Vaghba's Little Mountain

Many, many N'luss have come to Jakalla from the far off mountains seeking fame and fortune, or at least a refuge from the interminable inter-clan raiding and warfare of their far-off mountain home.

Of course what most of them find is the wrong end of something pointy while trying to make a name in the arenas, tedious work bodyguarding for a wealthy Tsolyani, and all too often the bottom of a flask of A'alsh and the high ride for drunken fighting. Jakalla is confusing, full of magicians and aliens and weird gods, too many temptations to mention, and there aren't even any bloody chairs.

Vaghba's Little Mountain is a refuge from all that, a wing of a Foreign Quarter tenement furnished in the style of an N'luss longhouse where lonely barbarians can feel at home.

Vaghba GoraMnerr is the landlady. She is a member of the Burning Moon clan, a Very Low clan made up of pure or nearly pure N'luss lineages that split off from the Scarlet Planet of Knives and frequently adopts mercenaries who have served their time in the Tsolyani legions.

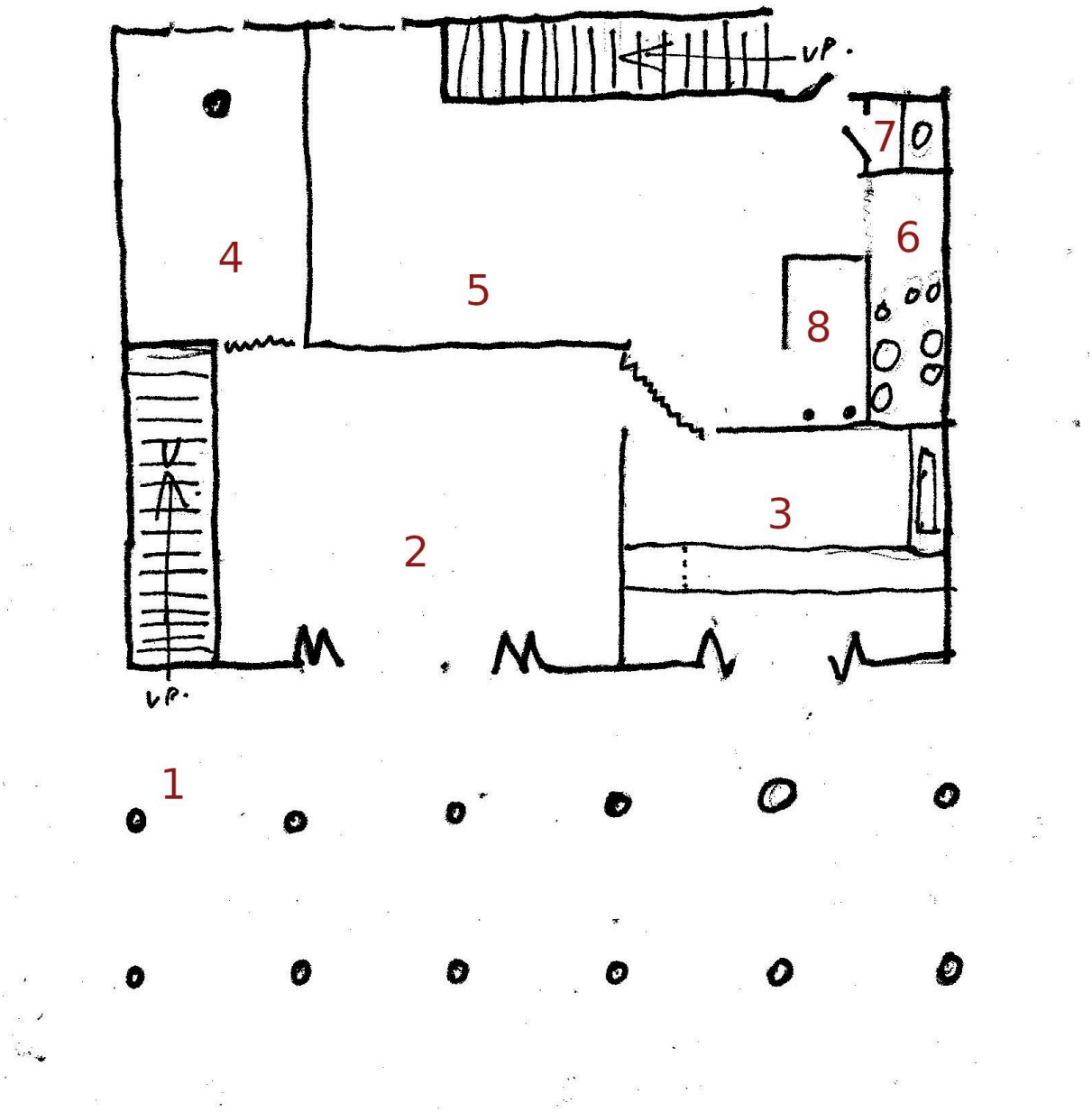
Vaghba herself was a Tirrikamu in the Legion of the Mace Raised High, and her legion shield and mace hang on the wall of the main room of the hostel. She is tall even for an N'luss, and her hands bear ten black diamond tattoos on the right, and 17 red diamonds on the left, denoting ten foes killed in single combat and 17 personally sacrificed to Vaomahl the Firey Father.

The building is mostly fired brick with thick walls at the base and has a supporting frame of wooden beams for the floors and the mostly flat roof. Internally, most walls are wattle and daub with a fair layer of plaster. It stands one storey shorter than the houses to the left and right, and is somewhat narrower. Ceiling height varies – the ground floor has a height of 3m, the first floor 4m, the second 3m and the third 2.5m.

There are two distinct sections, the ground floor and a couple of rooms on the first floor are a leather goods shop and food stall run by a Burning Moon family, the upper floors are Vaghba’s hostel.

The Burning Moon clan rent it from the Temple of Vimuhla; the terms are payment in service and in kind. The Burning Moon are to provide five serving soldiers to temple sponsored legions, or to the temple guards in Jakalla, and two house servants to cook and clean in the temple as necessary. In addition the Burning Moon must provide two sets of leather armour per year to the Vimuhla temple guard. The guard will also order a number of additional sets yearly, but these will be paid for.

Ground Floor



1. Stairway.

The building is in a terrace of small clanhouses and has a colonnade at the front 4m deep and 3m high. The upper stories are supported on two rows of brick columns.

This unobtrusive stairway between two buildings is the main entrance, distinguished by a stucco panel above the entry with a stylised painting of mountains, and an orange painted door frame from which most of the paint has fallen off.

2 Leatherwork shop.

The Burning Moon clan have a tannery outside town where they mainly process hma hides, but also do bird pelts and know how to tan vringalu hide when they can get it.

