable stares they may receive. Most templars patrons won't involve themselves or bother with non-templars here, relying on the proprietor to fix any issues that arise. If a situation warrants a templar's attention, woe be to that person as the full wrath of dozens of angry templars will be unleashed upon them.

**48. Temple of the Sun (Fire Temple):** This temple, also known as the Temple of the Fiery Mane, is the best place to seek healing services outside of the official city temples. It is built of blackened stone with a façade of a stylized lion with glowing eyes and vibrant red mane that is lit

even at night. Its clerics are happy to assist any who are able to pay, however, to stay in the good graces of the templars they do not actively proselytize to others; but do accept those who wish to serve as acolytes. The half-dozen priests and perhaps three-times that many adherents are led by their high priest, the Xer Sunspeaker.

**49. Manypillars (Earth Shrine):** This ruined and ancient temple in a central plaza is a collapsed structure with dozens of stone columns in various states of preservation. Faded images of vague creatures are inscribed on many of the collapsed pillars, the tallest of these reaching the height of a half-giant. Only Jurgan, a mad earth cleric, with skin as grey as stone, resides in the ruins on a semi-permanent basis. Merchants use the pillars to set up tents at scheduled market days gathering





much more people than usual for this somehow is considered a sacred place. During those market days, Old Man Jurgan, as he is frequently called, regales local children with outlandish tales of the world's long forgotten past.

**50. Muktal's Herbs and Poultices (Shop):** The pleasant scents of frankincense and myrrh waft throughout this ancient building. Herbs and poultices can be purchased here as can expertly given massages. A cotton or linen bag is filled with herbs, carefully steamed, then rhythmically stamped, kneaded and rocked over the body. Hot stones are used to help relax the bodies of the weary or sick. The heat helps relax muscles, while the potent herbs have therapeutic effects. Small private rooms are available where waiting masseuse ply their trade. The proprietor, a ssuran called Ulreb, continues in the traditions that his grandfather started when he moved to Urik thirty years ago. Ulreb uses his tribal contacts near the mountains to get the rare incense to conduct his business. Gladiators and other martial types are frequent customers at Muktal's.

**51. Urikar's Metal Wares (Shop):** This high-end shop serves not only as a store for metal implements and weapons but also as one of the few foundries not owned by the city. Using the lost-wax method of casting, the metalsmiths in this shop can create items using a variety of metal alloys from bronze statuary and weapons to the rare and time-intensive

steel weapon. Due to the rarity of the metal all items here are extremely expensive and out of reach of most Urikites. Clients include senior templars, wealthy nobles and merchants and the occasional explorer. The shop is strategically located against two of the city walls and there are well-paid guard and psionics to prevent the theft of any items. Urikar bribes the templars for extra protection and patrols frequently pass through the area along with vigilant tower guards providing constant surveillance.

**52. Tordah's Exotic Armaments (Shop):** For many gladiators and would be contestants Tordah's Exotic Armaments is the place to obtain rare weapons to kill foes in the arena. Inside all manner of rarely seen weapons of different cultures and races can be found in all sizes. Tordah, a one-legged former gladiator claims that what she does not have immediately available she can get in a ten-day's time. Thri-kreen and halflings frequent this place to gather weapons more familiar to their species. In the center of this store is a taxidermied klar roaring fiercely. In hushed tones and away from Tordah locals say that this beast was the one responsible for Tordah's missing leg when she fought in the arena.



**53. Flayed Braxat (Shop):** Urik's warrior culture has provided a bounty to this establishment as it maintains a vigorous business in selling armors of all types. From common lizard scale armors to the tough leathery hide of its namesake, the Flayed Braxat is well-known and respected for its goods. A sharp-eyes customer can order custom-made armors bleached or dyed in any colors, or carved with family crests or emblems. Many nobles and merchant houses hire the Flayed Braxat to provide large numbers of armor for their soldier's uniforms. Whenever this happens, the owner, a dwarf skinner named Jorosh recommends that his clients also visit Bau's Outfitters to get matching cloaks, belts and boots to complete their desired look.

**54. Arah's Exquisite Ceramics (Shop):** Bursting from top to bottom with hundreds of pottery goods of all sizes, colors, forms and decorations. The shop has become popular for the variety of products and competitively low prices. The shopkeeper, Arah, is secretly a preserver and member of the Veiled

Alliance. Occasionally she allows her shop to be used by informants and other agents to pass messages left in pottery jars.

The cluttered nature and sheer number of items makes discovery difficult. In the past when templars have raided the shop she portrays herself as a befuddling and fearful woman with a speech difficulty to allay their suspicions. So far, templars assume that the Veiled Alliance is taking advantage the proprietors' obvious weaknesses to use her business.

## Obsidian Quarter

Urik's obsidian quarter looks like a mixture of the high district and artisan's quarter. Merchant emporiums vary from well-appointed complexes to spartan warehouses. Most structures here are made of stone or plastered brick and constructed for one thing - to facilitate trade. Many of the merchant houses have a small area where trade is conducted and larger inner warehouses where they keep their trade goods. The streets of the obsidian quarter are busy with the hustle and bustle of trade, the constant streams of wagons and the noisy grunts of beasts can be heard from sunrise and well into sunset.

**55. House M'ke:** House M'ke of Raam contains a sizable compound and numerous agents conducting trade with Urik. It is the primary supplier of silk, spices and slaves into Urik.

# Obsidian Quarter



55. House M'Ke  
56. House Stel  
57. Obsidian Gate  
58. House Krosi  
59. Bloody Knuckles (Tavern)

60. Rentyhi League  
61. The Gauntlet (Inn)  
62. The Wanderer's Friend (Shop)  
63. House Resherek  
64. Pit of Black Death


Sometimes it runs afoul of House Stel with its slave dealings, but it usually is able to fend these attacks off. The Raam to Urik trade route is very lucrative and M'ke has good relations with the king and his templars when conducting trade.

**56. House Stel:** This highly militaristic merchant house is ever present in the lives of all Urikites whether they realize it or not. From its immense fortress-like compound it ranges all over Athas to bring in the majority of commodities to Urik.

