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Advanced Dungeons & Dragons
3rd Edition

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Al-Qadim

SECRETS OF THE LAMP

CAMPAIGN



by
Wolfgang Baur



Advanced Dungeons & Dragons
2nd Edition

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Genie Lore



Secrets of the Lamp

Genie Lore

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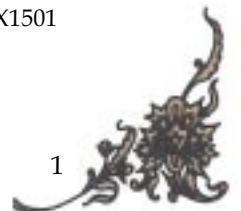
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ISBN 1-56076-647-6

9433XXX1501





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Introduction

CONSORTING WITH GENIES

Genies are the embodiment of magic, the physical form of the magic of the four elements. One of the four major genies—dao, djinn, efreet, and marid—rules each of the four provinces of magic—earth, air, fire, and water. They are the most dangerous of elemental spirits: capricious, arrogant, and very, very powerful. To face them is to face the storm, and the earth trembles at their touch.

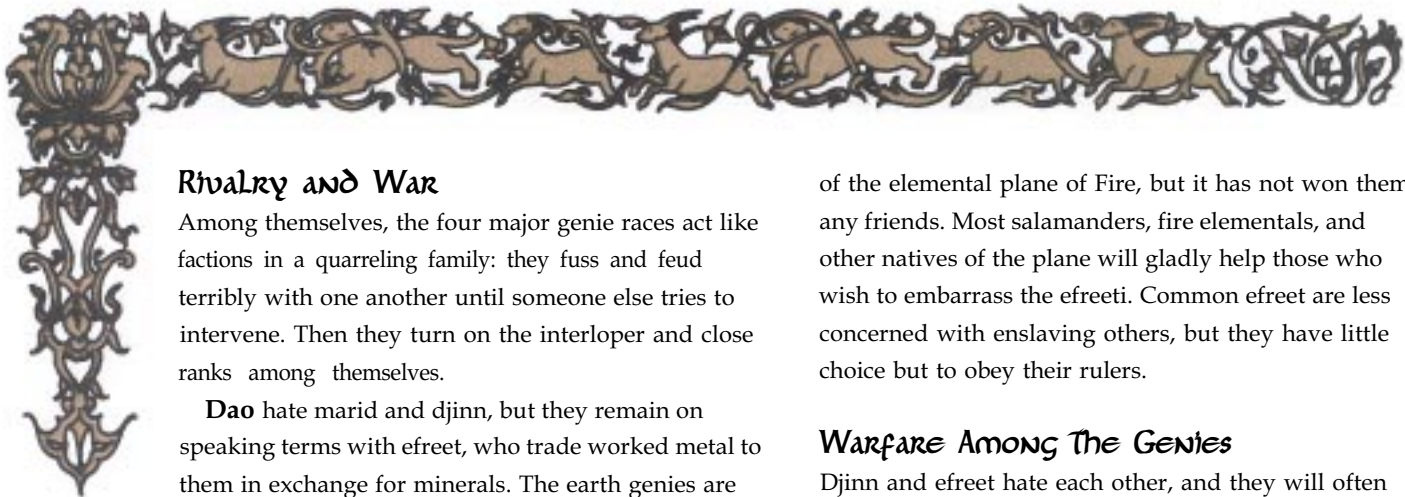
In addition to the four major genie races there are the jann, the markeen, and the many types of tasked genies. The jann are the weakest of the genies, and are composed of all four elements. They are able to survive best in Zakhara because they, although they are not masters of any element, are the most adaptable of the genie races.

The markeen are outcasts, creatures that no longer deserve their standing among the great and powerful. The tasked genies are warped or cursed forms of the greater genies and the jann. They come in a hundred different shapes and sizes, all suited to special jobs, and most are very rare indeed.

The five great lords who rule the genies include the four lords of the major elemental genies and the emir of the jann. Tasked genies have no rulers of their own but most obey the ruler that they or their ancestors have served. The markeen are outcasts among all of the genie races and obey no rulers but their own. All genies consider themselves superior to the non-genie races.

Genies are even more fussy about precedence and status than humans and other ins (as the genies call other humanoid races). Though some wise men argue that this comes from their respect for the Loregiver and their love of order, wiser men know that it is simply because of their vanity and love of flattery. A man who understands this is well-armed against the dangers of the genies.





Rivalry and War

Among themselves, the four major genie races act like factions in a quarreling family: they fuss and feud terribly with one another until someone else tries to intervene. Then they turn on the interloper and close ranks among themselves.

Dao hate marid and djinn, but they remain on speaking terms with efreet, who trade worked metal to them in exchange for minerals. The earth genies are interested in other elemental creatures only insofar as they can be exploited. Their servitude to the yakmen galls them, and the other genies often remind them of their bondage out of spite.

Djinn hate the efreet and will cooperate in any attempt to harm them. Despite their haughtiness, djinn respect individual achievement and will cooperate with other creatures of the elemental plane of Air rather than attempting to enslave them. The djinns' retainers may leave at any time, but many stay because they consider it an honor to serve.

Marid have the least impact on others of any of the genie races; their attitude toward the rest of the world is that all other creatures are lesser beings. The marids' own concerns take up so much of their time that they have little effort to waste on what they see as the trivialities and irrelevancies of others. This usually includes the affairs of common marid as well, which is why almost every marid declares himself a noble in order to get the attention of the truly noble marid. Their absorption in their own affairs is a blessing for others, given the dangerous level of power of the marid nobles. When they do want something, noble marid stop at nothing to get it—entire fleets may disappear from the oceans, storms rage, and rivers dry up or overflow.

Efreet see all living things as either their servants or their enemies—and they acknowledge no one but their caliphs and pashas as their masters. Their usual reaction to other races is either to force them into servitude or to destroy those who cannot be enslaved. This has made them greatly feared by other creatures

of the elemental plane of Fire, but it has not won them any friends. Most salamanders, fire elementals, and other natives of the plane will gladly help those who wish to embarrass the efreeti. Common efreet are less concerned with enslaving others, but they have little choice but to obey their rulers.

Warfare Among The Genies

Djinn and efreet hate each other, and they will often invade each other's realms. For the djinn, the rivalry is earnest but not all-consuming. For the efreet, it is a completely grim and serious war, conducted without mercy nor the expectation of it.

Marid occasionally go on punitive expeditions against the other genies, just to remind them of their power. When they organize a war party it is usually led by a single noble marid, accompanied by up to fifty common marid and a dozen or more creatures from the elemental plane of Water.

Code in Battle: Genies invariably think of themselves as honorable warriors, though they may not always act accordingly. Pointing out a genie's underhanded tactics is risky; the genie may apologize or might go into a berserk frenzy.

Genie Rulers

The whims of genie rulers define the locations of their courts; for such are not settled in some fixed palace, fortress, or estate. Genie rulers can and do travel to the Prime Material plane, taking their courts along, to govern their particular elements as occasion demands. The marid do this most often and most unobtrusively; their expeditions to the salmon runs and red tides generally go unnoticed by land-dwellers. Likewise, the subterranean expeditions of the dao are only noticed because of the earthquakes they provoke. Of course, imagine what might happen if some wandering adventurers were to accidentally stumble into a genie lord's court!





Great Khan of The Dao

Kabril Ali al-Sara al-Zalazil rules the dao with a sure eye and an iron heart. The Great Khan of the Dao is known by a multitude of titles and honorifics, among them: the Fountain of Wealth, the Perfect Compass, Atamen of the Mountain's Roots, the Stone Sultan, Carver of Destiny, Master of Traders, Caravaneer of the Sevenfold Path, and Balancer of All Earthly Accounts.

Kabril is always planning new engineering projects, and his followers surround him with new ideas for additions to the Mazework, new caravans, financial tricks to turn greater profits on his trade routes, and inventions to increase the efficiency of his slaves. His royal desmense is vast, profitable, and continually expanding. He is constantly accompanied and helped in his work by no more than a handful of builder genies, dozens of common merchant dao, about ten common warrior dao, and a smattering of nobles.

The Great Khan is unusually fat for a dao, with none of the strength of limb that most of his nobles have. However, his eyes are bright with schemes and he has a quick wit. He has a great interest in mechanical improvements in fields such as optics, clockwork systems, alchemical research, metallurgy, and mining advancements such as new pumps, more practical shorings, and new refining techniques.

The audience chamber of the Great Khan is called the Hidden Fulcrum of the Dao. It lies deep within the Sevenfold Mazework, and not even all the noble dao know where it is. Visitors who desire an audience are expected to bribe guards and even noble dao to win entrance to the corridors of power. They often discuss these gifts or bribes quite bluntly: and the amounts vary from 10-80,000 gp. Once they take a bribe, nothing may happen or the fortunate visitor may be informed (within a month) that a few moments of the khan's time have become available. All visitors are blindfolded and led through the mazework to the court, a process that requires several hours depending

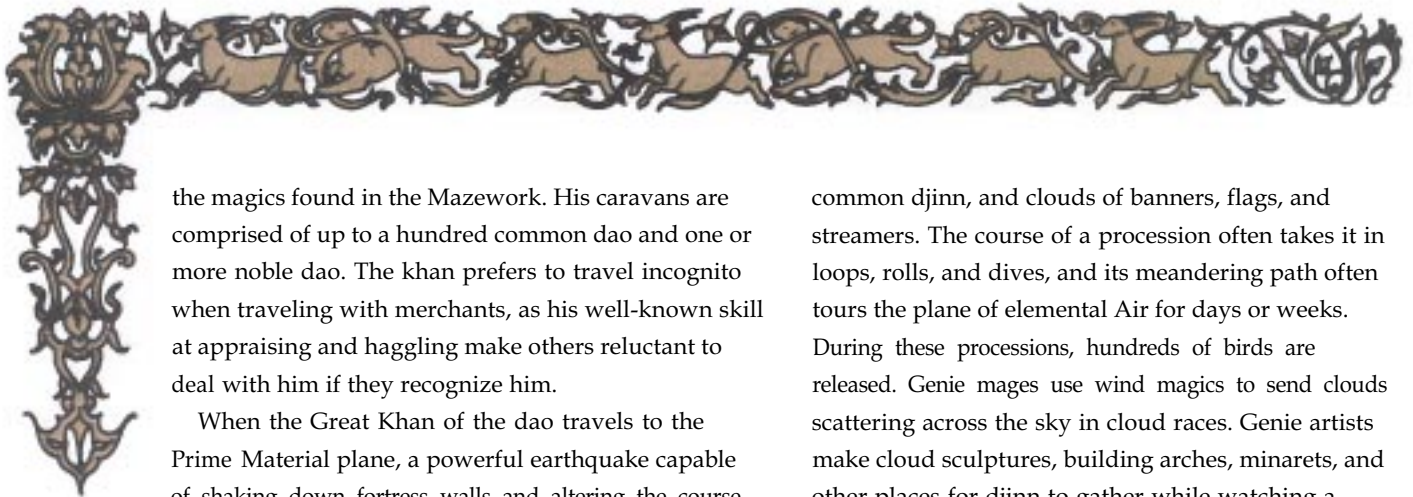


on which path is taken to the center. The khan has cunningly seen to it that the Hidden Fulcrum is set with mirrors that reflect his image all around the supplicants who visit him, so that his true location is very difficult to determine. The khan, unlike other genie rulers, prefers to ask constant questions rather than listen to the pleading and presentations of visitors.

Supplicants should strip themselves of wealth before entering the mazework, for the khan prefers that his subjects and his audiences be humble and poor. Those unfortunate souls who arrive resplendent in their best finery and most valuable jewels must make gifts of their riches to the khan.

The Great Khan rarely leaves the environs of the Sevenfold Mazework; when he does it is generally to accompany some important caravan personally or to supervise the haggling for some great prize required for





the magics found in the Mazework. His caravans are comprised of up to a hundred common dao and one or more noble dao. The khan prefers to travel incognito when traveling with merchants, as his well-known skill at appraising and haggling make others reluctant to deal with him if they recognize him.

When the Great Khan of the dao travels to the Prime Material plane, a powerful earthquake capable of shaking down fortress walls and altering the course of rivers precedes his arrival. Once he has arrived, he generally travels to the accompaniment of smaller earth tremors; his processions often take him *through* hills and mountains rather than over them. In the desert, his procession will create a huge sandstorm wherever he passes.

Great Caliph of The Djinn

Husam al-Balil ben Nafhat al-Yugayyim, Master of the Clouds and Son of the Breezes, is the ruler of the djinn. He is known by a long list of titles including, but not limited to, Ruler of All Djinn, Defender of the Heavens, Commander of the Four Winds, Prince of Birds, Storm of the Righteous, and Master of the Air. He is always attended by his courtiers; up to twenty noble djinn (half are his dancers and consorts), up to 400 jann, and as many as 100 common djinn at any given time.

The Great Caliph of the Djinn rarely leaves his Citadel of Ice and Steel, where he is perpetually called upon to decide matters of state, matters of law, and matters of politics among his nobles. When he does leave, it is generally with an entourage of nobles to go hunting elemental creatures, although they will go occasionally to the lands of Zakhara to stir up trouble among the cities there.

Infrequently, the Great Caliph will demand that a procession be held in his honor, such as at the anointment of a new noble djinn, or before a noble marriage. These processions are always grand affairs, involving at least 50 noble djinn, many hundreds of

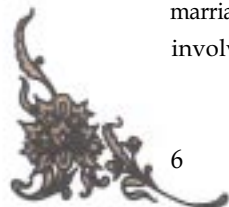
common djinn, and clouds of banners, flags, and streamers. The course of a procession often takes it in loops, rolls, and dives, and its meandering path often tours the plane of elemental Air for days or weeks. During these processions, hundreds of birds are released. Genie mages use wind magics to send clouds scattering across the sky in cloud races. Genie artists make cloud sculptures, building arches, minarets, and other places for djinn to gather while watching a procession pass through.

A gentle breeze always surrounds the Great Caliph, stirring his hair and flowing garments. All hurled and ranged missile weapons are ineffective against him, as the winds protect him.

Husam is fickle and easily bored, though he is not soft or incompetent. When great tasks are urgently required, he can rouse genie armies to victory and he can wrestle the fiercest monsters into submission. However, the Great Caliph prefers to win his battles by his wits rather than by the strength of his armies or his magic. Since the efreets that often harass the djinn are individually stronger than the djinn, this trait is common among lesser djinn as well.

The Court chamber itself is at the center of the Citadel of Ice and Steel, with clear shafts running to the outer surfaces in all directions. Creatures who (willingly or unwillingly) gain an audience with the Grand Caliph must hover before him. If they cannot fly under their own power, the whirlwinds of the djinn guards support and buffet them as long as they remain before the Caliph: presenting oneself as an earthbound creature before the Great Caliph can be exhausting. The chamber of the court itself seems to be in perpetual motion, as its many layers of silk streamers constantly flutter in and out. In dealing with creatures not of the Elemental Plane of Air, the Great Caliph is merciful and often ends his recitation and judgment within a few minutes.

When traveling to the Prime Material plane, a great blast of wind always signals the arrival of the Great





Caliph of the Djinn. Once there, he will most often travel in a procession like one of the noble djinn, but the Caliph's procession will be of twice the usual size.

The Sultan of The Efreet

The master of the City of Brass is Marrake al-Sidan al-Hariq ben Lazan. He is also called the Lord of Flame, the Potentate Incandescent, the Tempering and Eternal Flame of Truth, the Most Puissant of Hunters, Marshall of the Order of the Fiery Heart, the Smoldering Dictator, and the Crimson Firebrand. He rules from the Charcoal Palace at the center of the City of Brass, and his holdings include six fiery realms on the Prime Material plane.

The Sultan observes few pleasures. Though he keeps a *harim* of a hundred and one courtesans, he rarely visits them. Instead, he lavishes his affections on two prize nightmares, steeds named Eversmoke and Black Onyx. It is whispered that he even sleeps in their stalls from time to time before important races. The Sultan wagers heavily, and his losses have sometimes beggared the city's treasury, but he always pays what he owes.

The Sultan of the Efreet is constantly accompanied by a horde of fifty common efreet bodyguards, up to twenty entertainers, and as many as forty noble efreet courtiers, all vying for his attention and approval. This circus can be quite comical, with courtiers pushing one another aside to bend the ear of the Sultan, fireworks going off to gain his attention for an instant, and the utter silence that descends whenever the Sultan chooses to speak. However, laughing in the presence of these efreet worthies is invariably fatal; they take themselves very seriously indeed.

The Sultan of the Efreet is immune to both magical and normal fire, and he is constantly surrounded by a nimbus of pale red fire and a halo of smoke. No amount of water or magic can douse his magical flames until he dies and is succeeded. Somehow the Sultan's Fire is transferred by the rites of succession.

The Sultan sports a tiny goatee, his hands end in

very long, almost knifelike claws, and his eyes constantly spark like fire. Because of his aura of flame, the Sultan wears garb able to withstand extreme heat: generally armor of white-hot iron, but sometimes delicate pantaloons and robes made of tiny blackened links of adamantite.

Audiences with the Sultan of the Efreet are held in an iron chamber at the center of his palace, a smoky blast furnace of a room with reddish light and little air, a stuffy and blazing court. Ornaments of alloyed gold and brass are everywhere, and chained fire elementals provide both heat and light.

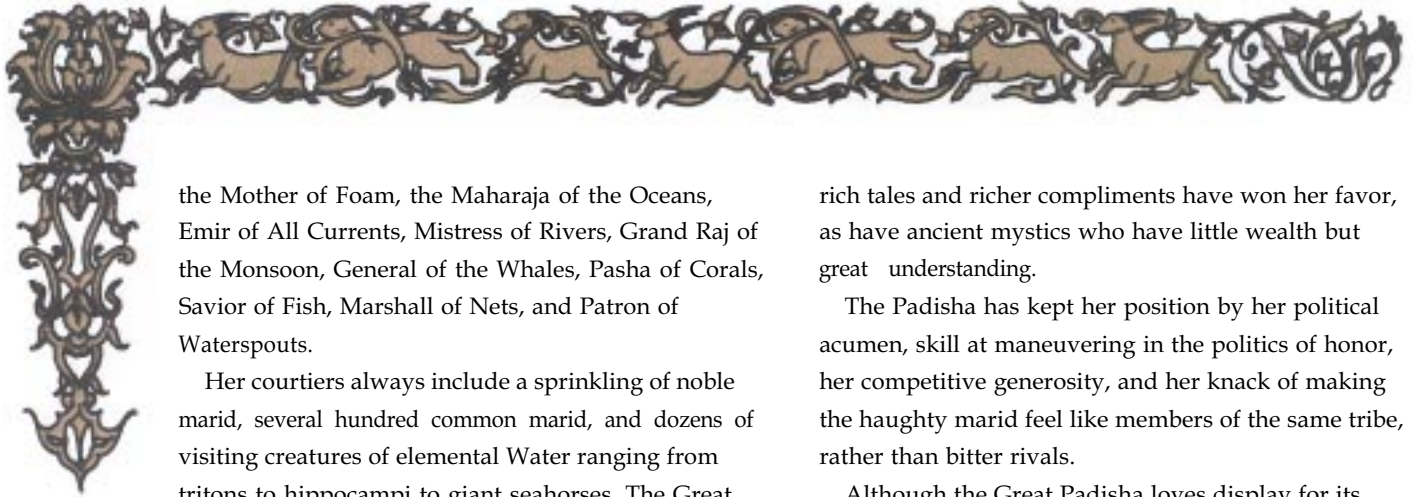
In fulfilling his military duties, the Sultan often organizes drills, marches, and parades of spit-and-polish precision. These occasions require the entire population of the City of Brass to turn out and watch. The spectacle of the Sultan's might marching by is impressive: thousands of efreet and other soldiers march through the streets, turning the squares and suqs into drillgrounds.

When he travels to the Prime Material plane, the Sultan of the Efreet first appears as a firestorm that scorches the earth wherever he goes. He arrives in extremely hot environments like volcanoes, hot springs, and forest fires. The Sultan chooses these locations not out of any deference to *ins'* property or the lives of creatures unable to withstand fire, but simply for his own comfort in adjusting to the frigid temperatures of the Prime Material plane. Once arrived, he travels with a full military escort of 200 jann, up to twenty common efreet warriors, and a single noble efreet emir. These numbers are tripled when visiting the pashas of the Prime Material plane, whose loyalty he enforces with an iron fist.

Great Padisha of The Marid

Kalbari al-Durrat al-Amwaj ibn Jari has hundreds of titles, many of them copied from her followers or adopted by them. She is the Great Padisha of the Marid, the Keeper of the Empire, the Pearl of the Sea,





the Mother of Foam, the Maharaja of the Oceans, Emir of All Currents, Mistress of Rivers, Grand Raj of the Monsoon, General of the Whales, Pasha of Corals, Savior of Fish, Marshall of Nets, and Patron of Waterspouts.

Her courtiers always include a sprinkling of noble marid, several hundred common marid, and dozens of visiting creatures of elemental Water ranging from tritons to hippocampi to giant seahorses. The Great Padisha can detect any spoken lie, which doesn't seem to stop her from enjoying outrageous flattery. She simply recognizes it for what it is and doesn't allow it to influence her actions as a ruler.

The current Great Padisha's appearance is subject to dispute. At times it is said she has ebony skin the color of black pearl, a rounded face, and long tresses of coral red bound about her head like a turban and set with black opals. At other times it is said her skin is lustrous pearly white, with hair dark as barnacles, and lips like conch shells. She prefers slashed robes of gold, silver, or blue that reveal richer cloth beneath.

The marid court meets in the depths of the Citadel of Ten Thousand Pearls. The Pasha prefers to dazzle visitors with an initial display of her command of the seas, including unbalancing tides, schools of colorful fish swimming in dazzling patterns, or displays of bizarre luminescent creatures from the darkest recesses of the ocean's trenches.

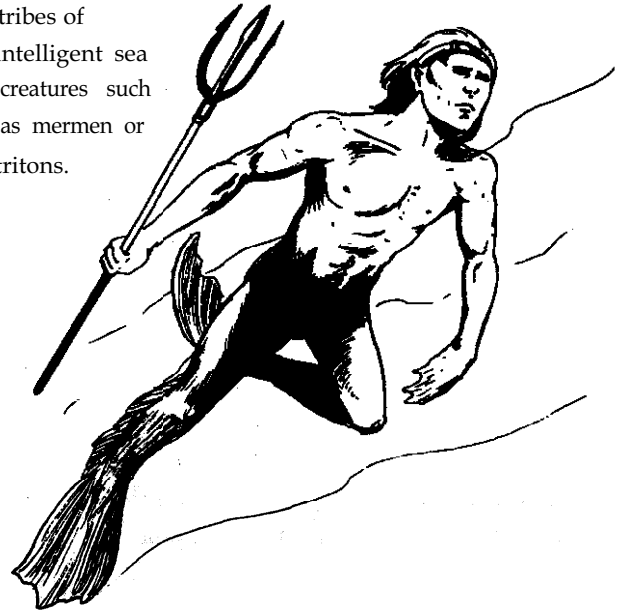
The Padisha's whim determines the type of audience her supplicants receive. Some are richly rewarded for merely reciting her titles and honorifics; others are cast forth from the citadel and told never to return. Those she takes more seriously (generally noble marid, commoners who can boast well, and the occasional egotistical or flattering sha'ir) are given her undivided attention and probed and questioned on every statement they make. She always appreciates unusual gifts, though she feels no sense of obligation to grant favors in exchange for treasures freely given. Gifts need not be material ones; beggars capable of spinning

rich tales and richer compliments have won her favor, as have ancient mystics who have little wealth but great understanding.

The Padisha has kept her position by her political acumen, skill at maneuvering in the politics of honor, her competitive generosity, and her knack of making the haughty marid feel like members of the same tribe, rather than bitter rivals.

Although the Great Padisha loves display for its own sake, she rarely joins processions beyond the confines of the Citadel of Ten Thousand Pearls because of the political danger of leaving her nobles to scheme. The migrations of the whales and salmon and the blooming of the red tides are state occasions, however, requiring the presence of both the Padisha and her nobles. At these times, and others when she must travel, she relocates her entire court, thus preventing any coup while she is away.

When the Great Padisha appears on the Prime Material plane, she arrives as a localized monsoon, driving ships ashore, spitting waterspouts, drenching the countryside with flooding rains, flattening palms, and whipping up enormous waves. Once arrived, she generally travels with whales, sea monsters, and entire tribes of intelligent sea creatures such as mermen or tritons.





Chapter 1

GENIE COURTS AND RULERS

All at once, there was some smoke and an enormous jinnee appeared before him and said, "I'm at your service, master! Your slave has come. Ask whatever you want, for I am the thrall of whoever wears my lord and master's ring."

Aladdin and the Magic Lamp

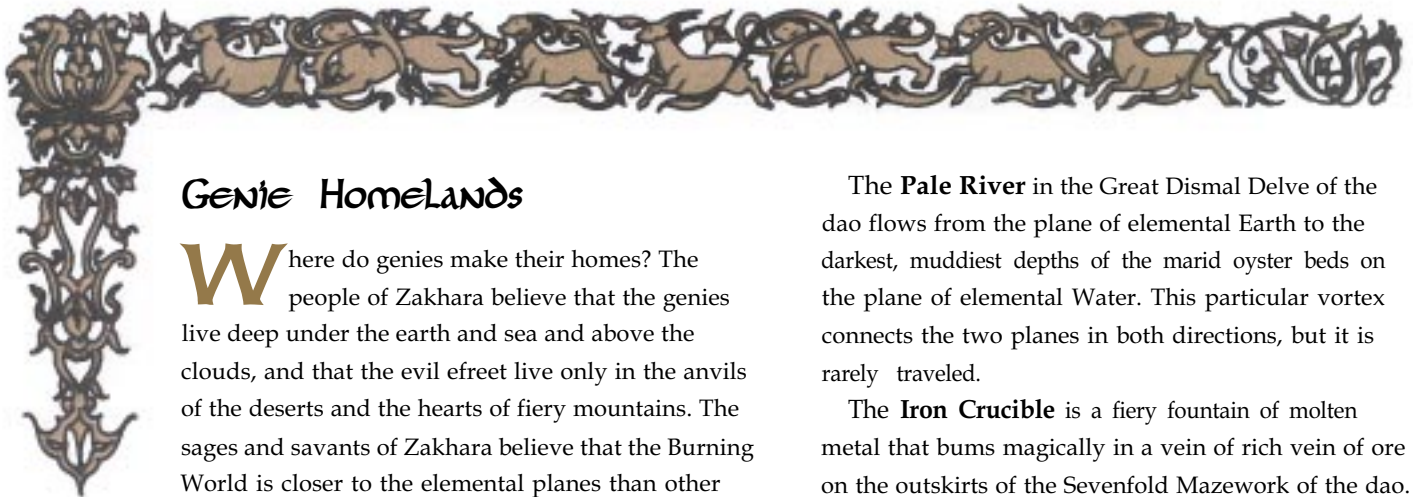
Hear my tale, I am Ali al-Hiyali, Maker of Charms, Scribe of Talismans. The Forgotten God of the Yakmen once rode a wild-eyed black camel with a mangy coat to the Great Dismal Delve, home of the dao. Though its face was as smooth as a melon, and its humped back as craggy as the hills, the Great and Terrible Khan of the Dao invited the Forgotten God to stay in his glittering palace, the Sevenfold Mazework, for, as everyone knows, hospitality is one of the virtues that separates the enlightened from the ajami.

The two worthies shared salt and bread, and told tales until the servants could no longer hide their yawns. When the Khan himself tired, the Forgotten God spoke from his face without a mouth, saying: "Great Khan, let us wager for amusement, and let the loser be the winner's servant. All men know that you are a master camel racer, but I wager my steed is faster than yours." The Great Khan accepted, thinking to win a quick favor, for his gray camel was sleek and well-trained, with legs as long as a mountain is tall.

The Forgotten God had other plans, and took the mind of the khan's gnomish groom. In that body it gave the gray camel too many oats and too much water, right under the eyes of the khan's guards! When the race began, the Faceless God's black camel ran swiftly to the finish, but the gray camel's belly was so bloated that it could barely run. It stumbled and foundered. The Grand Khan of the Dao was lost, and his people were forced to serve the yakmen for 1,001 years.

The dao help their masters against the other genies—as slaves they want to drag others into slavery. Others say that serving the Forgotten God humbles them and makes them less rapacious slavers. Pray that it be so, but trust my talismans to protect you from the genies. Look at my wares, I am Ali al-Hiyal, Maker of Charms.





Genie Homelands

Where do genies make their homes? The people of Zakhara believe that the genies live deep under the earth and sea and above the clouds, and that the evil efreet live only in the anvils of the deserts and the hearts of fiery mountains. The sages and savants of Zakhara believe that the Burning World is closer to the elemental planes than other regions of al-Toril.

This closeness may be the reason why vortexes to the elemental planes are more common in Zakhara than anywhere else. Since the four great genie types all live on the elemental planes, they use these vortexes to get to Zakhara. The jann are the only race of genies to dwell on the Prime Material plane; all others live on the elemental planes. In general, the elemental genies compete with the true elementals for dominion, with varying degrees of success.

Conditions are most comfortable for the genies on the elemental planes and their powers are at their peak there. In these homelands, genies are rulers. In Zakhara, genies are the lords of the Fourth Quarter, of the empty comers of the world. They rule the wilderness and the harshest climates, the anvils and the mountains, far from men and their cities. In their homelands, though, the genies are civilized and urban, with cities and marvels of their own. Each of the four genie homelands (as well as the haunts of the jann on Zakhara) is described below.

Travel between Genie Homelands

The genies do not travel from one court to the next via the Ethereal plane; they use permanent *elemental vortexes* as shortcuts. The plane of elemental Fire does not connect directly to the plane of elemental Water, but it does connect to the planes of Air and Earth. Similarly, the planes of Air and Earth are not connected to each other either but are connected to the remaining two planes.

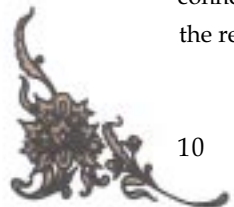
The **Pale River** in the Great Dismal Delve of the dao flows from the plane of elemental Earth to the darkest, muddiest depths of the marid oyster beds on the plane of elemental Water. This particular vortex connects the two planes in both directions, but it is rarely traveled.

The **Iron Crucible** is a fiery fountain of molten metal that bums magically in a vein of rich vein of ore on the outskirts of the Sevenfold Mazework of the dao. It leads from plane of elemental Earth to a lava tube on the plane of elemental Fire below the City of Brass. Ships meet the dao caravans here and carry them up to the City itself. This vortex is also two-directional, and efreet seeking to trade their metals for dao gems commonly travel it. Recently, efreet arriving in the Great Dismal Delve have been met by yakmen demanding exorbitant tariffs. As a result, trade has dropped off sharply.

The **Bubble Net** is the marid name for a circular column of air that connects the plane of elemental Water to the plane of elemental Air. The magical vortex is said to be created by a great leviathan pulling air from the water of the greatest depths of the plane of elemental Water, but this may be just another embellishment by the tale-telling marid. The Bubble Net does, however, gently lift travelers from the waters into a foggy realm of strong currents and winds, eventually depositing them among the clouds of the plane of elemental Air.

The djinn call this vortex the **Waterspout**, and in fact it does resemble a watery tornado on their plane. The vortex allows marid to go safely to and from the djinn realm, but the djinn suffer from the violent currents, almost like riptides, of the swirling water and thus they rarely use it.

The vortex connecting the plane of elemental Fire to the plane of elemental Air is marked by the white plume of smoke from **Jabal Turab** (or the Mount of Dust, a mountain 80 miles from the City of Brass), which leads to a region of dusty clouds at the outskirts





of the Djinni Caliphate. The efreet use these smoke and ash route to invade the djinn's plane, and it is always closely watched.