This shop is the retail outlet, run by Russan and Ghamner, two brothers born in Tsolyanu though their grandparents Nluss heritage is clear from their facial features and stature, and their three wives -

Aiella (Green Pyramid clan, Tsolyani), Chanchan (Pakalan Nakome) and Vokash (Burning Moon, N'luss) and two sons, Mishku and Little Russan (14 and 12).

Chanchan and one of the boys usually mind the shop which stocks leather sandals, boots, belts and waistcoat like jackets. It also has some bird pelt hats made along N'luss lines, with colourful feathers and wings hanging down over the ears, some leather seafarers caps in Pakalan style and a couple of suits of N'luss style leather armour of large size. The brothers can make you shoes and sandals, and alter or repair leather armour or garments.

3 Kitchen/Food shop.

Aiella and often Russan work here cooking for their family and selling fast foods like fried gecko on a stick, sweet potato cakes, dlo balls etc. Most days she makes more than the leather shop.

4 Backroom

Stock for the leather workshop, not usually much here, more a place to make chumetl and talk over wholesale deals buying hides en masse. On the walls are traditional N'luss stretched skins with bone and stone beads in various patterns. These are memorials to the dead members of a family, and at the main clanhouse in the country there are dozens. N'luss tradition is that when no one alive can recall who a skin was memorialising it should be taken down and burnt, but such objects do sometimes have value to art collectors in the city and some are sent here to be sold instead.

They currently have a pretty good one, made from the hide of a red haired hma and sewn with a lizard done in overlapping scales of mother of pearl and chips of blue crab-shell, which they claim is over two hundred years old and to be worth 75 kaitars.

5, Leather craft workshop

Here they do alterations and repairs, and also turn out boots and sandals made to the customers size. They also make fake memorial hides and up in the rafters of this room are a few being artificially aged.

6. Passageway

This has storage jars for urine which are regularly removed from the building and taken to the tannery to be used as part of the tanning process. The jars are sealed with wax, but it is still pretty stinky back here.

7. Toilet

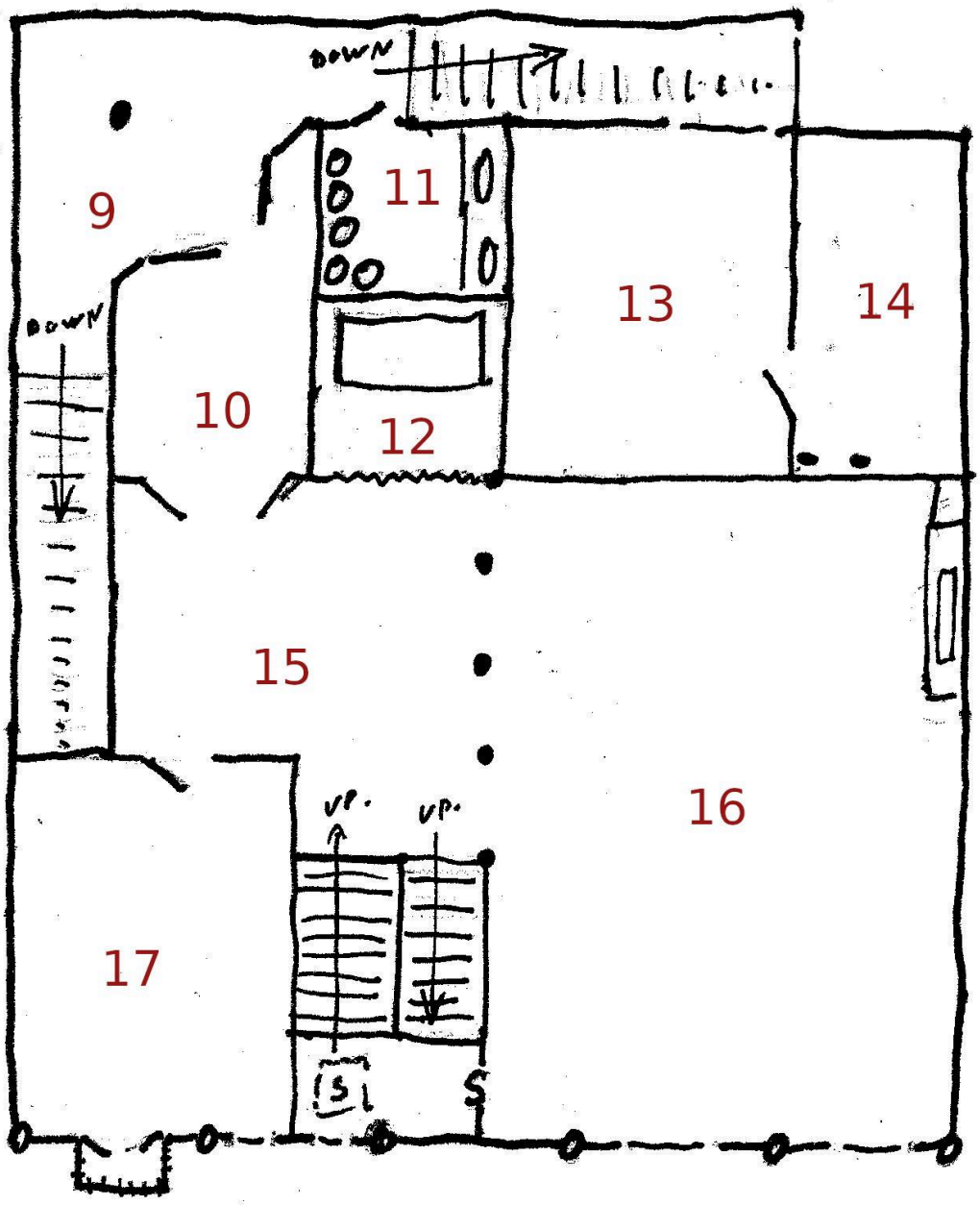
Small room with wooden floor with a jar for urine and a hole down into a cess pit for solids. Clearing out the cess pit is not exactly a fun job.

The pit was originally a cellar, and there is a bricked up doorway down there that might link to the tsuru'um.

8. Storeroom

Contains dried chlen dung and charcoal for the cooking operations, and a ladder up to area 14.

First Floor



9. Porch

This area is open to the north and has a solid brick pillar holding up the corner of the building. At night Vaghba's guard tlekku Vrackl and Gherok will be on duty, tied to a chlen hide ring in the pillar with a very stout braided leather rope.

10. Front hall

A dark space lit by a lamp in a niche with hooks for outside clothes. Back in Nlussa it is advisable to have a cloak in winter and even leather shoes, in Jakalla there is no need, though straw rain hats can be found here in rainy season.

11. Toilet.

Jars for urine storage, an ornate handled bowl for solids which is taken out back to an opening to the sewers.