Its vital trade in weapons, ceramics and iron from Tyr all support King Hamanu's efforts, and he rewards the house with a wide latitude so long as their interests are intertwined. The compound is heavily guarded by the best of House Stel soldiers and warded by magic and psionic means.

**57. Obsidian Gate:** This large gate is not as ornate as the Lion's Gate to the east; however, it is wider,





designed to allow entry of large armored caravans pulled by mekillots. Primarily used by merchants and the military, the gate is very busy and always guarded. Just inside the gates there is an area where the larger caravans stage before they head off into the desert to travel to other cities.

**58. House Krosi:** At the brink of financial extermination, this small merchant house is secretly running an extremely lucrative gambit to act as retainers of the obsidian warehouses of the Makla mines. Timora Krosi, the young new matriarch, staged recently a coup inside the house, to obtain this contract to provide secure storage. Despite the high walls and the labyrinthine and partly subterranean stores, the old installation's defenses of house Krosi are currently underpowered. They bet that as long this is kept secret the profits will be enough to recover. The risks are high but they got nothing left to lose anyhow.

**59. Bloody Knuckles (Tavern):** As the name implies, this establishment despite its rough sounding name is frequented by many of the spectators to the arena as well as some of the gladiators participating in the arena combat. Some of the greatest wagers in arena history have been made here. Nobles have lost entire estates and others have lost their lives with reckless bets.

The proprietor, Vol One-eye, is a former gladiator who won one of those legendary bets and it's how

he came to own the tavern. He never lets anyone forget it. The prices in this tavern are expensive, but its closeness to the arena make it justified. On days when there are no events the tavern is mostly quiet and frequented mainly by the employees of the merchants Obsidian District. On arena days, its standing room only, every conceivable corner is taken and there is usually a large gathering outside of the tavern as well.

**60. Renythi League:** This compound belongs to a group of a dozen or so houses that have coordinated their operations somewhat to develop greater prosperity and security. The Renythi League has outposts in every city and this one is run by House Bel-Ibni, a small Urikite house who manages the property for the league.

**61. The Gauntlet (Inn):** Perhaps the loudest, rowdiest and most exciting inn to stay in all of Urik. This large 4-story building was once a merchant house compound converted into an inn several decades ago. The regular customers are merchants, would-be gladiator trainers, beast masters and other similar individuals. No one really comes for the food or the accommodations, they come here for the nightly action.

There is always a brawl of some type that occurs at the inn. Its central hall designed as a fighting pit recessed into the ground, with tables, benches and viewing alcoves all around. It's owner,

Kandalanu, hosts a weekly fight night with a unique twist that always fills the inn to capacity. There is a persistent tale that King Hamanu, disguised as a gladiator, once stayed at the inn and battled numerous competitors to win a prize, a steel fanged gauntlet, which he awarded to the inn and it remains mounted behind the main bar. Templars rarely harass the Gauntlet, and sometimes are found within in secret, fueling rumors that the king may have in fact been here and prevents his templars from enforcing his laws too harshly.


**62. The Wanderer's Friend (Shop):** A popular and friendly trading post that stocks everything from wagons and herd animals to all kinds of supplies needed to trek across the harsh Athasian wilderness. The owner, a friendly dwarf named Porpor, is always willing to trade.

**63. House Resherek:** This moderate sized house made its fortune on robust slave trading during Tyr's building of King Kalak's ziggurat. Unfortunately, after all slaves were freed, it has become one of several merchant houses that have had to diversify their trade portfolios in order to survive. Today House Resherek is the primary house engaged in trade with the various villages to the north

of Urik, trading crafted goods and textiles from Urik for raw goods, such as nuts, rare beasts and the occasional capture of young drik.

**64. Pit of Black Death:** The Pit of Black Death is the official arena of Urik. By all accounts, it is also the most brutal arena in the Tablelands. The arena is made from an ancient obsidian quarry pit and still contains plenty of obsidian on its floors and walls. The countless obsidian shards and fine glass dust are constantly fused by templars with spells to create razor-sharp glass jutting out everywhere, that encompasses the entire perimeter of the arena.





Templars are also known to create large jagged obsidian pillars called the Staves of Hamanu, which are several feet thick and create razor sharp protrusions used by combatants to push their opponents into. The Staves of Hamanu range from five feet to fifteen feet in height. A combination of the fused obsidian glass and the unforgiving heat of the sun create an almost unbearable heat that causes the temperature to rise 10 to 20 degrees higher than normal, reaching its height during the midday sun. The heat is such, that it can burn flesh with a touch.

The pit also is notable for requiring every spectator to stand for the entirety of a match. There are no seats. When king Hamanu occasionally attends he also stands alongside his templars for the entirety of the combat.

Just across from the Pit lies the arena compound, a multi-level brick structure that is the receiving area for all competitors, slaves and monsters slated for combat in the Pit of Black Death. Within this large compound are several cages which are made of iron and can hold powerful creatures as large as a mekillot and as tall as a giant. In addition, there are underground rooms that connect with the arena where creatures and gladiators prepare, or are held until they participate in the games. Templars and other specialists skilled in magic or beast handling from the bureau managing the arena are always present.

