

# SKYREALMS of Jorune

## KIRLAN

— *Mistress of the lake* —

**By Sholari James**

The city of Kirlan is a city on its way up. It is known for its beauty and fair palaces among the islands surrounding the city. Khodrens call it “Mistress of the lake” because it is parallel in beauty to the deep blue Lake Dau-Uh-Dey.

The city was founded in 2282 PC by the Coronian conquerors that migrated to the region which they named Carissey (now Khodre). [See *Khodre* essay for more details on Khodre’s history] The Coronians named the city Carassabil, but the original Korrin name for the protected harbours of the peninsula stuck. As the people of the countryside referred to the capitol of their new lords as Kirlan, the Coronians started to do the same. The exact meaning of the name Kirlan is lost today, as the Korrin language is long since extinct.

The city was greatly damaged and partly destroyed during the crugar occupancy in the Years of Slavery 3111 to 3142 PC. During the second great crugar invasion of 3439 PC large parts of the city were ravaged by fire.

The city has always been the central hub of activity in southern Carissey and in Lake Dau-Uh-Dey. It has attracted all kinds of people, races, religions, traders, fortune seekers and villains. It has always been the capitol of Khodre (before that Carissey) and all the ruling families have estates in or outside the city.

The architecture of the city is a mixture of Thanterian and Burdothian styles. There is a certain influx of Jaspian styles and some surviving Korrin culture designs. (Especially the tradition to decorate public buildings with fish, boats and people that are half water- half men or half mountain – half men.) The older parts of the city are dominated by the lavish Coronian buildings that tower over the city like beautifully carved stone mountains. Many small towers and needle-like turrets decorate the palaces of the rich and ruling families. The walls of the city are also of typical Thanterian design with their pyramid shaped guard rooms and massive slanted walls.

The increase of Burdothian influence to the region has led to more Burdothian architecture in the form of rounded roofs and archways, pillared walkways and onion-shaped or disc-shaped towers. Especially the Sagess’ palace has been under the scrutiny of Burdothian masons after its repairs in 3445 PC.

Around the harbours and the Skyport there is a clear Jaspian influence. Multi-storey wooden buildings with pointed, finely carved rooftops dominate these neighbourhoods.

Two great canals divide the city into four distinct parts. These are: Palace Island, Stonetown, Old Town and The Wall District. The main canal, Gariltai, cuts through Kirlan from east to west. Another canal, Sajantin, cuts through Kirlan from north to south, from Palace Island to

the central parts of Gariltai canal. In each end of Gariltai canal lays a harbour. These are called Eastport and Westport and are a constantly buzzing with activity.

Palace Island is the smallest district of the city and is surrounded by an extra high canal wall, fortifications and guard towers. Beyond lies the Sagess' palace (The Mirror of the Lake) which is renowned for its beauty and gardens throughout the civilised lands. The palace is actually spread out over five smaller islands that are connected by delicate bridges and encircled by a great wall. The palace has its own harbour and talmaron aviary.

Outside the palace but on Palace Island lies most of the important state buildings, such as the Drenn Wall, Ceremony Hall, The Kim and the House of Yordigs. The elite guards that patrol Palace Island wear their challisks fastened on their turban-clad helmets and are often equipped with energy weapons.

As the name suggests, there are many old stone buildings in Stonetown. Among these are a sherja arena, race tracks, temples to various deities and the homes of the rulers of Khodre. It is the second largest of the Kirlan districts and lies northwest of the canals. Most of the town's keshts and drenns reside in the eastern parts of Stonetown, surrounded by lush and beautiful gardens and tree-lined streets. Except for Palace Island, there is no part of Kirlan that is more heavily guarded. In the south-western part of Stonetown lies Westport. The port is divided between Khodres navy (northern shore) and the fishermen (southern shore and part of The Wall District). Close to the northern part of the harbour lies the naval barrack, the Iscin Institution and the Shen.

Old Town is the oldest part of Kirlan and used to be walled before the old wall was pulled down to be used in the construction of Eastport in 2645 PC. Kirlan's bazaar, Chell House and the district known as Nightworld can be found here. Nightworld has some of the best and worst incleps, illidges and ladies of the night. The main street leading up from the city gates in The Wall District runs through Old Town and past the bazaar. All that can be bought in Kirlan can and will be found along this road or at the bazaar. Via the Sajantin and Gariltai canals all kinds of good are transported from the merchant's ships in Eastport to the bazaar.

A large building in the middle of the bazaar is the Chell's House, where rulings concerning the city are made. Here the people can make their voices heard and even the Sagess attends from time to time. At another end of the bazaar lies the high old wooden building known as the Jaspian Market. Exotic goods brought via the mysterious flying crystal schooners landing at the Jaspian Skyport in the Wall Districts end up here.

Eastport lies in the south-eastern parts of Old Town. This harbour is used mainly by the various merchants or transport ships trafficking Lake Dau-Uh-Dey. Goods or people that are unloaded here end up in the bazaar, in the Skyport, in Githerin Town or in the Klade District. Just outside of Eastport lies three islands crowned with palaces and high walls. Two of these are the well guarded mansions of the rich ruling families DharWin and Corolia. The third is called Temple Island and is the holy temple and domain of the Khurite sect (one of Khodre's oldest sects. It has many things in common with the original Korrin religion of the region.)