Finally, travelers can sail from one genie realm to another on the *Ebony Queen*, the famous enchanted ship of Captain Soot. Captain Soot is a black man with curly white hair and a small white beard and moustache. He commands a ship made of ebony and set with an *orrery of the inner planes* that he uses to trade with the genie realms, the mamluks of Qudra, and the Pearl Cities. Though few genies stoop to dealing with mortals, for Captain Soot they make an exception. In their eyes, he is an honorary genie, and they do not lose face by dealing with him. Though his fares for passage are steep (at 200 gp and up per passenger) and his freight for cargo is even steeper (300 gp per 100 cubic feet), he is well-known at hundreds of ports of call. His crew consists of jann, reformed corsairs, sea wolves, and sea mages. His marines are amazons, who are related to the Anaconda mercenaries found in the north of al-Toril (see *FR15, Gold and Glory*).

The Dao Khanate

The dao are the genies of the plane of elemental Earth, creatures with little sympathy for anyone but themselves and their profits. They live in a wretched underworld of perpetual darkness, where they toil for wealth as merchants and as miners. They lie and steal and kill as they contend with each other for position. They have wrested one of the richest sites of the plane of elemental Earth—the Great Dismal Delve—away from all contenders. Dao slaves mine it, and their masters reap the riches.

The dao rule absolutely within the Delve, but they have little interest in expanding their domain as long as it remains profitable. Most dao look inward to promoting their own status and wealth, and have little interest in conquering their plane the way the efreet

do. Their travels are almost always simply motivated by the desire for greater material riches, not an empire for its own sake. They will steal or lie for riches, but they don't go to war willingly.

The most powerful dao spend their time with the Great Khan who rules them all. These powerful and wealthy dao nobles rise and fall in the Khan's favor through merit and industry, rather than by simple toadying and flattery. Bribery and lavish gifts to turn the Khan's favor are not unknown, but the more reliable tools of ambitious noble dao are discovering a new vein of gems or a new way to transport goods. The most successful dao are also the cleverest or the most industrious.

Traveling Through Stone

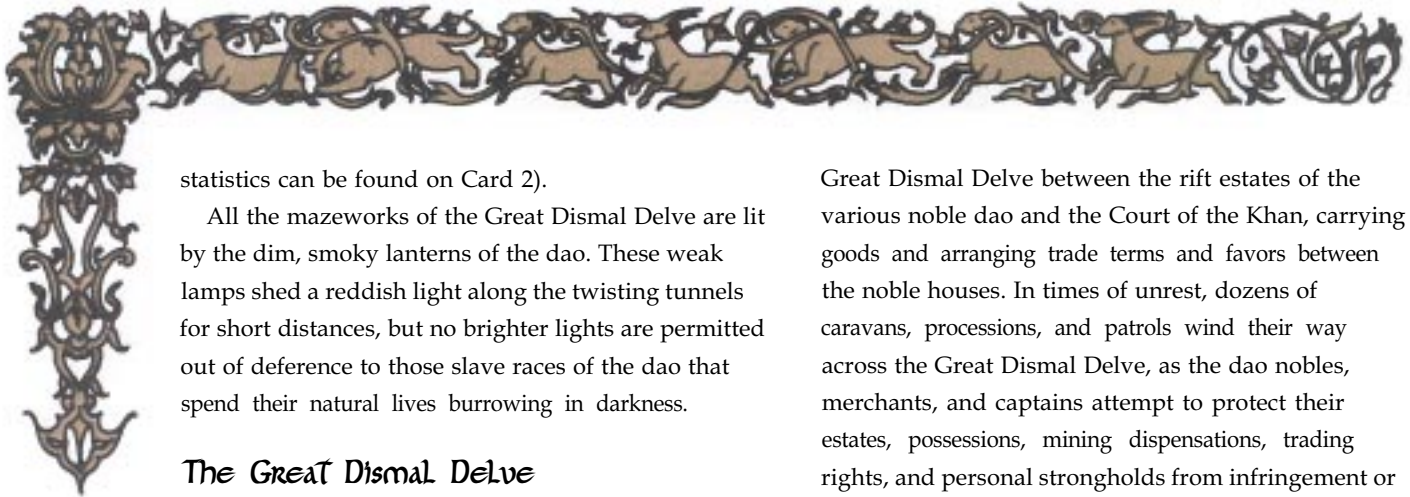
The plane of elemental Earth presents a traveler with endless barriers, and many parts of it are impassable to creatures unable to burrow, phase, or otherwise make their way through solid stone and earth. Near the Great Dismal Delve, however, the plane is interwoven with passages, tunnels, and caverns filled with rubble mined from elsewhere.

There is no day or night anywhere on the plane of elemental Earth, including the Great Dismal Delve, and darkness pervades the plane. Though a few heavily-traveled passages of the Delve are lined with glowing stones, most regions are unlit. Many noble dao live in private mazeworks far removed from the Great Dismal Delve.

Dao Mazeworks

A dao mazework far from the Sevenfold Mazework is usually home to a few noble dao, up to forty common dao, and dozens of elemental and non-elemental slaves—vassals, servants, and miners who continually expand the dao estate. Most estates also keep one or two *sandmen* on hand to recapture escapees and to seek out new slaves (sandmen are fully detailed by an MC sheet in *Assassin Mountain*, a summary of their





statistics can be found on Card 2).

All the mazes of the Great Dismal Delve are lit by the dim, smoky lanterns of the dao. These weak lamps shed a reddish light along the twisting tunnels for short distances, but no brighter lights are permitted out of deference to those slave races of the dao that spend their natural lives burrowing in darkness.

The Great Dismal Delve

All dao of the plane of elemental Earth live in the Great Dismal Delve, a huge underground mazework with a land area larger than most Prime Material continents. The Great Dismal Delve is linked to pockets of all manner of elemental materials, so the Khan can call forth allied powers or unusual resources at needs. The population of dao in the delve is unknown, as is the number of enslaved creatures that continually work the tunnels and clear away damage from planequakes.

The tunnels and underground roads of the Great Dismal Delve all lead to the Sevenfold Mazework, and most are populated with the toiling slaves of the dao. Those who cannot bribe, force, or bluff their way past the dao overseers (and it takes a lot to impress the dao) are treated as escaped slaves: they are captured and set to work. Tunnel slaves patrol the corridors, kill vermin, dig out ores and gems, cart stones and rubble to use as fill elsewhere, carve new tunnels, improve or shore up old tunnels, and close any unauthorized tunnels made by other elemental creatures (and used as escape routes by slaves).

If travelers can win their way past the outer reaches of active mining and delving, they may meet with the tamed regions of the Delve's outlying estates and manors. Here the dao slaves grow food, and travelers report that they grow rare gems as well. These gem gardens are well-hidden, though a slave might be willing to betray their location to outsiders in exchange for his freedom.

Stately processions often through the passages of the

Great Dismal Delve between the rift estates of the various noble dao and the Court of the Khan, carrying goods and arranging trade terms and favors between the noble houses. In times of unrest, dozens of caravans, processions, and patrols wind their way across the Great Dismal Delve, as the dao nobles, merchants, and captains attempt to protect their estates, possessions, mining dispensations, trading rights, and personal strongholds from infringement or destruction by unruly slaves and competing nobles or merchants, or by outsiders like earth elementals, the pech, and others.

A dao's response to a threat is always to ensure the safety of his own holdings first, and this results in poor coordination when the dao attempt to put down rebellions or stop invasions.

The Sevenfold Mazework

The Mazework is a trading center, court, and palace at the center of the Great Dismal Delve. Most of its halls and wings are reserved for the business and comfort of wealthy merchant princes and noble dao. Visitors include the entire range of dao rulers, from lesser atamen and hetmen (those who will stay in the Sevenfold Mazework only briefly) to the favored seneschals, who occupy entire wings of the mazework when they come to make their reports.

The Sevenfold Mazework is a great maze, which keeps it safe from invasion or even scrutiny by anyone unfamiliar with its winding tunnels. It is riddled with gates leading to distant regions, and with hidden exits, concealed entrances, spy chambers, and storage areas. The highest passages are those of the Khan; all the courtiers live beneath him.

The miles of three-dimensional convolutions and magical distortions of the Sevenfold Mazework confuse even minotaurs (slaves), but noble dao understand its windings, twists, and spirals instinctively — nobles claim that this is the mark of their innate superiority over their inferiors.





Each noble is occasionally given the unavoidable honor of making additions to the mazework, and so the Khan is able to expand his abode at very little cost to himself. More rarely, an unfashionable, obsolete, or under-traveled section is closed off and filled with rubble from new digging elsewhere. The mazework connects to pockets of all the elements, and magical gates and vortices connect it to the other elemental planes.

The seven sections of the mazework include the outermost maze of interwoven arches and balconies and chasms, where even common dao may transact business and bring forward petitions to the functionaries of the Khan. This region is home to thousands of dao and tens of thousands of slaves. Great shining gems mounted high on the columns of each archway provide light. Stealing a single gem from anywhere in the mazework is punishable by death, and each gem is marked with an invisible sigil declaring it the property of the Great Khan (a *detect magic* spell makes the sigil visible).

All that is known about the wonders beyond the first region is founded on rumor; only the noble genies and their servants know for sure.

The second region is said to be a set of tunnels and rooms blocked by great stones that must be shifted in proper sequence to pass through; slaves stand beside these stones, ready to move them on command. They do not, however, know how to shift stones to get to any given noble's wing or to the Great Khan's court; they only obey orders. Each movable block is marked by a central gem on each face, which reflects beams of light in different patterns depending on how the blocks are arranged. This allows guards closer to the center to determine where visitors are at any given time.

Many minor hetmen and atamen are said to live behind stones at the edges of this region; entire suites of rooms branch off behind what appear to be exits from the mazework, though only one of them leads to the rest of the mazework. The minor nobles may act as guides for the uninitiated in exchange for favors and wealth.

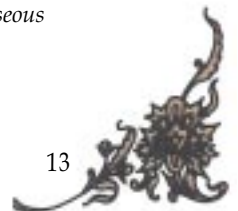
The third area is meant to impress special visitors. It is said to be a set of huge identical halls mirrored with polished metals. Every mirror reflects many others. Each hall is filled with dozens of balconies, tunnels, doors, and other exits. Since each hall has exactly the same size, shape, and appearance as every other, one must memorize the proper path from hall to hall. Some of the huge blue steel mirrors are rumored to be portals to the wings where the greater nobles live, though no one will say which mirrors these are.

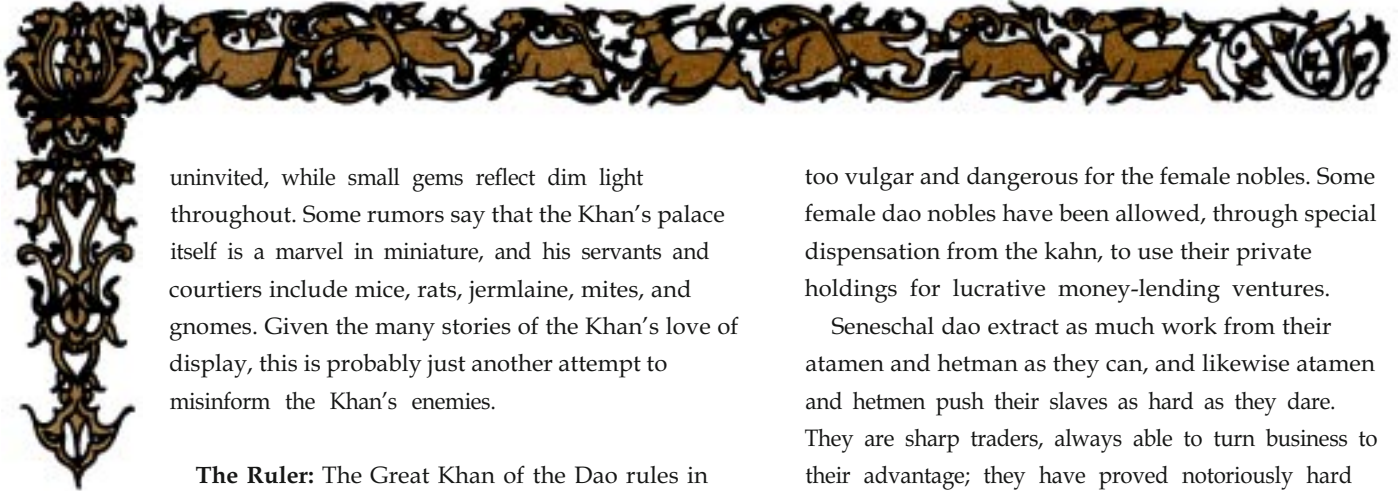
The fourth area is rumored to be a reverse maze: it can only be solved by walking through its walls, not along its corridors, which lead only to the wings and quarters of the Khan's seneschals. Walking through the wrong walls, however, merely leads back to the beginning of the maze.

The fifth maze is thought to be made entirely of glass and *walls of force*. The exit is always visible, but the walls are not. Also, the glass walls reflect light in a subtle pattern: anyone standing within the maze blocks some rays of light, revealing his location to those outside. Many of the Khan's minotaur servants are thought to live beneath this mazework.

The sixth region is an area of subject to much speculation and few facts, for very little is known of it. The earth gods themselves are said to have had a hand in its construction in exchange for vast wealth. The walls and floors are said to shift; spatial puzzles like tesseract confuse the visitor. Even the noblest dao are brought through blindfolded, for looking upon this mazework is said to provoke madness or petrification, or possibly both. Light bends and swirls here, rather than traveling in straight lines, and some claim that the geometry of the region can drive men mad. It is said that only the Great Khan enjoys the folds and magics of this region, though even he does not live here.

The seventh maze has been reported as a region of tiny twisting tunnels that can only be traversed by creatures shorter than a foot tall, or by dao in *gaseous form*. The many cracks and fissures bewilder the





uninvited, while small gems reflect dim light throughout. Some rumors say that the Khan's palace itself is a marvel in miniature, and his servants and courtiers include mice, rats, jermlaine, mites, and gnomes. Given the many stories of the Khan's love of display, this is probably just another attempt to misinform the Khan's enemies.

The Ruler: The Great Khan of the Dao rules in hidden splendor in the Sevenfold Mazework.

The Court: The dao of the court scheme and plot to gain greater influence with the Khan, though they also haggle, barter, and bargain with each other. The business of the court is business, exploration, and invention.

The Khan's atamen and hetmen act on the advice of a patron seneschal. They are of questionable loyalty, but seneschals are hand-picked by the Great Khan of the Dao, and their loyalty is to him alone.

Nobles of the court of the Great Khan live in self-contained sections of the Sevenfold Mazework known as halls or wings. A typical seneschal's residence might contain a handful of male dao nobles, twice as many female dao nobles, about a dozen common dao, half a dozen minotaurs, and up to 100 elemental and non-elemental slaves. Summoned elemental creatures could be special servitors, slave overseers, or pets.

The residence here of a minor noble dao who keeps a primary estate far away in the provincial sections of the Great Dismal Delve might be home to perhaps half as many occupants.

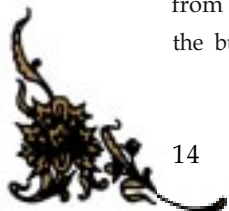
Female noble dao are responsible for the care of household slaves and the overseeing of new excavations, though they may not choose where and how much to dig. This gives them considerable influence, though they are bound by custom to their mates in all other things. Some female dao become atamen and hetmen, but they are strictly excluded from the world of haggling and commerce (including the buying and selling of slaves). Dao consider trade

too vulgar and dangerous for the female nobles. Some female dao nobles have been allowed, through special dispensation from the kahn, to use their private holdings for lucrative money-lending ventures.

Seneschal dao extract as much work from their atamen and hetmen as they can, and likewise atamen and hetmen push their slaves as hard as they dare. They are sharp traders, always able to turn business to their advantage; they have proved notoriously hard bargainers, especially with creatures not native to the plane of elemental Earth. They are always willing to see how far they can push a mercenary before he will betray them. Noble dao tend to see others only in terms of how much profit they can make from them or how much power can be gained over them.

Some dao take a perverse pleasure in destroying the possessions of others while increasing their own wealth and prestige. This is rare, as most noble dao would rather buy or steal a possession for themselves than destroy it. Joy in the misfortune of others is, however, an entrenched part of dao culture among the highest rank of nobles (those living in the mazework itself). Building a new wing in the Sevenfold Mazework is twice as difficult if noble dao in nearby wings oppose the project. Since attacking one's enemies directly is against the dao nature as well as the command of the Khan, most such attacks are made with outsiders or expendable slaves. Servants who cannot be traced to an owner are especially useful for this purpose, and newcomers to the Great Dismal Delve may be approached by dao agents seeking to use them to sabotage their rivals. It is uncommon, but not unknown, for successful human traders to be sabotaged by envious dao.

Population: The most recent tax rolls give a total population of the Great Dismal Delve close to 100,000 genies and 1 million slaves. These figures are believed to be exaggerated to frighten off the efreet and other hostile nations. The Sevenfold Mazework contains upward of 10,000 genies and 100,000 slaves, primarily jann and minotaurs.





Distinguishing Features: The dao are torn by conflicting impulses regarding public works: on the one hand they enjoy impressing those they consider their inferiors, but on the other they are often secretive and prefer not to make a public spectacle of their government. The result is a set of public works remarkable only in their fortresslike blandness.

Lighting in the mazework is kept deliberately dim. Every surface is lined with mica, pyrite, hematite, and carefully cut reflective semi-precious stones. As a result, even faint light is reflected over and over again down the corridors. The dao and their servants use bright lights as alarms to alert nearby chambers instantly of any emergency. Dim colored lights serve as signals for slaves and servants to attend to the nobles. Even darkness spells alert the servants of the palace, for a lack of messages is as suspicious as a bright alarm in such a busy center of power.

Timekeeping in the mazework is linked to its illumination. The **Koh Nur**, or Mountain of Light, is a great opal kept in the very center of the Khan's palace; it is the source all the light within the mazework. The Koh Nur changes color twice a day: from a light orange-brown to a rich, velvety purple. Each morning the orange glow first trickles and then floods from the gem, lasting for about 13 hours. The gem then changes to purple night for the next 13 hours, making the dao day 26 hours long. Other races of the plane, used to other daily cycles, are forced to adapt to the dao standard when they become slaves. Huge gems in the Sevenfold Mazework and smaller common crystals elsewhere reflect these lights along the tunnels throughout the Great Dismal Delve, synchronizing the entire dao nation. Destroying or removing a crystal results in a fine of 500 gp or a year's service to the Khan.

Major Products: Almost anything or anyone can be bought or sold in the tunnels and caverns of the Mazework. Oddly enough, this does not mean that a visitor will get what he came for, because it is often impossible for visitors to find what they desire in the

myriad passages here. One of the greatest industries of the poorest dao in this bustling marketplace is becoming a *dalil*, or guide, to the Mazework itself.

Armed Forces: Because of their need and desire to take slaves, the dao often fight low-grade wars with the many other races of the plane of elemental Earth. The Great Dismal Delve is often used as a place for maneuvers and training exercises of the dao armies. Because the dao depend heavily on mercenaries, their forces rarely mount more than punitive expeditions into other parts of the plane of elemental Earth. As a general rule, they depend on good intelligence and reconnaissance to make the maximum use of their resources, and they have an almost paranoid attitude about maintaining secrecy within their own realm. All in all, though, dao armies are primarily defensive.

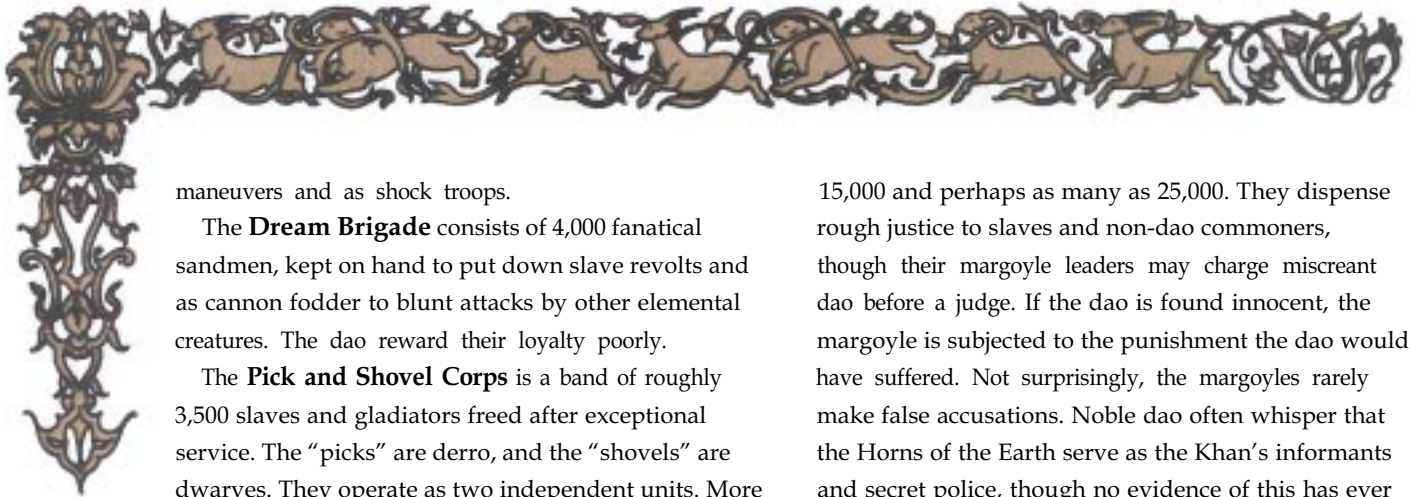
The bulk of the dao regiments are called the **Heart of All Mountains** – 9,000 elite heavy infantry. These orphaned common dao are incessantly drilled and indoctrinated in loyalty to the Khan. They serve only the Khan, and they are most often used to put down troublesome nobles or discipline merchants who are in arrears on their taxes. This standing force is the core of any dao army and is the only permanent professional cadre they have.

The Mithril Mountain (the Crescents) total 3,000 light infantry archers and skirmishers recruited from the households of the atamen and hetmen. They are unreliable at best.

The Petralisks (the Gazers) are a corps of 1,500 dao cavalry mounted on greater basilisks. Though they have good morale, they are poorly trained. While devastating against creatures of flesh and blood, as a unit they are too slow and unwieldy to take advantage of their mass against creatures of earth and stone (which they cannot petrify).

The Corpse-Tearers (the Four-Eyed Giants) are a special auxiliary unit of 1,200 umber hulks under dao commanders. They are bred for obedience and are well-disciplined. They are used to spearhead burrowing





maneuvers and as shock troops.

The **Dream Brigade** consists of 4,000 fanatical sandmen, kept on hand to put down slave revolts and as cannon fodder to blunt attacks by other elemental creatures. The dao reward their loyalty poorly.

The **Pick and Shovel Corps** is a band of roughly 3,500 slaves and gladiators freed after exceptional service. The "picks" are derro, and the "shovels" are dwarves. They operate as two independent units. More than anything else, they want to set up their own communities, but the dao have very cleverly managed to keep these warriors dependant on genie generosity for many essential tools and foodstuffs.

The **Shadowy Eye** is an irregular unit of 900 dark creeper mercenaries who serve as scouts. Their information is generally reliable, as the dao take terrible reprisals among them for mistakes.

The **Triple Legion** is a well-paid band of 800 xorn used for specialized scouting and infiltration missions. The dao do not trust them, however, and they are billeted far from the palace.

The oddest of the dao mercenaries are the **Sixfold Symmetry**, a company of 500 crysmals. How they were recruited and how they serve are both mysteries, though they are most often seen within the Mazework and rarely in the Great Dismal Delve.

In times of great danger the dao will arm their weakest slaves and send tens of thousands of them into the field as a way of sowing confusion on the battlefield through sheer numbers. In the worst case, the slaves are just thrown in front of the dao lines to slow enemy advances. The slaves are kept from rebellion by the sandmen posted among them, who have orders to put trouble-makers to sleep. Those who fall asleep on the battlefield rarely wake up.

The **Horns of the Earth** (the Darkwings) are a group of gargoyle that have been banded together as guardsmen to patrol the entire delve. Their exact numbers are unknown, as they are thinly spread throughout the delve, but they must number at least

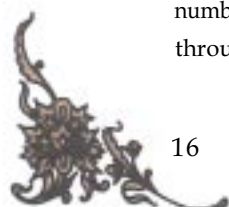
15,000 and perhaps as many as 25,000. They dispense rough justice to slaves and non-dao commoners, though their margoyle leaders may charge miscreant dao before a judge. If the dao is found innocent, the margoyle is subjected to the punishment the dao would have suffered. Not surprisingly, the margoyles rarely make false accusations. Noble dao often whisper that the Horns of the Earth serve as the Khan's informants and secret police, though no evidence of this has ever been found. Some others think that the gargoyles have their own agenda.

Major Mosques: The dao are pragmatic rather than pious by nature, and few have time or money to devote to religion. They see mosques as investments; those deities who do the best job answering the petitions of the dao (which are most often concerned with money, knowledge, and power).

The Mazework contains a few ruined shrines to Grumbar, cold god of the earth, and shrines to all the gods of wealth of which the dao have heard. The dao believe that it is better to pray to all the gods of wealth, so as to offend none of them,

The greatest mosque is that of Jauhar the Gemmed, though that of Jisan the Bountiful is also prominent. There are small shrines to Waukeen, the ajami god of commerce, and Vergadain, the dwarven ajami god of merchants, who has a small following. Khurgorbaeyag, the ajami goblin god of slavery and oppression, has a small following among the dao, as does Abbathor, the ajami dwarven god of greed. There are also shrines to Leira, goddess of deception, in many noble dao households.

A vast new shrine to the Forgotten God, the deity of the yakmen that all dao pay lip-service to, has been under construction for years but remains unfinished. Its foundations were laid when the yakmen's god first gained the fealty of the Great Khan of the Dao. The temple's construction has been beset with endless difficulties, as administrator tasked genies have found inventive ways to prevent the work from going forward.





Rumors and Lore: Most whispered secrets are tips and information about trade goods and the price of slaves, but more dangerous information can be found in the genies' suqs.

Many dao have banded together to oppose the arrogant yakmen, though only in strictest secrecy. They actively recruit non-dao to work directly against their hated masters, but few slaves are up to the challenge. Dao are not used to asking for help, and their requests often sound more like demands. Noble dao, particularly, are prone to commanding other creatures to join their cause, which has in the past resulted in a number of betrayals to the yakmen.

Several dao nobles have fled to their outlying estates, where they await the end of the Faceless God's rule. One of these nobles might well summon mortals to aid him against the yakmen, providing them with protective magic against the dao (who must serve the yakmen). The PCs may be asked to spy on the yakmen priests, to slay a yakman messenger, or to pose as a slave and poison a yakman wizard or architect. If they are very powerful, they might be asked to kill the sleeping and dao-guarded bodies of several yakmen who inhabit the bodies of others.

Rich and successful merchants might also find themselves the targets of envious dao willing to do anything to destroy their fortune. The PCs may be hired to defend the rich merchant against the genies, or the wealth could be a PC's. In the worst case, the PCs may have to go to the Great Dismal Delve to win the freedom of a friend or employer.

Dao SlaveTakers

The best and most loyal servants of the dao are the sandmen, who bring them new slaves. They capture slaves of the following races and creatures, though others may be acquired occasionally: greater basilisks, crysmals, dark creepers, denzelians, derro, drow, dwarves, earth elementals, elves, galeb duhr, gargoyles, gnomes, goblins, gorgons, humans, jann, margoyles,

medusae, minotaurs, mudmen, pech, rust monsters, sandlings, stone giants, stone spirits, thoqqua, umber hulks, xaren, and xorn.

Elves are rare among the slaves of the dao because of their resistance to the sandmen and their scant ability to withstand the conditions of the mines. When taken, they generally become house servants, overseers, or accountants. The dao consider chaggrin (elemental grues) and khargra vermin because they eat precious ores, and often slay them on sight.

The Djinn Caliphate

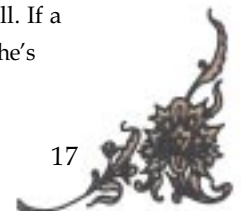
The djinn acknowledge few rulers. They live in free and nominally independent holdings on small clouds or pockets of earth floating in the sapphire sky of the plane of elemental Air. They are fiercely protective of their isolation, and entering a djinn freehold without invitation is reason enough for them to resort to harsh questioning or even imprisonment.

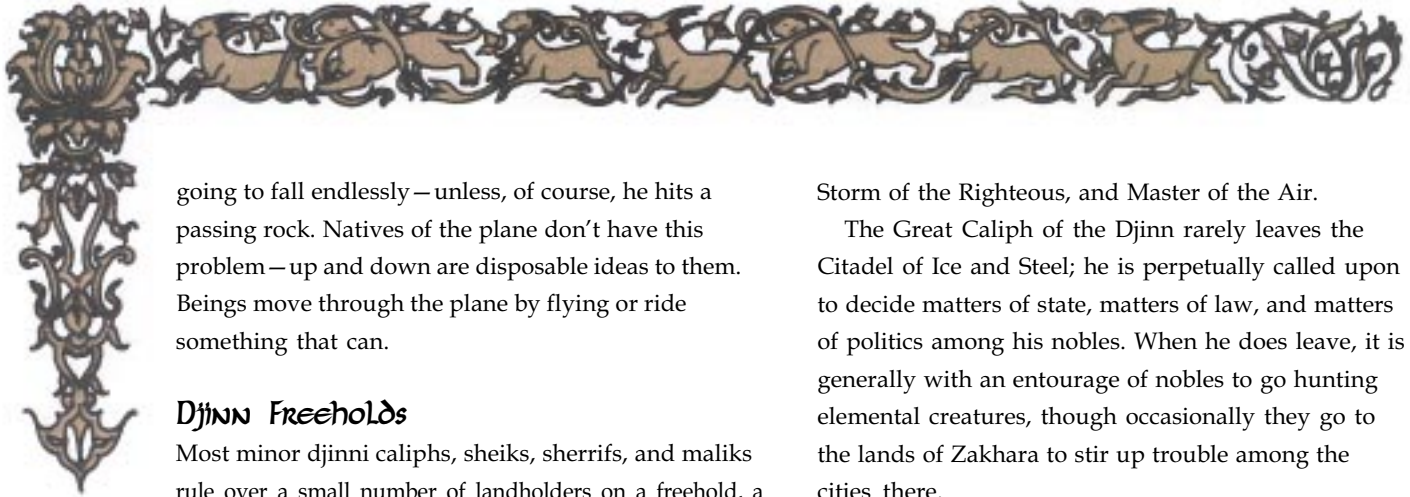
Travel in The Airy Void

Travelers in the plane of elemental Air do not suffer from the lack of mobility of the plane of elemental Earth. On the contrary, it is very easy to hurtle through the void of elemental Air at high speed. Most travelers find winged or magical flight slower— but much safer— than falling until something gets in the way.

Movement in the plane of Air is conducted by magical or normal flight. Creatures that cannot fly must make other arrangements.

Up and down are variable in the airy void—the plane tends to orient itself to things within it. Groups agree that “down” is the same direction and things around them behave accordingly. Rain “falls” according to their down. A traveler standing on a rock knows that down is beneath his feet and a roc in the sky knows that down is beneath it. The problem is that believing there is a down means a traveler can fall. If a poor rider tumbles out of his hippogriff's saddle, he's





going to fall endlessly – unless, of course, he hits a passing rock. Natives of the plane don't have this problem – up and down are disposable ideas to them. Beings move through the plane by flying or ride something that can.