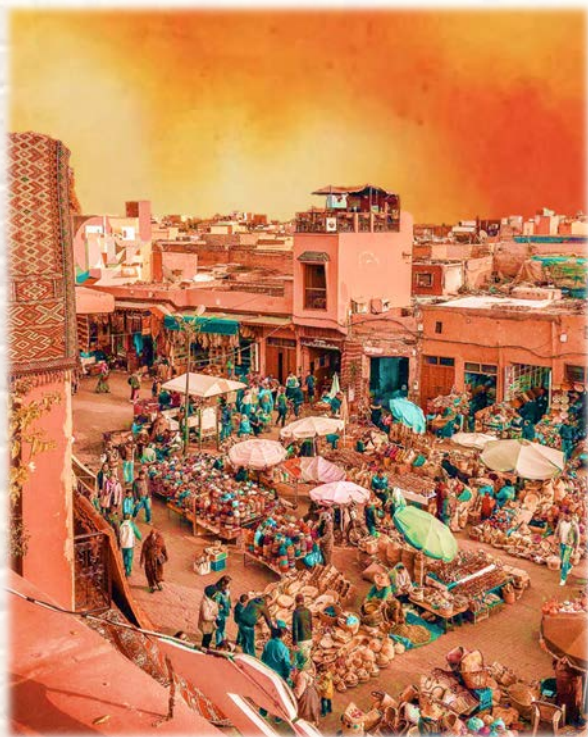
The Code of Hamanu mandates that all betting of more than 10 ceramics occur through the king's gambling house located in the first level of the compound. This is in part to ensure bettors meet their obligations, but also so that the city gets to tax all the transactions. Attempts to circumvent this process usually ends in forfeiture of all winnings to the king's treasury. This of course is subject to the vigilant templars working the arena zone, who apply the king's laws in varying degrees of efficiency depending on how well they are compensated.

## Foreign Quarter

This district has the eclectic look of the old quarter but contains a number of dilapidated structures, many of which are packed in tightly with narrow alleys and dark halls. A visitor here will immediately be bombarded by dozens of different languages and dialects from its residents. The strange sounds of multiple cultures mingling creates a cacophony of music unlike anywhere else in Urik. Templars here are constantly fighting a losing battle to maintain a semblance of uniformity demanded in Urik. They resort to turning a blind eye to certain minor things and only address glaring violations. The largest offenders are the transient elf tribes who ply their trade in the elven market and then disappear back in the desert wastes. The foreign quarter is dangerous in general to those not from the district and deadly to any who attempt to

dislodge the many elements of the underworld present here. Many a templar has met their end thinking that their yellow robes of station would shield them from harm.

**65. The Elven Market:** Not far from the Obsidian Gate is the Elven Market, where dozens of elf merchants set up tents and makeshift stalls to sell exotic goods from all over the Tyr Region. The market in Urik is more dangerous than its counterparts in other city-states, and few humans explore its nooks and crannies. The tents and



makeshift areas make a veritable maze easy to get lost in. Contraband, such as spell components or other forbidden items can commonly be found here, as well as fenced goods. Elves ply their trade

day and night, most times avoiding the prying eyes of the templars or outright bribing many to look the other way. It is advised that a guide is procured prior to entering.

**66. Mother's (Tavern):** This tavern is usually the first stop for thirsty who can't seem to find any other welcoming spots. A favorite haunt of one of the clans of the Clearwater elven tribes. It serves a rare, strong drink called Pyreen's Kiss, which the elves enjoy greatly. Frequently the target of templars, who harass the elves when they are here. Mother's is also frequented by members of the Veiled Alliance.

**67. Shani's Hirelings (Shop):** Urik's militaristic nature bleeds down to every facet of society and due to the city's penchant for battle, the need for mercenaries for caravan protection or for expeditions into the wastelands is great. This business offers to be the broker of such individuals. While most of the customers are wealthy merchants or nobles, there are times when these services are required by the less fortunate. Shani's concentrates in providing 'specialized mercenaries' (i.e., non-humans) that may be a better fit or could more effectively navigate the cultures of whatever location the customer desires.

**68. Ghulda's Grotto (Earth Temple):** This small shrine to the earth lies untended for quite a long time. Its building is used by elves when hiding from

## Foreign Quarter



- 65. The Elven Market
- 66. Mother's (Tavern)
- 67. Shani's Hirelings
- 68. Ghulda's Grotto (Earth Temple)
- 69. Voric's Tonics & Things (Shop)
- 70. Gates of Woe
- 71. Deep Cups (Tavern)
- 72. Oroth's Cradle (Orphanage)
- 73. The Shiv (Tavern)
- 74. Beggar's Palace
- 75. Dustdevil Inn (Inn)

the templar patrols. A few of these elves have claimed on moonless nights that a pale-skinned woman wrapped in an emerald-colored robe beckons them to go into the depths of the grotto. When this happens most elves hastily flee as soon as they can and avoid the shrine until one of the moons rise again.

**69. Voric's Tonics & Things (Shop):** A shop providing alchemical reagents, healing poultices and pastes to fix common ailments. Almost all items are of non-magical make, but they are alchemical in nature and sometimes this shop runs afoul of the templars, usually when they offer some rare ingredient that can be combined to make more

volatile concoctions. The proprietor, Voric, is known to give heavily marked down prices to the people of the quarter and doubles the prices to outsiders or wealthy individuals.

**70. Gates of Woe:** If there is a gate many templars tread carefully at, it's the makeshift area called the Gates of Woe. This crumbling area signifies the entrance into the Beggar's Palace. The gates themselves are actually two ancient large brick buildings heavily leaning towards each other, practically touching. Vagrants and other residents have connected the buildings with cloth, animal skins and other materials.

**71. Deep Cups (Tavern):** A friendly bar with amenable prices and selection of meals. It is frequently a stopover for many dwarves who enjoy the spiced rum that is imported from the village of Kled. The barkeep Horstof, is a former inhabitant of Kled who has spent over three decades living in the city. He has a retinue of other dwarves or muls assisting him with the tavern.

**72. Oroth's Cradle (Orphanage):** One of two orphanages in the city. Oroth's cradle is home to the unwanted children of the city-state that are not enslaved. Half-elves, muls and other non-humans form the majority of these orphans. They are cared for by the old scarred mul, Oroth a cleric of air. How he maintains the several dozen urchin is unknown, but it always receives mysterious donations of food and clothing when needed. Some believe that the elves are frequent donors of goods as a good number of the orphans that come into Oroth's are half-elven. Oroth is always on the lookout to get his charges into trades or various professions while still young.

**73. The Shiv (Tavern):** Nothing less than notoriety follows anyone who enters this rough and tumble establishment. Only the meanest, toughest or most naïve individuals of the quarter enter this pub, the latter are summarily thrown out. In here, staring at a person for too long can prematurely end your life. The regular patrons who know each other are keen to identify standouts. Others use the

Shiv to meet with would-be assassins or brokers of the forbidden.