12. Washroom

Water jars, a brazier, a bowl and wooden tub, a beating stone with a big block of yellow soap. Used for laundry more than people, but some do have baths in here. There is no light in here bar the brazier and the water has to be brought in from a well in the back alley and taken back out to be dumped down a drain near by.

13. Bedroom for shopworker family

14. Stores of food and provision, with hammocks for the shop children.

15. The Low Hall

This area is usually quite dark. The west wall has a lamp illuminating a white plastered wall with dozens of names and thumbprints, all Burning Moons who have joined a Legion and thus served as ‘rent’ for the building.

Staircase goes up to a landing with a window and a rather ratty carpet. Under it is a space 4ft deep and six wide with a concealed door opening into the high hall and a trapdoor the opens into the arcade below. Vaghba has used this to hide people on the run from the law, but you have to be a seriously good friend for her to take such a risk on your behalf.

16. The High Hall

A space 16 feet high with tall narrow windows on the south wall, a fireplace to the east, and a shrine to Vaomahl in the corner with a sacred flame that is never allowed to go out.

The shrine to Vaomahl has an ever burning flame in a small bowl of oil drip fed from a reservoir. Near it is a jar of large-ish insects for mini-flame sacrifices, a bowl of qirgal for payment for such, and a sacred lamp to bear the flame while the bowl is being cleaned of debris.

Next to it on the north wall is a sign written in Tsolyani and in N'lussa using the Mu'ugalavyani script which has the rules of the house.

1. Vaghba is Sarq, her word is law, and these are her words.
2. There is no clan here except the Burning Moon and guests of the Burning Moon. You are welcome, your feuds from the mountains are not.
3. No Ghatoni. If you are Ghatoni you have three sivel to leave the building.
4. No bloodshed, except for stabbing Ghatoni.
5. If you cannot keep your knife or sword in its sheath under her roof Vaghba will care for it.
6. Fist fights allowed in the hall only and with Vaghba's permission only. Damage to Vaghba's things to be paid for.

7. Bad drunks get locked up until sober. Drink is no excuse for damage or fighting.

8. Fire only in the lamps and fireplaces. If you want to praise Vaomahl use the shrine.

9. Speak no ill of another persons gods, their parentage, their lineage, their clan. This is the Little Mountain Concordat and it is enforced with a whip.

10. Rent is paid in money, not promises.

Vaghba generally holds court in this chamber, unobtrusively keeping an eye on her domain from a stool by the hearth where she does much of the cooking. She is very proud of her Sarq's chair, made to a traditional pattern by an N'luss craftsman in Jakalla, but will sit in it for mealtimes only. She has a big trestle table that will seat ten people, and a couple of chairs and benches round the room.

The cheapest option of the house is to sleep on the hall floor. Since it is 5m x 6m there is room for nine pallets at 10 qirgal a night, plus one for Kaloghk the Shaman. You do tend to get trodden on by the other guests though, and Vaghba's two dogs, Vrackl and Gherok (named after two legendary Dragon Warrior Era heroes).

Since back in N’lussa it would be a sign of favour of the Sarq to be allowed to guard his hall, the hallway is generally full at night.

Vaghba's double handed sword hangs high on a wall, as do a variety of other mementoes and shields. There is even a hide painted in memory of Vaghba's first husband. Few realise the hide IS Vaghba's first husbands. They had a catastrophic falling out, and she likes to keep his remains on the wall as a reminder to any patriarchally inclined bossy boots fresh from the mountains what she is capable of if pushed.

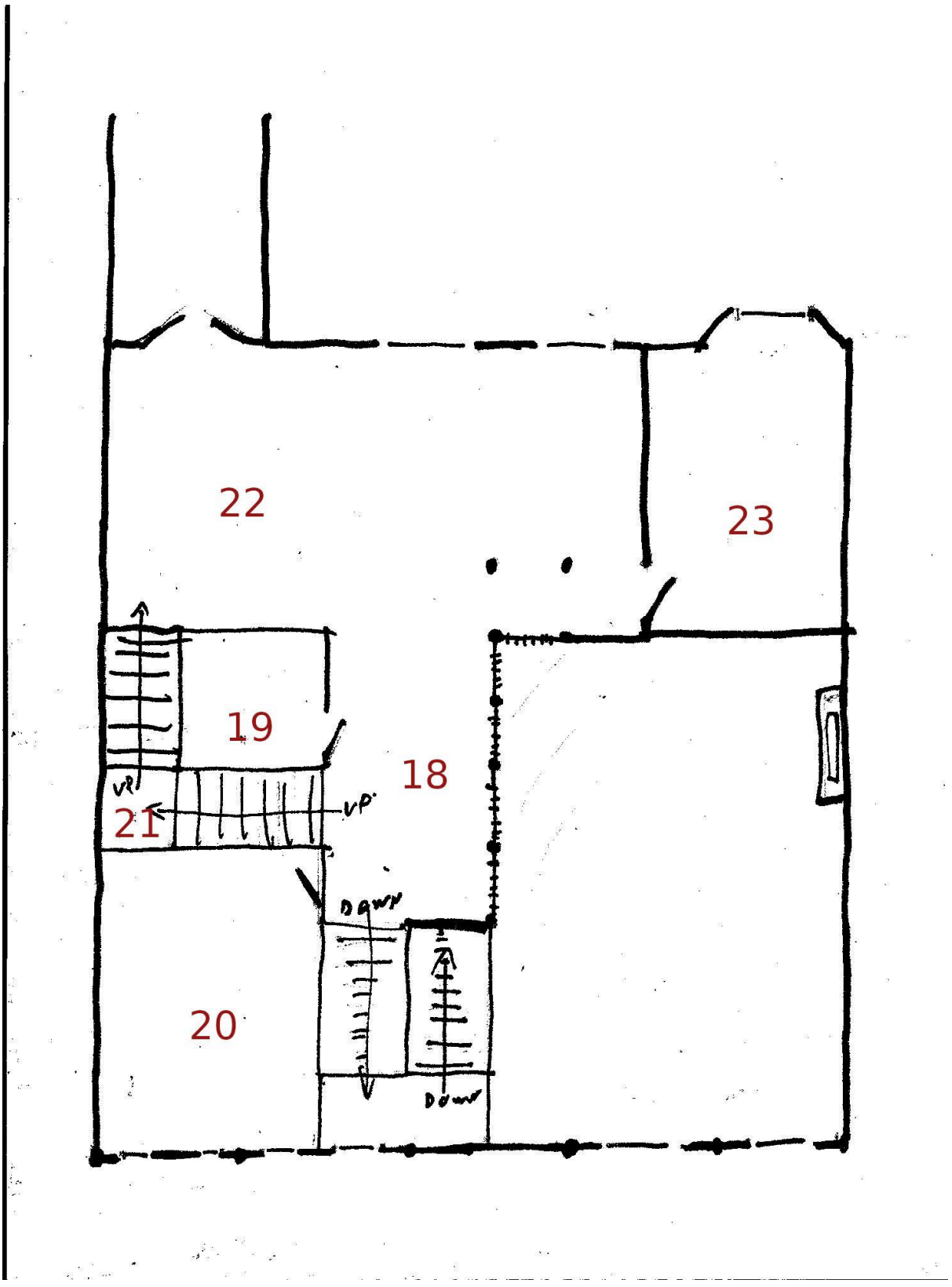
She also has some wooden practice weapons and leather shields at lower levels, as well as a number of madball sticks and balls hanging in nets. There is informal sparring and weapon instruction in the hall if it is not too crowded.