Djinn Freeholds

Most minor djinni caliphs, sheiks, sherrifs, and maliks rule over a small number of landholders on a freehold, a mass of elemental earth or stone. These small djinn settlements are scattered throughout the plane of elemental Air. A typical freehold ruler commands up to half a dozen households, each of which consists of about fifteen djinn, a few jann servants, and an assortment of elemental creatures of low intelligence. The local sheik or headman of each of these holdings is a djinn of maximum hit points. Noble djinn who dwell and rule on the Prime Material plane command only a single household. Female djinn can and do lead their people, though noble females have more freedom than the common djinn.

Any holding attacked by a large or dangerous force sends messengers cloaked by invisibility to the nearest two holds, which each send two more messengers, until the entire djinn nation is warned. Some noble djinn also raise flying creatures (much like homing pigeons) to accomplish the same end. Other nobles have raised falconry and the husbandry of fancy talking birds (tumblers, pouters, and other unusual breeds) to a fine art.

The Court of Ice and Steel

Djinn history claims that the first caliph of the djinn wrested this citadel away from Inix, the Princess of Elemental Evil.

The Ruler: The ruler of all djinn is the Great Caliph Husam al-Balil ben Nafhat al-Yugayyim, the Master of the Clouds and Son of the Breezes. His long list of other titles includes the Commander of the Four Winds, Defender of the Heavens, Prince of Birds,

Storm of the Righteous, and Master of the Air.

The Great Caliph of the Djinn rarely leaves the Citadel of Ice and Steel; he is perpetually called upon to decide matters of state, matters of law, and matters of politics among his nobles. When he does leave, it is generally with an entourage of nobles to go hunting elemental creatures, though occasionally they go to the lands of Zakhara to stir up trouble among the cities there.

The Court: The Great Caliph Husam is always attended by his courtiers. He has about twenty favorites at any time, noble djinn who have his ear and don't need to compete with hundreds of other petitioners and supplicants. About half of them are his dancers and consorts. The court also includes up to 400 jann, and as many as 100 common djinn at any given time.

Population: The Court of Ice and Steel binds the freeholds together, and is the largest metropolis on the plane of elemental Air. Still, it is small by genie standards: about 15,000 djinn and 50,000 jann, with triple that number on state occasions, harvest days, holidays, and festivals.

Distinguishing Features: This large chunk of elemental ice and earth has been sculpted by the winds into an aerodynamic oval. It is the palace of the Great Caliph of the Djinn, and is carved from a huge glacial rock that perpetually hurtles through the gulf of elemental Air, creating a permanent rush of wind throughout the court. Because it is already falling (at the will of the Caliph, who commands its direction), no gravity can be imposed within the Citadel by any force of will less than the Caliphs. The citadel is in perpetual freefall, so movement within it is only possible via flight.

The chambers of the court are secured by steel portals set deep into the ice, and room's air is only still when all the portals are shut. Whenever the doors open, a blast of wind stirs the curtains, banners, and clouds of incense throughout the room. Illumination





comes from flickering orange lanterns or from the blue light that filters in as it refracts through the glacial ice. Its chambers are only accessible to flying creatures. There are no stairs, and hallways are just as likely to be vertical shafts as horizontal ones.

Visiting creatures not native to the plane of elemental Air are usually escorted everywhere to ensure their safety, and to allow the Great Caliph of the Djinn to keep an eye on them.

The Court of Ice and Steel is orbited by a number of small spheres and ragged stones, all of them the freeholds of visiting djinn Or, in the case of the most impressive satellites, important members of the court. The most influential of the noble djinn spend their time within the chambers of the palace; others can wait only for a summons and struggle with the masses during the times of public audiences.

Major Products: The court produces decrees and rulings and collects taxes, but it produces little tangible wealth. The djinn of the Caliph's seraglio are kept occupied with weaving silk, and some noble djinn are known for creating exceptionally beautiful feather headdresses, sashes, and cloaks.

Noble djinn are maintain a constant rivalry both among themselves and with other noble genies that leads them to strive for the richest gems, jewelry, cloth, spices, and perfume they can obtain. Often manners and ethics are no obstacle to a noble djinni on the trail of the unique. Noble djinn send their servant creatures to obtain unique riches for them from the Prime Material plane. Once these goods lose the luster of novelty they are often sold cheaply at the bazaar, and many common djinn have made their fortunes by finding such castoffs and selling them elsewhere (such as in the City of the Jann) for a fortune.

Armed Forces: The Court of Ice and Steel is lightly defended, since the djinn nation depends on its militia to arise in any emergency. Since there are no major ground battles among the djinn, most troops are archers, skirmishers, or light, fast-flying aerial troops.

The **Teeth of the Wind** is the levied and armed militia of the freeholds. The combined force operates as a huge cloud of flying skirmishers and archers, numbering in the tens of thousands, with a like number of jann auxiliaries.

The Court is also defended by 10,001 jann of the **Azure Legion** (the Thunderbolts). These are flying spearmen and archers, whose officers wield *wands of lightning* and other powerful magics.

The Caliph's personal bodyguards are called the **Monsoon Legion**— 1,000 elite djinn soldiers. These heavily armored troops fly and fight in formation.

A smaller group of djinn make up the **Silver Turban Legion** (the Feathers), a group of 250 griffon-mounted shock troops. By custom, only female djinn may join this elite corps.

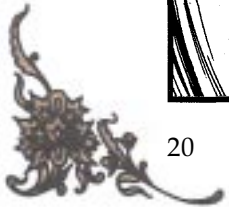
Major Mosques: Like all genies, the djinn are enlightened, having long ago received the word of the Loregiver. Few of them are priests, however, as they are not pious by nature. Djinn adopt just about any power into their pantheons and give lip service to many gods, in hopes of pleasing the right ones for every possible undertaking.

The spires of the Court include minarets of the mosques of Thunder, Wind, Shu, and Susanoo, as well as Remnis, Lord of Eagles, and Aerdrie Faenya, the elven goddess of the Air and Weather. The greatest mosque, however, and the one at which most djinn worship, is that of Haku, Master of the Desert Wind. Hakiyah, the goddess of Sea Breezes, also has many followers among the djinn.

Rumors and Lore: The Court of Ice and Steel has been sighted on other planes, and its unusual mobility has kept it out of the hands of the efreets during at least one invasion when the djinn militia was slow to react. In fact, the Court of the djinn is far more involved in the affairs of mortals than any other group of genies except the jann.

The djinn are said to be seeking a seal that has power over all djinn and all invisible stalkers. It is said







that a wise bearer of the seal can command their Great Caliph. The djinnis fear that it might fall into the hands of the yakmen or the efreet, and they will attack anyone they find who carries it. Others say the seal merely protects the bearer against all attacks by the djinn and their servants.

Rumors claim that Sardior, the ruby king and ruler of the gem dragons, brings his flying castle to the Court to pay a visit from time to time. If the PCs were to show up during a visit, they might be requested—that is, required—to attend a banquet in his honor. Toasting and gifting the dragon lord might impoverish even the richest of Prime Material creatures, but it could also be the subject of great poetry and storytelling.

Secrets of The Court of Ice and Steel

The noble djinn of the Court of Ice and Steel are the viziers, beys, and emirs. They leave the premises only when the Caliph commands them to assume the onerous duties of rulership over groups of djinn elsewhere or when they are compelled to answer the summons of a powerful sha'ir.

The Invisible College of the djinni mystics and sorcerers is often lampooned in jests and frivolous rhymes, and even most sha'irs assume that it does not exist. It is said that djinn of the College weave illusions that defend the Citadel of Ice and Steel and confound invading armies of efreet, usually in very embarrassing ways. In fact, a few mortals have walked its halls, though only a handful of these were allowed to leave. The Invisible College is the home of most djinni sorcerers (see page 49) and their bound deceiver genies. (The MC page that describes the deceiver genie can be found in the *Assassin Mountain* sourcebox).

A hakima who accidentally penetrates the Invisible College's veils of illusion will be spirited away from the Court, and any companions seeking him will be bluntly told to give up their searches. Anyone else who located the offender would be held as well, though a powerful spell inducing the PCs to forget the

college's location might satisfy its masters enough to let the adventurers go.

Djinn and Their Servants

Noble djinn hate the efreet for many reasons, but their slave-taking is one of the most infuriating to the djinn. They will cooperate in any attempt to thwart the fire genies. Despite their haughtiness, djinn respect individual achievement and often honor their servants. They cooperate with other creatures from the plane of elemental Air rather than trying to enslave them. Their servants are retainers who may leave at any time, but they stay because they consider it an honor to serve.

From time to time, a particularly driven noble djinn will undertake either a raid or a crusade against the dao or efreet and seek to free slaves and embarrass opposing nobles. Since both efreet and dao are more powerful than djinn, these expeditions are undertaken rarely. They depend on planning, stealth, and surprise for success.

Djinn servants and companions include aerial servants, air elementals, black clouds (composite elementals), brass dragons, dragonnes, giant eagles, griffons, giant hornets, invisible stalkers, jann, misthu, pegasi, rocs, sakina, simurghs, sphinxes, sussurus, giant swans, sylphs, tempests (composite elementals), thunder children, giant wasps, will o'wisps, wind walkers, and winged serpents. Vapor rats often live among genies, but the djinn consider them pests. The ildriss (elemental grues) are considered parasites and of little account.





The Efreet Tyrants

The rulers of the efreet have successfully pursued a policy of conquest and expansion on their home plane, the plane of elemental Fire. This policy has made enemies of all other intelligent races there.

The capital city of the efreet is the City of Brass, a huge and terrible cosmopolitan center on the plane of elemental Fire, forty miles wide. Its golden towers and ebony ramparts rise above a sea of flame, and its palace rises beside a fountain of fire.

Noble efreet fall into two camps: those native to the City of Brass and those who command the efreet of the Prime Material plane. Nearly all nobles spend much time in the hunt.

When hunting, noble efreet enjoy the kill, but seldom participate in the work of wearing down the prey themselves. They watch as common efreet and summoned creatures (such as hell hounds) harry the prey, then claim the kill at the last minute. They use fire falcons or other elemental flying creatures as hawks in their hunts. The noble efreet consider toying with one's opponent an art form, and their ability at playing "cat-and-mouse" is remarkable.

Efreet Palazzos

While most noble efreet fill their palaces with rich works of gold, priceless ceramics, and masterfully woven rugs and tapestries, others merely create temporary illusory treasures to impress visitors. Female nobles are kept in seclusion, but have their own household hierarchies. They hold no official power, but the scheming nature of the efreet allows many females to rule through figurehead males.

The palaces of noble efreet in the City of Brass are large, imposing, and swarming with servants. The palaces are all small fortresses (as well as overflowing dens of slavery) able to keep out spies, assassins, hostile nobles, and the merely curious while providing spacious quarters for the noble family. A typical noble

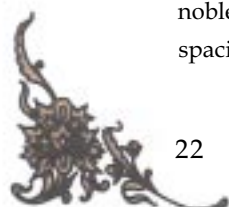
household consists of a handful of nobles and about twenty commoners who serve as overseers and bodyguards. Up to a hundred jann and other imported slaves, perhaps a dozen summoned intelligent elemental creatures for specialized tasks, a small stable of nightmares, and a brace of hellhounds or fire falcons serve the efreet. Though the noble efreet are hopelessly outnumbered by their slaves, these are shielded from the flames of the city only by wards that must be renewed each week. Few escaped slaves long survive the end of their servitude.

Outposts of The City

Though the core of the City is the heart of efreet power, the efreet empire depends on its far-flung network of slave-takers and tributary states. The beys and amirs of the City are each responsible for a *thurgur*, or military zone, which might contain up to four great fortresses. These distant colonies are maintained everywhere on the plane of elemental Fire, and each is a haven for up to forty efreet ruled by malik or vali, a common efreet of the largest size.

The fortresses, or *albarrana*, are regional centers of defense. They are constructed of many materials, including brick, stone, and a type of volcanic concrete. Each fortress is garrisoned by an efreet legion of at least 1,000 (and up to 5,000) soldiers. In the field, these legions are commanded by a noble given the title of *al-sayyid* (master or chieftain). They are accompanied by *dalil*, local guides who serve as scouts and translators. Such efreet armies have proved sober, frugal, and enduring over the years.

The efreet beys and amirs see service on the frontiers or on the Prime Material plane as a necessary burden for the good of all efreet, but they do not waste resources on making frontier service comfortable for the masses. These outposts are spartanly military and strictly functional. The only chamber of any comfort whatsoever in a typical efreet outpost or fortress is the chamber occupied by the bey or amir when he visits, a





duty most beys and amirs perform as infrequently as decorum permits. Otherwise, an outpost usually houses a military garrison and up to one hundred captives, these latter awaiting transport to the City of Brass and a life of service to the efreet.

In addition to efreet outposts on the plane of elemental Fire, six great pashas rule the efreet of the Prime Material plane in the Sultan's name: Bazidan of the Flames, Rashid al-Niran, Sadiq the Smoky, Hajjaj the Intemperate, Umar al-Kushyar of the Golden Brow, and Razim the Incandescent. Each has a small number of noble efreet as personal followers, though all publically avow that true power and prestige lie only in the Sultan's court.

The efreet camps in Zakhara are generally deep in the desert, often in ruined or abandoned cities. If ins discover their camps, they move overnight to a new location, either physically bearing all their goods or by transporting them away in the twinkling of an eye by genie magic.

Noble efreet are great patrons of the hunt, and they often go to the farflung outposts and even to the Prime Material plane in search of sport. They while away days and weeks using both fire falcons and hell hounds to track down the odd animals of the plane of elemental Fire. Their elemental falcons and hounds are sent ahead, and common efreet are often used as beaters to flush out game.

Efreet nobles also hunt insolent and disobedient slaves using bronze chariots pulled by nightmares. These hunts involve small parties of noble efreet, their retinue of common efreet servitors, and packs of hounds or falcons. Each noble has his or her own fiery chariot in which to pursue the unfortunate prey.

The servants and slaves of the efreet include azer, dwarves, fire bats, fire elementals, fire falcons, fire giants, fire toads, fire drakes, fire newts, flame spirits, harginn, hell hounds, humans, iron golems, jann, manscorpions, nightmares, phantom stalkers, rocs, salamanders, and giant striders.

The City of Brass

The Ruler: The city's undisputed and tyrannical ruler is Marrake al-Sidan al-Hariq ben Lazan, the Sultan of the Efreet, though he delegates many day-to-day matters to his vizier while he attends to matters of broader policy.

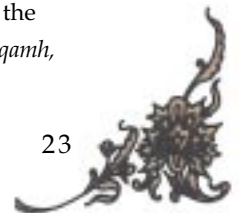
The Court: A vast host of toadies and pleading, grovelling petitioners, nearly all noble efreet, constantly attend the Sultan. He ignores most of their whining, but from time to time he sits in judgment of various legal cases, usually those involving noble efreet, powerful sha'irs, or members of the Flamedeath Fellowship.

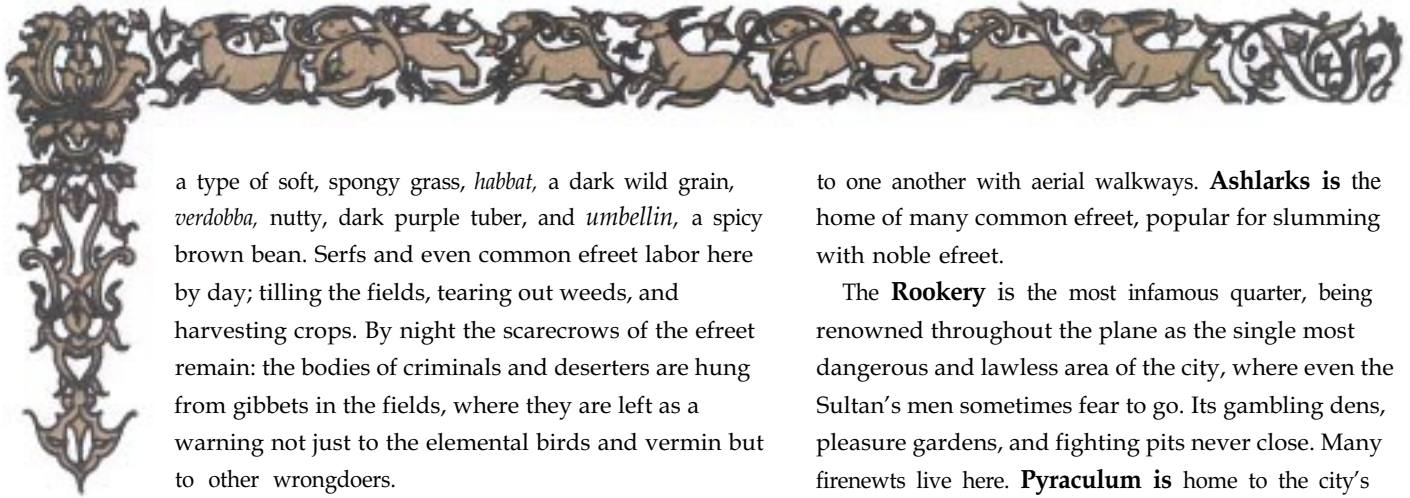
Population: Though the city's population is believed to exceed 4 million, no accurate census has been done in millennia. Many of the poor live and die unrecorded in any tax roll or army roster. Slaves are about a fifth of that total, or 800,000.

Distinguishing Features: The City of Brass is the capital of the efreet tyrants, and remains the greatest achievement of the efreet. The city itself hovers in the hottest regions of the plane of elemental Fire and often borders seas of para-elemental magma or lakes of glowing lava. With its adjoining territory, the city is 40 miles across, its base a hemisphere of golden, glowing brass. Only a fraction of that vast area belongs to the city's core; most of it is open for the cultivation of the strange crops of the plane of elemental Fire or forested for the hunts of the noble efreet. Large tracts are the province of elemental servants and subject races, while other portions are devoted to the efreet military.

The outer regions of the city are extensive and constantly patrolled. Near the city are the **Pits**, where slaves dig for tin, copper, and diamonds, and the **Slag**, where tailings from the mines beneath the city are dumped.

The Obsidian Fields near the city are cultivated with *fireweed*, fodder for the nightmare cavalry of the Sultan, and the foodstuffs that sustain the efreet: *qamh*,





a type of soft, spongy grass, *habbat*, a dark wild grain, *verdobba*, nutty, dark purple tuber, and *umbellin*, a spicy brown bean. Serfs and even common efreet labor here by day; tilling the fields, tearing out weeds, and harvesting crops. By night the scarecrows of the efreet remain: the bodies of criminals and deserters are hung from gibbets in the fields, where they are left as a warning not just to the elemental birds and vermin but to other wrongdoers.

The only unpatrolled region of the city's lands is the **Sable Forest**, which the nobles of the city reserve for their especial use. The black trees themselves are towering but perpetually bare; they are called, *serpent trees*, and they live entirely upon the heat of the plane, which nourishes them as light does other plants. Hunts take place there almost every day, and trespassers may find themselves hunted down, not by patrols seeking to arrest them, but by packs of hell hounds ready to tear them apart or keep them up a tree. The **Slope** is a natural home to many wild plants, including *ziwan*, a weed that grows into thorny hedges, *crimson rye*, a soporific that resembles *habbat*, and *sweet shiverrod*, a poisonous plant that can paralyze or even kill livestock.

The City itself is a huge, glittering haven for avarice and malice. From the upper terrace rise the minarets of the great citadel of the Sultan's palace, where great riches are said to be kept. The beys and amirs of the City of Brass serve the Sultan of the Efreet; though the lesser efreet are neutral, their rulers are lawful evil. The streets of the city are kept clean and the palaces are showy in a gaudy way, but an air of blood and suffering hangs over everything, due largely to the numberless glum servants found on every street and in every hallway.

The noble efreet live in the small central core of the city, called the **Furnace**, surrounded by widening circles of lesser quarters. **Avencina** is a slum of broken and rocky ground, known for being home to many harginn clans. The quarter called **Keffinspires** is the home of the azer's golden towers, some of them linked

to one another with aerial walkways. **Ashlarks** is the home of many common efreet, popular for slumming with noble efreet.

The **Rookery** is the most infamous quarter, being renowned throughout the plane as the single most dangerous and lawless area of the city, where even the Sultan's men sometimes fear to go. Its gambling dens, pleasure gardens, and fighting pits never close. Many firenewts live here. **Pyraculum** is home to the city's market and many craftsmen, while **Marlgate** is a nearby warehouse district, largely abandoned except for vermin and the private armies of dao merchants.

The Foundry is a quarter of plazas, wide streets, and the imposing homes of the wealthiest and most powerful efreet. The **Glory Mine** is a salamander-infested warren within the rock of the city itself; the area is impenetrable without a salamander guide, which is how they prefer it. The entrance is called, logically enough, the **Gate of Glory**. A commercial district is **The Plume**. This is not an open market, but streets jammed with stalls, tiny shops, and coffee houses. Most dao and other visiting merchants stay in this quarter's fine accommodations.

The Char is a walled area of slave barracks and tenements. The slaves are almost all the property of the Sultan or his nobles, and they work in the smithies, smelters, and craftsmen's shops. Below the Furnace, the quarter called **Castings** is the home to the efreet army; efreet soldiers are housed here in cavernous barracks. Duels and brawls are common, and civilians are not safe here at night.

A steep switchback trail called the **Chimney** leads down to **Cindersweeps**, the center of the navy below the city proper. The **Arches** stands near the naval yards, in the shadow of the city's hills. It is a staging area that serves as the processing grounds and market for new slaves.

In all these quarters one finds the houses of the common efreet and their innumerable slaves.

Major Products: The City of Brass deals in slaves,





metals, gems, worked stone, colored glass, weapons, and the rare heavy woods of the Sable Forest. Trade among various genies is also brisk.

Armed Forces: The Sultan has a bewildering number of legions of varying quality at his disposal.

The **Unquenchable** (the abd Multahib)—the palace guard—are distinguished by their black turbans and white robes. They number 3,000 elite and fanatical efreet, and always remain under the Sultan's direct command.

The City is also home to almost 100,000 efreet common soldiers of the **Eternal Crimson** under the command of General abd Multahib; and they are supported by 25,000 horse archers and lancers called **al-Asaf**, or the Sorrowful. Both the spearmen and the cavalry are of poor quality, and legions of them are regularly sent out from the city gates, though few ever return. They die to extend efreet power over the rest of the plane.

The 35,000 **Angels of Death** are the archers of the efreet legions. They are armed with composite short bow, and include both mounted troops and infantry. Their mounts are nightmares with a sprinkling of ghost mounts and skeleton horses.

The 10,000 dragoons of the **Striders** (the Newts) are firenewt light cavalry. They serve in the efreet's armies of conquest and are rarely seen about the city. They are considered steady troops and are often used to break strong resistance among the free azer.

The jann have only a single unit among the efreet, the 3,000 battle-hardened soldiers of the **Black Eagles** (the Ashes). They are evenly split between medium infantry, mounted archers, and light cavalry. All of them were stolen away from their tribes as children and raised to love and serve their efreet masters. They are slave soldiers in all but name and are commanded by an officer they themselves elect.

The 2,000 **Black Darts** are javelin troops, used to soften up or flank opponents. The unit is comprised of manscorpion slave-soldiers.

The siege engineers of the azer serving the Sultan number only 1,200. They are usually deployed against the djinn and rebellious nobles. They are officially called the **Bronze Phalanx**, though all refer to them as the Nutcrackers.

The **First Lancers** (also called the Blazes) are 1,000 nightmare-riding medium cavalry, generally reserved for putting down small rebellions and nobles who have fallen from favor. They are led by noble efreet officers, who consider it an honor to flaunt this distinction over others.

The Sultan's finest company is the **Order of the Fiery Heart**, a unit of griffon-mounted shock troops. Though they number only 500, they serve as ambassadors, couriers, and commandos on missions of the greatest importance to the efreet ruler. The Fire Hearts are often young efreet nobles or even efreet sorcerers and priests. The Sultan sometimes grants titles to those who serve him well, and some of the greatest heroes of the Order have gained the hand of one of the Sultan's many daughters.

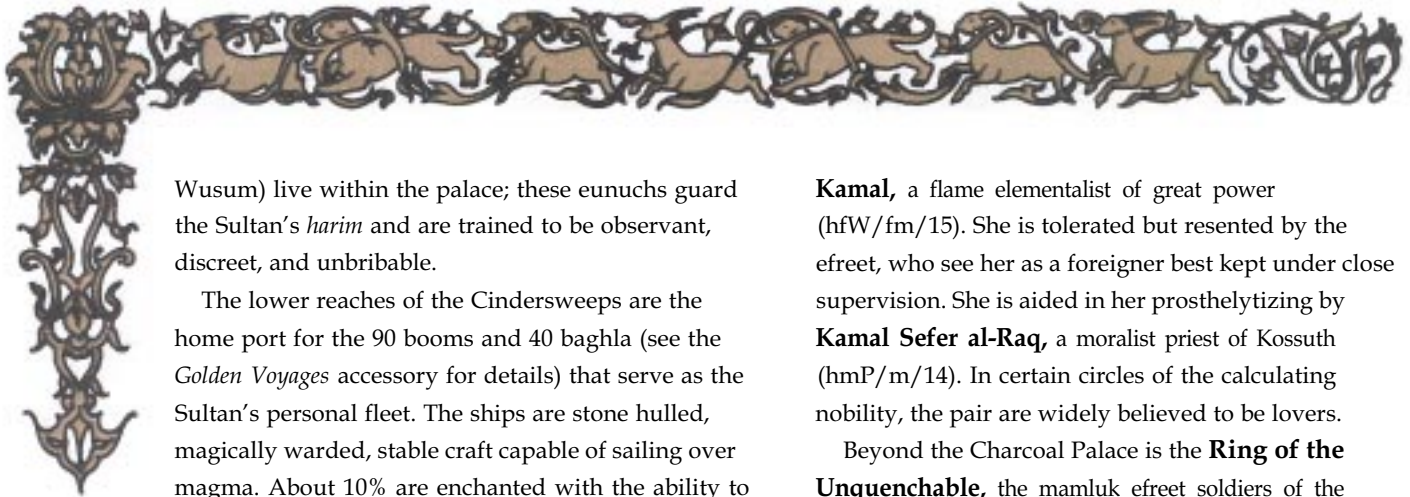
The 40,000 efreet soldiers of the **Watchfire Legions** (called the Orphans) are irregulars who rarely serve as soldiers in the field. Though they hold rank and receive military training, they serve as members of the Sultan's secret police.

The 50,000 soldiers of the **Illuminated** are more constables than anything else; they patrol the city streets as a guard and enforce the many curfews. They serve under Umar al-Hadra al-Bazan.

The **Sultan's Own** skirmishers (the Jackals) are security troops known for their cruelty and sadism. These 4,000 salamanders are equipped as light infantry, but they are kept for occasions when the Illuminated are not able to contain a rioting mob. Though they operate individually rather than in formations, they are skilled at city and tunnel fighting, and they are often called in to catch criminals or escaped slaves in the Glory Mine, Avencine, or the Rookery.

The 150 efreet mamluks of the **Branded** (abd





Wusum) live within the palace; these eunuchs guard the Sultan's *harim* and are trained to be observant, discreet, and unbribable.

The lower reaches of the Cindersweeps are the home port for the 90 booms and 40 baghla (see the *Golden Voyages* accessory for details) that serve as the Sultan's personal fleet. The ships are stone hulled, magically warded, stable craft capable of sailing over magma. About 10% are enchanted with the ability to levitate, allowing them to fly from port to port. The navy carries slaves, troops, provisions, supplies, and tribute to and from the City of Brass.

The navy boasts 18,000 galley slaves, sailors, marines, lava divers, officers, chandlers, and shipwrights. The navy is primarily responsible for the transport of slaves to the City, and occasionally takes on the chore of collecting slaves as well. It also operates the Sultan's pleasure galley, an ancient vessel rowed by 500 slaves especially chosen for the task by the Sultan himself. These slaves are all former nobles or officers who were stripped of their titles or rank for insulting or plotting against the person of His Incandescent Omnipotence.

The Palace and Major Mosques: The Palace of the Sultan and the mosques of the gods of the efreet are all concentrated in the center of the Foundry. The **Charcoal Palace** is a dark building of basalt that seems to suck up all the light and flame around it. Its towers and domes are golden, brass, and copper. The palace sits on a small rise overlooking the rest of the city, and the mosques, shrines, and temples of Agni, Imix, Kossuth, Freyal, Surtr, and Hastsezini, also simply called Fire. These temples are all strictly governed by an efreeti priest called the Mystical Legate of the Hidden Imam, and his warrior priests, who are called the **Guardians of the Three Fires**.

The Brotherhood of True Flame has a small embassy within these grounds. The Bonfire visits from time to time, but everyday affairs are handled by their ambassador Extraordinary, **Jamina al-Mubarak al-**

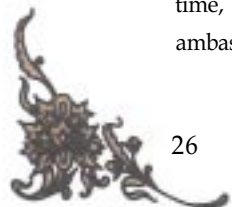
Kamal, a flame elemental of great power (hfW/fm/15). She is tolerated but resented by the efreet, who see her as a foreigner best kept under close supervision. She is aided in her prosthetizing by **Kamal Sefer al-Raq**, a moralist priest of Kossuth (hmP/m/14). In certain circles of the calculating nobility, the pair are widely believed to be lovers.

Beyond the Charcoal Palace is the **Ring of the Unquenchable**, the mamluk efreet soldiers of the Sultan and his most favored slave legion. Their barracks circle the palace and the mosques, with easy access to the core and to the main avenue of the city. Outposts along the walls house the remainder of the mamluks.

Rumors and Lore: The City of Brass is rife with intrigue to rival Hiyal. Most of the plotting is the doing of the efreet, but that is only due to their superior numbers. Humans, salamanders, and others scheme just as diligently as any efreeti.

The court of the Sultan is said to traffic with baatezu at times, exchanging slaves of the efreet for the use of baatezu troops. Indeed, powerful baatezu are said to spend much time behind closed doors with certain of the noble efreet, whispering and guiding them into ever greater tyranny and ever harsher and more oppressive rule.

The salamanders have recently come under great scrutiny from the Watchfire Legions, for there are rumors that the great fountain called the Breath of the Sultan will be extinguished by conspirators from among their ranks, thus setting off the usual frenzy of infighting among the noble efreet who aspire to succeed to the throne. Despite the savage questioning and death of hundreds of salamanders, the truth of the rumor and the names of the conspirators remain unknown.





A Tour of The City of Brass

The City of Brass is so huge that its many districts can be mysterious even to its inhabitants. This overview leaves many areas unexplored but covers the major landmarks and more notorious districts.

The Wall and The Shell

The most impressive features of the City of Brass are its curtain wall and the magical hemisphere that allows it to hang suspended in the air. The curtain wall that surrounds the city is hundreds of miles long and covered in sheets of beaten brass. This sheath of shining brass gives the city its name. Its brass towers are hundreds of feet high.

Since its construction, the efforts of generations of slaves have given the city another marvel: the great brass hemisphere that allows the city to levitate above the ground. This has given the city new means of defense, and the curtain wall of brass is now usually unmanned except when the city is floating in a sea, taking on goods.

This ability to levitate allows the city to move, though only strong winds and currents can carry it at a perceptible speed. The City in flight is slow and stately, moving as ponderously as the seasons or the tides. In fact, the City has only been magically propelled on a handful of occasions, and each was a time of major calamity in the efreet empire. Because the efreet depend on force to control and dominate their slave races, moving the center of power leaves in its wake an empire militarily vulnerable and politically disrupted. A power vacuum has always arisen when the city's rulers and their armies rushed off to quell minor disturbances or rebellions, and for this reason the city only drifts slowly.