**74. Beggar's Palace:** A large portion of the Foreign Quarter lies vacant and crumbling. The term 'Beggar's Palace' refers to any of the ruined buildings in this area of the neighborhood, not a specific structure. Those who cannot find lodgings elsewhere make do with what they can find here. Beggar's Palace is a warren of rot and decay, and only the most destitute and wretched people linger in the area. Multiple ledges and makeshift bridges crisscross the structures creating a veritable multi-level maze. Danger abounds for any outsiders who find themselves here, even templars enter this area in large numbers and even then, it almost always ends in a fatality on their side.

**75. Dustdevil Inn (Inn):** A quiet, unassuming inn that asks very little questions and provides very little in terms of amenities. The rooms are small and cramped, being barely five feet wide and eight feet long, with double-bunks atop one another. Each room contains a wash basin, linen sheets and a chamber pot. The inn borders the Beggars' Palace area and because of this, the Dustdevil rates among the lowest in the quarter.

## High Quarter

Besides Destiny's Kingdom, the High Quarter is the cleanest and most well-maintained district in



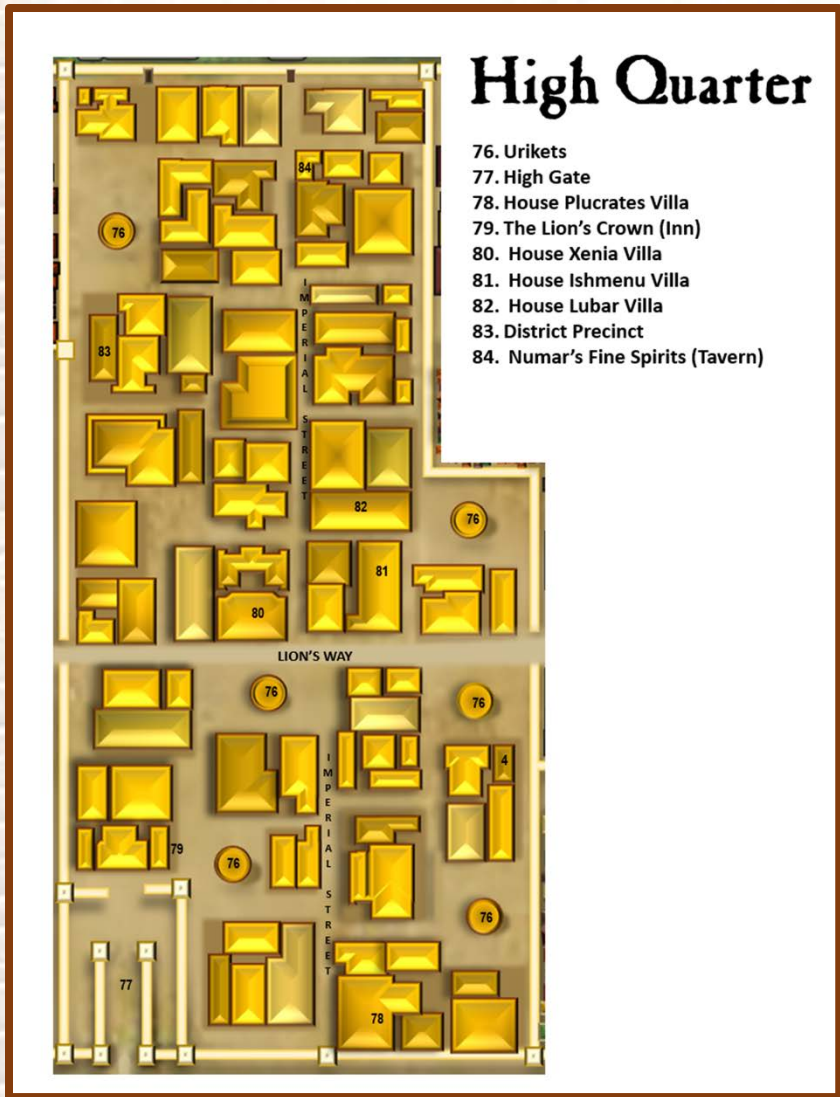
the city. Here the sirdars and their families indulge in all manner of debauchery. Most nobles maintain a life that is so alien to ordinary Urikites that it is hard to comprehend the sheer wealth and privilege of these individuals.

All manner of villas can be found in the district with high walls and lush gardens. The stores and venues located in this district are amongst the very best Urik has to offer, but are rarely available to anyone except nobles and powerful templars. Throughout the day and into the evening hours the hustle of palanquins can be seen carrying nobles to and from their richly appointed villas to various destinations across the city. Not all noble families have city villas, some choose to stay in the

countryside and maintain a simple office in several meeting halls located in the district.

**76. Urikets:** Tall slender obsidian spires rise throughout the High Quarter. Only nobles, templars or individuals escorted by them may enter the towers. Spiral stairs ascend to the tops of each tower, where one can view the entirety of Urik and even beyond the walls. Some even use it to view the stars for omens in the night sky.

**77. High Gate:** This well-defended gate is primarily used by nobles and templar retinues. Occasionally some trading farmers are allowed to use the gate when bringing their freshest produce



# High Quarter

- 76. Urikets
- 77. High Gate
- 78. House Plucrates Villa
- 79. The Lion's Crown (Inn)
- 80. House Xenia Villa
- 81. House Ishmenu Villa
- 82. House Lubar Villa
- 83. District Precinct
- 84. Numar's Fine Spirits (Tavern)

interests, almost all geared to supporting the army of Urik. It is currently led by Gelmin Plucrates, High Templar of the King's Fields.

**79. Lion's Crown (Inn):** To visiting diplomats and other wealthy individuals, the Lion's Crown is a second home. Situated right along the Lion's Way, this four-story immaculate structure is filled with all manner lavishly appointed rooms and stocked with the freshest food available. Prices here are extremely high and can only be afforded by the truly wealthy.