Also usually found in here is Vaghba's shaman, Kaloghk. He was a slave, and legally still is, but Vaghba treats him like a free man. He is bent and crippled from hard mine labour and has a webwork of old burn scars and keloids in each side of his head, the marks of the fire ordeal he underwent to get his position as Shaman. He is a font of utterly irrelevant mountain wisdom, knows first aid and has some herbal medical knowledge. He isn't that great at magic though, he never learned how to do any until he left the magically barren northern mountains.

17. Vaghba's room

Vaghba's personal quarters, with her N'luss style wooden bed and another for her favourite long term guests Jigi and Malrra, two Aridani warriors. The door has a lock and can be barred from the inside. There is also a locked chest under Vaghba's bed where she will keep confiscated weapons, and a further locked casket where she keeps her valuables**.**

Second Floor



18. Balcony

Wooden platform with a rail made of wicker work from which various totems and mementoes hang.

There is a hoist here for getting supplies up to the storerooms, also used for drunks once in a while too.

19. The drunk tank

Vaghba knows plenty of N'luss like to drink and plenty of those get disorderly. She won't turf drunks out of her house unless they get really out of order since she knows what the Tsolyani city guards will do to them, instead she and her other guests will lock them in this little room to dry out.

20. Stores

Lockable door with plenty of room for sacks of grain, barrels of beer, sides of meat etc. Not usually that well stocked. Has a cat flap in the bottom of the door for tiuni to come and go after the vermin.

21. Back stairs

Narrow and dark, wall here has a loose brick used as a dead letter drop by the Yan Koryani secret police, the Surgeth. It is pretty decently concealed, and the sign that it is ready to be emptied is a chalk mark on a pillar of the building across the road.

22. Brewery.

Vaghba makes her own hengka beer and this room is where it happens, with cauldrons for boiling the wort, barrels and so on. It isn't a bad brew for a small scale domestic operation, but agreements with the brewing clans mean she can't sell it beyond her own premises.

Also here is a substantial set of double wooden doors usually at least half blocked by barrels and almost always with two hefty wooden bars across it. This leads to a bridge, part of a plan by a long dead city governor to have fire escapes on the upper stories of tenements that allowed occupants of a burning building to flee to a nearby one. The bridge is only used for hauling goods up and down using the crane here.

23. Servant's and children's room

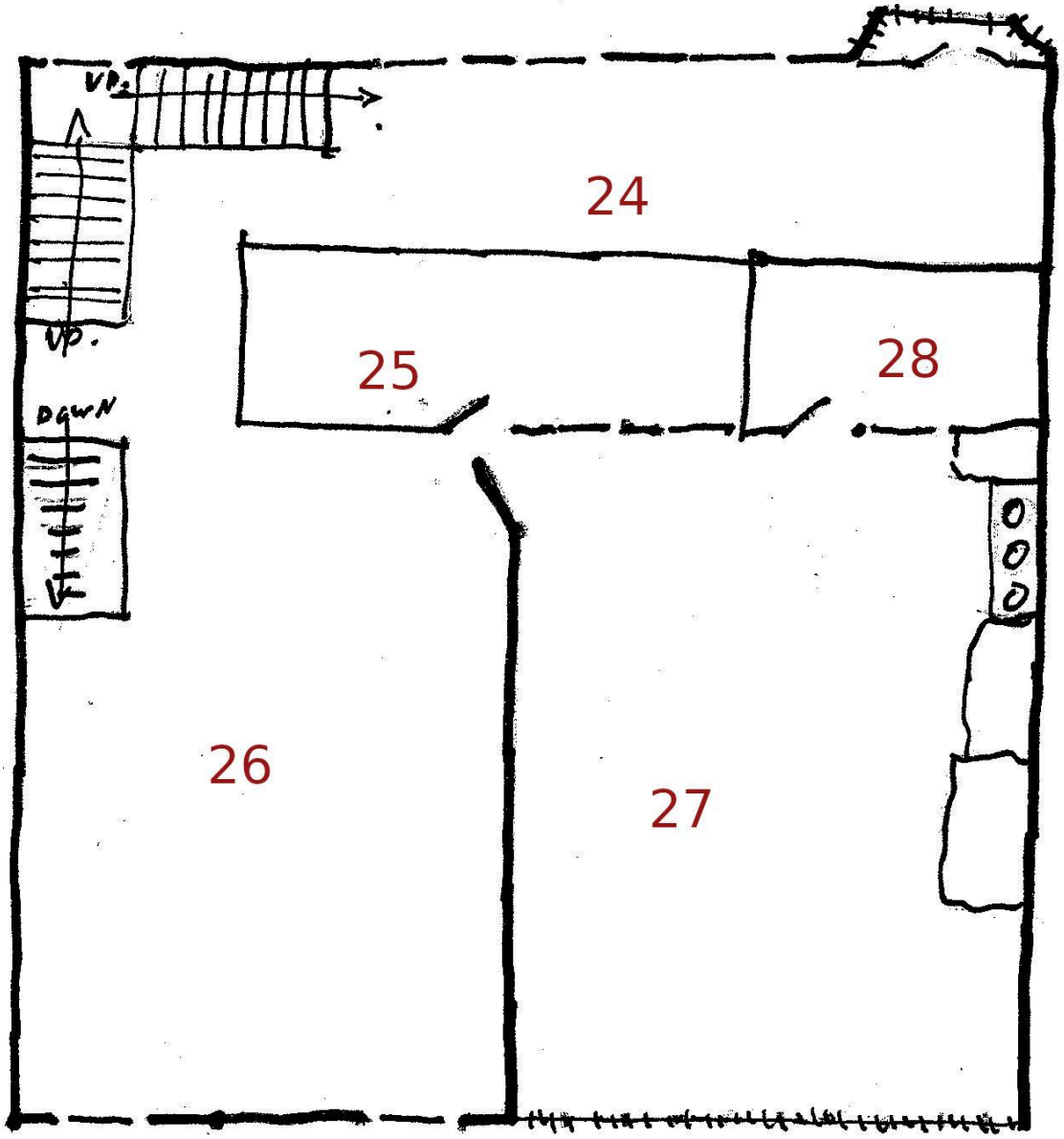
Vaghba has two servants and two of her children live here as well, and help out around the place.