Streets & Canals, Bridges & Byways

The streets are crowded from the first cry of the priests to prayer to the beginning of the night patrols; a strict

curfew is enforced each night. The patrols of the Illuminated walk through the streets beating small drums when the curfew begins, telling people to shut their shops and retire to their homes. Anyone caught on the street after curfew is subject to arrest and fine on the first offense, then the loss of a hand, then death. The central street is the **Street of Stelae**, which runs from the Charcoal Palace to the harbor.

The city canals are only meant for the use of the nobles, the merchants, and the military, but in practice smugglers and swimmers use them too. The canals are filled with oil, which can be set alight or doused at the whim of the Sultan. Brass bridges are flung over the canal at many points, and those near the harbor can be raised and lowered to permit barges to pass through. The **Great Canal** runs from the Basalt Palazzo of the azer to the harbor.

The Harbor

The city depends on its harbor to bring in the vast quantities of foodstuffs and other goods its people require. The oily, fiery seas and the lakes of magma that it floats above make its harbor chancy at best for normal shipping, and a perhaps the existence of a navy on a plane without water is odd. In fact, the city only has a harbor at all when the Sultan of the Efreet decrees that his city should set down near the surface to take on trade goods.

The harbor is a series of basalt docks on basalt pilings that reach out over a shallow bed of sloping stone. This basin fills with whatever liquid the seas below the city contain, usually either magma or oil. The harbor is lowered into the flaming sea that lies beneath the flying city weekly. The harbor is a site of frantic activity at these times, and is largely deserted the rest of the week.

The seas of oil are often swept by powerful firestorms that can drive ships into shoals or can destroy their cargo, so firebreaks have been erected to protect the city's harbor.





Goods and Services

The City of Brass is a shining paradise for those of wealth and station and a dark hell for those who do not. The bazaars, suqs, and slave markets provide materials, worked goods, and manpower to suit every taste—at a price. The efreet consider themselves the most civilized of the genies; not so undisciplined and isolated as the djinn, not so crassly materialistic as the dao, and not so vain as the marid. The efreet are rulers of the greatest empire of the djinn, and they let no one forget it.

The comforts of civilization are many, but they do not resemble those of Zakhara. Most efreet do not frequent bathhouses as the people of Zakhara do; instead, they go to sweat lodges designed to heat their fiery bodies to even hotter degrees. There they commonly conduct business, make friends, and renew acquaintances. The white heat in the efreet sweat lodges comes from magical fires; efreet are most comfortable in these baths of flame.

One of the greatest markets in the City of Brass is the **Kalian** (literally, “pipe”), where the vendors of smoke ply their various specialties. Most vendors of smoke sell incense, but others sell tobacco (by the pipe or by the pound), smoked meats, and sweet-smelling herbs and oils.

The **Street of Steel** is dominated by the ringing of hammers and wheeze of bellows. Azer smiths work here both day and night, making weapons for the efreet legions, and are paid well for their efforts. The azer are not allowed to accept work from *ins* without permission of the Sultan, and this permission is rarely granted, even for powerful nobles.

A widely-known street character of the City is **Ali ben Ali**, a disheveled, filthy, blind human mystic famous for his accurate predictions and his gloomy temperament. He often takes the hand of a visitor to the marketplace, tells them where they are from and what will happen to them in the near future. Ali ben Ali came here with Captain Soot (see “Travel between Genie Homelands,” below) twenty years ago planning

on making his fortune as a councillor to the Sultan. Unfortunately, he soon discovered that his power does not extend to genies. The Sultan was amused by his antics, so he showed mercy and only had Ali blinded. Ali has eked out a living on the streets ever since.

Public Buildings and Monuments

The **Charcoal Palace** is the home of the court and courtiers, and the center of the military. The Sultan receives petitioners there once each month. A huge fountain of purple fire roars before the palace, the sign of the Sultan’s constant rule and vigilance. The fire dims and goes out only when the sultan dies or is deposed. The new sultan then relights the fires in a thunderous explosion of flame and soot that can be seen and heard throughout the city. The fountain is called the **Breath of the Sultan**.

The city’s three castles are primarily armories, though they can also serve as strongpoints in times of siege or rebellion. **Krak al-Nayyiran**, the Castle of Sun and Moon, is the center of the training efforts of the Sultan’s finest legions and the home of the finest troops and officers. **Krak al-Zinad**, the Keep of Fire Striking Steel, serves the harbor garrisons and trains marines and others in the use of seaborne weaponry. **Krak al-Tawil**, the Long Castle, is home to the Jackals, cruel and sadistic salamanders always ready to put down unrest among the poor.

The City of Brass can be entered from eight gates: the **Shimmering Gate**, the **Diamond Gate**, the **Gate of Ashes**, the **Golden Gate**, the **Prism Gate**, the **Gate of the Simoom**, the **Magma Gate** (the harbor entrance), and the **Gate of the Eternal Sun**. Each of these gates is a fortress unto itself, with a permanent garrison, numerous gates and towers, and a military commander of its own.

A gigantic ebony obelisk dedicated to the memory of the first sultan stands in the street not far from the Golden Gate.

The Sultan holds court in the **Red Pillar Halls**, the





building where nobles and bureaucrats collect taxes, make appointments, and dispense justice. Although any free efreet is entitled to seek redress of grievances before the Sultan, few go to the Halls because of the searches they are subjected to and the bribes they must pay.

The great prison of the City is the **Octagon**, where up to 10,000 prisoners can be held at any one time. The cells are magical; each prisoner is sealed into a cube of solid basalt, set with only a single slit for air and food to pass through. The walls of stone that seal a prisoner in can only be opened or closed by the efreet guards.

Religious Buildings and Monuments

The mosques of the City are all sheathed with various metals. The **Eternal Flame Pavilion of Agni**, the god who consumes all he touches, is a temple sheathed with beaten gold; Agni is wildly popularly among the common efreet but only tolerated by the nobles, and his priest's message of redemption and immortality is not appreciated by the efreet masters, who seek to keep their subjects toiling rather than praying.

The **Mosque of Blistering Atonement** is the nightmarish shrine of Imix; the whole building is sheathed in corroded green copper. Imix is the elemental prince of evil fire creatures, and is revered by the efreet nobles, their legions, and many of their servant races.

A vigilant guard of fire giants stands watch night and day outside the **Smoking Hammer Shrine**, an ugly and bizarre iron shrine to Surtr, a giant ajami god of fire and steel. The genies acknowledge Surtr but do not themselves venerate him.

The **Mosque of the Irreducible** is the shrine of Freyal, as the efreet call the ajami Freya. She is worshipped by the common efreet in her mosque of shining silver and is widely respected as the goddess of love, passion, and fertility.

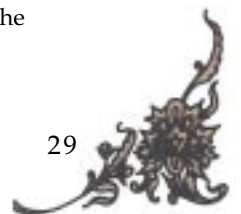
The **Flamesight Mosque of Hastsezini**, a god also known simply as Fire, is a strange pyramidal structure of reddish-gold copper that never tarnishes. The god requires constant feeding. Hastsezini is a favorite among the ruling efreet because of his ability to destroy anything living, and they often bring him rich sacrifices. His priests are few and, like their god, they are arrogant, vengeful, and proud. City justice in the form of public burning is carried out at the base of the pyramid.

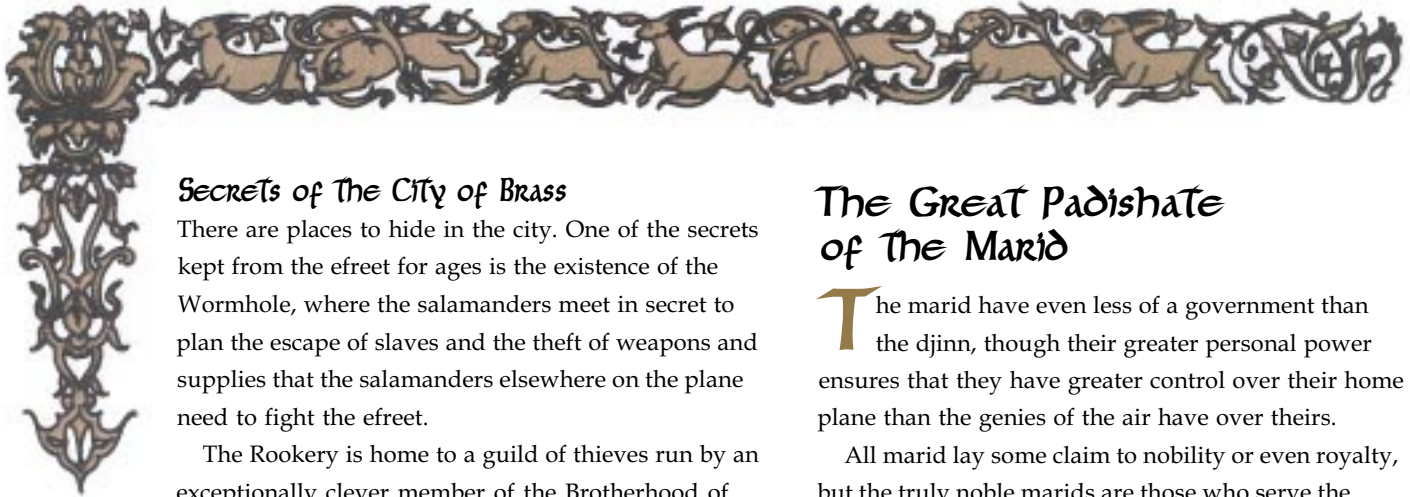
The **Mosque of Kossuth** was long ago made of beaten bronze, when the city was first founded and the efreet sought to placate the cold elemental god. The building has long since fallen into disrepair, as Kossuth's worship has been discouraged. No sultan has dared to tear down the temple, however, for fear of the god's reprisal.

The largest monument of the City of Brass has a somewhat misleading name. The **Gate of the Fallen** is, oddly enough, is neither a Gate nor a memorial to the efreet dead. It is, instead, an arch of triumph painted with scenes of the efreet triumphant over all other races of the plane of Fire. The Fallen are the casualties of other armies, not of the efreet themselves. Other victories are celebrated on the Street of the Stelae. This street is lined with hundreds of pillars, each inscribed with the tales of each victory and an accounting of the spoils.

The efreet maintain a small necropolis called the **Street of the Last Houses**, for the burial of notables, mages, elemental masters, nobles, the rich, and the pious. It is called the Boneyard by the slaves and the lower classes, who consider burial a particularly vile and unnatural form of heresy.

Most of the City's dead—including all slaves and most soldiers—are cremated and their ashes used in the manufacture of efreet steel. This use of their ashes occasionally allows some powerful efreet spirits to linger on in the weapons and armor into which the steel is forged.





Secrets of The City of Brass

There are places to hide in the city. One of the secrets kept from the efreet for ages is the existence of the Wormhole, where the salamanders meet in secret to plan the escape of slaves and the theft of weapons and supplies that the salamanders elsewhere on the plane need to fight the efreet.

The Rookery is home to a guild of thieves run by an exceptionally clever member of the Brotherhood of True Flame, **Jamal Elijiwan al-Iwliid**, the thieftaker (hmT/sl/13). He never commits any crimes himself, and often turns other thieves and escaped slaves in to the city guards to win public favor. Jamal has friends among the trusties at the Octagon, and he uses them to contact thieves.

Jamal also arranges for the release or escape of thieves who are loyal to him. He is very popular among both the rich and poor of the City of Brass because he turns in so many thieves; these include those who have sought to cheat him, to expose him, or who have simply offended him.

The City is always filled with rumors. Recently, the vendors of smoke in the bazaars have been in a panic over rumors that the Hounds will abduct them all on various trumped-up charges and then try them as djinni spies. The most panicked is Ali Mirza Ahmak, who really *is* a djinni spy. Though the rumors are false, the mere sight of a patrol may send Ahmak fleeing his space in the bazaar to seek the protection of the PCs. Regardless of whether they turn him over to the Sultan's soldiers, the sergeant of a street patrol they meet will remember them and may have them followed. If they do help Ahmak, they must get him out of the city.

The nobles are, in fact, in bed with the most powerful baatezu, and both sides benefit from the arrangement. The nobles exchange their slaves and perhaps even common efreet for the power and strength of hardened mercenary baatezu legions able to withstand the harsh conditions of the plane of elemental Fire.

The Great Padishate of The Marid

The marid have even less of a government than the djinn, though their greater personal power ensures that they have greater control over their home plane than the genies of the air have over theirs.

All marid lay some claim to nobility or even royalty, but the truly noble marids are those who serve the Padisha and scheme to succeed to the rulership of the empire upon her death. Thus noble marids routinely ignore their lesser cousins unless these can in some way affect their standing at court or in the succession. All marids agree that the Padisha rules their loose empire, but often there have been several "true heirs" to the padisha's throne simultaneously through the eons.

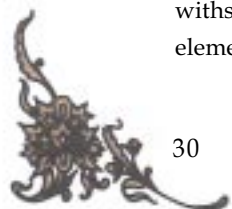
Traveling Marid Troupes

A noble marid takes his or her household along when traveling; these companions consist of a few noble marid, always accompanied by common marid. These common marid are cousins, vassals, lovers, courtesans, and followers. Often, they have also befriended servant creatures from the plane of elemental Water. They may have dragon turtle mounts, a squadron of water elemental or triton bodyguards, or morkoth advisors. Many keep killer whales as hunting animals.

The Citadel of Ten Thousand Pearls

The Ruler: Kalbari al-Durrat al-Amwaj ibn Jari has hundreds of titles, many of them copied from her followers or adopted by them. She is the Great Padisha of the Marid, the Keeper of the Empire, the Pearl of the Sea, the Mother of Foam, the Maharaja of the Oceans, Emir of All Currents, Mistress of Rivers, Grand Raj of the Monsoon, General of the Whales, Pasha of Corals, Savior of Fish, Marshall of Nets, and Patron of Waterspouts.

The Court: The court of the Great Padisha of the Marid is called the Citadel of Ten Thousand Pearls, an





elaborate and graceful circular reef in warm waters on the plane of elemental Water. It is full of bright corals, corroded copper doorways, giant clams, bubbling air fountains, curtains and carpets of kelp, and schools of every sort of fish. Some of these fish are guardians and others are servants, but all are entirely loyal to the marids. The citadel contains about one hundred noble marids at any time.

The courtiers of the Padisha are adventurers, storytellers, and braggarts. Few of the nobles are actually at court at any given time—most of them are out in the seas seeking new adventures, new riches, and new sights to report to their ruler. When they are at the citadel, the noble marid strive to outdo each other in their gifts and stories: Duels, wrestling matches, and even deaths among the highest nobles are common.

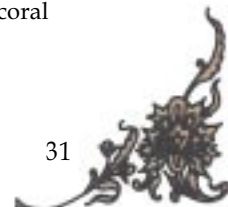
Population: The Citadel's population is always in flux but hovers around 200 marid and 1,000 servants at the height of its festivals.

Distinguishing Features: Although most of the

Citadel of Ten Thousand Pearls is accessible by swimming through passages and doorways made for the huge marid, there are also many narrow crevices accessible only to small fish or marid in their watery form. These passages connect all the larger areas and hollow regions of the citadel not otherwise accessible.

Shafts of sunlight pour into and out of the citadel apparently at random, but no area is without light unless the Padisha wishes it. Some of the deepest interior portions are said to contain the hoarded treasures of the deep, given to the Padisha of the Marids as tribute: gold, shells, corals, the scales of great sea-monsters, and ten thousand pearls of great price. These pearls are of all colors, principally pink, white, gray, and black, and most of these are said to be fist-sized and lumpy rather than smaller and more perfectly formed.

Major Products: Marid produce very little; they take what they need from the sea and rarely stoop to bargaining for goods. They give gifts of pearls and coral to those who please them.





Armed Forces: The Citadel has no standing army as such, though bands of noble marids or ambitious commoners sometimes form adventuring bands or groups sworn to the Padisha's service, defense, and glory. No one has been insane enough to believe a conquest of the marids possible for long eons—only a host of demi-gods would have a chance.

Major Mosques: The marid are neither particularly religious nor particularly picky—they worship when and where they find it convenient. They maintain only one great mosque, to Jisan of the Floods, though there are small shrines to the ajami gods Ahto, Blibdoolpoolp, Manankharlar (Manannan Mac Lir), and Tefnut. Also mosques to Eadro, god of locathah and mermen; Kar'r'rga, the crab god of the southern isles; Sekolah, the sahuagin shark god; and Persana, god of the tritons are maintained for the servants of the marid. Large services always involve the Padisha and the power of the marid empire, not petty and jealous godlings.

Secrets of the Citadel of Ten Thousand Pearls: The Citadel of Ten Thousand Pearls is a resting place for many marid nobles, a place to meet and exchange information before traveling on. Hunts and jousts are often held there, and individual valor is prized. Great hunters of every race are allowed to compete in the Padisha's contests: from the lowliest marid to sahuagin to powerful *ins*, all are welcome then. These hunts are sometimes team affairs, and sometimes feats of endurance in bitter northern waters. The prey varies from kraken to rare fish to sea serpents.

The citadel is as abandoned as a ruin during certain seasons known only to court insiders. During these times the court is either at the blooming of the red tides, the swarming of the salmon to their home streams, or visiting the islands of Al-Zira, the Djinni's Claws. The large islands of the Arm of the Djinni's Claws are the most feared of all the Djinni's Claws chain, for they are believed to be the property of genies in general, and the marids in particular. Most Zakharans believe these stories are merely be a case of

sailors telling tall tales; only those who sail to the distant south can know for sure.

While the court is gone, powerful water creatures controlled by a water mage named Hatim al-Rakal sometimes seize the citadel and begin grandiose plans of conquest, slavery, and plunder. During these interregnums, Hakim hosts sha'irs and others visiting the court and poses as the Padisha. He always attempts to form an elemental brotherhood of water mages capable of withstanding the marid, but these plans are always swept aside like so much seaweed when the marid court returns. Since the Padisha finds him amusing, he is always banished and told not to return.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. Their love of song and story leads nobles to kidnap the greatest of rawun for private performances at the citadel. When talking with a noble marid, bards should take care to prevent from digressing into other matters. One further note of warning: Marids consider it a crime for a lesser being to interrupt them—and to so offend a marid is a sure way to invoke its wrath.

Creatures asked to be the servants and companions of the marid rarely refuse, and so the servants at the citadel are as widely varied as the marids' whims. Some possibilities include giant anemones, giant clams, coelenites, giant crabs, crabmen, dragon turtles, large fishes of various species, dolphins, hippocampi, golden ammonites, kelpies, koalintns, kraken, kuo-toans, leviathans, locatha, lung wangs, manta rays, nereids, giant octopi, pahari, sartani, sea elves, sea horses, sea lions, sea snakes, sharks of many types, sirens, giant squids, tritons, urchins, varrdigs, vodyanoi, water elementals, water weirds, and every type of whale imaginable.

The Wandering Jann

The jann have no elemental homeland; on the elemental planes they are mercenaries, servants, or slaves to the greater genie races (see page 34).





Chapter 2

GENIES IN Zakhara

"I beg you, my son," she said, "by the milk with which I sucked you, throw away the lamp and the ring! They can only cause us a great deal of terror, and I couldn't bear to look at that jinnee a second time. Moreover, it is unlawful to have relations with them."

Aladdin and the Magic Lamp

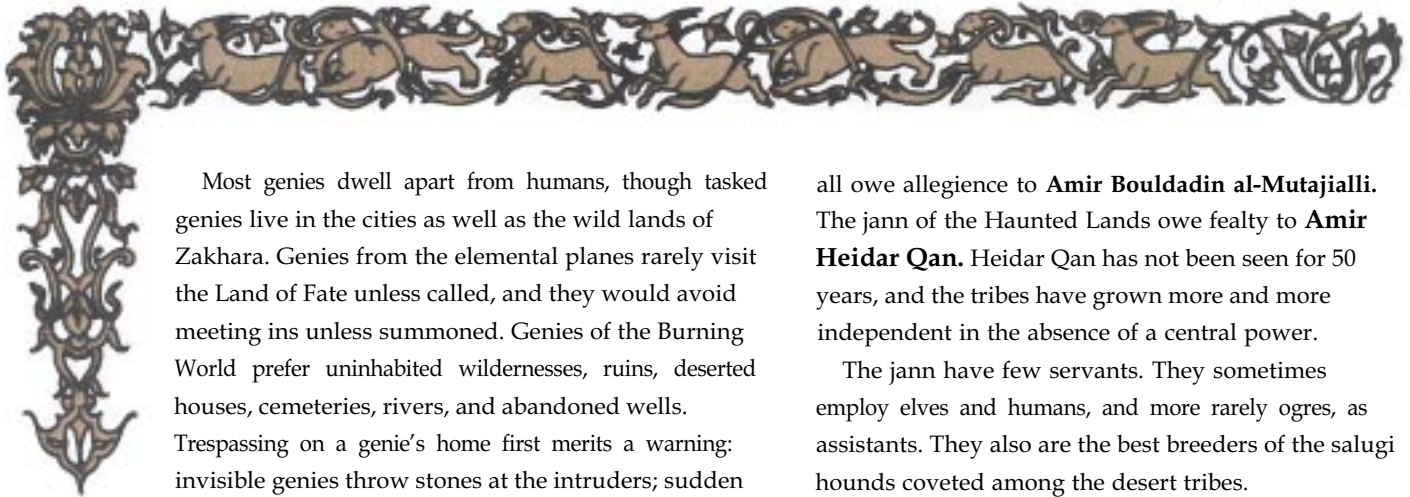
There was or there was not, for we live in ignorance and only the gods are wise, a rich efreeta of the City of Brass. It happened one blazingly hot day in the City of Brass that this lioness among the efreets grew bored. This was dangerous, and her servants avoided her, hoping that it would soon pass. She decided to go to Zakhara, and, quicker than thought, she was there, in a roaring kiln behind a potter's shop. The explosion as she consumed the charcoal of the kiln and opened the door destroyed many pots, and her heavy feet crushed more as she poured like smoke through the kiln's door.

The young potter—whose kiln it was—saw her, shining, golden, and was smitten. From that moment, he was lost, seeing only the genie's blazing eyes, forsaking his wife, his children, and the work that he loved for the sake of the beautiful efreeta, more radiant than any woman of the world. He walked up to her, unafraid, and gave her the fine green-glazed lamp that he had just taken out of the kiln.

The efreeta was amused by the potter's gift and taken with his features, and she spoke, saying, "My love for you is as bright as this lamp, and shall burn as long as it does." And she carried him away to the City of Brass. The potter lived among the genies for years without number, consorting far above his station, smoking fine tobaccos, eating only the richest dishes, and constantly idle. They were happy.

Not to spin out a tale, one day, when the potter's passions had fired the efreeta like a kiln, and then cooled her like a delicate vase, the efreeta again grew bored. Restlessly, she carelessly flung her arm against the lamp, and it shattered on the floor. She cast the potter aside as quickly, throwing him back into his kiln in Zakhara, where his bones still rest. Beware the love of the genies, and peace be with you.





Most genies dwell apart from humans, though tasked genies live in the cities as well as the wild lands of Zakhara. Genies from the elemental planes rarely visit the Land of Fate unless called, and they would avoid meeting ins unless summoned. Genies of the Burning World prefer uninhabited wildernesses, ruins, deserted houses, cemeteries, rivers, and abandoned wells. Trespassing on a genie's home first merits a warning: invisible genies throw stones at the intruders; sudden sandstorms spring up to blind, confuse, and misdirect; and a genie wind may even carry the unwanted away for many miles. These warnings and rebuffs are seldom intended to be lethal, though genies sometimes forget just how frail ins can be. If the trespassers continue, however, the genies may well decide to attack and show no mercy.

Genies in the wilderness hate being discovered. To avoid antagonizing them, desert travelers often call out to them when approaching desolate lands, asking for their permission to pass through.

Tribes of The Jann

The jann of Zakhara are nomads; their camps among the desert ruins and their lodgings in the cities may disappear in an instant (usually at dawn or dusk), whenever a genie tribe decides to move on. Their camps are more lavish than most nomad camps: their huge mansions and towering fortresses vanish into the sands when discovered, like a dream fading in the morning light.

Jann tribes travel with their goats, sheep, camels, oxen, mules, horses, and hounds. Jann sheikhs prize their animals very highly, and some of them esteem their mares or hounds more valuable than their wives and children.

The jann are ruled by their sheikhs more than by any great nobles or caliphs; they see their sheikhs every day, while they might only visit others once a year at great gathering. The jann of the High Desert

all owe allegiance to **Amir Bouldadin al-Mutajialli**. The jann of the Haunted Lands owe fealty to **Amir Heidar Qan**. Heidar Qan has not been seen for 50 years, and the tribes have grown more and more independent in the absence of a central power.

The jann have few servants. They sometimes employ elves and humans, and more rarely ogres, as assistants. They also are the best breeders of the salugi hounds coveted among the desert tribes.

Jann of The Haunted Lands

The Jann of the Haunted Lands are wildly crazy and impulsive, dangerous to themselves and to all who accompany them. They are vindictive, insistent, prone to insult, mischievous, and *very* powerful. These tendencies have always been present in the jann and might have had something to do with the destruction of their homeland. A typical janni tribe numbers about 20 and is led by a sheikh.

In the past few decades, the janni actions have become extreme. Some raid humans or other janni outposts regularly, while others remain allies of various human or janni tribes.

The homeland of the Jann of the Haunted Lands is the Great Anvil, the large waste of inhospitable land set in the center of the Haunted Lands. Here lie great ruins that are now uninhabited, save for these elemental peoples. Intruders are not welcome.

The Jann of the Haunted Lands have pledged their support to the reigning Grand Caliph of the humans. This pledge has been honored time and again to the fourteen rulers who have sat upon the Enlightened Throne, but no official representative of the jann has appeared to the current Grand Caliph to renew their loyalty. Those few jann appearing at court have stated that ill health delays their lord, which gives rise to stories of the Amir's death. The Grand Caliph is most concerned with this matter, particularly with the advancement of Ibrin's forces in the north.

The Leader: The jann Amir Heidar Qan, His Most





Distinguished and Respectable Master, Wise in All Matters Beneath This and Other Skies, is the leader of the Jann of the Haunted Lands. The amir has not been seen in 50 years, and he is believed to be either dead or dying. His inactivity is reflected in the increasingly unpredictable actions of his servants, who are dangerous at the best of times.

Important Individuals: Other than the Amir, there is one janni known throughout the Haunted Lands. His name is **Majnun**, and he is being hunted by his brethren. Majnun apparently either stole an item from the Amir or poisoned him (the stories vary) and then fled into the wilds. Now he wanders, disguised as a mystic of great power, but he is said to be cautious around other genies and particularly so around the jann. The one who turns Majnun over to the jann will be greatly rewarded.

Jann of The High Desert (House of Sihr)

In the heart of the High Desert lies the Genies' Anvil, an inhospitable place where no mortal can survive for long. It is the home of the enlightened janni tribe of the High Desert. Although jann normally choose to live in places far removed from mere mortals, the Genies' Anvil is their land. The interloper who travels there had best have good reasons for coming to see them.

The full number of jann in the House of Sihr is unknown. Those living in the desert have never been counted by the likes of men. Further, some members may be serving genie masters in faraway magical lands. The tribe itself is divided into several clans, each with its own sheikh. These clans wander, herd, trade with other enlightened tribes and occasionally raid settlements. All sheikhs claim allegiance to Amir Bouladin (see "Leader" below).

Whether the jann here should be considered a major tribe is a point of argument to some—but not to the desert tribes or the jann themselves. One scholar of Tajar put forth publicly the idea that there were only eight major tribes and discounted the janni tribe.

The next morning he was found tied up and hanging from a minaret. Individual jann are often playful and adventurous, but in large groups they tend to be respectful, diligent, and *very* dangerous.

The Leader: Amir Bouladin al-Mutajalli, His Resplendent Magnificence, May the Gods Themselves Speak Highly of Him (a janni of 10 HD, maximum value with vizier abilities) is the official ruler of the jann of the High Desert. However, each sheikh commands his or her own tribal house, most of which consist of about twenty jann. The amir is noble, honest, and ruthless to those who oppose him.

Amir Bouladin has been long pledged to aid Sheikh Ali al-Hadd and the city of Tajar in its time of need. A janni representative has always appeared before the Grand Caliph himself to pay Bouladin's respects and to pledge the loyalty of the jann.

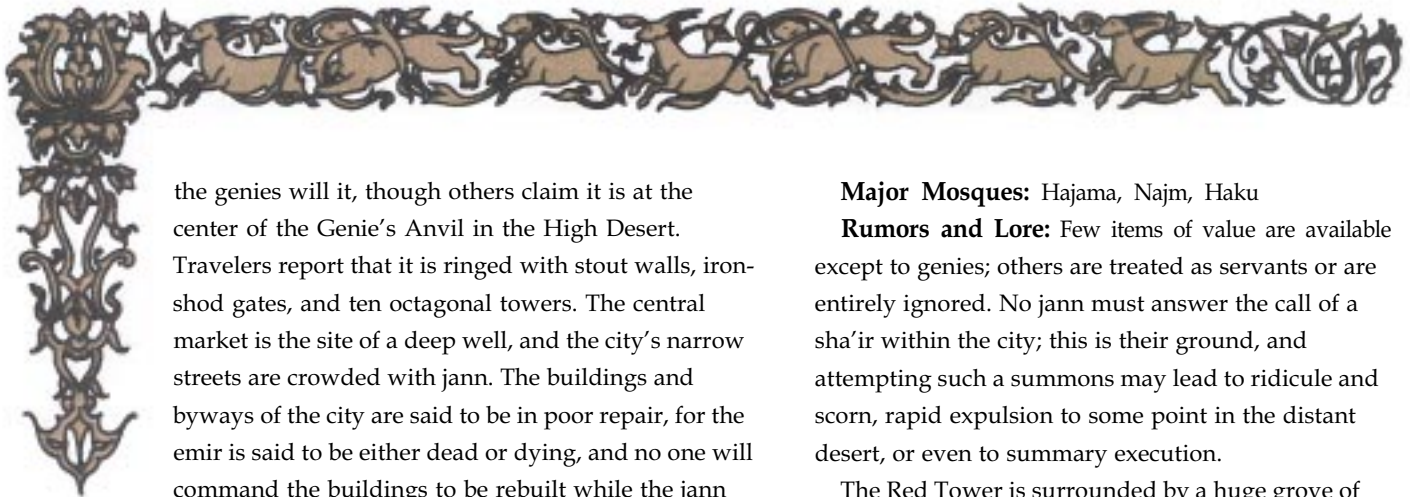
Important Individuals: The Sheikhs of the janni tribe all consider themselves to be first among equals and superior to their fellows. This fact should be remembered among those who seek the blessing of the jann or a boon from their ruler. Flattery, thick and heavy, is the meat and drink of these petty sheikhs. Their amir, while wise enough to see this for what it is, enjoys adulation as well.

Bouladin's eldest daughter is a janni named **Jamala** who, like Fadela Bloodmane of the House of Nasr, is hot-blooded and eager for adventure. She is a janni of 8 Hit Dice, and she has vizier abilities as well as the ability to shapechange. She may masquerade as a mortal to accompany humans during their travels. If she does, she will fight to aid them. If anything happens to her, however, both her father and the full power of the janni tribe will turn against the miscreants. Fate protect those who are so foolish!