**80. House Xenia Villa:** This rising noble house first made a name for itself less than twenty

to market so that the best of the crop can be purchased by the nobles of the district.

**78. House Plucrates Villa:** The Plucrates family is a powerful house whose members devote themselves to the templar ranks. The family enlists several of its members into the templar order, and at least one of its members in the last eleven generations has become a high templar. Wealthy and possessed of many farms, slaves and business

years ago by leading an assault on the elven tribes operating in the barrens to the north of Urik. Since then, its private army employs many thri-kreen, who are more than happy to continue patrols in search of elf raiders.

**81. House Ishmenu Villa:** The venerable nobles of this family are amongst the oldest and richest of all nobles in Urik. The Claws of Ishmenu insignia can be seen outside many of the villas in the



verdant fields. In addition, the Ishmenu have invested heavily in all manner of trades and businesses in Urik. Some whisper that their wealth rivals or surpasses that of the dynastic merchant houses.

**82. House Lubar Villa:** The Lubar family was once a force to be reckoned with, however it has fallen on hard times since its previous patriarch Maetan, destroyed much of its fortunes in a reckless war with Tyr. Today, much diminished in power and prestige, the house manages several villas and farms as its matriarch, Eltavina Lubar, attempts to stave off irrelevance.

**83. District Precinct:** The templar patrols for the noble's quarter have their headquarters here. Dozens of templars are constantly patrolling the district ensuring the peace and safety of its residents are met. The templars assigned here by the watch bureau are typically scions of the nobility or well-connected, and have a vested interest in keeping the riffraff from the quarter to ensure the discrete activities of nobles remain private.

**84. Numar's Fine Spirits (Tavern):** This large three-story tavern is a prime spot for the more affluent residents of the district. Its wide porch provides ample views of the city district and the flavorful aromas of rare spices emanating from the kitchens leave passersby with mouthwatering desire. The prices in the tavern are steep, but the sheer

variety of drink and food available more than makes up for it. The main cook of this establishment, Pandri, hails from Raam, and the delicious meals he makes for patrons have the distinct seasonings of his city.

## Templar Quarter

The Templar District exemplifies the discipline that Hamanu expects from his templars. Every block is made up of tidy structures in rows of straight streets and narrow alleys. The district buildings are all made of brick and plaster, each having three stories, with neat square windows at identical levels, with the bottom two floors painted yellow and the top red. Shops, inns and taverns and other non-templar facilities also follow this pattern, with only the cartouches adorning each door to set the structures apart.

This uniformity creates the appearance that every building is exactly the same. Junior templars reside in barracks interspersed across the quarter, mid-level templars have their own family apartments and senior templars have their own compact villas. The high templars have residences in a fortified manor, the Palace of the High Templars, which is hidden behind 20-foot-high walls in the center of the district.

**85. Palace of the High Templars:** This ostentatious structure is unlike all the other

# Templar District



- 85. Palace of the High Templars
- 86. Templar Barracks
- 87. The Staked Johzhal (Tavern)
- 88. The Templar Orphanage
- 89. Royal Quartermaster

# Slave Compound



- 90. Slave Barracks
- 91. Toll Square
- 92. Slave Gate
- 93. Shadow Market
- 94. Sparring Area

buildings in the templar district. Instead of the typical horizontal stripes of the quarter, this structure is painted in vertical yellow and red stripes.

Standing almost eighty feet high, this palace has six floors and contains the lavish offices and penthouses of the high templars. The first two floors

contain offices and are large enough to allow half-giants access, the upper four floors are the high templar penthouses. These penthouses have multiple balconies with hanging gardens and all manner of servants that ensure the palace remains spotless and caters to the high templars every need. Although numerous high templars have private

villas, many use these official offices and accommodations to host all manner of events.

**86. Templar Barracks:** Several buildings in the templar quarter provide housing for hundreds of low-ranking templars that have not earned the privilege of having more spacious quarters. All three floors of these large buildings are comprised of long halls filled with double bunks neatly arranged in rows. Small offices exist at the ends of the halls for the templar trainers, in all over two hundred templars reside in each building.

On the outside these buildings are painted like every other in the quarter, with the bottom two floors painted yellow and the top red. The only noticeable difference between these buildings which are interspersed within the templar district is that they sport a small stone plaque on the right sides of the entryways with an image of a ferocious beast of the desert wastes and a number on each side of the plaque.

**87. The Staked Johzhal (Tavern):** Urik is not known for the best wines, however the crafting of various beers is a time-honored tradition. Various beers made of wheat, barley and wild rice are located in this venue, as are various herbs and spices to add unique flavors to the beers. The Staked Jhozal is a favorite stop for merchants leaving the city preparing for long trips through the wastelands. The inn is owned by Khaleesa, who is

widowed, after her husband Nubugal was killed enroute to Urik, by giths raiding the local village trails several years ago. Khaleesa still mourns for her husband and continues to wear mourning robes compete with veil.

**88. Templar Orphanage:** The templar orphanage is run by the civil bureaus and houses all the human orphans from freemen or other areas outside the city. It is frequently a place where children are dropped off by individuals who cannot afford to raise a child or those engaged in unwanted or illicit affairs. The children raised within, live a regimented lifestyle and are treated little better than slaves, but as they age, they are trained and tested for various vocations, specifically the templar or military duty. Overly difficult children or those who fail to make it into these areas are commonly sold off into slavery.

**89. Royal Quartermaster:** This large stone building is the repository for clothing, templar badges, weapons and equipment for Hamanu's templars. Templars of senior rank can also requisition troops, mounts and funding for various endeavors within this facility.

## Slave Compound

This compound is the most miserable part of the city, both in appearance and in spirit. The jumble of brick buildings, shanties and decrepit structures

are in worse condition than those found in the foreign quarter, with the exception of the slave soldier barracks. This slave compound is mostly spartan but some slaves have managed to find, steal or receive enough various items that a veritable black market has popped up in the district where slaves barter for services with each other. Most of the slaves who are kept here, work in the fields surrounding the city or within the city itself.