Tretho is a Ghatoni woman who became 'spoils of war' after Vaghba killed her husband cum keeper in an adventure in the Tsuru'um. She is still somewhat traumatised by her experiences, but is eternally grateful to Vaghba. Even if she is still technically Vaghba's slave, she is treated a damned sight better here than her husband ever did.

Arkghag is a young N'luss man who fell into debt through drink and his own stupidity, and was bought by Vaghba as a slave. He is being given the chance to work off his debt to her, but in the meantime he is learning humility through cooking and cleaning and staying sober. He is not overjoyed about it, but since the other options were being bought as a slave gladiator, a sacrifice to Vimuhla or by kinky Dlamelish worshippers he knows he probably got the best option.

Urrekag is Vaghba's son, aged 14, nearly 15 as he will tell you. He is literate thanks to the Temple of Thumis school and is torn between joining them as a scholar or scribe and being a soldier like his parents. Shirine is her daughter who is 10, she does plenty of chores and looks after the house Tiuni, Vimi (orange and huge like all good N'luss cats, they are considered blessed by Vaomahl).

Third Floor



24. Women's barracks

Light and airy room, with seven bed mats for women guests only for 14 qirgals a night.

25. Mixed barracks

A quite dark and pokey room, only 2m by 5m, with four bunk beds in the N'luss style which Vaghba will rent to either men or women for 12 qirgals. The room has a persistent leak,

26. Men's barracks

Not as light as the women's room, but better furnished with eight bunk beds for 14 qirgal a night. Has railing over looking the stairs.

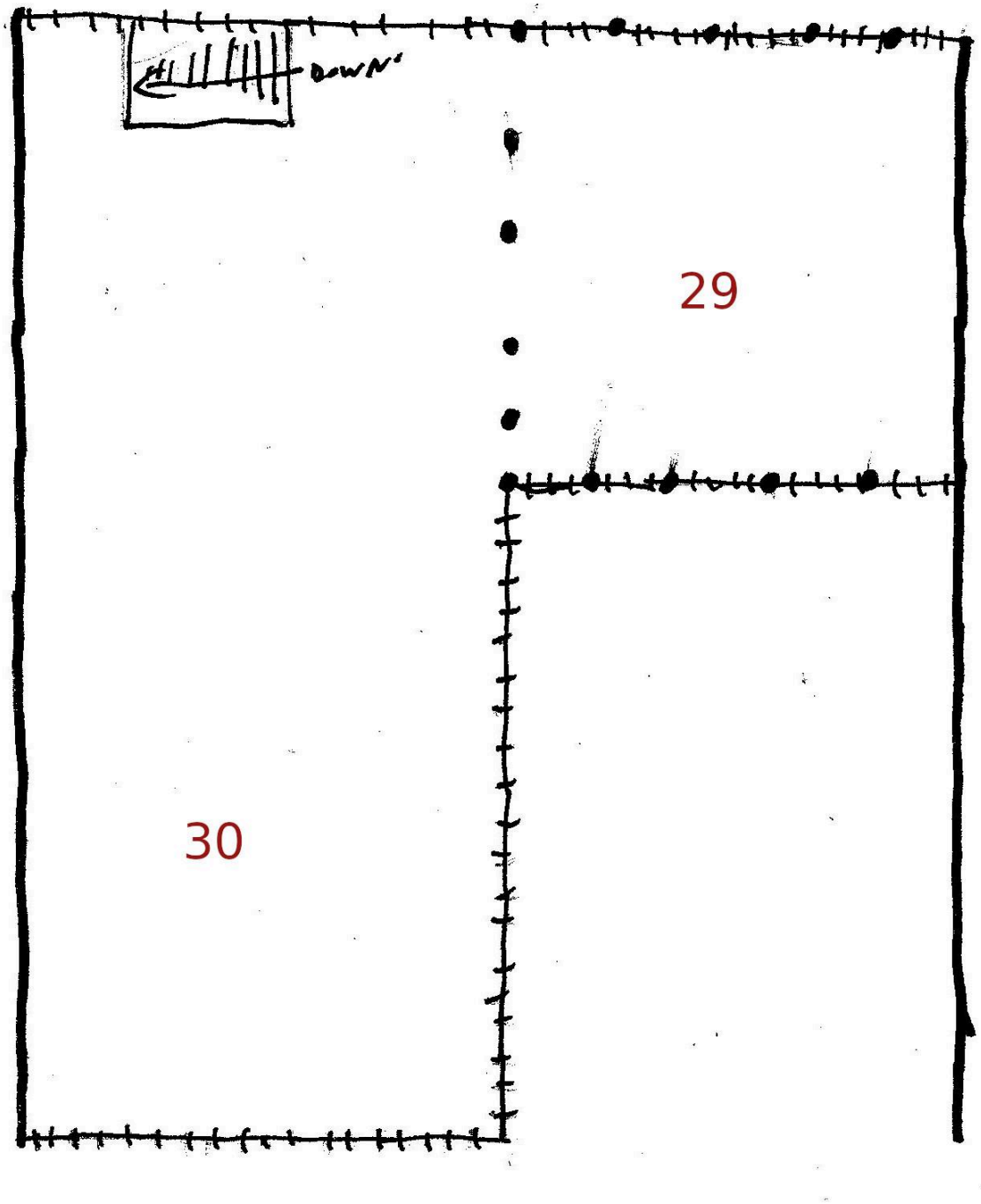
27. Kaika yard.

The roof of the hall below is sturdily built, sloping slightly toward the south, and is home to a flock of a dozen kaika. Coops made of woven mats occupy the far side where next doors wall is, and there is a latrine bucket out there for the use of boarders.

28. Private chamber

A room 4m x 2m with two bunk beds crammed in, and has a lockable door. Can be rented for 30 qirgals a night, usually occupied by Timorrgh.

Roof



29. Thatched roof

Up on top of the building is a lean to with thatched roof which has six hammocks that can be put up or taken down. A very pleasant place to sleep in the hot season, though wet in the rainy season. Vaghba will rent hammock space for 10 qirgals a night.

30. Roof garden.

An open roof space with numerous large pots with herbs and other plants from far off N'luss, plus quite a few local ones. For seasoning food mainly, including the beer which uses the flowers of the

Juru vine or the roots of the Irri flower to add flavour. If Vaghba is not down by the hearth she is up here with her flowers. Includes a large stand of orange lilies and a brazier for open air prayers to Vimhula.

The maximum capacity is 28 boarders, and 2d10+8 places will be filled at any one time.