The Lost City of Ubar

A great city, called Ubar in Jannti and Dayya in the language of the desert giants, is said to rise from the sands of the Great Anvil in the Haunted Lands when





the genies will it, though others claim it is at the center of the Genie's Anvil in the High Desert. Travelers report that it is ringed with stout walls, iron-shod gates, and ten octagonal towers. The central market is the site of a deep well, and the city's narrow streets are crowded with jann. The buildings and byways of the city are said to be in poor repair, for the emir is said to be either dead or dying, and no one will command the buildings to be rebuilt while the jann nation is in mourning. The Amir's palace is a single great red tower, called the **Red Tower of Dayya**, and it rises in the city center. Curiously, it is much better preserved than the other buildings of the city.

The Ruler: The Amir is the nominal ruler, but since he is currently unable to rule, the reins of power have fallen (at least temporarily) to his vizier, Farad al-Meisal.

The Court: Farad is assisted by Tali al-Jasmini, a beautiful and energetic woman who dotes on Farad, though he barely notices her.

Population: The city of the jann is a metropolis of 200,000, though fully half of those are transitory nomads camped in tents at the edges of the city.

Distinguishing Features: All the buildings of the city of Dayya are made for desert giants (17' tall), and the city is occasionally raided by bands of giants.

Major Products: Dayya thrives on the exotic and on its trade in ceramics, glass, and metals, but trade has been slow and many of the jann have returned to banditry and general mayhem for lack of strong leadership. Genie caravans can appear out of the desert with rich genie goods to make merchant rogues rich, but they are irregular. Genie caravans from the withering heart of the Anvils have sometimes come at a sha'ir's call, making merchants of beggars and beggars of princes. The secret to calling them is well-guarded, for the most recent caravans came to a sha'ir's mansion in Halwa a hundred years ago.

Armed Forces: The soldiers and peacekeepers of Dayya are the camel archers and lancers of the emir's retinue, 2,000 strong.

Major Mosques: Hajama, Najm, Haku

Rumors and Lore: Few items of value are available except to genies; others are treated as servants or are entirely ignored. No jann must answer the call of a sha'ir within the city; this is their ground, and attempting such a summons may lead to ridicule and scorn, rapid expulsion to some point in the distant desert, or even to summary execution.

The Red Tower is surrounded by a huge grove of frankincense trees, bleeding red sap. These trees are the source of some of the genies' trade goods, but many other riches flow from the tower into genie caravans. No one but the jann is allowed inside, and some speculate that the Red Tower of Dayya is the jann's gate to the elemental homelands of the greater genie races. They say the gate allows the jann to trade with all the elemental planes. The caravans that travel to and from it are well-known to be entirely composed of jann; no others are allowed.

Genies at Court in Zakhara

Genies are often found at the courts of the caliphs of Zakhara. They expect a certain amount of deference from all mortals, and they use complicated forms of address for each other. Only those versed in genie lore have a hope of knowing how to address a given genie according to his station. A PC knows the correct form if he makes a successful check with the genie lore proficiency. Not using the correct form embarrasses genies and makes them less likely to help their visitors.

Among the dao, there are only three forms of address. Atamen are called "sire," and hetmen are called "your radiance." The Great Khan's seneschals are referred to as "the Magnificent."

Among the djinn, there are more titles and more honorifics. Sheikhs are simply referred to as "your Eminence." Maliks are "your Honor", and sherrifs are





“sir.” Lesser caliph’s titles vary depending on their holdings and tend to be poetic or lyrical: “Master of the Bright Wind”, “Summer Thundercloud”, “Lord of Autumn Chill”, and “Mist of the Desert” are typical examples. The Great Caliph’s vizier is referred to as the “Master of Wind and Falcon” or more simply, “Venerable.” A bey at court is called a “Lord of the Four Quarters,” and an emir is “Worthy of the Heavens,” or “the Imponderable.”

Among the efreet, hierarchy is strictly regulated and enforced by the Sultan’s decrees; violators are subject to fines or even servitude. A vali is called “Resplendent”, and a malik is “Luminous”. Any bey at court is called “Lord of Flames”, and special favorites

allowed to add a particular color to that designation, the darker the better. The “Lord of the Black Flames” is almost always promoted to a rank of emir if he does well on the field of battle. Emirs must all have fought successfully and dashingly on the City’s behalf; they are called “Tempered”, “Worthy”, and “Glorious”.

The titles of the six efreet pashas vary, but tend to reflect their positions as governors on the Sultan’s behalf. They prefer to be called “the Righteous” or “the Defender”, though Razim the Incandescent prefers the title “Sublime Keeper of the Tomb of Okhran al-Kabus”.

Among the jann, a sheikh is called a “Pillar of Wisdom”, a vizier is always “Venerable” no matter



Proper Address for Mortals and Sha'irs

Common genies also enjoy flattery to one degree or another—marids more than most—and they prefer to be shown great respect when first addressed by a mortal. While such titles are only required when first addressing a genie, overusing them is impossible. The following forms provide typical examples.

To a dao: Perspicacious and Terrible Majesty.

To a djinni: Shining Swift Wind of the Desert.

To an efreeti: Fiery and All-Consuming Resplendence.

To a marid: Endless Wave Upon the Sea of Fate, we tremble before you, our eyes averted, stunned by the magnificence of your imposing form, humbled to our souls to be so near such glorious might, such keen intellect, such immovable wisdom, such irresistible persuasion, etc., etc., ad nauseam.

To Jiraad, ambassador to the Grand Caliph: O Exalted.

Likewise, most genies prefer formal forms of address when speaking to sha’irs or the owners of magical items that command genies. A genie’s degree of real politeness depends on the power and station of the person he is speaking to. Genies enjoy heaping abuse on weak mortals when they feel they can get

away with it, especially sha’irs and others who force them to undertake a difficult task. A genie’s responses may range from fawning to barely responsive:

At your service. Your thrall has come.

At your service, my lord. Ask whatever you want.

My lord, if you require any thing, command me, and it will be done immediately.

As you command.

You seem to need my help. I am at your command, weakling.

I cannot recommend this request. Do not tamper with affairs beyond your understanding.

I fear for your greedy soul but I obey.

I shudder at your impiety in commanding your superior.

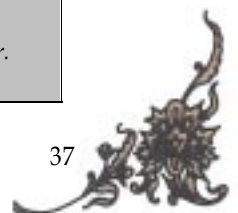
You have called me, I have come, command me, mortal, then have done.

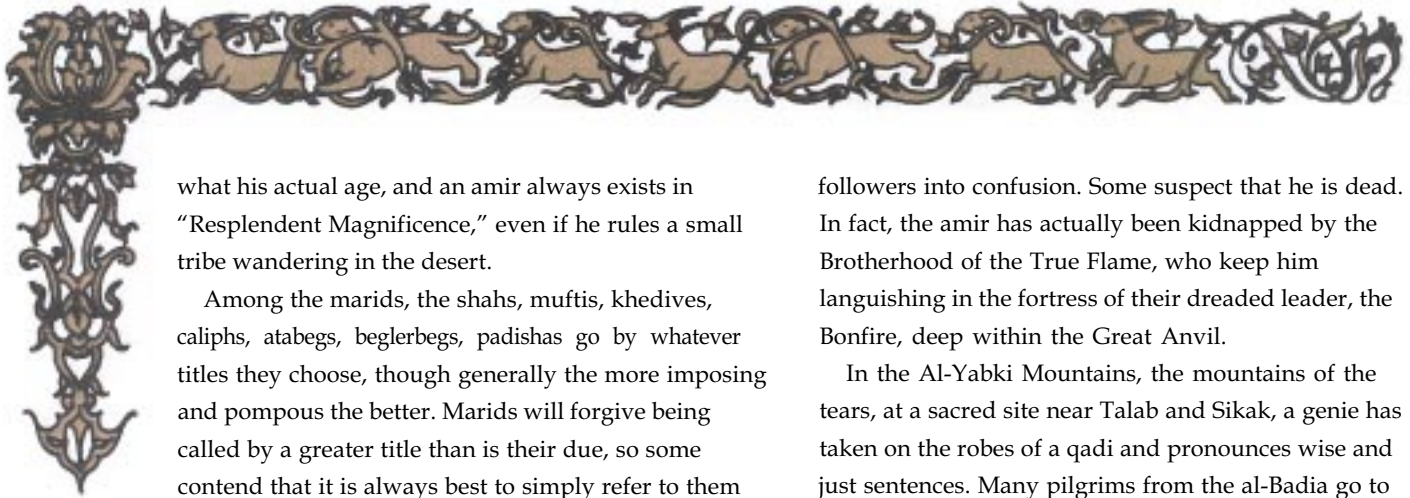
Though the stars themselves weep at your ignorance, I shall do as you ask.

I hear and obey, insolent cockroach.

As you command, O dungheap of a mortal.

You offend me, man of little learning. Go your way and disturb me no more, lest I be forced, against my desire, to slay you. Though I would regret your unnecessary death, I must fulfill the demands of honor.





what his actual age, and an amir always exists in “Resplendent Magnificence,” even if he rules a small tribe wandering in the desert.

Among the marids, the shahs, muftis, khedives, caliphs, atabegs, beglerbegs, padishas go by whatever titles they choose, though generally the more imposing and pompous the better. Marids will forgive being called by a greater title than is their due, so some contend that it is always best to simply refer to them all as if they were the Padisha.

Genie Notables of Zakhara

The greatest and best-known of all the genies of Zakhara is surely the noble marid **Jiraad**, Advisor to Grand Caliph Khalil al-Assad al-Zahir, may his days stretch on without end, Ambassador to the Genie Races, Admiral of the Invincible Fleet, Commander of the Enlightened Jann. In fact, Jiraad is a more contemplative and tolerant marid than most, though his current posting has stretched his patience more than once, resulting in a violent monsoon and the first flooding of the al-Sarif in a hundred years. The Grand Caliph’s other advisors have learned to moderate their discussions with him, and no one ever contradicts his opinions on naval policy.

A jann alim of wide learning, **Imam Osman Reza**, is among the faculty at the great magical university of Qadim. His judgments are widely acknowledged as paragons of balance and wise deference to the precedents set down by previous qadis of the Law.

The noble dao, **Zaheb al-Zidq**, the Righteous One, His Most Respected Majesty and Puissant Hetmen of the Mighty Khan, is smitten by the beauty of the female caliph of Ajayib. He is constantly at her side, composing bad doggerel and “protecting” her from the advances of other suitors. The caliph, in turn, treats the dao as a favored pet.

The ruler of the jann of the Haunted Lands, **Amir Heidar Qan**, has been missing for years, throwing his

followers into confusion. Some suspect that he is dead. In fact, the amir has actually been kidnapped by the Brotherhood of the True Flame, who keep him languishing in the fortress of their dreaded leader, the Bonfire, deep within the Great Anvil.

In the Al-Yabki Mountains, the mountains of the tears, at a sacred site near Talab and Sikak, a genie has taken on the robes of a qadi and pronounces wise and just sentences. Many pilgrims from the al-Badia go to him seeking solutions to their troubles or an end to some strife between tribes. The qadi answers to the name of **Baran Al-Amin Al-Jinn min Kor**, and he is a jann priest of Kor.

The noble female djinni **Sherif Akyar al-Awasif** was freed by the kehdiver of Rog’osto, and serves by choice: the elven khedive and the genie share many traits and are inseparable. In fact, she is too powerful to be bound even by accomplished sha’irs, and her aid to Rog’osto is considerable. Akyar particularly enjoys matchmaking between the various young mages of the kehdiver’s court. More often, she must soothe bruised egos while representing the genies.

Amir Bouladin al-Mutajalli, His Resplendent Magnificence, may his shadow never be less, is a noble and honest jann who is ruthless to his enemies. He rules the House of Sihr, the janni tribe of the High Desert. He has close ties to the city of Tajar, where his sheikhs often go to trade or to purchase needed goods. He is troubled by the ghuls of the Pit, and he is said to have hidden the wealth of the jann in the **Well of Kashan**, an enchanted oasis near the stone called the Hand of Makti. The Well of Kashan is said to be of fabulous depth, and at the bottom are found enchanted groves and rich gardens. Only the Amir and his daughter are said to know the magic words that allow one to enter the depths of the well and see the wonders there.

While these are all genies of consequence in Zakhara, others are influential in less direct ways. These are the servants of powerful sha’irs. While they





are bound to serve, they often advance their own interests as well.

Zet is the efreeti servant and bodyguard of the majestic **Othmar bin Jaqal** of Mahabba. Although Othmar constantly berates him and demeans him, Zet only encourages Othmar, praising his devotion to the Pantheon and to burning heretics. In fact, Zet has urged Othmar to seize the Caliph of Mahabba's throne, hoping that in time Othmar will either be destroyed by his own zeal or elevated to greater glory, which will reflect well on Zet.

The djinn spies of **Anwar al-Makruh** of Medina al-Afyal are also to be respected. It is said that no utterance may be carried by the wind without it coming to their ears, and indeed, it is said that Anwar's intelligence is always accurate and his nets of informants are wide-flung.

Finally, in the east of the Land of Fate there is **Xamus**, the loyal efreeti of **Othmar bin Kaloth** of Rog'osto. Xamus has a discerning eye for the station and intentions of mortals, and Othmar does well to heed his advice. At the same time, Xamus has been gathering treasures and magical items from those his master has denounced before the qadi and had imprisoned. Xamus seeks to amass such powerful magic because he aspires to the hand of a noble efreeti in the City of Brass, and hopes to woo her with mortal riches when he returns.

Genies in History

Time and again genies have turned the course of history in Zakhara. The legions of the jann, the might of the marid, and the tricks of the djinn have all been used to ends both good and ill, most so since the genies became the servants of the sha'irs. Since Zakhara history and legend are often interwoven, a few sample tales are presented here as stories, though they are as much based on historical fact as fancy.

The Tale of The Warmonger

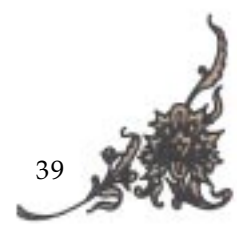
Storytellers all know the cautionary tale of Khaizuran, the mad warmonger genie who ruled in Liham many hundreds of years ago. Liham was just a village when a sha'ir, may his name be cursed and forgotten, summoned a genie to defend the villagers from the Kings of Muluk, who ruled to the north, and the soldiers of Qudra to the south.

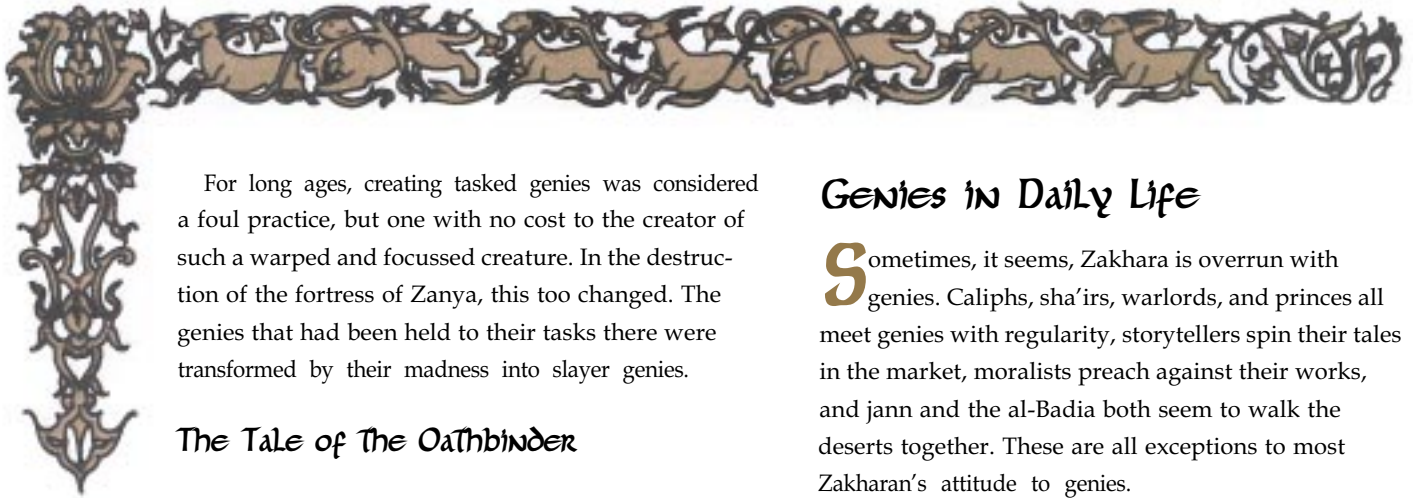
Khaizuran soon made Liham a trade center, and advised the sha'ir (who became the vizier to the new caliph) how to attract merchants, how to collect taxes, and how to raise and train his troops. These were such fine warriors that the caliph allowed them to serve the city of Umara as mercenaries, winning Liham the name of City of Soldiers. He also told him to defend the growing city of Liham from its jealous neighbors, Muluk and Qudra, by forming a union of the Free Cities, with the Caliph of Liham as its ruler, of course. The other cities disagreed.

Before long, Khaizuran's advice led to war, and the soldiers of Liham conquered Umara, to "protect it from the covetous mamluks of Qudra." The armies of the other Free Cities joined together and marched south. They wrested Umara away from Khaizuran's hardened soldiers, but the soldiers were exhausted and fell out with each other over the division of the spoils, and they could not march on Liham.

While Khaizuran was busy in to the north, Qudran galleys were sailing to Liham, and after a two-day battle on the southern plain, took the town, razing every building on the southern bank of the Al-Sari river as they did so. Khaizuran fought brilliantly until the end, and the emir of the mamluks was slain in the final assault on his guards. Oddly, Khaizuran's body was never found.

Umara remained the scene of bitter rivalry between the Free Cities for a hundred years, and even now is a divided city, full of squabbling. Liham never fully recovered, and remains under Qudra's shadow to this day. The other Free Cities have never forgiven Liham, and Qudra remains watchful. This is the legacy of a warmonger genie.





For long ages, creating tasked genies was considered a foul practice, but one with no cost to the creator of such a warped and focussed creature. In the destruction of the fortress of Zanya, this too changed. The genies that had been held to their tasks there were transformed by their madness into slayer genies.

The Tale of The Oathbinder

The newest form of tasked genie is the oathbinder, a tasked genie found among holy slayers. It was created by the first great masters among the holy slayers of Hajama, the Grandmother of the Everlasting, a woman so fierce even the lion would step out of her path. She lost many holy slayers because of the treachery of a few, but all that changed when an efreeti named Mulahid fell in love with her. He threatened her followers, but in exchange for spending a night with him, he agreed to spare them. The Grandmother agreed, and in a cave beneath the Pillars of the World, she used his lusts against him and bound the genie in chains of affection. Mulahid promised to serve her by guaranteeing the faithfulness of her followers. So was the first oathbinder made.

The best-known genies are the jann troops of the Grand Caliph, known as the Ram1 al-Nau, or the Sandstorm. Their greatest military achievement was their desperate defense of the shrine of Hajama in the High Desert.

The Tale of The Battle of The Pit

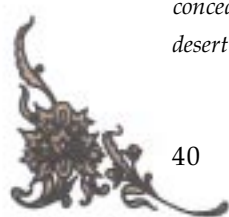
A rapacious band of ghuls, hill tribesmen, and an evil sorcerer came from the Pit of the Ghuls, seeking to desecrate the shrine of the enlightened gods and so win favor in the eyes of their own dark god, the bloody Beast of the Hill Tribes. The jann fought a running battle for two days, outflanking and, when necessary, outrunning the creatures of the Pit. At last, exhausted, the sorcerer conceded the field, though he retreated with enough of his desert servants that he may some day return.

Genies in Daily Life

Sometimes, it seems, Zakhara is overrun with genies. Caliphs, sha'irs, warlords, and princes all meet genies with regularity, storytellers spin their tales in the market, moralists preach against their works, and jann and the al-Badia both seem to walk the deserts together. These are all exceptions to most Zakharan's attitude to genies.

Genies terrify most citizens. If a common man meets a genie in a city he probably would cower or flee. Genies' powers are so far beyond the average mortals that very few can hope to meet them on an equal footing. They tower over humans, ogres, small giants, and even many buildings. Their voices boom like thunder and their rages are like storms.

Because they know they terrify ordinary folk, the genies often adopt disguises when they move among men. Granted, they find amusement as towering presences among the antlike mortals, but many find that it is more richly entertaining is to be an invisible observer.





Chapter 3

GENIES AND MORTALS

"My lord," said the jinnee, "you're demanding a service of me that is impossible for me to perform. Only the slave of the lamp can do this. I can't and won't even dare to attempt it."

Aladdin and the Magic Lamp

Have I told you, or have I not, why the sha'irs fear the marid the most? Zeenab was a mage of the city of Qadib who contrived to imprison a marid and, to forestall its vengeance, he forced it to swear a terrible oath. The sha'ir was sly, and consulted with a qadi of the court in Huzuz, with an oathbinder genie, and with other powers of the elemental planes on the form of the oath, so as to overlook nothing. The oath held Zeenab blameless and granted him, his family, and his associates complete protection from the magic and the might of the marid and his relatives, servants, and associates. The oath was much longer than this story, but I am not so wise as Zeenab and his councilors, and I can hardly remember the whole of it.

So it came to be that the marid served Zeenab well, dispersing and dismaying his rivals, much to his amusement, until the 1,001 days of its servitude had come and gone. It is written that when the marid left him it was true to its word and harmed not a hair on Zeenab's head in revenge. Zeenab was concerned when the Qadib's river overflowed in high summer and the fertile fields lay under water for a month while the crops rotted. He worried when the wells dried up. He offered prayers and sacrifices to the gods when the caliph's fleet sank mysteriously while chasing pirates. He locked himself in his tower when the city's merchants lost every cargo. In the end, an angry mob chased Zeenab out of the city, pelting him with stones.

Zeenab became an exile and a wanderer, one foot lifting him and one foot setting him down. He walked, walked, walked, and everywhere he went, bridges were washed out before him on the road and drought struck the crops. The genies never harmed him, but no city would have him.

The words are all flown, the tale is run out, now bring me date cakes, to sweeten my mouth.





Genies Wooing Mortals

Ever since the Great Binding of Jafar al-Samal, the Wise, the Incomparable, genies and *ins* have matched wits and wills, worked together, and played together. *Ins* have learned to respect the power and the grace of the genie races, who in turn grew to respect the kindness and the persistence of the frail mortals. In such close company, love was inevitable.

Since humans and elves usually become the most powerful of sha'irs, genies know them best and are most likely to fall in love with members of those races, though a very few affairs between genies and gnomes have also been recorded. Elves are favorites for being spirited away to the genies' homelands. Genies have never been known to woo dwarves, halflings, or other races that do not use magic.

Love between genies and humans almost always ends in tragedy. Mortals who love genies lose all reason and judgment, and the hapless *ins'* love for such powerful spirits often destroys them. Rarely, the lovers make their peace and live happily, almost always after a stormy courtship and after leaving human society.

The genies are demanding lovers. In addition to forcing their lovers away from their friends and family, genies often set verbal or magical conditions. For instance, some genies will only answer their beloved's requests if they are made with some special formula, such as "By the head of your father the ghoul" or "By the sheikh of the lamps and the stars that shine in the night". Others require that their beloved never eat or never sleep while in the lands of the genies. If these conditions are broken, the mortal is often thrown back into Zakhara by the genie's relatives, who are usually all too eager to see the match end.

Genies are also notoriously jealous. A mortal husband with a genie wife may find that she is all smiles when the second wife comes into the household, and then the genie plays a constant round of one-upmanship that the mortal cannot match. A genie wife may jump off a roof

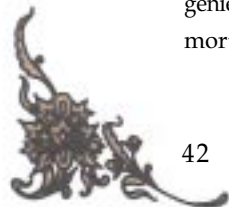
and run to meet the second wife, may reach into boiling oil to pull out food for the wedding feast, or may walk into a baker's oven to pull out loaves of bread. If a foolish mortal imitates her, the genie wife has won, as few *ins* survive such stunts. Genie husbands have proved to be just as jealous of those whom their wives speak to, look at, or meet at festivals.

With many tales of matches between humans and genies, one would expect an intermingling of human and genie blood. Alas, it is not so. Though many brave and powerful heroes are compared to the mighty jann or the laughing djinn, this comparison is not founded in any genie ancestor. The liaisons between genies and humans produce no children.

Wise men claim that only mages can bear or father a genie child. If powerful magics are invoked by such lovers sworn to each other with the most potent oaths, genies and humans might have children with the powers, strength, and abilities of markeen (these children do not have a human double as the markeen do). Because genies like to remain hidden, their children are often raised by their human parent or given to foster parents. The genie parent may watch over their son or daughter, providing food, money, and protection from harm, but they rarely raise them as a human would: genies do not teach a trade, or the law, or even hospitality.

A few efreet princes have risen above their race's cruel reputations when wooing mortal maidens. This is especially true of common efreet. For most noble efreet, wooing is merely another form of hunting.

Though they are devoted lovers, noble genies often demand that their true nature remain hidden from other humans, generally as part of the spell they weave in seducing their lovers. This prevents other genies from using their mortal lovers as pawns against them. Female efreet are known to be as rapacious as the males in seeking out handsome mortals, and they are willing to carry them off to the City of Brass if their chosen beloved doesn't return their affections. The





love of the genies is dangerous curse for the beautiful, and this is just another reason for the inhabitants of Zakhara to speak modestly.

Genies and Iks

Genies do not traffic only among themselves or with mortals; they also are rivals to the other great powers of Zakhara and the masters of the lesser races of the elemental planes. Genies have long struggled against some races and allied themselves with others: the most important of these are the yakmen, gen, ghuls, giants, and markeen. All of these are discussed in the following section.

Yakmen and Dao

The dao have utterly lost their powers against the yakmen. All dao can be summoned to serve the yakmen as slaves. Such a slave must do everything their master commands until the yakman decides to release it, or until the sun has risen twice to warm the earth, whichever comes first. Yakmen are wise enough not to demand wishes. Instead they are content to exploit the dao's other impressive abilities. The emperor of the yakmen uses dao as thugs, and as a messenger service and a spy network with which he can maintain control throughout his empire.

The dao, of course, hate their imprisonment, but they must take out their anger and frustration on the yakmen's enemies. No dao can attack a yakman—not even a dao summoned by a yakman's enemy (dao summoned by others will, however, retain their initial loyalties). Under certain conditions, they may harm a yakman indirectly—by giving information to his enemies, for example.

It was the Forgotten God of the yakmen who enabled his worshippers to enslave the dao. In a legend told by desert bards, it is said that the Forgotten God once journeyed to the plane of elemental Earth. There, through guile and deception, it defeated the Grand

Khan of the earth elementals. The price of that defeat was harsh: the dao were forced to serve the Forgotten God and its minions—and forbidden to attack them—for “a thousand years and a year.” (It is unclear how much of the sentence has passed, but sages are confident it will continue for centuries to come.) There are rumors that the dao leaders are cooperating with the Forgotten God, in order to help that deity best the other genie lords and enslave their races as well.

Gen

A few sha'irs believe that gen are quite literally the children of genies. Others believe that the gen are an extension of a sha'ir's *hama*, or spirit. The genies, not surprisingly, do not speak of it. In either case, gen have come to serve as menial servants of the sha'irs, flitting among the elemental planes, fetching and carrying for their masters.

When a sha'ir dies, his gen returns to its elemental plane. There it assumes its normal size, not quite as big as a human.

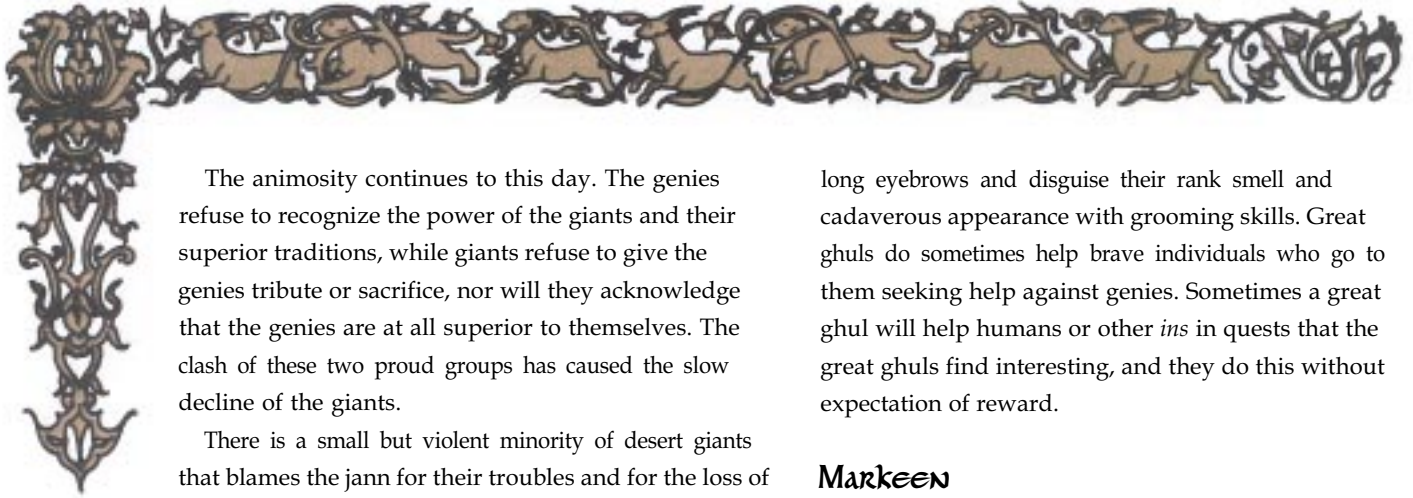
When on the plane of the opposite elemental type, gen shrink to a mere drop of water, a dustball, a spark of fire, or a tiny breeze. When on any other elemental plane, they appear just as they do on the Prime Material: efreetikin on the plane of elemental Earth or Air are small creatures, on the plane of Water they are a tiny glowing spark, and on the plane of Fire they are almost human-sized.

A gen's confidence and morale waxes and wanes just as its size does. Gen suffer a -6 penalty to morale on the opposite elemental plane, a -2 penalty on elemental planes other than their home plane, and a +3 bonus on their home elemental plane.

Giants

Giants and genies have long been enemies, for in ages long past, the giants ruled the lands of Zakhara. The empire of Nog was the realm of the giants, whose descendants are now the jungle giants.





The animosity continues to this day. The genies refuse to recognize the power of the giants and their superior traditions, while giants refuse to give the genies tribute or sacrifice, nor will they acknowledge that the genies are at all superior to themselves. The clash of these two proud groups has caused the slow decline of the giants.

There is a small but violent minority of desert giants that blames the jann for their troubles and for the loss of the city of Dayya (Ubar in Jannti). They call themselves the Restorers, and they often raid jann camps, pollute the wells of the city, and scatter jann herds. Their true strength, however, is in their devotion and their fiery rhetoric, though so far they have inflicted few serious losses on the numerous and prosperous jann.

Genies don't talk much about giants, who they consider unimportant in the larger scheme of things. It is said that giants and genies will never cooperate until a hummingbird hatches a roc's egg.

Ghuls

Ghuls are very rare creatures, properly feared and hated by both *ins* and genies. The only settlement of great ghuls known in Zakhara is the Pit of the Ghouls, where dozens of clans of great ghuls live in the caves they have carved from the cliffs and under the waters of the lake. Jann avoid the area, though it is said that genies go there occasionally. Most great ghuls in fact live elsewhere, in small clans or families. The genies hate and fear great ghuls because some of these have the ability to command them as sha'irs.

Great ghuls serve the genies (when required), but lord it over the ghouls, whom they consider to be unrefined and unreliable. Great ghuls who become sha'irs are very secretive; they know genies resent and fear such ghuls' power over them. Sha'ir ghuls are often destroyed when their homes are discovered.