The Wall District is the largest area of Kirlan. It includes all land between the Gariltai canal and the city walls. The western part of the wall district is part of Westport. On this side of the port fishermen of Kirlan reside. A multitude of small fishing boats clog the harbour when all fishermen are in and it is not uncommon to find the boats moored outside each other in layers along the piers. Boats, skiffs, canoes and rafts are sailed, paddled, rowed, poled or pulled through the harbour and the canal surrounding the Fishermen's Harbour. The large Fish Market is a bustle of activity in the morning and at night the fishermen drink and mend their

nets. It is a well-known fact that many smugglers enter the city with their goods through the fishermen's harbour, right under the nose of the Khodren navy in the opposing part of the harbour.

Just east of the Fish Market lies the army garrison of Kirlan and the Military Academy. Although surrounded by high walls one frequently hears the shouts of officers and the marching of soldiers from within. Only a stones-throw away lies one of the most feared places in Kirlan. It is the city herris, built like a fortress with high impregnable windowless walls, where all diyorda of the city are taken. Also the greatest enemies of the realms and shissics end up in this gloomy herris commonly known as "The Tower". Below The Tower lies Shissic awss where public executions draw large crowds.

At the centre of the Gariltai canal, where it meets the Sajatintai canal, lies the Klade District. The impressive Dharklade Hall and the many warehouses and klade buildings encompass a large and semi walled part of the city where children are raised and trained in their professions. The Klade District even has its own little harbour where it receives goods that have been transported upon the Gariltai canal from Eastport. As competition with the Jaspian Trading Houses is tough and sometimes violent, there is all the more reason for the different klades to stick together and watch over their property. However, the Klade District seems to lack klades specialising in transportation, as these seldom survive long in Kirlan. Klades providing different kinds of services seems to be those that have the least to fear from the Jaspian and have the highest survival rate.

In the north-eastern part of The Wall District the houses lie close together, cluttered and unstructured. Every year the streets seem to have been changed or built over in this dark, cluttered part of Kirlan where alleys, archways, cellar stairs and easily accessible roof-tops are filled with suspicious characters. This is Githerin Town, a place travellers should well avoid. Smugglers deliver their goods here and diyorda can be hired for any kind of job if the money is right. As Githerin town lies close to Eastport and the Gariltai canal, a lot of goods tend to end up involuntarily in this part of the city.

Immediately south of Githerin Town lies the Jaspian Skyport, recently modified to be able to receive the huge Dharsage Class schooners. Huge warehouses lie in a semi-circle around the two elevated "piers" that anchor the crystal schooners and enable them to unload their cargo. Each Trading House has its own beautifully carved and painted hall close to the Skyport and their own condrij to guard them. Many of these are boccord from the cold north. They speak only Jassian (Nortren) and assume that all strangers at the Skyport after nightfall are "visitors" from Githerin Town. A small private harbour of the Jaspian lies close to the Skyport to make transportation from air to sea swifter.

Outside the great city walls are some lerrins and dharlerrins. Immediately outside the western parts of the wall is the city cemetery, filled with graves from various cultures and races. Corastin workers are buried in stone pits, Burdothians burn their dead in two large buildings, Thanterians place their dead in stone graves or family crypts while other people simply place their dead in the ground. Most noticeable are the four long barrows that hold the remains of all citizens slain during the two terrible crugar invasions. A lone stele holds most of their names at the end of each barrow.

Kirlan is predominantly a human city. The proximity to Ros Crendor and historical mix of humans and boccord in northern Khodre has resulted in a 20% boccord population in the city.

The number of muadra seems to increase every year, which has led to an increase in daijic and persecutions. Most of the mudra come from liberal Jasp or the Jaspian protectorates and have great difficulties handling the prejudices of the Khodrens. Some of the muadra are Jaspian trimsmen of the Kakulya Brotherhood. These muadra are something so unusual as wealthy muadra. Their wealth stings the eyes of the drenns and their secret lore of the crystal schooners attract many querrids, who try in vain to learn more about the mysterious sky ships.

Woffen have found their way to Kirlan (as they seem to do to all larger human towns), some out of curiosity, others to fight the crugar on the other side of the troubled border. In Old Town there is even a woffen districts known as “Dog Town”, centred around a large shenter. As in most civilised towns, thriddle can be seen in Kirlan. The Shen of Kirlan was founded in 2842 PC and now works as a magnet for all travelling non-humans. The thriddle earn their living as fadri to the keshts and drenns of Kirlan. Another interest is of course the Jaspian Skyport and the secretive acubon of the lake, whom they pester with their questions.

Where there are thriddle, there are also corastin. Most of Kirlan’s corastins work for and in the Shen, but many other serve as porters, construction workers or as guards for the wealthy (a Burdothian custom).

Now and again acubon traders appear in Kirlan. Most of the times they will stay in the two incleps in Old Town or at the Shen, which can provide their kind with tanker bins.

Bronths mostly come to Kirlan as loremasters and often work at the Shen, the Iscin Institution or on Palace Island.

The only crugar that come to Kirlan are those destined for the Tower or Shissic awss.



*Sagess Saress Khodre’s palace*