Vaghba, Level 5 Warrior ex -Tirrikamu, Burning Moon Clan (Very Low) Status (0.2 x 35 = 7)

STR 15 (+1) CON 12 DEX 7 (-1) INT 15 (+1) PSY AB 8 (-1) COM 13 (+1)

HP 17

AC 9 (Light armour +2, leather jerkin and boots)

Cbt Bonus: +6 base, +7 Melee, +5 Missile

Skills: Formation 1, Command 2, Climb 2, Bushcraft 2, Guard 2, Cooking 2

Languages: N'luss, Tsolyani, Mu'ugalavyani

Weapons: Shortsword 1d6+1, and has plenty of weapons decorating her hall to pick up, including a two handed N'luss claymore for 1d10+1 damage.

Vaghba makes it clear that she will prefer to rent to N'luss, she will only rent to others if she has room and they make a suitable gift or tell her a decent tale as to why she should accommodate them. She is more sympathetic to women, Vimuhla worshippers and warriors in that order, and definitely has a bias against Dlamelish worshippers, Mu'ugalavyani and non-humans. There is no way on Tekumel she will rent to an Ahoggya or a Ghatoni.

She has had two husbands, both N'luss serving in her regiment. The first was a traditionalist from up in the mountains and tried to dominate her and bullied their daughter, Szerejha. She killed him, and the event was covered up by their commanding officer. The second was father of Urrekag and Shirine, and a member of the Burning Moon clan. He died on the Milumanayan frontier while she was back in Jakalla.

Her eldest daughter Szerejha is currently a trooper in the Legion of the Mace raised High like her parents wer**e.**

Kaloghk, Level 4 Priest, Shaman of Vaomahl, Nakome (0.1 x 28 = 2.8 = 3)

STR 13 (+1) CON 17 (+2) DEX 10 INT 15 (+1) PSY AB 6 (-1) COM 5 (-2)

HP 17

AC 8

Cbt Bonus: +1 Melee +2 Missile +1

Pedhetl 12

Spell Casting: +4 Max Power 3

Spells: Control of Self, Ascertainment, Elicitation, Clairvoyance/Clairaudience, Translocation, Terrorisation

Skills: Divination 1, First Aid 1, Physician 2

Languages,: N'luss, Tsolyani, Mu'ugalavyani, Pijenani

Weapons: Has Chidok 1d8+1

Kaloghk is in his 50s, old for an N'luss, and he does more medicine and divination than magic, as he is so poor at it. Back in N'luss lands there is little 'magic' and he could only manage Control of Self and that intermittently, but as he stayed in Tsolyanu his psychic abilities increased. He escaped farm work was recaptured, and was put down a mine and deliberately crippled. He escaped again nonetheless and ended up in Jakalla at the Burning Moon clanhouse. They bought him and treated him as one of their own.

Jigi of the Mirizha clan, Lev 3 Warrior, worshipper of Vimuhla, Nakome (0.1 x 22 = 2.2 = 2)

STR 12 CON 15 (+1) DEX 16 (+2) INT 8 (-1) PSY AB 8 (-1) COM 7 (-1)

HP 19

AC 13 (+2 light armour + 2 dodge + 1 Arruche parry)

Cbt Bonus: +4 Melee +4 Missile +6

Skills: Arruche 2, Stealth 2, Backstab 2

Languages: N'lussa

Weapons: Scimitar 1d6, Dagger 1d4, gets extra dagger attack at -2 on roll of 1-3 on d6.

Throwing knife 1d4, Bow 1d6

Jigi is skinny for an N'lussa, with the square jaw and unibrow common in N'luss that makes them unattractive to the Tsolyani. By dint of much practice she managed to learn passable Arruche left handed dagger fighting and came to the city to be a gladiator, where she actually became somewhat adept at sneaking up on people and putting a knife in their back. She left N'lussa with her lover, now wife, Malrra. Her Sarq did not really get his head round homosexuality and wanted her to marry a man and breed little warriors.

She does not speak very good Tsolyani and is a bit of a crude provincial still.

Malrra of the Lipustor clan, Lev 3 Warrior, worshipper of Vimuhla, Nakome (0.1 x 20 =2)

STR 18 (+3) CON 9 DEX 9 INT 14 (+1) PSY AB 9 COM 13 (+1)

HP 12

AC 11 (Light Armour, lt helm)

Cbt bonus: +4 Melee +7 Missile +4

Skills: Bushcraft 2, Brawling 2

Languages: N'lussa, Tsolyani

Weapon: N'luss claymore (1d10+3 damage) + 1 to hit from gladiator training.

Spear and medium shield (1d6+3 damage, +2AC when in use)

Brawling: Fist for 1d4 or Cestus for 1d6, second attack on roll of 1-5 on d6, +2 to hit with fist or cestus. On a 1 gets option of a Kick for 1d7 bypassing Dex and shield bonus to hit if she gets surprise, a Hu'on move she was shown by a Ksarulite gladiatorial fan she and Jigi helped out with a bit of underworld raiding.

Malrra is a more typical N'lussa in build, broad shouldered and tall, but has a pointed chin and is almost pretty by Tsolyani standards. She and Jigi are a team in the arena, Malrra occupying opponents with fancy and very dangerous looking swordplay while Jigi sticks a crooked knife under their ribs from behind. She wears striking orange make up and puts firecrackers in her braids to add to the effect.

Jigi and Malrra are on the point of being adopted into the Burning Moon on Vaghba's recommendation.

Timorrgh of the Aksazi clan, Lev 6 Warrior, worshipper of Vimuhla, Nakome (0.1 x 35 = 3.5 = 4)

STR 18 (+3) CON 10 DEX 8 (-1) INT 13 (+1) PSY AB 12 COM 6 (-2)

HP 29

AC 14 (Md armour, Md helm, Md shield, Dex penalty -1)

Cbt bonus +7 Melee +10 Missile +7

Skills: Bushcraft 2, Stealth 2, Spycraft 2

Weapon: 1h battle axe (1d8+3 damage), 2h Sword (1d10+3), Longbow (1d8)

Languages: N'lussa, Tsolyani, Yan Koryani

Son of a former Sarq of the Aksazi who unfortunately got brutally deposed, he ended up in Yan Kor as a mercenary and was recruited by the Surgeth and inducted into a Yan Koryani clan. He was sent to Jakalla as a spy where he maintains that he is just another refugee from the interminable clan feuds of the N'luss and is here to make his fortune and raise a mercenary army to take back his rightful Sarq-dom. He openly boasts of passing through Yan Kor and will bad mouth them for being dominated by their women, He has even been known to argue with Vaghba on this point, briefly – he has a good billet and cover here, he does not want to blow it. Occasionally he offers to marry her and

make her chieftainess of the Aksazi, and in return she offers to skin him alive and use his hide to cover her chair, but this is just banter.