Great ghuls avoid contact with other races because they are often persecuted. They are, however, very fond of barbers and other humans who can shave their

long eyebrows and disguise their rank smell and cadaverous appearance with grooming skills. Great ghuls do sometimes help brave individuals who go to them seeking help against genies. Sometimes a great ghul will help humans or other *ins* in quests that the great ghuls find interesting, and they do this without expectation of reward.

Markeen

Markeen are the outcasts of genie society, considered not worth noticing and too vulgar to be spoken of. Because they are pariahs without the powers or magic of true genies, sha'irs have no power over them. This and their fanatical devotion to secrecy may be their only advantages in what is to them a hostile world.

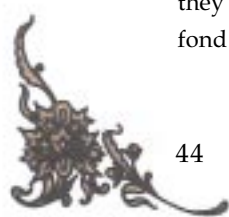
Tasked Genies

Tasked genies were once genies of the four elemental realms. However, they have worked at a single task so long that their forms have been permanently reshaped. Their profession defines them and rules them; such genies taken away from their work grow weak and sickly.

Unlike most genies, tasked genies are not always uneasy or hostile in the presence of humans. They are very proud of their superior skills, but their sense of worth is based on their achievements, not birth. As long as the *ins* share an interest and aptitude for their craft and a willingness to defer to the genies' greater knowledge, such creatures can consort with tasked genies with no ill effect.

Unlike the genies of the four elements, tasked genies have very little regard for station, as their lives and their status among their own kind are almost entirely dependant on merit. Tasked genies have among themselves no nobility, only masters of their craft. Indeed, they are as happy serving a pauper as a sultan, as long as there is work to be done.

This orientation does not mean that tasked genies





are rude or flout proper etiquette. They may not think much of a flawed master, but they will be unstintingly polite. Of course, tasked genies can and do turn social conventions topsy-turvy when they are free to harass someone who has offended them, or even just when the mood strikes them.

Tasked genies are either bound by their profession to a certain location or they are imprisoned and kept inactive for long periods between bouts of servitude. Most of the tasked genies are helpful, creating fantastic foods, art, and monuments, raising animals, and watching over cities and seraglios.

A smaller set of tasked genies has nothing to do when not called upon by genie nobles or powerful sha'irs. Most are eventually driven insane by their isolation, and delight in shedding blood when released from service. These include the deceiver, guardian, slayer, and warmonger tasked genies.

Sha'irs and others must always either pay or enslave tasked genies; otherwise, they will not render service to a nongenie. Administrator, architect, artist, deceiver, guardian, *harim* servants, herdsmen, oathbinder, and winemaker genies are almost always simply paid for their work, as enslaving them decreases the quality and length of their service.

Slayers are almost always enslaved, because they are too dangerous to be allowed to roam free and they cannot be expected to uphold any bargain they make. Warmonger tasked genies may either be paid or enslaved, but their true reward is the sight of victory on the battlefield. The sweeping events they set in motion often continue long after the warmonger genie has been imprisoned or sent away.

Binding a particular tasked genie is a difficult undertaking requiring great wealth, wisdom, and patience. The procedure is equivalent to the spell research, with the same costs and chances of success (see *Arabian Adventures*, page 110). Only a sha'ir may successfully learn the proper procedures for binding a tasked genie to service.

Though only a single genie may be bound by an enchantment, some tasked genies will request aid from their brethren when commanded to undertake a large, short-term project such as shearing a huge herd of sheep or building fortifications in time to hold off invaders. Herdsman and builder tasked genies are particularly prone to calling on their kinfolk when presented with a suitably huge task. These genies serve without demanding pay from the sha'ir so as to free their cousin from service more quickly. A sha'ir who binds more than one tasked genie per year will almost certainly face the wrath of the genie princes when he asks for an audience.

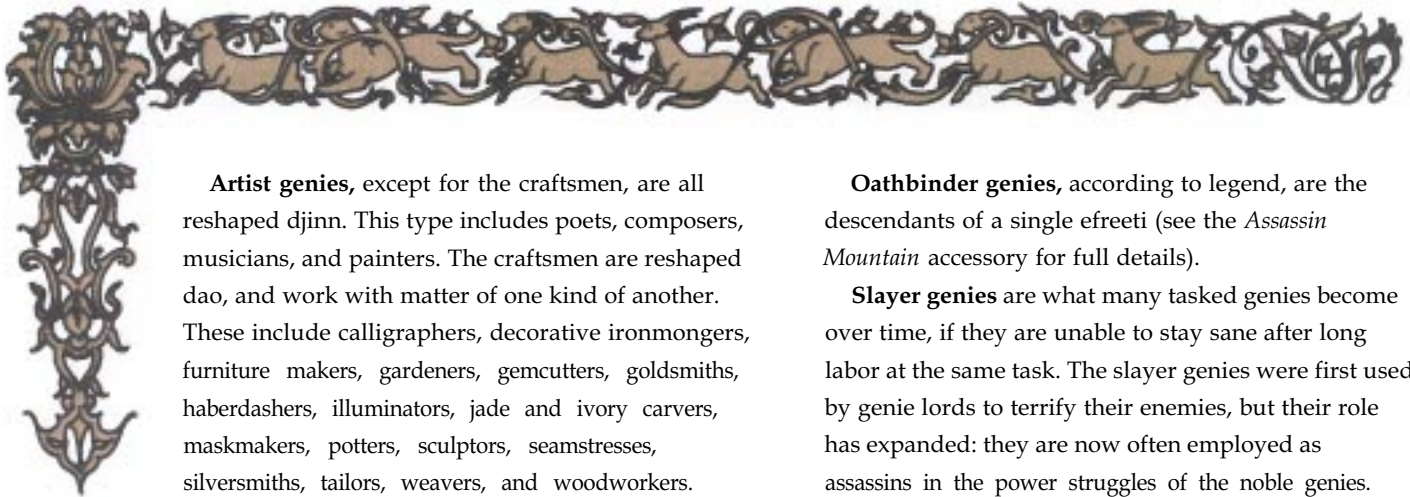
All tasked genies are long-lived. Guardians can serve for 1,001 years, so their age is truly great. Winemakers and herdsman tasked genies are more closely tied to the seasons of the Land of Fate, and this has made them shorter-lived than most genies. Their lifetime is only twice that of a human. Other tasked genies fall somewhere in between, with a lot of individual variation. Tasked genies kept from their tasks live short lives unless released from servitude and restored to their true form.

The Making of a Tasked Genie

Tasked genies are made from the major genie races through years, decades or centuries of enslavement to a single task. Once it has been refined and adapted to a stable form, a new kind of tasked genie can reproduce, increasing its numbers. The listing below gives the original race of each of the known types of tasked genies and their role among other genies.

Administrator genies are created from djinn or marid, normally chaotic races. When the dao and the efreet made administrators from captured slaves, only two families proved suited; administrators still refer to each other as cousin, brother, daughter, and uncle. There seems to be a rivalry between the djinn and marid families. Administrators are often summoned to serve under warmonger genies, building the war machine their master desires from the ground up.





Artist genies, except for the craftsmen, are all reshaped djinn. This type includes poets, composers, musicians, and painters. The craftsmen are reshaped dao, and work with matter of one kind of another. These include calligraphers, decorative ironmongers, furniture makers, gardeners, gemcutters, goldsmiths, haberdashers, illuminators, jade and ivory carvers, maskmakers, potters, sculptors, seamstresses, silversmiths, tailors, weavers, and woodworkers.

Builder genies were once dao, reshaped by a life of excavation and construction. They are most common in the Great Dismal Delve, but are sometimes bound by sha'irs to serve human princes. Their powers are responsible for many of the tales told of cities springing up overnight at the command of the genies.

Deceiver genies, sick and deluded, were once djinn, though now their madness drives them to ever greater false claims and heresies. Though they are mad, their madness has its own rhythm and patterns, and their cunning and wit are sharp. They are more dangerous than slayer genies because they are less predictable and more intelligent.

Guardian genies were almost all efreet, though a few were once dao. They became tasked genies of their own choice, by agreeing to serve in exchange for freedom for family members, repudiation of a debt, or as punishment for some crime. A guardian genie will often nurse a special hatred for the noble dao or efreet who first bought its service.

Harim servant genies are rare, a mark of status among genie nobles. They were once jann servants who served as *harim* servants for so long that they have lost the talent for any other function. If their *harim* is grievously harmed or if they are kept away from their charges for any reason, these normally placid servants become slayer genies.

Herdsmen genies were originally jann, roaming the deserts as tribesmen. Though little of their daily routine has changed, they have almost become slaves to their herds.

Oathbinder genies, according to legend, are the descendants of a single efreeti (see the *Assassin Mountain* accessory for full details).

Slayer genies are what many tasked genies become over time, if they are unable to stay sane after long labor at the same task. The slayer genies were first used by genie lords to terrify their enemies, but their role has expanded: they are now often employed as assassins in the power struggles of the noble genies. They seek release from their pain in bloodshed, and they retain only a limited cunning.

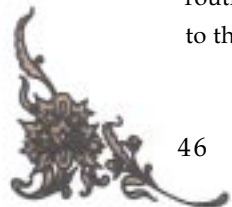
Warmonger genies were once efreet, though they retain only that race's liking for war. They are the only tasked genies that desire to, and often do, outstay their period of slavery to a sha'ir. When they are bound to service, warmonger genies almost always attempt to ensure that they swear to uphold a nation, a dynasty, or a cause, not an individual mage or priest. As a result, they can often resist a master's efforts to dismiss them. They have been known to act to eliminate their summoner if, in the genie's opinion, that one now stands between it and what it has sworn service to. To dismiss a warmonger against its will, a sha'ir must overcome its magic resistance and then succeed with a *dismissal* spell.

Winemaker genies are widely believed to be the greatest of the tasked genies, reshaped from the marid. Some wise women, hakimas, and seers believe that the winemakers are noble marid who have been exiled and punished for attempting treachery at the Court of the Padisha. Releasing one to its true form is not advised.

Release and Death of Tasked Genies

Tasked genies usually live and die in the forms they have assumed, but they can be restored to their original forms through magical means. Only a few tasked genies are ever restored to their original forms.

Only a sha'ir or a noble genie can even attempt it. The process is long and involved, and is rarely completely successful. To begin with, the genie must





be removed from the place of its confinement or employment, and the tools of its trade must be taken away from it. For the more powerful tasked genies, this can be quite a feat by itself. Once isolated, the genie must be kept in an environment appropriate to its original type: oathbinders in lava or a bonfire, winemakers underwater, and so on. In addition, the mage or a helper must cast *dispel magic* on the tasked genie exactly once per day until successful.

If these conditions are met, the genie has a chance to revert to its original form. For the dispel to work, it must first overcome the genie's magic resistance (if any) and a normal dispel check, using the Hit Dice of the tasked genie's current form as the level of the opposing caster. If the dispel works, the tasked genie returns to its true form.

More often, the tasked genie kept from its work is either driven insane (thus becoming a slayer genie) or killed by the process. If the *dispel magic* check fails by less than 6 (30%), the genie begins the transformation into a slayer genie. This process takes a number of days equal to the difference between its current Hit Dice and the HD of a slayer.

If the *dispel magic* roll ever fails by more than 6, the genie dies. Thus a genie can begin turning into a slayer

and die before the process is completed.

A sha'ir who frees a tasked genie from its assumed form and returns it to the form of a true genie gains its loyalty, devotion, and service. The sha'ir also gains the respect of other tasked genies; for each tasked genie freed, the sha'ir gains a +1 reaction modifier when dealing with other tasked genies for the next year and a day.

Freeing Bound Genies

Some genies are bound to service by items like the *ring of genie summoning*, a *lamp of djinni summoning*, the *astrolabe of entrapment*, and similar devices. Genies resent this forced and perpetual servitude.

Genies can be freed if the magical item or device that anchors them to the Prime Material plane is destroyed, or if the master uses a *wish* to grant them their freedom. A freed genie is always grateful (+2 to all reaction checks and +1 to requests from a sha'ir) but it rarely stays around its former master. If the two are of the same alignment, make a reaction roll using only the character's Charisma adjustment. If this succeeds, the genie stays for a time out of gratitude. Poor treatment or failure to acknowledge its status as an equal or superior results in the genie's immediate departure.



Chapter 4

Genie Magic

The marid's face became fierce, and he shouted with a mighty and frightful voice, "You ungrateful soul! Isn't it enough that I and all the slaves of the lamp are always at your service? Yet now you demand more!"

Aladdin and the Magic Lamp



Genies are innately magical, but a few among them have learned more formal spellcasting than being blessed by Fate with command over the arcane and the elemental provinces of flame, sand, sea, and wind. The spells they have developed often differ from those they see among the *ins*, however, as they draw more directly on elemental energies. Their training often comes from spending years as slaves to powerful sha'irs, watching and learning from their master's skill. These genies are called sorcerers.

Noble sorcerer genies have some power to command sha'irs, and all genie sorcerers have greater powers on their elemental planes than they do in Zakhara.

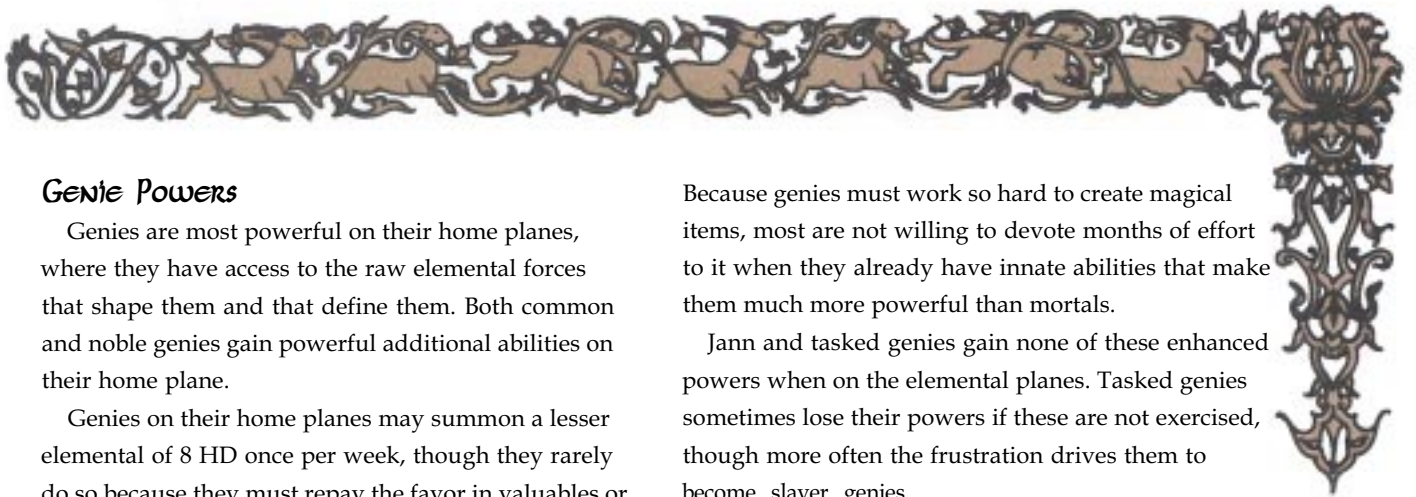
Genie Sorcerers

Sorcerer genies are limited to spells related to their native element; there are no djinn sorcerers of earth, fire, or water, for instance. Their wizard abilities may reach a level limit equal to twice their Hit Dice. They gain all wizardly powers (and limitations) appropriate to their level. In addition, they retain their normal magical abilities as genies, and they can imbue others with any these abilities except the ability to grant wishes. The power (for example, *flying*, *enlarge*, or *invisibility*) remains with the recipient until the sorcerer asks for it back. The genie sorcerer cannot use the imbued ability until it has been recovered.

Summoning Mortals

When in their homeland, noble genies may summon or banish mortals, as per the *banishment* spell and its reverse. Impudent sha'irs are often targets of a *summon mortal* spell (detailed below). This summoning is most effective against sha'irs because of the magical connection and the magical debts they have to genies. Sha'irs whose gen die often, or who mistreat or attempt to cheat genies, are often targets. Characters are allowed a saving throw versus death magic, and if it fails they are whisked away to the genie realms.

Once summoned, sha'irs and other mortals are subject to the whims of the summoning noble genie, and most quickly agree to service if they lack protection against the elements.



Genie Powers

Genies are most powerful on their home planes, where they have access to the raw elemental forces that shape them and that define them. Both common and noble genies gain powerful additional abilities on their home plane.

Genies on their home planes may summon a lesser elemental of 8 HD once per week, though they rarely do so because they must repay the favor in valuables or services in return. These elementals do not assume the standard shapeless forms, but rather act as the power of the element embodied in some abstract form: gusting clouds and breezes like the breath of wind dragons, fiery magma flowing like lava serpents, rumbling earthquakes and collapses, and raging waves or currents of the deep. However, summoning such elemental forces requires a full turn of uninterrupted concentration by the genie.

Genies may also use their close connection to the elemental essences of their homes planes to gain answers to specific questions regarding affairs in or near their home element, equivalent to a *contact other planes* spell. A marid could ask about a shipwreck or the movements of sahuagin, an efreet could ask about a conversation going on by candlelight, and a djinn could ask about anything happening under the open sky (though not about anything underground or under the seas). The information is gained as if by a caster of a level equal to the genie's Hit Dice.

Once per week, all genies may bestow protection from their own element, although they are unlikely to do so without some corresponding benefit to themselves in exchange.

Dao may divine the presence of valuable ores and gems as per the *detect metals and minerals* spell. Djinn may control winds. Efreet can set any flammable material alight at a touch. Marid can easily charm monsters of the deep.

Genies sorcerers can create magical items as a sha'ir can (see "Magical Items"), without the usual cost.

Because genies must work so hard to create magical items, most are not willing to devote months of effort to it when they already have innate abilities that make them much more powerful than mortals.

Jann and tasked genies gain none of these enhanced powers when on the elemental planes. Tasked genies sometimes lose their powers if these are not exercised, though more often the frustration drives them to become slayer genies.

Sha'irs and Genies

Sha'irs are dependant on genies for their power, but although they command genies, they cannot afford to anger them for fear of their eventual retribution.

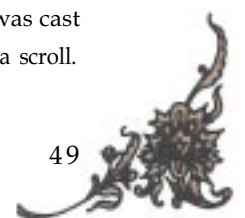
The Sha'ir

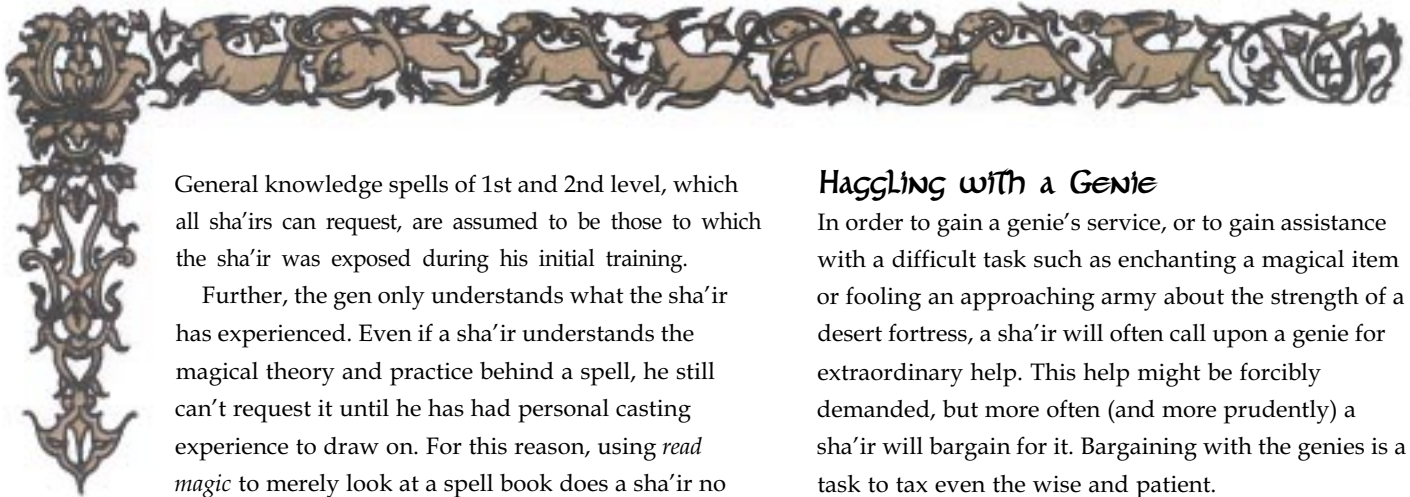
The sha'ir is a mage unlike any other in the AD&D® rules. This section further clarifies the nature of sha'ir magic and the relationship between sha'ir and genie.

One sources for possible problems in play is in the selection of spells that a sha'ir can ask a gen to fetch. While a sha'ir can request a spell that is general knowledge, whether this includes spells read from scrolls, seen in spell books, or seen in combat has been open to interpretation.

The most important principle is that there is a difference between the sha'ir's understanding what a spell should do and the knowledge that comes from the sha'ir actually casting it. While a sha'ir is a man of learning, his learning is the wisdom of practical experience—memorizing formulas is not his way, and in fact this other way does him little good when he must bargain with genies. As a result, the sha'ir can request only spells that he has experienced and practiced within his native magical discipline.

Thus, a sha'ir cannot request a spell that he has only read about or heard described. First, the spell must at least have been observed in action, whether it was cast by a mage, a priest, a monster, or a rogue using a scroll.





General knowledge spells of 1st and 2nd level, which all sha'irs can request, are assumed to be those to which the sha'ir was exposed during his initial training.

Further, the gen only understands what the sha'ir has experienced. Even if a sha'ir understands the magical theory and practice behind a spell, he still can't request it until he has had personal casting experience to draw on. For this reason, using *read magic* to merely look at a spell book does a sha'ir no good at all; seeing a formula doesn't allow him to request the spell.

However, using *read magic* to unlock the secrets of a scroll can help the sha'ir. As a spell is successfully cast from a scroll, the sha'ir releases the dweomer bound up in the arcane runes and symbols inscribed on the scroll. Although this casting of the spell takes effect without the use of a gen, the sha'ir has now experienced the spell in action, and can request it from the gen thereafter.

Sha'ir cannot research spells of any kind. Their magic comes from genies and the elements, and they cast no magic of their own. All their spells are received secondhand. If they want request a new spell from their gen, they must convince a sorcerer, elemental, or ajami wizard to research the spell in the standard fashion, then (as with all spells the sha'ir requests other than 1st and 2nd level general knowledge spells) the sha'ir must observe its casting. Thereafter the gen can search for that spell.

Optional Rule: Normally, when a sha'ir casts a spell brought by the gen, the sha'ir suffers the full negative consequences of the spell casting (like those of the identify and wish spells). However, the DM may also wish to allow a faithful gen to cast spells on the master's behalf in extremis. Admittedly, most gen will be hopelessly inept, if enthusiastic, spellcasters. If this option is used, they cast any spell with a chance of failure equal to 5% per level of the spell, plus 30% for spells involving priestly magic. If the spell fails, either nothing happens (75%) or the effect is harmful or reversed (25%).

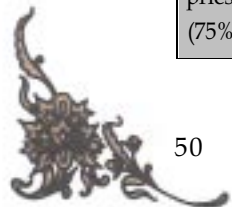
Haggling with a Genie

In order to gain a genie's service, or to gain assistance with a difficult task such as enchanting a magical item or fooling an approaching army about the strength of a desert fortress, a sha'ir will often call upon a genie for extraordinary help. This help might be forcibly demanded, but more often (and more prudently) a sha'ir will bargain for it. Bargaining with the genies is a task to tax even the wise and patient.

Genies are vastly amused by setting impossible conditions for sha'irs before agreeing to serve them. For example, a genie might ask to be given a dog's sense of smell, an artist's good taste, and a warlord's arrogance in exchange for servitude. Simple gold and jewels may not impress them as much as gifts of magic, service in return, or flattery and deference.

Many genies enjoy riddles, puzzles, and wordplay; so much so that sometimes a genie is thoroughly cryptic about what it wants when it haggles with a sha'ir. Curiously, genies and sphinxes get along well; they are unstintingly polite to each other, though each considers the other slightly beneath itself. A sha'ir can exploit this fondness by offering a genie the company of a sphinx as an entertainment with which to while away the hours.

A genie whose contract is broken or who is freed from servitude can exact a terrible revenge. These forms of retribution are usually spelled out in the contract between a sha'ir and a genie. For example, an efreeti might agree to serve under the condition that it never be asked to perform the same task twice. If the contract is broken, the efreeti may leave the sha'ir's service and may take a son or daughter with it to the City of Brass. As another example, a djinni might agree to perform only a certain number of services to the owner of a ring, flask, or lamp. If more services are demanded (even if the djinni takes on the form of a servant or some other menial that the sha'ir often orders around), the contract is broken and the master must repay the djinni's services threefold.





Punishments

Sometimes an evil or callous sha'ir is so uncaring as to notice none of the genies' warning signs: the cold stares, curt and hostile speech, overt sloth, spiteful actions to countermand part of an order or to leave a task languishing. When the genies decide that such insults can no longer be borne, other genies may intervene on behalf of their oppressed brother or sister. All semblance of servitude or mercy to the sha'ir then vanishes. Though Fate itself does not turn against the sha'ir, the wrath of the genies may often make it seem as if it has.

Djinn are rarely pleased to serve even the most powerful of human wizards and, if their servitude drags on for months, they may complain bitterly of the duties they are neglecting by serving a human. Noble djinn who are mistreated and who make their way back to their estates may return with up to half their subjects to avenge their honor. Common djinn who are mistreated by sha'irs or others may petition their caliph for assistance in punishing the malefactor. The caliph often asks the assistance of the jann, who may ride out of the High Desert or the Haunted Lands to bring vengeance upon the guilty. Sandstorms, lost livestock, the evil eye, unfavorable winds, droughts, and constant foul odors are possible for those who deserve lesser punishments.

Efreet have very high opinions of themselves and are more subject to flattery than others (this brings out a sense of reciprocative magnanimity in an efreet). If crossed they seek to hunt down and destroy the sha'ir who did them wrong. Slavery, bribes, and service are not enough. Anyone who simply insults or slights an efreet is in for a rash of petty arsons, fires that refuse to light, lights that mysteriously go out at inopportune times, and so on. Abject apologies and gifts may soften the insulted efreet's heart. A bound efreet can sometimes be prevented from seeking revenge by giving him tasks he enjoys: burning, killing, and despoiling as many lush, opulent, intricate, or beautiful

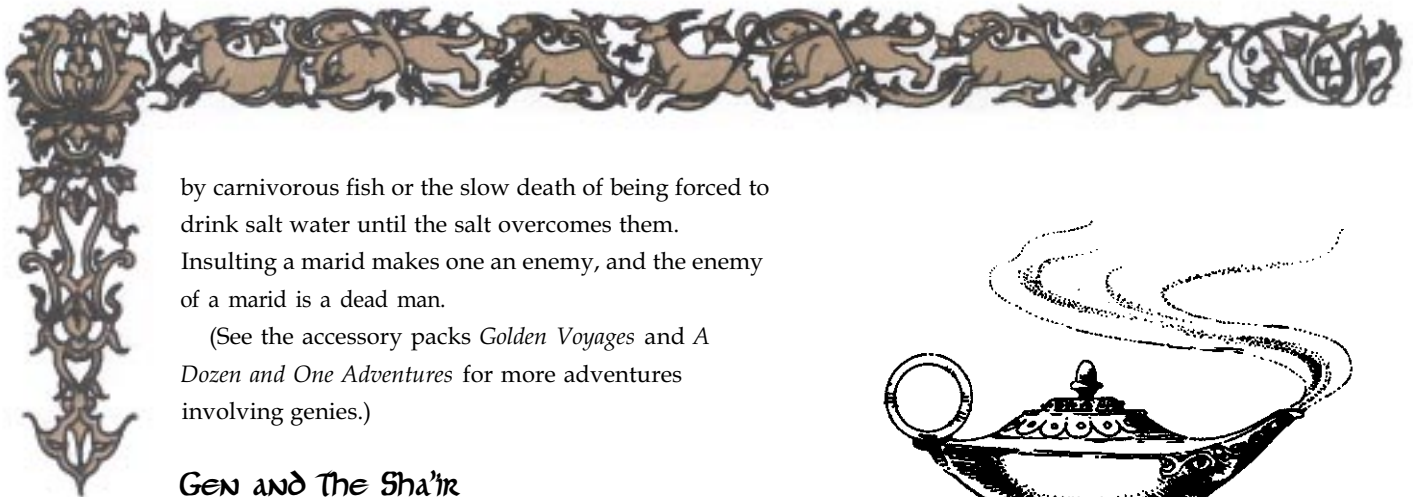
things as possible. If an efreet can declare to its superiors that it did only what they would have wanted, it bears the sha'ir no grudge. The more charitable, generous, righteous, or kind the actions an efreet is asked to perform, the angrier and more wrathful it is when released.

Dao don't mind working for those who promise to make them very, very rich. However, should these promises not be kept to the genie's satisfaction, they will plot to make those who offend them work off their punishment as the dao's slaves. This vengeance has the force of law in the khanate, and no appeal is possible. They enslave all but the most egregious offenders (whom they kill), and they make the rest paupers. They cannot stand to see their oppressors prosper, even if they must beggar themselves to drag their victims down. Whenever they can, they send allied sandmen to capture those who mistreat them, or, failing that, capture those they hold dear. Dao are great believers in ransoms and blackmail.

Marids are considered more trouble to conjure than they are worth, and the great power of the noble marids and their even greater fickleness makes this doubly true. Flattery sometimes convinces them to undertake some course of action, but more often than not they stray off their intended course to seek some other adventure that promises greater glory, or they may begin instructing the lesser creatures in their company on the glories of maridkind. Bards often win their favor by structuring their songs and tales around the glory of the marid. This requires both a quick mind and a strong stomach, however, as the noble marid insist on a mighty sea of praise rather than a faint ripple of endorsement.

A bound noble marid who is released will put aside all other tasks to gain quick vengeance against the mage who stole his freedom. Taking a sha'ir on a ride through a thunderstorm or into the heart of a waterspout is considered appropriate, though some marid prefer to inflict the quick finish of being eaten





by carnivorous fish or the slow death of being forced to drink salt water until the salt overcomes them. Insulting a marid makes one an enemy, and the enemy of a marid is a dead man.

(See the accessory packs *Golden Voyages* and *A Dozen and One Adventures* for more adventures involving genies.)

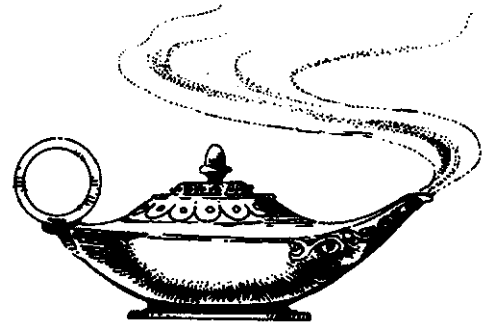
Gen and The Sha'ir (*Hearing and Obeying, With Sweetness and Joy*)

Gen are sha'irs' constant companions and the source of their magic. This does not mean that a gen always gets along with its sha'ir. Depending on how it is treated, the gen can provide constant companionship, or it can become a constant annoyance.

A gen's elemental type (flame, sand, etc) has no effect on what spells the gen's sha'ir can request. A flame gen can bring back water spells, and a daolani can retrieve wind spells. Likewise, a gen's elemental type does not affect what type of genie a sha'ir can summon to service, though binding a genie of the same type is easier.