Slaves are grouped into various work camps and overseen by templars who ensure all slaves return to the quarter upon completion of their duties. Those slaves who cause trouble are either quickly killed or sent on the next slave caravan to the obsidian mines.

**90. Slave Barracks:** These well-maintained four-story brick buildings in the slave quarter house the regiments of slave warriors in the king's army. Each building has its own regimental designation and there is some rivalry attributed against other regiments. This usually spills over into fights between the slaves, but sometimes the templars cruelly antagonize one against the other for their own amusement or as a way to resolve inter-templar disputes.



Over five-hundred slave soldiers reside in each building, one company on each of the top three floors. The bottom floor is reserved for supplies and a mess hall. A dozen or so slave overseers run each regiment, led by war templars. Freedom is usually promised to particularly effective overseers. Army weapons are not kept in these buildings, regiments receive them only during training while in the fields of Destiny's Kingdom or when preparing for battle.

**91. Toil Square:** This large area is used to call out and organize the various slave details. Templars will normally stand on podiums and magically amplify their voices every morning to call out instructions. Every month, a slave caravan bound for Makla is prepared with a hundred or so slaves to replenish the losses. During this time the entire quarter is tense and a full complement of templars, defilers and guards are on full alert as slaves are called to board.

**92. Slave Gate:** This well-guarded reinforced gate teems with soldiers in every tower and along the high walls. Templars, defilers and psionicists are all stationed here as well, and maintain a vigilant eye

on the activity in the slave quarter. The gate is almost exclusively used for the caravan runs from Makla to Urik. Occasionally, if the city purchases large numbers of slaves, those merchant caravan wagons also arrive here to unload the slaves directly into the slave quarter.

**93. Shadow Market:** Slavery is a cruel, harsh and unforgiving institution for those in bondage. Yet, there are times when due to the nature of their condition of work they find, collect or are rewarded with all manner of coins and items. When they are able to sneak these past the ever-present guards, a variety of items usually make it to the Shadow Market, where enterprising slaves clandestinely operate their own bazaar away from the prying eyes

of templars and guards offering all manner of goods and services. Seasoned templars are aware of the market, but are under orders to allow it to continue, as it is seen a source of tension relief to the oppressed masses.

**94. Sparring Area:** This large area is used by the slave regiments to conduct drills with practice weapons of a non-lethal nature and for physical fitness exercise. During the High Sun festival, templars hold a sparring event that pits a team of the best warriors from each regiment to battle each other in a series of convoluted physical challenges that require much teamwork. If the winning team achieves a perfect score during these contests, they are granted their freedom.



# Lands Under the Lion's Gaze



## The Boneyard

An ancient ossuary lies to the west of the city of Urik, parallel to the Obsidian Road. This underground honeycombed area is where Urikites are buried. Some nobles and wealthy patrons have family crypts established that are used to this day.

Unfortunately, within days, many of these burials are ransacked and the bones, teeth, clothing, and any other valuable items are stripped from the corpses. Templars occasionally patrol this area as do the king's necromancers.

## Three Sisters Observatory

This ancient structure was once the main observatory of Urik. Built on the tallest of three hills, the building was used to watch the celestial movements by astronomers and astrologers alike. While it is still used as such, it has lost much of its prestige, being visited by only the poor. Few government officials have visited this observatory in the four decades since the Royal Observatory was built on Sunrise Hill. Unbeknownst to the almost all of Urik, the headquarters of the Veiled Alliance can be found within several hidden levels underneath the base of the observatory.

## Client Villages

Numerous villages and hamlets dot the verdant lands of the city-state. Most of these are small clusters of red-brick homes bordering several farms or serving a noble family plantation. The ten largest villages in the verdant lands are situated near an oasis and contain several dozen buildings. Each village is named for a specific day of the week in Urik and most are surrounded by a fifteen-foot-high wall. These larger villages are all connected by a series of roads wide enough to facilitate travel of military units and large wagons.

Every client village has their own unique character and provides a specialized service to Urik. Many of the villagers and their families have worked the same lands for centuries. Villagers identify themselves by their village culture first and as Urikites second. These villages are often the place to locally seek basic repairs of farming implements and contain other minor services and goods. Templars from the civil bureaus are assigned to administer these villages, many of these templars originate from their assigned village.

### **Basc (population: 250)**

The sleepy southern village of Basc is one of the smaller client villages of Urik and offers no real amenities to visitors. In the sloping hills surrounding the villages produce fine Himali wheat, prized for its taste and texture. They are protected from numerous raiding tribes that roam the

outskirts of Urik's lands by a nearby military outpost. Among the more remote of the villages, the people of Basc have an air of freedom about them, almost cheerful. The observant visitor would notice that even the slaves in the village seem to carry themselves differently than slave in other parts of Urik.

### **Codesh (population: 620)**

This large settlement lends its name to the first day of Urik's week and claims to be the oldest village in Urik. Codesh is a foul-smelling place, most villagers are unfriendly and gruff to outsiders, preferring to keep to themselves. By oral tradition, Codeshites as they are known, claim that the village was once the center of civilization in the region prior to King Hamanu's arrival. Local legends say that it was once as large and mighty as the city of Urik and although there are expansive ruins around the village no one really believes these claims.

Codesh's main village exports are wholesale butchered and salted meats, bone, sinew and leather. The village contains numerous slaughterhouses and its daily market is always full with vendors selling their goods. Although templars nominally manage the village, in truth gangs of freemen butchers run all aspects of the operation and the templars are content to remain in their towers and building so long as things stay under control.

### **Farl (population: 310)**

The village of Farl is the closest to the smoking crown mountains outside of Makla and receives a healthy dose of volcanic ash on its lands. Because of this the soil is rich in nutrients and villages specialize in producing fruits, legumes and dates for trade. Farl is a frequent stopping point for travelers along the obsidian way and they are usually the first to receive goods that are brought from the Ringing Mountains.