He is a loud mouth though, to hear him talk he has kicked in every window in every Sarq's palace in N'luss, raided every Mu'ugalavyani and Yan Koryani town, and left a trail of destruction and broken hearted women across Tsolyanu on his way to Jakalla.

He generally has plenty of money, supposedly from merchant dealings and 'investments' – and rents the private room at 28. He will on occasion be out all night, saying he got drinking and missed curfew or was on a job, and will also bring women back to his room. He gets his orders through the dead drop in area 21, though he does not know who puts them there.

The Surgeth have promised him they will aid him in returning as Sarq of the Aksazi, though in truth he has gone off the idea. Living in a big stone hut up a mountain looks like a bleak life compared to the riotous fun to be had in the civilised cities.

Jakurr of the Mnerr clan, Lev 2 Warrior, Worshipper of Vaomahl, Nakome (0.1 x 15 = 1.5 = 2)

STR 14 (+1) CON 11 DEX 9 INT 16 (+2) PSY AB 16 (+2) COM 13 (+1)

HP 10

AC 10 (Lt shield, Lt helmet)

Cbt Bonus +3, Melee +4, Missile +3

Skills: Courtesan 1, Etiquette 1

Addiciton: Alcohol

Weapon: Sword (1d8+1)

Ozzira of the Lipustor clan, Lev 3 Warrior, Worshipper of Vaomahl, Nakome (0.1 x 22 = 2.2 = 2)

STR 12 CON 10 DEX 11 INT 14 (+1) PSY AB 8 (-1) COM 14 (+1)

HP 18

AC 10 (Lt shield, Lt helmet)

Cbt Bonus +4, Melee +4, Missile +4)

Weapon; 2h sword (1d10) +1 bonus to hit as Gladiator weapon.

Skills: Trade 1, Guard 1

Weapon: Sword (1d8)

Jakurr and Ozzira made the mistake of marrying for love without their fathers permission and in the face of a clan feud, a subject of romantic poetry even among the N'luss. They eschewed the traditional N'luss bards solution of tying themselves back to back and carving their way through their estranged families with battle axes until brutally maimed and burnt alive while leaving a baby son on the mountainside to be raised by wild Jakkhol and to take bloody vengeance once grown, and just quietly left for the lowlands.

They now work as guards for the Green Kirtle clan, a middle ranking clan devoted to Dlamelish. One priest of Dlamelish of the clan has spotted Jakurr's potential as a magician and is grooming him as a convert. He has had some of his female relatives teach Jakurr something of the art of the courtesan and introduce him to some of the more interesting powders and essences, while he himself teaches him reading and proper etiquette.

Ozzira is unhappy at how Jakurr is rapidly going native in Jakalla. Traditionally an N'luss husband would beat any man who looked at his wife sideways half to death as a matter of honour, but Jakurr barely even mutters under his breath when their employers make lewd observations about her. Yes, they left N'luss to get away from all that stupid old tribal stuff, but all the same, does he really care anymore? And why does that old lecher Ishi hiHarkuen keep sending Jakurr to guard his clan nieces on shopping trips? Something is definitely up, and she has been flirting with other men at the Little Mountain, and even with her clan-sister Malrra's girlfriend Jigi, in an attempt to make him jealous, though she draws the line at that arrogant villain Timorrgh, much to his disappointment.

Vaghba is on the point of throwing them out or making them move to the single sex dorms as the other renters in the mixed room are being kept awake by their arguing and their performance of Unspeakable Acts 3 through 7 to make up.

Events in the Little Mountain:

1. New arrival.

    Roll d6:

    1. Warrior fresh off the mountain looking to make their fortune with a sword. Brash and mouthy and liable to start trouble until Vaghba straightens them out,

    2. Beaten down by life as a Nakome, possibly alcoholic, possibly with injuries inflicted by city or road guards,

    3. Guard, mercenary, gladiator or discharged legionary; canny, professional, knows how to deal with Tsolyanu,

    4. Burning Moon clansmen here to pick up money and deliver supplies. Vaghba will make room, but will also be keen to move them on as they don't pay room and board.

    5. 1d4 Nluss peasants on the run from one of N'luss's many odd cultural mores.

    6. N'luss peddler or entertainer; a number have trades like bronze-tinkering, selling N'luss leather goods, boot-making, a'ash distlling and sales etc.

2. Boxing/Wrestling/Madball Stick fighting

A couple of guests have issues, either over events in Jakalla or have let a blood feud overcome Vaghba's eminently sensible advice to let what happened in the mountains stay in the mountains. Impromptu brawls will be sorted by Vaghba and any guests handy, and a formal combat in the great hall arranged, either unarmed or with madball sticks.

3. The new beer!

Vaghba deems the latest batch of hengka to be ready to broach and has killed a couple of her kaika and got in a hma to roast. Big feast in the high hall this evening with all the usual N'luss entertainments and games, but guests will have to pay to attend.

4. Missing

One of the guests just hasn't turned up tonight. Vaghba will be worried and will stay up or have one of her friends stay up, just in case the person needs letting in and hiding from the law. If they aren't in by next afternoon she will ask the rest of the residents to look out and will make inquiries with the guards. Unless it is that goit Timorrgh, he can look after himself.

5. Madball!

Not a popular game in Tsolyanu, but once in a while the Burning Moon, Scarlet Planet of Knives and other clans with N'luss roots have a match, and a charismatic fan has been known to get a scratch team together out of the odds and sods lodging at Vaghba's. The Temple of Vimuhla let them use a small courtyard in their Temple grounds and treat it as a religious rite, which it kind of is.

Some N'luss also play and follow Martolan, and the Mountain may empty out a bit if one of the popular teams is playing at the arena, then fill up with drinkers if the Orange Barons (the team sponsored by the Temple of Vimuhla) have a win.

6. Drunk and disorderly

One or more of the guests has been on one of the spectacular benders the N'luss are infamous for and has come back to the Mountain in a rip roaring mood. Help Vaghba get the miscreant in the drunk tank without killing them. May be former guest who has been expelled for drinking and may need a serious melee on the doorstep aided by Vaghba's guard dogs to make them go away.

7. Secrecy

Timorrgh has seen the call sign, there is a pick up to be made from the dead letter box and he will be sneaking about in the night. He is pretty good at this and will probably get away unnoticed, but a PC might recognise something odd is going on.
OR
The Association of the Relievers from Life are having a meeting here. Vaghba is a contact of theirs, and she sometimes allows her roof garden to be used as a clandestine meeting place. A rather unusual non-N'luss guest is on the premises, the masked Reliever agent arrives across the rooftops in the middle of the night and leaves the same way.
OR
One of the guests has been hard up enough to take the coin of the Clan of Whispered Fear and is looking a bit dazed and confused after doing a 'Mask Job'. He has a purse of cash but has also been mindbarred and cannot remember what they did.