Gen vary in their approach to the sha'irs they serve, and each is an individual with quirks and bad habits. There is no such thing as a faceless, typical gen. Some types of gen personalities are common and make for good role-playing, however. These include the fawningly servile gen, always bowing and scraping and agreeing with everything the sha'ir says. A servile gen might someday decide that enough is enough, especially if its master has mistreated other genies. Then the gen may become one of the wisecracking, cynical gen who, while completely devoted, has its own opinions on things and acts on them unless its master treats it well. If the DM desires, gen may refuse to do what their master tells them on a failed morale check.

Finally, after a master has lost several gen, the caliber of servant he can call is considerably less devoted and more likely to argue, to debate, to second-



guess, and to make snide comments about the sorts of spells the sha'ir requests. It can still be forced to do the sha'ir's bidding, but the sha'ir probably will have to demand several times and raise his voice.

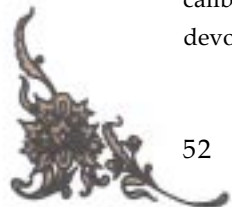
As sha'irs gain levels, their gens become more and more headstrong, as these gain additional elemental power (hit dice) and confidence. If the sha'ir has lost several gen, his future servants become less and less willing to trust him, as reflected in their reduced morale. Sha'irs who have lost several gen must treat their servants with more and more care, for they are more and more likely to refuse to obey.

Wind gens are often aloof and materialistic. They tend to give their master unwanted advice about everything that they are doing wrong and how people could be better and happier.

Fire gens are malicious and judgmental. If given a moment alone, they will start fires, pry into places they are not wanted, and pontificate on the faults of everyone they see.

Maridans are capricious and playful. Their feelings are hurt easily when their pranks and playfulness are rebuffed.

Sand gens are tactless and direct. They simply tell what they know, and they have little sympathy for anyone in trouble. They think about their own needs first, and they are not shy about letting their masters know what they want.





New Spells

Spells of the elemental province are spells of flame, sea, wind or sand, depending on the particular form of the spell. None of these spells are considered general knowledge spells for purposes of a sha'ir's gen finding them.

1st Level

Detect Metals and Minerals (Divination)

Province: Sand

Range: 0

Components: V, S, M

Duration: 1 turn + 2 rounds/level

Casting Time: 1

Area of Effect: 10' wide path, length special

Saving Throw: None

This spell allows the caster to divine the location of a single type of ore or mineral deposit per casting. The spell reveals the direction and distance to any such material within its area of effect, as well as the approximate amount of material present. The length of the path is 20' per caster level for common materials, 5' per level for precious metals or gems. Only one concentration of the material, if present, can be found each round that the spell is in force. (In general, larger concentrations will be noted first, and these may mask a smaller amount unless the caster spends extra time in his examination.) The material components are a small magnet, a vial of weak acid, and a two-ounce lump of the desired material.



2nd Level

Elemental Guide (Conjuration/Summoning)

Province: Elemental

Range: 10'

Components: V, S, M

Duration: 1 turn/level

Casting Time: 2

Area of Effect: 30' radius

Saving Throw: None

This spell is much like an elemental form of the spell *unseen servant*. It conjures a tiny fire sprite, dust devil, pet rock, or a friendly puddle, which serves the caster exactly as an *unseen servant* does. The caster must conjure the guide from a small amount of the element: a candle flame, a handful of dust, a vial of water, etc. It can serve as a native guide to its own elemental plane, allowing the caster to move while on the plane without getting lost.

The guide is destroyed if dispelled, sent more than 30' from the caster, or if it takes more than 6 points of damage from a breath weapon, area effect spell, or similar attack.

Each elemental form of this spell is distinct, and must be learned and memorized separately. The spell requires a golden bell and mallet, which are not consumed in the casting.

Smelting (Alteration) Reversible

Province: Earth, Flame

Range: 0

Components: V, S

Duration: Permanent

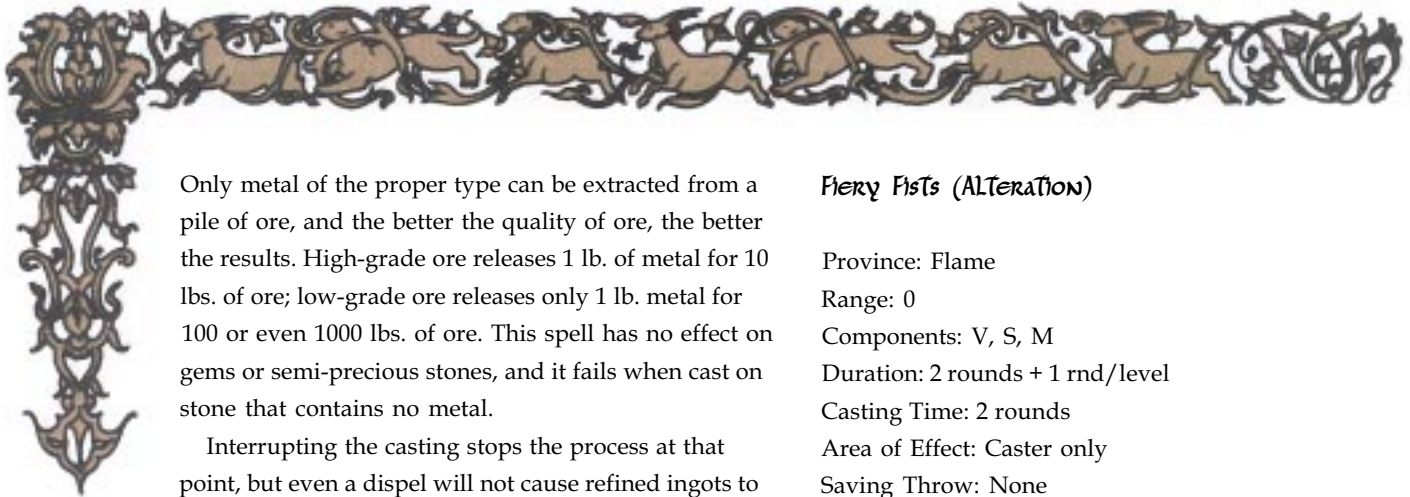
Casting Time: 3 turns

Area of Effect: up to 2,000 lbs. of ore

Saving Throw: None

This spell refines the poorest ore into ingots of pure metal. The ore is refined by the casting of the spell.





Only metal of the proper type can be extracted from a pile of ore, and the better the quality of ore, the better the results. High-grade ore releases 1 lb. of metal for 10 lbs. of ore; low-grade ore releases only 1 lb. metal for 100 or even 1000 lbs. of ore. This spell has no effect on gems or semi-precious stones, and it fails when cast on stone that contains no metal.

Interrupting the casting stops the process at that point, but even a dispel will not cause refined ingots to return to their original ore.

The reversed form of this spell takes ingots or even worked metal and makes it part of the nearby earth again, thus magically hiding it from sight. If the reversed form is dispelled, the metal is restored to its original condition. The reversed form cannot affect enchanted metals or any creature.

3rd Level

Entomb (Evocation)

Province: Universal

Range: 30

Components: V, M

Duration: 1 turn + 1 rnd/level

Casting Time: 3

Area of Effect: 30' cube

Saving Throw: Neg.

This spell captures creatures in its area of effect by raising a block of solid stone out of the earth to engulf them. The block must be raised from natural earth, sand, rock or similar material, though it may burst through natural vegetation. Captured creatures can still breathe and speak, but, they cannot break free or move unless they can pass through solid stone. Creatures that make their saving throws are not enfolded by the rising stone and are instead flung out of the area of effect.

This spell is popular among dao slavetakers. Because it requires no somatic component, it can be used to preserve the secrecy of a slaving mission. The material component is a cube of stone scored with lines on each side.

Fiery Fists (Alteration)

Province: Flame

Range: 0

Components: V, S, M

Duration: 2 rounds + 1 rnd/level

Casting Time: 2 rounds

Area of Effect: Caster only

Saving Throw: None

When this spell is cast the caster's hands become enshrouded with blazing blue fire, making them deadly weapons. If the caster touches an opponent (a hit on AC 10, adjusted for the victim's Dexterity and magical protection), the magical fire leaps up in a smoky explosion. The fire causes 2-7 hit points flame damage, and the noxious smoke forces the creature struck to make a saving throw vs. poison or stand helplessly coughing and choking for 1d4+1 rounds thereafter (the smoke affects only the creature struck). Although the caster has two fiery fists, the spell allows only one effective attack per round, so roll only once to hit. The material component is a lump of coal held in the caster's hand.

4th Level

Elemental Form (Alteration)

Province: Elemental

Range: Creature touched

Components: V, S, M

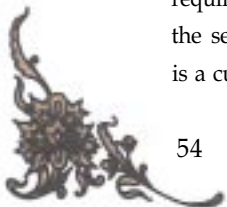
Duration: 1 turn + 1 turn/level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell has four forms, one for each element. The caster must choose which form to assume when memorizing the spell: air, earth, fire, or water. In each form, the recipient can move and act without hindrance in a specific elemental environment at a





rate of 12. The creature retains its hit points, THAC0, and any spell-casting ability. It also gains a minimum base Armor Class of 4 and an element-based hand-to-hand attack for 1-8 hit points of damage. Magical weapons are required to hit the creature. Unwilling recipients are entitled to a saving throw. A small vial of the essence of the appropriate type of elemental is required to cast the spell; these must either be researched and distilled as potions or bargained for with the genies.

Genie Contract (Enchantment/Charm)

Province: Universal
 Range: 0
 Components: V
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 2 creatures
 Saving Throw: None

This solemn spell binds two parties in a permanent contract, the terms to which they must both agree. Both parties must swear to honor those terms; failure to do so results in a penalty to one or the other. Genies commonly use this spell to set conditions for mortal lovers, to bind themselves to a sha'ir's service, to hoodwink mortals when making bets, or simply to outline the terms of an obligation or a favor. Neither *remove curse* nor *dispel magic* affect a *genie contract*.

This spell is an absolute prerequisite if a genie and *ins* intend to bear offspring.



4th Level Protection from The Elements (Abjuration)

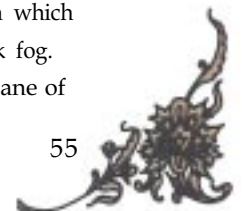
Province: Elemental
 Range: Touch
 Components: S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 creature/level
 Saving Throw: None

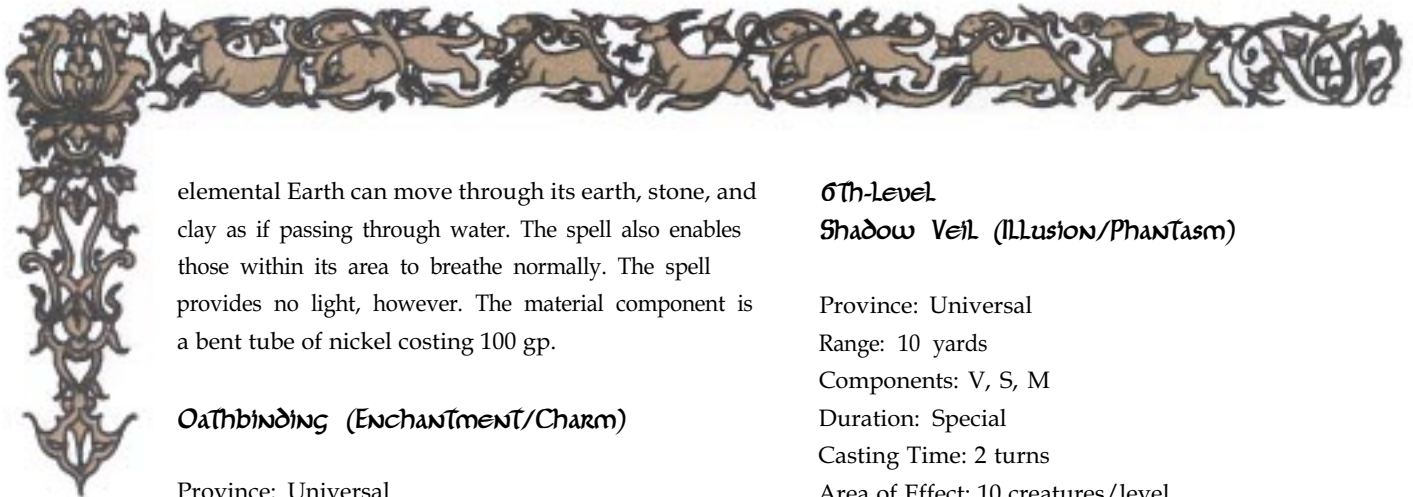
This spell is usually bestowed by genies on their servants, and its secrets are well-guarded. It confers extensive protection to most harmful effects of a single elemental plane. This includes immunity to non-magical winds (including acidic rain and airborne poisons), earth (including toxic dusts and mineral poisons), fire (including molten metals, smoke, and lava, but not magical flames), or water (including drowning and pressure). To cast the spell, the caster must either touch the recipients on the forehead or kiss them (generally on the hand, cheek, or lips) while sprinkling perfume (air), chalk (earth), sulfur (fire), or salt (water) over them. When cast by a genie, the effects last an entire week; when cast by another, the effects last but 1 hour plus 1 hour/level.

5th Level Liquid Earth (Alteration)

Province: Sand
 Range: 0
 Components: V, M
 Duration: 1 hour + 1 hr/level
 Casting Time: 5
 Area of Effect: 15' radius hemisphere
 Saving Throw: None

This spell creates a hemisphere of airy earth, in which normal stone is magically transformed into a thick fog. Within this bubble, creatures not native to the plane of





elemental Earth can move through its earth, stone, and clay as if passing through water. The spell also enables those within its area to breathe normally. The spell provides no light, however. The material component is a bent tube of nickel costing 100 gp.

Oathbinding (Enchantment/Charm)

Province: Universal
 Range: Touch
 Components: V
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 creature
 Saving Throw: None

This spell binds the subject to certain vows and conditions, and stipulates a penalty for failing to meet them. Although similar to a *genie contract*, the *oathbinding* spell binds only one party, not two. This option is often offered by a stronger party in return for a favor or as an alternative to some more severe punishment. Such a binding must have a define end or condition under which it is broken. A *dispel magic* or *remove curse* will not counter it.

An *oathbinding* cannot compel extreme changes in behavior or bind the subject to lengthy servitude.

For example, if a sha'ir accepts such a binding (for example, to slay no djinn for a year and a day), a genie may undertake voluntary service for the sha'ir for a limited time or a limited number of occasions. The spell requires the caster to sacrifice at least 1,000 gp to a sealing power.



6th-Level

Shadow Veil (Illusion/Phantasm)

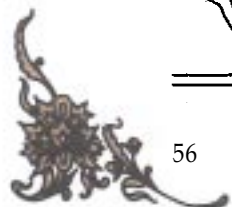
Province: Universal
 Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns
 Area of Effect: 10 creatures/level
 Saving Throw: None

This spell draws a cloak of darkness over 10 man-sized creatures per level of the caster, allowing them to move silently and invisibly to both normal sight and infravision. The spell lasts until sunlight strikes the affected creatures or 1 hour per level of the caster has elapsed, whichever comes first. Jann frequently use this spell to marshall their hosts before dawn, so that the rising sun reveals their ranks drawn up before their enemy, where moments ago there was only empty desert. Its material components include a black opal worth at least 500 gp, a panther's paw, and a black owl's feather.

Summon Fire Dragons (Evocation)

Province: Flame
 Range: 10 yards/level
 Components: V, M
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: 1/2

Despite its name, this spell does not summon any sort of creature. Instead, it enables the caster to create 1 to 10 fiery tongues of snaking flame, called *fire dragons*. These roaring, flickering presences are 6 feet in diameter and move according to the mental direction of the caster. They dissipate harmlessly if the caster is struck in combat or ceases to concentrate on them.





Flame dragons flicker along the ground at 180 feet per round, and can reach up to 30 feet vertically. They cannot attack airborne targets higher than 30 feet, or targets standing in water. They otherwise strike targets as directed by the caster, with a THAC0 of 9. Each flame tongue can strike once per round, inflicting 4d6 hit points of damage. Any creature struck is allowed a saving throw vs. spells; success halves the damage. The material component is a strip of paper soaked with saltpeter, coal oil, and sulfur that catches fire as the spell is cast.

7th Level

Command Element (Alteration)

Province: Elemental

Range: 10'/level

Components: V, S

Duration: 1 round/level

Casting Time: 7

Area of Effect: 1000 cubic feet/level

Saving Throw: None

This spell forces the elements themselves to do the caster's bidding. Rocks will part or rise, flame lower and die, river waters creep onto shore, winds fill a ship's sails. However, this spell does not empower the caster to make direct attacks with these elements.

The elemental material can be moved, shaped, parted, or sculpted. Wind patterns can be changed, gases scattered, mines ventilated, and vacuums created. Ores can be separated, doors carved, or tunnels, ditches, and dikes created. Salt can be removed from fresh water, fields irrigated, floods lowered. Fires can be lowered, started, or sent in new directions. None of these actions may directly affect creatures in the area of affect.

Each elemental form is a separate version of this spell, and each must be specifically memorized by the caster.

Summon Sha'ir (Conjuration/Summoning)

Province: Universal

Range: 10 yards/level

Components: V, S, M

Duration: 1 day/level

Casting Time: 7

Area of Effect: One sha'ir

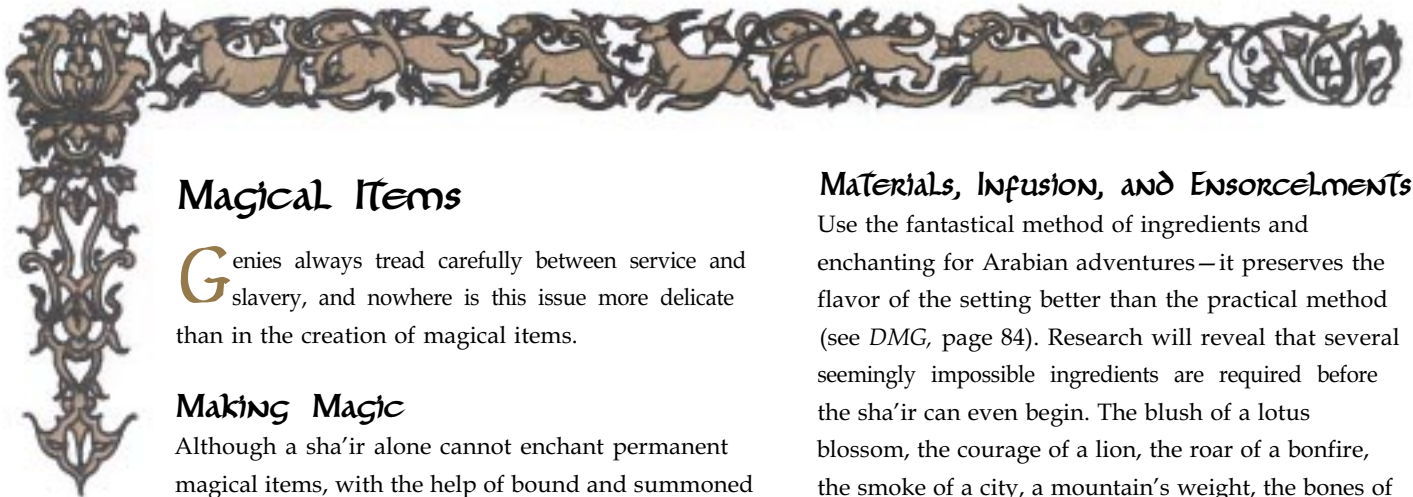
Saving Throw: Neg.

When a sha'ir has abused his gen, bound genies, or powers to create magical items, a genie sorcerer can use this spell to compel service from the sha'ir. It cannot be used on those of other classes, there must have been actual abuses, and several warning signs must be given before the spell takes effect.

The genie must have a personal item of the sha'ir to cast the spell, usually obtained by intimidating the sha'ir's gen when it comes to the elemental plane in search of magic on its master's behalf. The gen will be missing for 1-6 hours while the genie browbeats it into compliance. If the gen makes a morale check at -2, it remains faithful to its master. Otherwise, it agrees to the genie sorcerer's demands, and when the sha'ir next sends it off to fetch a spell, the gen takes a personal item of the sha'ir's with it to the genie. The item need not be valuable; for example, a shoe, a razor, or a comb is sufficient. The gen is again absent for 1-2 hours while it makes its way to the genie's location on the elemental planes.

If the sorcerer has the required item, the spell can be cast successfully. The sha'ir is allowed a saving throw without bonuses, and with a -1 penalty for each gen he has lost, a -2 for each bound genie he has mistreated, and a -3 for each magical item he has created beyond the first, all in the last decade. If the saving throw fails, the sha'ir is whisked away to the elemental plane of the caster and must serve as if under the influence of a *charm person* spell for a number of weeks equal to the sorcerer's level.





Magical Items

Genies always tread carefully between service and slavery, and nowhere is this issue more delicate than in the creation of magical items.

Making Magic

Although a sha'ir alone cannot enchant permanent magical items, with the help of bound and summoned genies he can create a limited number of items relating to geniekind. A sha'ir cannot create magical scrolls of any kind, since he does not use magical writings and spellbooks as other mages do. Sha'irs can bind genies to certain very limited items, places, and tasks.

The Process of Enchantment

To create a potion, a sha'ir must be 9th level and must have a gen and at least a jann in attendance. The sha'ir makes the potion with the advice and assistance of genies; he cannot enchant anything without them.

Potions require unusual ingredients (see below) and also cost a minimum of 400 gp, though a sha'ir does not require a laboratory as described in the *DMG* for other types of mages—genie servants mix the elements and ingredients in proper proportions (one hopes!), then heat, cool, and stir the mixture. The base chance of success is 50%, plus 1% per level of the sha'ir.

The sha'ir's role in making other items is largely supervisory. To begin any work of permanent enchantment, a sha'ir must be at least 11th level and must also have a genie in attendance to consult for advice. A sha'ir trying to enchant a magical item ultimately takes greater risks than other mages trying to create such items. Though the time required is the same, the sha'ir must make larger investments of costly materials than any other mage, for the sha'ir must pay for his genie assistants. Furthermore, the sha'ir's general lack of training in creating permanent enchantments lowers the chance of success.

Materials, Infusion, and Ensorcelments

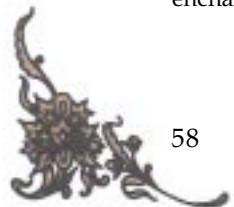
Use the fantastical method of ingredients and enchanting for Arabian adventures—it preserves the flavor of the setting better than the practical method (see *DMG*, page 84). Research will reveal that several seemingly impossible ingredients are required before the sha'ir can even begin. The blush of a lotus blossom, the courage of a lion, the roar of a bonfire, the smoke of a city, a mountain's weight, the bones of the earth, a camel's dream, water carried in a sieve, the sadness of the receding tide, the fire of the sun, a clam's patience, and a falcon's sight are all appropriately fantastic ingredients.

Obtaining the right materials should provide plenty of adventures. Sending a common genie to do the work gains the PC nothing but a very frustrated genie! Sending a noble genie requires a hefty sum (generally more than the magical item might be worth), and careful negotiation. Results are not guaranteed, though the odds favor success; a noble genie has a 75% chance to return with a fantastical ingredient, 95% if the ingredient involves the noble genie's element. Payment is expected whether the genie succeeds or not. A genie never returns with more than enough to enchant a single item.

Success and Failure

The chance of success when creating a permanent item varies according to the type of genies whose help is required. The base chance is 30%; plus 2% per Hit Die of the genies employed in the task; minus 2% for each spell, special process, or unique ingredient required. Genies only create items of a type opposite their own; for instance, dao use air magics stolen from the hated djinn. When a sha'ir fails, the genie helpers create a cursed item; examples of new cursed items are given later.

If a sha'ir fails, the genie servants say nothing. They take their reward and go, perfectly willing to let the proud sha'ir believe that success has been achieved. In





fact, the genies believe that a sha'ir should never be allowed to grow too proud or to forget that all power derives from them. They don't want mortals to forget their place, so if the sha'ir fails to enchant an item, the genies take the opportunity to remind the sha'ir who does the work by fashioning a cursed item that resembles the desired magical item. Failure yields cursed *rings of delusion* or *randomness*, *wands of wonder*, *carpets of diving*, *flasks of curses*, and so on. These items always appear to be exactly what the sha'ir hoped for until they are put to the test while adventuring. The genies making the cursed items do not let their shoddy work show until they can derive maximum amusement from the sha'ir's foolishness. Several typical cursed magical items appear below.

What Genies Know

A sha'ir can only enchant magical items that genies understand and can reproduce. Just because a genie is able to make a magical item doesn't mean that the item will be made for the sha'ir. Genies cannot be forced to enchant items against their will; enslaved or charmed genies are useless to a sha'ir. Genies bound to a magical item (such as a ring or lamp) can only be used to enchant an item if they agree to do so (and that usually requires that they be freed as soon as they finish the item). If the DM feels the item will unbalance the campaign, the genie simply refuses.

Since enchanting magical items is hard work, most genies must be convinced to create the magical item for the sha'ir. For a sha'ir who is on good terms with geniekind, this simply requires a successful reaction roll, modified for the sha'ir's Charisma. Failure requires the sha'ir to role-play the exchange, and the DM may simply rule that this genie has a grudge against making this particular item, and a second genie must be summoned. No ill will is involved, and the first genie may even recommend a relative of his.

Genies who are on poor terms with geniekind (imperious around genies, genie killed, or similar

behavior) will have a much tougher time even getting started. The sha'ir may plead all he likes, but simple Charisma won't be enough. Convincing the genie may require services, magical oaths, contracts about the use of the item, huge bribes to consider ("Master of Wisdom, I would gladly enchant a sword, but to do it for you it would be a betrayal of my people. Surely you do not want me to suffer insults, dishonor, or exile!"). Alternatively, the price to create a new magical item may be that the sha'ir hand over an old item of equal or somewhat greater value to the genie.

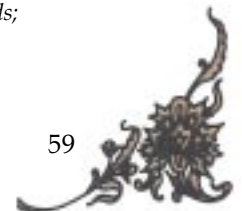
Once the genie is convinced that the job is worth doing, there remains the matter of haggling over price. Genies will take as much as they can get for any single item; gen often "help" their masters in these negotiations with their genie brethren ("But master, you can easily pay the 3,000 dinar. Why, you still have the Emeralds of Karnassi!").

A sha'ir who enchants more than a single permanent magical item may be required to render service to a genie sorcerer at some future date (see the *summon sha'ir* spell).

Items from the **DMG** that a sha'ir might make include *philters of love* and *persuasiveness*; *potions of human control*, *giant control*, and *animal control*; *rings of djinni summoning*, *fire resistance*, *free action*, *human influence*, *swimming*, *water walking*, and *x-ray vision*; *rods of rulership* and *splendor*; *wands of earth and stone*, *fire*, *frost*, and *metal and mineral detection*; *carpets of flying*; *cloaks of the manta ray*; *efreeti bottles*; *gems of insight*; and *iron flasks*.

Items from the **Land of Fate** boxed set that a sha'ir might make include *arrows of genie or sha'ir shying*; *swords +1, +2 versus genies*; *swords +2, +3 vs. specific genie type*; *oil of attractiveness*; *oil of romance*; *rings of genie summoning*; and *genie prisons*.

Items from the **Tome of Magic** that a sha'ir might make include *oil of elemental plane invulnerability*; *potions of elemental control*; *Starella's aphrodisiac*; *rings of elemental metamorphosis*; *glass of preserved words*; *thought bottles*; and *the quill of law*.





In addition, the *astrolabe of entrapment* from **A Dozen & One Adventures** and the *lamp of the four winds* and the *sand of truth* from **Assassin Mountain** fall into this category, as do the following new items.

New Magical Items

Al-Azid's *Ghostly Palace*: This huge palace of fine white marble and slender minarets is magically linked to the Ethereal plane. It can be called into existence from that plane by the owner of the magical key to the palace's front gate. The owner of the key can summon the *ghostly palace* whenever he wishes, though it is only visible at night, when its walls shine in the darkness. By day the palace is invisible from the outside, though once within, visitors can see its features easily.

The chambers within are well-appointed, and gentle fountains play. Invisible musicians strum soothing tunes, and *unseen servants* will take care of whatever cleaning, cooking, and other menial chores the owner demands with a clap of the hands.

The ghostly palace is also subject to a curse, cast by Al-Azid to prevent others from enjoying his mansion after his death. Whoever bears the key that opens its doors is perpetually haunted by an invisible stalker.

Carpet of Diving: This cursed item appears to be a standard 5' × 7' carpet of flying, capable of holding 3 passengers and moving at a rate of 30, until the user flies it at an altitude above 200'. Then the carpet rises slightly, stalls, and begins a final dive. Unless they have some means of preventing the fall, those on the carpet suffer 20d6 hit points impact damage and must make a saving throw versus death magic to avoid instant death.

Dagger of Truth: This *cursed dagger*, +1 prevents its owner from ever speaking a lie, though he may evade the truth or lie by misdirection.

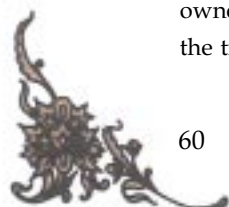
Feather Turban: This magical turban, made of woven peacock feathers, can create a *gust of wind* up to thrice per day. In addition, it allows him to assume the form of a *wind shadow* once per day and to summon a *wind carpet* once per month.

Hood of Servitude: When placed on any flying creature, this falcon's hood charms that creature to serve the owner of the hood. It grows or shrinks to fit any flying creature from a sparrowhawk to a roc, and it is not limited to avians. Intelligent creatures can make a saving throw vs. spells to avoid the effect.

Lithocentric Pendulum: This simple device is a plain stone on the end of a string. When held up and set in motion anywhere on the plane of elemental Earth, the stone circles briefly and then points to the Sevenfold Mazework. It allows the user to dispense with the need for a native guide. Once within the Sevenfold Mazework it ceases to function.

Mourner's Armor: This suit of lamellar armor is often edged with yellow, gold, red, or other bright colors, but the plates are always black. Individual suits vary from +2 to +4 in enchantment, but all provide complete protection from normal missiles. This armor is the product of great ghul sha'ir, and its protection is a very mixed blessing. When the wearer suffers 50% or more damage in battle, he no longer feels pain. (At this point, the DM should stop telling the player of a character wearing this armor how much damage the character takes.) All wounds feel trivial.

At 75% or more damage, the wearer is filled with a feeling of invincibility and continues fighting no matter what the odds. The PC is now an NPC for the duration of the battle. If he survives, the curse is still relentless—all magical healing is useless on the victim, and only time can heal his wounds. If the PC is slain, he does not notice and continues fighting, though his companions may hear his bones shattering or see





terrible wounds inflicted on him. The victim “lives” for as many days as he has levels, as his trapped life force is consumed by the armor that sustains him. Neither priest nor mage spells can be regained, though sha’irs can still request spells. At the end of this time, the PC is irrevocably dead.

Only a *wish* spell or the will of the great ghul sha’ir can undo the *curse of mourner’s armor* once it has been activated in battle, although some powerful sha’irs are also said to be able to unlock it from the victim’s body. A few great heroes are said to have willingly donned mourner’s armor before a critical battle, adding to their army’s strength with the sure knowledge of their doom.

Net of Plenty: This net always catches enough fish to feed the user and 1-3 others when cast into fresh or salt water. In addition, the net can be used as a defensive weapon: once per week, if the owner opens and shakes the net, it can release a rush of cold water equal to 500 gallons. This water causes 3d6 hit points of damage to fire-dwelling creatures and can douse even large or magical bonfires.