### **Jannal (population: 415)**

To the southeast of Urik, the village of Jannal provides its share of wheat and barley to the city. The village is between the Road of Kings and the Trade Way and is a popular spot for caravans bound for other cities and not stopping in Urik. Jannal has many transients from these constant travelers and has a large contingent of templars and

soldiers who keep a watch on any suspicious activities.

### **Khelo (population: 390)**


The northeastern village is the farthest village from the city of Urik and is the primary location for many kank hives that dot the surrounding landscape. These breeding grounds are used to raise kanks for the king's royal pens. Aside from providing and training war kanks for the army, the village is known for producing most of the bows, bolts and arrows for the army.

### **Makla (population: 1270)**

Located on the shore of the Lake of Golden Dreams, Makla is a strategic town that is the lynchpin for the economic survival of Urik. Approximately one hundred brick and stone buildings surround the village square. At the core







of the village, several marble mansions envelop a public square alongside the shoreline. The public square itself is large, and in its center is a great cistern of steaming water that is fed by a canal. On the fourth side of the public square is a wooden pier, with small rafts and boats. On one end of the town lie dozens of slave pits secured with mekillot-rib gates intertwined with giant hair rope and mudbrick walls capped with jagged shards of obsidian to prevent escape. Surrounding the pens are several barracks of soldiers to discourage any escapes or slave riots.

Most craftsmen or tradesmen in Makla work to support the mining operations. Some merchants attempt to make a living here but because of the great need for materials, the cost of these goods is too high for most to afford. Makla has several ironsmiths that repair the iron picks needed to extract the obsidian from the mines. Makla also contains several taverns and an inn, mainly used by the standing garrison of over five-hundred soldiers. Owing to the importance of this location, the king usually assigns a trusted templar to serve as governor. Currently Governor Agade, a powerful templar and master of the Way from the war bureaus rules with ruthless efficiency.

#### **Modekan (population: 460)**

The village of Modekan lies to the southeast of the city and provides staple produce similar to other villages. They also provide paltry amounts of rare

spices that they grow in small quantities in the fertile ash covered slopes. Modekan has a singular inn called Scorcher's Rest, that is busy and unusually festive during the evening hours. The inn offers a fiery mead made with hot peppery spices that stings the throat of those that imbibe it too fast.

#### **Sellin (population: 430)**

The closest village the Road of Kings. Sellin sees much of the traffic its neighboring village Jannal gets. Unfortunately, the Sellinites are not as savvy of welcoming to outsiders due to an incident over four decades ago when a band of marauders disguised as traders ravaged the entire village killing most of the inhabitants while the templars were on patrol. The lone inn was burned in that event and by decree of King Hamanu no inns are allowed in the village. Today, most Sellinites seeking some pleasure congregate in small private groups.

#### **Todek (population: 690)**

Todek is the largest village in the verdant belt, its farms, villas and pastures stretch out all the way to the edge of the Great Alluvial Sand Wastes. Todek specializes in growing vegetables of all types and large wagons full of these goods are constantly on the roads to Urik. A spicy, sundried sausage is made here, with peppers and meat, which is often traded with nearby Codesh. Todek has two comfortable inns and a small bustling market. A small amphitheater has been cut from an



outcropping near the base of an ancient tower where small plays and other festive events take place. By decree of the local templars, the inside of the tower is off limits and some villagers claim that it is haunted by strange translucent beings.

#### **Teyra (population: 330)**

Almost directly to the north of Urik, the village of Teyra is famed for the series of cool humid caverns located near its oasis. The caverns are used by the villagers to host large colonies of ock'n snails. Villagers use the slime produced by the ock'n to coat obsidian-edged weapons to provide them additional hardness and stability. Routine trips by weaponsmiths bring hundreds of weapons to Teyra, they rarely export the ock'n snails outside the village.

#### **Wirreth (population: 320)**

The village of Wirreth is a waypoint for many caravans and is the point where those heading to the other city-states use Urik's road system to travel. The goods located in this village have been marked up in price to sell to passing travelers. In addition, a series of tolls exist here that charge passing caravans for passing through Urikite patrolled lands without visiting Urik. Most traders pay the fees, but some smaller outfits attempt to circumvent what they see as an unfair practice and attempt to go around Urik's lands. Many of those that do, invariably end up as victims to desert raiders or worse. The raiders seem to have an uncanny ability to know when groups attempt to go outside of Urik's road network.

### **Ject (population: 250)**

This independent village lies outside of the verdant area, although not under Urik's control, it is acutely aware that it wouldn't take much for the armies of King Hamanu to conquer or destroy it. Jectites are skilled hunters and traverse the hills and rocky canyons abutting the ringing mountains with ease. Many of these hunters have found trails that cross into the halfling jungles on the other side of the mountains and some sell their services as guides to travelers. They have few farms, preferring to herd animals for meat. More often than not, villagers make a living selling exotic beasts for the arenas of Urik or sell the pelts and skins of rare animals. Ject has no inns, but it does have a single tavern with a large central area open to the sky. The tavern doubles as a meeting place for the villagers.

### **Smoking Crown Mountains**

This chain of highly active volcanic mountains is the source of Urik's famed obsidian. In the blackened ash-covered jagged slopes Urik sends countless lives into the mines to extract the obsidian. The largest of these mountain peaks is the Black Crown, which periodically releases rivulets of magma down its slopes and goutts of smoke into the air that darken the sky for days. Some adventurous fools have attempted to traverse the mountains in search of rumored treasure from the ancients, but most never return. Those that do

return speak of strange elemental beasts in the peaks, whose mere touch combusts the flesh.

### **Quraite (population: 220)**

This independent village lies hidden in the center of an inhospitable salt flat north of Urik called the Fist of the Sun. Traversing the Fist is a deadly endeavor, and if one does survive the trip, they would assume that the vibrant green farms and trees surrounding two dozen buildings at its center are an illusion. Quraite is a druidic haven, one of the few places on Athas that can count several druids amongst their number. Rumors hold that the village has the personal protection of King Hamanu himself, but no one has yet been able to corroborate its veracity.