8. Offer of work

Someone is at the Mountain looking for N'luss to hire. Roll 1D6:

1. Thuggery or intimidation. Any number of reasons this might be required, but a quick one off job involving putting the frighteners on someone or knocking a few teeth out. The most lucrative jobs turn out to be fronts for the Clan of Whispered Fear and may veer into very dubious territory.

2. Guarding. Usually a clanhouse or business premises, and usually quite a good rate for an N'luss who can stand the boredom without hitting the bottle. May be anywhere in the city, but if the customer is coming direct to Vaghba's it will be a cheaper end job as they are trying to undercut the Scarlet Planet of Knives rate. In fact the SPoK may take umbrage at Nakome taking their business and take action.

3. Caravan Guard/Porter. Guards wanted for a fair to middling trek across Tsolyanu or even into a neighbouring country. N'luss are favoured for trips up into Kilallamu and Jannu as they know how to cope with mountain terrain, and in general as they are strong enough to bear a load and carry a weapon at the same time.

4. Recruiter. Legion recruiter, possibly city guard or Temple guard too, will be looking for a long term commitment.

5. Serene Company of Bearers, Porters and Watermen captain wants sedan chair or palanquin carriers, and N'luss are generally strong enough to do the job with ease. Also bring a sense of security to the customer too, few random thugs are going to try messing with them. Not actual membership of the Company, but a step towards it as a contracted employee.

6. Labouring. N'luss are sometimes hired as labourers as they can carry a big load of soil or rocks wooden beams etc. but also as 'supervisors' of other Nakome labourers and of slaves, as they can dish out a pretty good beating to the under-performers.

9. Trouble with the Law
The city guard turn up at Vaghba's looking for a suspect described as 'tall', 'drunk' and 'violent'. Vaghba will usually be able to fob them off, but will immediately start an internal investigation. She may resort to paying a bribe to make the guards go away and then claim it

back from the perpetrator once found, but her more usual solution is to cover the crime up and give the offending guest notice that if they bring the law here again she will impale them herself, or ask the offender to leave.

Only on rare occasions will she hand over someone to the city guard. She may even execute a wrongdoer herself if they have committed a nasty enough crime rather than pass them to the Tsolyani law; she has the person smuggled out to the Burning Moon tannery and tortured and immolated as a sacrifice to Vaomahl.

For their part the Foreign Quarter guard respect Vaghba. She runs as orderly a house as you can get where N'luss are concerned and if she stops at least a few of great oafs going off the rails and beating the crap out of policemen they are happy. A few newly assigned guard officers from other parts of the city do try and get protection money, in which case Vaghba has a word with the old hands. You might even find a guard tirrikamu or two sitting in her hall having a beer.

Also fairly frequent are ordinary citizens or their lawyers looking for shamtla after a brawl with an N'luss. Vaghba will advise the miscreant to pay up and has a good idea of fair rates, and in exceptional circumstances will loan a guest some cash or enable them to get out of town to avoid paying up.

10. Someone is leaving.
A guest of the Mountain has decided to move on, has been moved on or is otherwise no longer in residence. d8.

1. Dead by violence.
The person was killed in the arena as a gladiator, was killed in a street brawl, went into the Tsuru'um in search of loot or other such event. Other residents will be auctioning their gear, contemplating trying to claim shamtla, possibly even contemplating revenge. May be a token memorial hide to put on the wall of the hall.

2. Dead by high ride.
Taken by the City Guard off the street, little Vaghba could do to get them out of jail, the courts as usual unsympathetic to nakome and foreigners. Possibly a recently arrived hot head will be taking it all the wrong way and looking to start a blood feud with the police, other residents and Vaghba trying to explain why this is a terminally bad idea.

3. Dead by serious drinking or drugs.
No effects to auction, body taken by the Temple of Durritlamish to be buried in a worm-pit as weaklings like this are unfit to fuel a sacred flame of Vimuhla.

4-5. Got a job.
Has found a longish term position that will take them out of Jakalla; caravan guard, legion soldier, live in house guard at a noble villa and so on. May have even been adopted into a clan or guild like the Serene Company of Bearers etc..

6-7. Evicted.
Vaghba is not running a charity, she may give her guests a lot of liberties a Tsolyani hostel keeper wouldn't, but at the end of the day if you don’t pay the rent you won't have a roof over your head. This may result in some aggression, but the N'luss are a generally stoic lot and would rather march out head held high than be thrown bodily into the street.

8. Gone.
Disappeared mysteriously, Vaghba and other staff may know the full story, but aren't saying anything.

The Burning Moon clan

The Burning Moons are local to Kaija province, having split off from the Scarlet Planet of Knives clanhouse in Jakalla about 400 years ago. Scarlet Planet were always followers of Karakan, and adoptees into the clan had to convert. One N'luss warrior did so but converted back to Vimuhla about ten years later, taking a bunch of other members, many of N'luss descent, with him. This caused a rift in the clan and the dissenting lineages were asked to leave.

With a bit of help from the Temple of Vimuhla the new clan gained a clanhouse in the country near Jakalla and continued their trade of leather working. The Scarlet Planet remained amicable, and the hides that come from the Planet's butchering business are sold on to the Moons to be processed into leather at a reasonable rate.

The Burning Moons still have a policy of adopting N'luss, especially those recommended by the Temple of Vimuhla and veterans of the Vimuhla legions, and still follow some old N'luss customs. They have a Sarq in each clanhouse, though their word is not law and they meet and confer over clan decisions in the same way as typical Tsolyani clan elders.

They remain mostly Vimuhla worshippers, though intermarriage with other clans has led to a smattering of other temple allegiances. Things have changed so much that the heir to the Sarqdom of their third clanhouse is a Ksarul worshipper, and the second clanhouse has a female Sarq, Vaghba.

They are distinguished by their tattoos, an orange circle with a red flame trailing behind it, a reference to an old N'luss legend about a moon that fell to Tekumel and cracked open to hatch the first Dragon Warriors. They say the moon Kashi once had a twin on the other side of the sky and it was this that crashed and burned. The Sarq of their first clan house and descendant of the clan founder Themnorgh has a piece of orange metallic ore that is allegedly a fragment of said moon, and also a stolen heirloom of the Rivnorwa clan back in N'lussa. Themnorgh took it as a trophy in some ancient feud, and given the N'luss talent for bearing grudges there will undoubtedly be some Rivnorwa Shaman who recalls it and would want it back if he knew where it was.

One property of this stone is to somewhat dampen all magic in a radius of a hundred meters (-1 to all spell casting rolls within 100m, -2 within 50m, -3 within 25m and -4 within 12m. Anyone touching the stone cannot cast magic at all and gets a +4 save against spells cast against them). It may have others.