### **Lake of Golden Dreams**

The Lake of Golden Dreams lies on the southwestern side of the Smoking Crown mountains. The pungent odor of sulphur permeates the area as the yellowish steam emanates from the hot springs. Where the lake is shallow, the yellow waters allow observers to see what appears to be numerous tunnels and passageways that some claim lead down to a city deep in the heart of the Smoking Crown. No known explorers who have braved the scalding waters to reach the tunnels have ever returned. The lake is lifeless and no visible organisms swim in its waters.

## External Relations

### City-States of the Tablelands

Urik looks down at the various city-states in the tablelands. In the eyes of Urikites, there is no better place to survive against the harsh realities of the wastes. Although King Hamanu's laws are harsh and uncompromising, few can claim that he does not provide the safety from most dangers. Because the vast majority of Urikites never leave the safety of the city-state, few know what is actual truth or exaggeration and blindly accept the teachings of the templars.

The government of Urik maintains good relations with the city of Draj as its warrior culture is understood and respected and both city-states claim their sorcerer-kings as gods. Raam and Nibenay are seen as valuable trading partners, but nothing more. Urik maintains friendly, yet condescending relations with the city-state of Tyr. They attempt to keep Tyrian relations on the positive side as Urik relies heavily on Tyr's iron to mine its obsidian.

In actuality, King Hamanu and his templars despise the Tyrians and the king is still upset at the attack on his city decades ago. They see the city-state as chaotic and disorganized, with former slaves attempting to emulate true kingship reserved for the noble class. For now, Urik carefully ensures

that the iron trade continues in return for surplus food to feed the swelling number of starving Tyrians. But deep within the bowels of the war bureaus, senior advisors devise war plans for a time when the armies of the lion march once again on Tyr to claim it as their own.

### Ogo and the Forest Ridge

Urik enjoys a long-lasting trade agreement with the halfling chieftains of Ogo. In return for gifts and trade in various goods the chief provides a company of halfling scouts on loan to King Hamanu. The situation is mutually beneficial.

### Slave Tribes

Various slave tribes roam the wastes surrounding Urik, seeking to survive the harshness of the land. During particularly rough times, some tribes will attempt to raid the outlying villages and hamlets for food and to free slaves. Usually roaming squads of soldiers and war templars will rebuff these incursions and instead capture and enslave the offenders, sending them to the obsidian mines.

### Beyond the Tablelands

Urik rarely looks beyond the tablelands for trade or battle, confident in its ability to handle anything that comes to it. King Hamanu on occasion dispatches a team to survey areas and gather information on events that may impact Urik. This includes visiting distant cities, or exploring ruins.

## Coinage in Urik

Much of the trade in Urik is conducted by bartering, especially in the rural areas. However, coins are also readily used in the city and villages. The largest of these coins is the ceramic piece and the silver piece is about half its size. The gold piece is about half the size of a silver coin.

The ceramic coin of Urik is called a Quiver and each bit is called an Arrow. These coins are glazed in yellow on one side with an indentation of an arrowhead in black. On the opposite side they are glazed in black with yellow arrowheads.

The silver piece of Urik is a hexagonal coin called a Blade. On the front side the image of a front-facing image of Hamanu wreathed in flames. On the obverse is a halberd dripping four drops of blood.

The gold piece of Urik is also hexagonal, and is called a Lion. The front image of this coin has a side-facing image of King Hamanu wreathed in flames. The obverse of the coin is an image of the Gates of Destiny with the Smoking Crown Mountains in the background.



## Calendar of Urik

Templars have attempted to create administrative periods called 'Quinths' to divide the year into five 75-day periods or fifteen 25-day months to tie the calendar to the harvest periods. To avoid confusion, the majority of Urik utilizes the Merchant's Calendar. The only difference is that in Urik, each day of the week is named for one of its surrounding villages.

Days of the Week			
1st	Codesh Day	6th	Sellin's Day
2nd	Basc's Day	7th	Jannal's Day
3rd	Farls' Day	8th	Wirreth Day
4th	Teyra's Day	9th	Modekan's Day
5th	Khelo's Day	10th	Todek's Day

## Common Urικite Names

**Urik Male Names:** Agga, Akash, Anu, Azu, Dagan, Dumuzi, Elam, Enki, Eannatum, Enkidu, Eridu, Gudea, Hamaru, Hegal, Idin, Istaran, Kai Lahar, Kindatu, Lagash, Larsak, Lulu, Marhashi, Munarim, Nintu, Rim-Sin, Sabatu, Shamash, Shuhadak, Shulgi, Tammuz, Tash, Ur-Bau, Zamat, Zaqar.

**Urik Female Names:** Aja, Amat, Arah, Ashani, Davina, Doreena, Elba, Enkara, Inanna, Iltani, Ishtar, Jani, Kara, Larsa, Lilis, Mari, Marnita, Mylitta, Nanshe, Nanni, Ninkasi, Ninkura, Oshana, Qari-Un Ri, Rima-Sin, Rosalind, Samas, Shala, Shara, Simat, Teba, Tikanna, Umara, Yaetta, Zara, Zorah.

## Urικite Phrases

- Great Hamanu's infinitesimal mercy strike you down! (A curse wishing a person ill)
- Make peace with the earth. (A threat of imminent violence)
- His heart is as black as obsidian! (Calling someone despicable or evil)
- Your tongue is as sharp as obsidian. (Calling someone scalding smart-mouthed or incisive)
- May the lion devour you! (A curse wishing you bad luck)
- By the eyes of the king! or Eyes of the king! (An expression of surprise or disbelief in seeing something)
- May the Lion watch over you. (A blessing of good luck)

**THE CITY-STATE OF URIK, BECKONS YOU TO  
ENTER ITS YELLOW WALLS AND MARVEL AT ITS  
MAGNIFICENCE AND GLORY THAT  
MIGHTY HAMANU HAS PROVIDED.**



This campaign accessory can be used with any edition of the world's most-recognized roleplaying game or other game systems.