Oil of Sulfur: This magical potion seems to be an enchanted oil like *oil of slipperiness*, *oil of etherealness*, or perhaps an *oil of elemental invulnerability*. However, when put to the test in a dangerous situation, the oil bursts into flame shortly after being applied (1-3 turns). This causes 4d6 hit points of fire damage. *Oil of sulfur* is a common substitution for valuable oils by genies who seek to get rid of their masters, or a gift from genies who seek revenge for mistreatment. The efreet, however, consider it a delightful massage oil.

Orrery of the Inner Planes: This enchanted mechanical device has been incorporated into a clock. It shows the relative position of the planets, moons, the stars, and the junctions of the inner planes. It is believed to be a toy of the marid, though others attribute its manufacture to the dao and marid working together

(an unlikely event). It allows a competent navigator to guide a vessel so that it can travel between the inner planes: the elemental planes of Fire, Water, Earth, Air; the Ethereal plane; and the Prime Material plane. The device also empowers the ship it is on to move through the elements: gliding through elemental stone, sailing underneath elemental water, flying the elemental winds, and sailing unscathed through lakes of fire. The *orrery* wards the ship and passengers against all damage from the elements. It helps a ship catch ethereal winds, and it can *levitate* a normal ship on the Prime Material plane, allowing it to fly on normal winds.

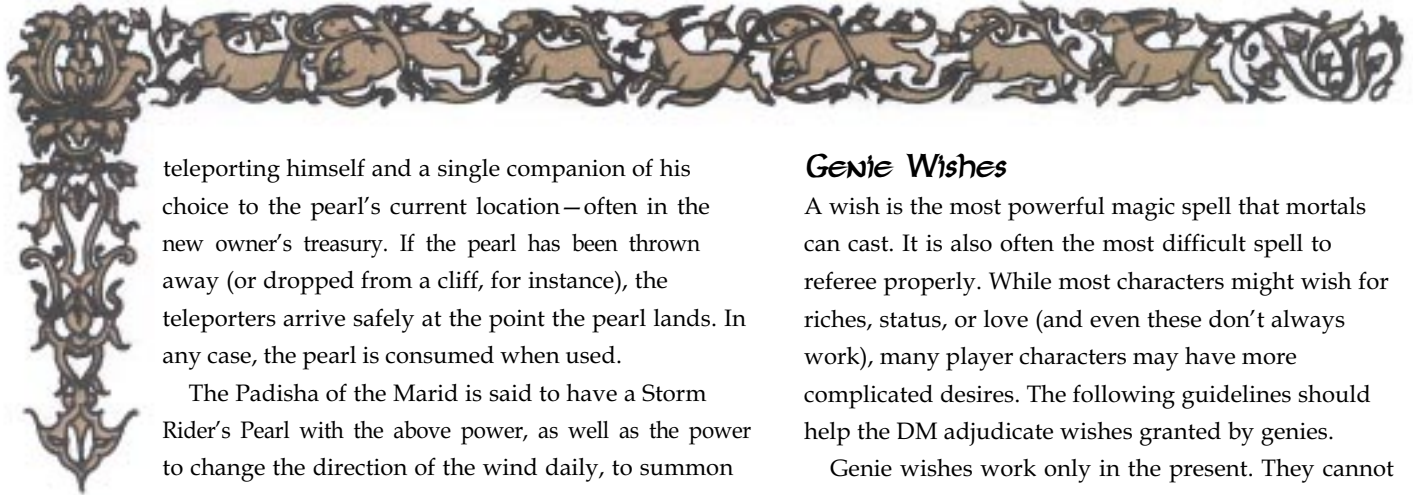
This magical item requires a ship on which to mount the *orrery* and a successful navigation check to use. If the proficiency check fails, the *orrery* sends the ship and its passengers through the Ethereal plane to a random location on an inner plane of the DM’s choice.

Portable Spring: This blue piece of cloth becomes a bubbling spring, pouring forth 200 gallons of water a day whenever it is placed on the ground. Like a *portable hole*, the spring can be picked up and moved as a piece of cloth, allowing the spring to travel with the owner.

Scimitar of Shame: This *scimitar* +1, upon command, magically impugns the honor of the opponent. The effect is the same as a *taunt* spell: an opponent with an Intelligence of 2 or more will rush to physically attack the wielder, ignoring his own spells and ranged attacks. The opponent is allowed a saving throw vs. spells, which may have a bonus up to +4 if the opponent serves a particularly charismatic leader.

Traveler’s Pearl: This large, rosy pearl is a powerful item created by the marid to be given to mortals, who then do the most amusing things with them. When given as a gift by its owner it appears as a normal pearl, though a faint radiance of alteration magic can be detected. Later, the old owner can speak a command word,





teleporting himself and a single companion of his choice to the pearl's current location—often in the new owner's treasury. If the pearl has been thrown away (or dropped from a cliff, for instance), the teleporters arrive safely at the point the pearl lands. In any case, the pearl is consumed when used.

The Padisha of the Marid is said to have a Storm Rider's Pearl with the above power, as well as the power to change the direction of the wind daily, to summon terrible storms at sea weekly, and to reverse or hold back the tides once per month. Unlike other pearls of its type, it is not consumed when used.

White Copper Ring of Fire: This unique item was forged by the djinn to help them against the efreet. When worn by a mage or other spellcaster, any fire spell cast produces a white-hot flame rather than a red or orange fire. These flames draw on the energies of the Positive plane as well as the plane of Fire, and cause an additional +1 hit point damage per die to evil creatures or those drawing energy from the Negative plane. Creatures normally immune to fire attacks will suffer normal damage when the caster wears the *white copper ring*.

Magical Item

XP

Al-Azid's Ghostly Palace	4,000
Carpet of Diving	-
Dagger of Truth	200
Feather Turban	900
Hood of Servitude	1,000
Lithocentric Pendulum	2,000
Mourner's Armor	-
Net of Plenty	750
Oil of Sulfur	150
Orrery of the Inner Planes	8,000
Portable Spring	2,500
Scimitar of Shame	500
Traveler's Pearl	750
White Copper Ring of Fire	1,000

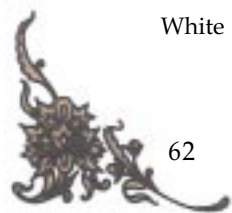
Genie Wishes

A wish is the most powerful magic spell that mortals can cast. It is also often the most difficult spell to referee properly. While most characters might wish for riches, status, or love (and even these don't always work), many player characters may have more complicated desires. The following guidelines should help the DM adjudicate wishes granted by genies.

Genie wishes work only in the present. They cannot change the past, though they can undo its effects. For instance, they cannot undo a battle that has already been fought, though they can restore a person killed in the battle to life. Just as they cannot alter the past, they cannot directly determine a future course of events. If a battle has not yet happened, a wish cannot directly make it turn out in the wisher's favor, though a properly worded wish could certainly provide weapons, a retreat to rest, or even information that might make the battle easier.

Genie wishes cannot alter the abstract: titles, authority, and rank are not within a genie's power to bestow, as they require the consent of those to be ruled, the deposing of current rulers, and a host of other conditions. Thus, genie-granted wishes cannot affect a character's station: either one is born a prince or one is born a pauper. Wishes, however, can create the very convincing appearance of old wealth and comfort, and genies asked to make someone a prince or a shah may respond by bringing on rich robes, jewels, slaves, elephants and howdahs, and so on. These trappings should never be confused with station (which will eventually betray even the brightest plumes of a false prince), but they may dazzle viziers and paupers long enough (for instance) for the "prince" to woo a princess or to gain access to the caliph's audience chamber.

Genie wishes cannot alter the true feelings or thoughts of any creature, though they can cloud their thinking through magic. Thus, such wishes cannot change a creature's alignment and cannot make anyone





fall in love or inspire true hate, though they can (for a time) charm creatures into believing that they love or hate. This is obviously a sham, though, even to the one who uses a wish. A genie wish cannot be used to befuddle the mind of more than one person at a time. For instance, the caster who wants to gain a real audience with a great genie lord, must wish to simply appear before him. To do otherwise would require the befuddlement of dozens of people: the guards, the heralds, the gatekeeper, and the genie ruler himself.

Genie wishes cannot create permanent magical items; they can, however, bring items from wherever they may currently rest to the hands of the person making a wish. They can, however, create temporary items, such as potions of any kind and scrolls of protection or spell scrolls of up to 8th level spells. A wish cannot be used to provide more wishes.

A single genie wish accomplishes only a single action or condition, sometimes two—just stringing together sentences with conjunctions does not necessarily expand the power of a wish. For example, a genie asked to gather the ashes of a dead comrade and restore him to life would probably do so, since the second part depends on the first, and the whole leads to a single goal. Wishing to restore a comrade to life and for all the adventurers to be taken to some distant location would count as two wishes, as the second step does not depend on the first.

Genie wishes can alter character ability scores permanently, generally one point per wish (see the *DMG* for further guidelines). They cannot raise ability scores above racial maximums. They cannot grant experience points directly, though genies can bring fearsome monsters to those using a wish, if they are asked for experience. If a sorcerer asks for more power, a genie may respond by stealing magical items that provide additional sorcerous strength, such as *robes of the archmagi*, a *ring of spell storing*, and a *staff of elemental command*. This may bring unpleasant consequences when the original owner comes looking for these goods.

Another fate for those wishing for experience is to be dropped into a dangerous fortress full of holy slayers or into a jungle crawling with dangerous monsters.

A genie wish can confer weapon and nonweapon skills that PCs could gain on their own as well, up to 1 slot worth of skills per wish. This includes weapon specialization for single-class fighters, though not for classes that normally do not gain specialization. Genie wishes cannot confer class abilities to characters of another class; fighters cannot acquire spells, and clerics cannot learn thief abilities.

There is no penalty for wishing for more than a genie's magic can provide—the genie grants the first request and the remainder are unfulfilled.

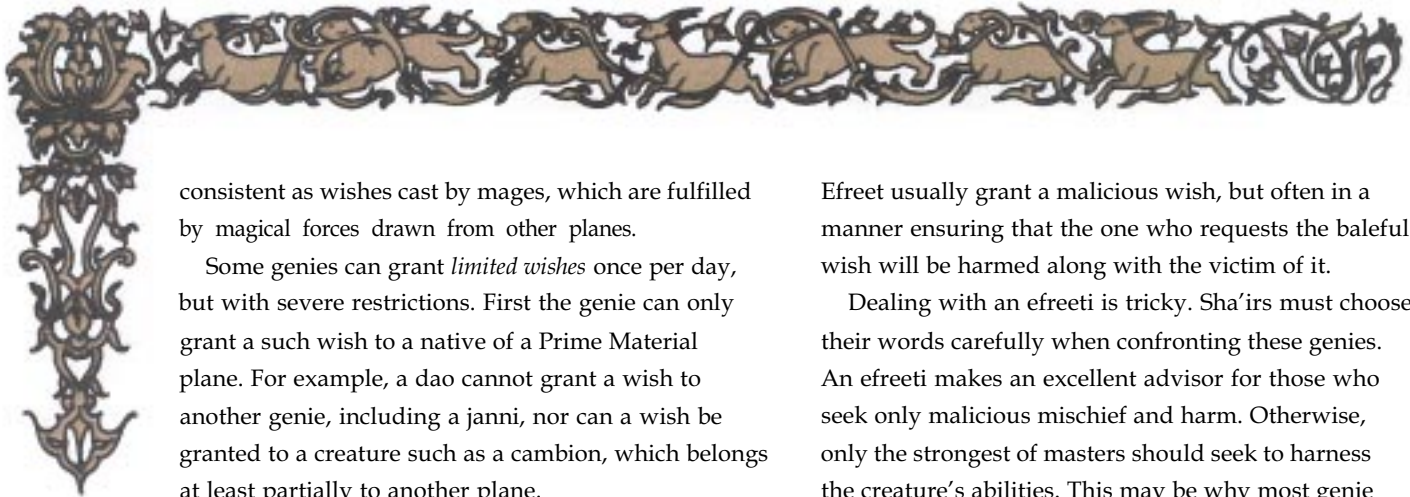
Wishing for something beyond a genie's power can have one of two effects, at the DM's option. Either the genie simply fails and the request is wasted, or the genie fulfills the wish in a perverse way. The genie may leave the request overdone, skewed, or underdone, depending on the circumstances of the exact case. For instance, an ancient mage wishing to regain his youthful vigor might be transformed into a child with the memories of an old man or might become an actual youth again, with only the memories and abilities of a youth.

A genie might discuss what wishes cannot do, thus preventing PCs from giving them impossible tasks. Sometimes genies themselves don't know exactly how a wish will turn out; often they simply don't want to tell the wish-user that a wish will turn out well (which they hate) or badly (which they delight in).

Terms and Conditions

Genies always take the easiest route to completion, and they are not necessarily consistent. That is, a genie-granted wish won't create gold from scratch if the genie can fulfill the wish by merely transporting a nearby hoard to the wisher's location (or vice versa). Because genies must do the work of fulfilling a wish themselves, genie-granted wishes are not necessarily as





consistent as wishes cast by mages, which are fulfilled by magical forces drawn from other planes.

Some genies can grant *limited wishes* once per day, but with severe restrictions. First the genie can only grant a such wish to a native of a Prime Material plane. For example, a dao cannot grant a wish to another genie, including a janni, nor can a wish be granted to a creature such as a cambion, which belongs at least partially to another plane.

Other aspects of genie-granted wishes will vary depending on the type of genie granting the wish.

Dao: Dao can only fulfill a wish in a twisted or malignant way. (Exact details are determined by the DM; not even the dao or efreeti can always predict the results.) For example, an individual who wishes to regain hit points may do so, but at the cost of draining hit points from allies. A sha'ir who requests a new spell may receive it, but become afflicted with the evil eye. Those who wish for shelter may discover a palace, only to find it inhabited by some foul monster. Most of those who receive wishes from dao are aware of these dangers and proceed with caution. (While an evil master who has enslaved a dao may demand a wish, the master should know that the wish is likely to cause him or her great harm.)

Efreet: Any wish that an efreeti grants will be reviewed by the efreeti's own superiors in the City of Brass, and ultimately by the Sultan of the Efreet himself. These superiors are both malevolent in nature and exacting in their bookkeeping. None looks favorably upon an efreeti who dispenses wishes like sweets to the benefit of others. An efreeti whose wish-granting is questioned must offer evidence of two circumstances: 1) that the wish was granted against the efreeti's will or better judgment (for example, the efreeti was imprisoned, threatened, ensorcelled, or forced to act against its will); and 2) that the efreeti proved its innate superiority by turning the wish against the wisher, thereby teaching the individual an important lesson (don't ask anything of an efreeti!).

Efreet usually grant a malicious wish, but often in a manner ensuring that the one who requests the baleful wish will be harmed along with the victim of it.

Dealing with an efreeti is tricky. Sha'irs must choose their words carefully when confronting these genies. An efreeti makes an excellent advisor for those who seek only malicious mischief and harm. Otherwise, only the strongest of masters should seek to harness the creature's abilities. This may be why most genie prisons are used to trap efreet and their equally detestable cousins, the dao.

Djinn: Djinn prefer to be paid for their services and are best not riled with imprisonment. They are often contracted or bound into special *wish* rings and can be much better to deal with than their more powerful and maleficent cousins.

Marid: Marid are dangerous to constrain, and are prone to protracted and overwhelming revenge, as the story of the Zeenab Sawar the Ancient shows. They can be dealt with successfully only with flattery, trickery, and a good deal of luck.

Glossary

albarrana: efreet fortresses that serve as regional centers of defense

bashem ustun: upon my head be it!

be chesm: by my eyes!

cherkajis (*wheelers about*): skirmishers, generally the most expert horsemen and the best soldiers

dalil: guide

daroga: a police magistrate

effendi: master

hazneh: treasury

ins: non-genie sentient creature

jinn: a general noun for a genie of any type

kalian: smoking pipe

khon khors (*blood drinkers*): a title among the dao

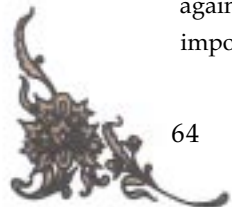
kizzil bash: redhead

mihrab: prayer niche in a mosque

minbar: pulpit

sukhteh: burnt

thurgur: an efreet military zone





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Secrets of the Lamp

Adventure Book

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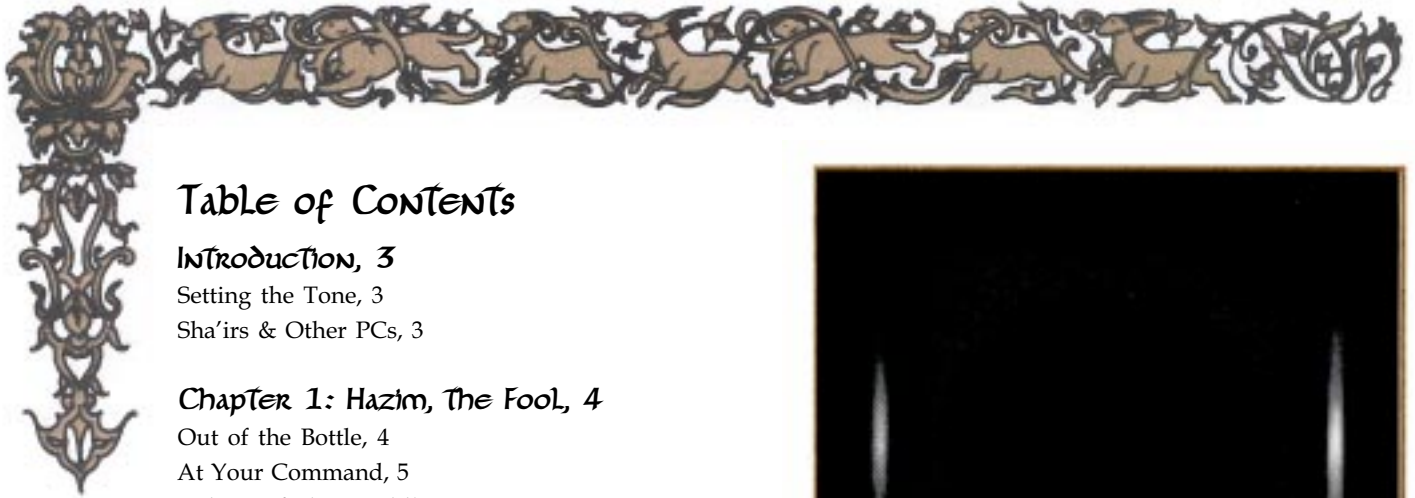


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Introduction

“Taking a handful of sand, she began to rub the lamp with it. All of a sudden, a gigantic jinnee appeared, and he was just as horrifying as he was huge.”

Aladdin and the Magic Lamp

Arabian legends thrive on the genies that snatch princes away from the jaws of death, bring magical caravans to the doorsteps of the poor, and allow even a beggar to woo a caliph's daughter. Genies are magical, intelligent, and powerful, but most of all they are fun to meet and fun to DM. The adventures in this booklet are intended to introduce players to genies at low levels, and allow them to visit the genies' homelands.

This booklet contains three adventures for player characters of levels 2-7, set in Zakhara, the City of Brass, and the Great Dismal Delve.

Hazim, the Fool: This adventure is intended for 3-5 characters of levels 2-5, about 16 levels total. A somewhat daft genie feels beholden to the player characters who free him. He refuses to abandon them, eventually bringing them all manner of trouble. This adventure is best used with a light touch, and to complicate an existing adventure rather than standing on its own.

By the Numbers: This adventure is for PCs of levels 4-6, though it can be adapted for higher or lower levels. A crafty dao has stolen the skills and memories of a gullible priest, and the PCs are asked to help retrieve them. It requires careful negotiation, though more powerful PCs might be able to fight their way through.

In the City of Brass: This adventure is for 3-5 PCs of levels 4-7. At the gates of the City, an obsessed genie physician of the Sultan's court sees a particularly attractive mortal—one of the PCs. “In the City of Brass” can be used as a sequel to “Hazim, the Fool”—the PCs arrive when they ask the genie Hazim to take them to the Great Caliph of the Djinn.

Setting the Tone

Genie adventures should be played on a grand scale, with huge triumphs and great losses. Although two of this book's adventures are set in the dangerous environments of the genie homelands, you should encourage a daring attitude on the part of the players. Reward PCs who take risks. Nothing is less entertaining than a trembling party of heroes.

To encourage a swashbuckling, lighthearted tone for these adventures, remind the players before play begins of the Rule of the Amused DM: The more amusing and laughable the PCs' outrageous behavior is, the more distracted you will be and the less time your fiendish imagination will have to work. Additional notes on play are provided in the adventures for heroic (i.e. foolish but splashy) actions that the DM may wish the PCs to attempt during chases, fights, and parleys.

Sha'irs & Other PCs

Sha'ir PCs can control genies but shouldn't control the game; if all else fails, the genies might resent a sha'ir's domineering attitude, or might just refuse to talk to a sha'ir because he has power over the genie. Though sha'irs and other PCs with the Genie Lore proficiency may know genies' titles, magic, etiquette, and weaknesses, make sure that other PCs' skills are given a chance.

Whenever the PCs meet a noble genie, Genie Lord, or great ghul, any PC who makes a successful Genie Lore proficiency check knows the proper greetings and forms of address to use for that genie's rank. Common genies and genies tied to lamps and similar objects do not expect courteous greetings.

Moralist priests and al-Badia like saluk and desert riders may object to dealing with genies if it can be avoided, but they are not fools enough to refuse to have anything to do with geniekind.





Chapter 1: Hazim The Fool

"Tell me what you want, mistress," the jinnee cried. "I am your slave and beholden to anyone who holds the lamp. Not only am I your slave, but so are all the other slaves of the lamp."

Aladdin and the Magic Lamp

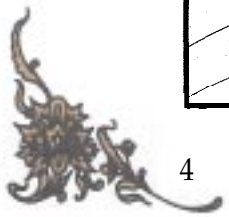
Hazim the Unwise was never a very clever djinni, but he was particularly unwise one fine day when he stumbled into a romantic meeting between his master the emir and a visiting efreeta. With a single tactless phrase he disrupted months of slow seduction, saying, "Your eminence, why do you allow this fiery strumpet in your presence? She belches such tremendous quantities of yellow smoke." During the resulting chaos, the efreeta left in a huff and the emir vented his rage on Hazim. The emir imprisoned the hapless djinni in a green clay jar where he could do no more harm. In time, the jar was shuffled about with the emir's household goods, then lost on a trip to Huzuz, eventually falling into the hands of the PCs.

Out of The Bottle

During a previous adventure, the PCs find a small green jar of burnt clay shut with a brass seal. If the DM wishes, the jar can also be an anonymous gift from an enemy or a reward from an unsuspecting patron of theirs.

The jar's brass seal is engraved with Jannti writing relating to imprisoning creatures of elemental wind. A successful *identify* spell reveals that it is a *genie prison*, capable of holding a single genie. *Detect magic* reveals strong magic of the conjuration and abjuration types.

If the seal is pried loose, the jar releases a cloud of blue smoke that condenses into a big djinni who calls himself Hazim the Magnificent. Hazim is gushingly grateful and can't stop praising the PCs for their miraculous, wondrous, heroic action. In fact, he is so delighted to be free that he recites a short speech. Paraphrase the following:





"O bless this day of days, this wonder upon the earth, thank you, my saviors, you have released me from that horrible, that eternally cursed confinement. I am blessed with everything that can make life happy! I, my gen, my invisible spirits and servants, are your humble slaves, and everything we have is yours. If I, your slave, possess any merit, it is none of mine; it all emanates from you, oh asylum of the world: even my failings become virtues, when my musters command me. But what lamp can shine in the face of the sun? What minaret can be called high at the foot of the mountain?"

Hazim makes it clear that he would follow the PCs to the ends of the earth to repay them. Be effusive. Be glowing. Compliment and praise them until the players become uncomfortable or suspicious.

At Your Command

The adventure revolves around the "help" that Hazim provides. Hazim honestly wishes to serve the PCs constantly, but in fact he is incapable of doing anything right. His fellow djinn call him Hazim the Fool or Hazim the Dunce.

In short, Hazim manages to overdo everything. He gives the PCs what they want and much, much more. If a PC asks for seafood, Hazim brings them the legendary Great Squid from the depths of the ocean. If PCs begin to phrase their requests more carefully to avoid potential problems, Hazim will cut them off, anticipating and, of course, misinterpreting their desires. The only wish that Hazim cannot obey is to return to the green jar. Its seal has been broken, and its power to bind him is gone.

Hazim makes embarrassing appearances during every delicate social occasion. He boasts on his master's behalf to city guards at the gate ("Do not trouble my esteemed master with trifling fees and inspections, little man. My master could command me to kill you all!"). He is tactless in the mosques ("I do not mean to offend, learned one, but really, I can provide my master with all he requires. Your idols and mumblings are

unnecessary."). He blunders into PC romances or plays matchmaker badly ("Do not be frightened by my appearance, but I must say, o Sultan, that my mistress is a tolerant woman and might even accept a proposal from an aged greybeard such as yourself.")

If the PCs ask Hazim to fight on their behalf, he does so with vigor, putting on a buckler, a scimitar and scabbard, and a warlike scowl. Of course, he takes dozens of prisoners, who will soon become a problem, eating all the PCs have (leading them to wish for food) and drinking all the water that was intended for their camels (leading them to ask Hazim for water). He claims all treasures from these combats for the establishment of new mosques and as alms to the poor (in his master's name).

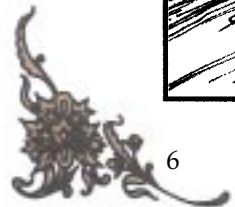
If the PCs give Hazim a stem lecture or force him to obey, they discover that his feelings are very easily hurt. He is always very grateful to the PCs ("May you live a thousand years, effendi!" "A thousand pardons, 'o master, but..."), and he excels at playing the wounded victim. Hazim is sincerely impossible; he thinks he lives only to serve them. Somehow Hazim is always the martyr, not the long-suffering PCs.

No matter what horrible assignment the PCs give Hazim ("Bring me the eggs of that mother roc, at once, insolent genie!"), things always seem to work out well for him ("Oh, look, master! I have returned with your eggs and made a new friend! Thank you, effendi!"). Sooner rather than later they will want to be rid of him.

If the PCs ask for favors, Hazim offers them as many wishes as they like, but somehow these always go wrong. See "The Favors of Hazim."

Hazim (djinni): Int Average; AL CG; AC 4; MV 9, Fl 24; HD 7+3; hp 30; THAC0 13; #AT 1; Dmg 2d8; SA whirlwind, spells; SD spells; SZ L; ML 14; XP 2,000.







Rid Me of This Meddlesome Genie

If the PCs hurt Hazim's feelings by asking him to leave, he tells them that only the Caliph of the Djinn can release him from his obligations. No matter how they beg and plead, he will not be swayed from his solemn obligation, his debt to the magnificent and merciful PCs. He WANTS to be their servant and sending him away only makes him sulk. He is not dissuaded easily.

Hot-headed PCs may want to attack Hazim to drive him off. Just because he is annoying is not justification for murder by good PCs. PCs who try to kill Hazim suffer negative effects on their alignment: sha'irs may be warned by their gens (and may have trouble getting spells if they pay no attention), priests do not regain more than 1st and 2nd level spells, paladins must atone for the deed, etc. Killing Hazim is an evil act and will shift alignments accordingly.

Play this out as long as it remains amusing. When the situation pales, Hazim finally can be convinced that he has discharged his duty. Although he is downhearted at the thought of not being allowed to serve them, he offers to have the Great Caliph of the Djinn release him from his bond. If the PCs agree to be carried there in the green jar, he will take them to the Citadel of Ice and Steel, wherein the Great Caliph dwells, and all will be well. See "In the City of Brass" for details of the trip.

If you wish this adventure to end here and the PCs want to go on to other things, the Great Caliph asks the PCs to undertake a quick raid against the efreet (or whatever other adventure you have in mind for the party) in exchange for the great favor of releasing Hazim from their service.

If you wish to link this adventure with "In the City of Brass," Hazim makes a wrong turn in the Ethereal plane. Instead of arriving in the Citadel of Ice and Steel, he and the PCs arrive in the City of Brass. Continue with Chapter 3.



Table 1: The Favors of Hazim

Aid. If the PCs ask for help when in dire straits, Hazim might bring untrained askars who hardly know which end of a spear is up (or forces of Law from which the PCs may be on the run). If specific individuals are named, then Hazim misunderstands, or fetches the requested individual at an untimely or embarrassing moment.

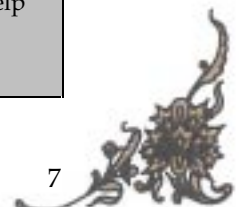
Experience. Hazim brings a huge and terrible monster, such as a sartani or an old vishap (lots of experience!).

Food or water. Hazim either brings too much food or too little. He specializes in dishes that are too spicy, too cold, too salty, or burnt. The water he finds causes diseases like river blindness, dysentery, or malaria. If they ask for clean water in the desert, he drenches them with rains that fill the wadis with flash floods.

Gold and wealth. Hazim brings a whole caravan, complete with guards. If the PCs try again, Hazim brings ingots and ingots without guards, each gold brick stamped with the seal of the Grand Caliph's treasury. (The Caliph's sorcerers follow as soon as their spells point the way.)

Magical items. Hazim brings items that are cursed, unusable by the character requesting it, malfunctioning, or marked so as to be recognized by their previous owners. Artifacts with unusual side effects might fall into this category as well, though DM may not want to introduce such potentially disruptive items into his campaign.

Servants. Hazim brings holy slayers hunting the PCs, priests to convert them, old enemies, or help that is shiftless and unreliable.





Chapter 2: By The Numbers

"If all men were just, there would be no need for valor."

Djinn proverb

The adventure begins when a messenger genie comes to the PCs, asking them to follow them to his master, the wise and holy *marabout* dwarf Hafiz ben Wasil al-Adad. The messenger explains that he needs their help repaying his debt to his master, who is too proud to ask for help. Hafiz al-Adad once saved the genie's life when he was in a coma and his enemies came to slay him. The messenger, Rasul, serves Hafiz out of love and obligation, though the holy man quietly protests that he wants nothing to do with genies, whether they are obliged to him or not.

If the PCs agree to help, Rasul twitches and scurries and fusses the whole way to the *zawiya* of Zann the Learned, where his master is staying.

Rasul (tasked messenger genie): Int High; AL N; AC 5; MV 15, Fl 40 (A); HD 3; hp 6; THAC0 17; #AT 1; Dmg 1-8; SA spells, poison; SZ S (4' tall); ML 6.

Hafiz ben Wasil al-Adad (8th level male dwarven priest, pragmatic): AL LG; AC 8; MV 6; hp 53; THAC0 16; #AT 1; Dmg by spell or weapon; SZ M; ML 16; S 14, D 9, C 18, I 16, W 14, Ch 9; gold holy symbol.

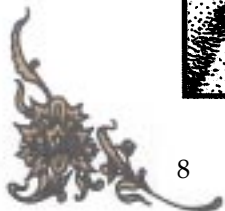
Magical items: *hammer +3*, *pearl of wisdom*

Spells: None, see below

Nonweapon proficiencies: Astrology (16), genie lore (16), modern language (Jannti, 16), numerology (see below), navigation (14), religion (14), read/write Midani (17)

According To My Calculations

Hafiz has always loved numbers, equations, algebra and the intricate dance of sums. His skill at mathematics did not go unnoticed by the genies—a powerful dao





merchant called Okous al-Makr Aga, envied Hafiz's skill. Okous, himself a clever haggler, but with no head for sums, had grown ever more jealous that an ins outdid him in his weakness. He came to visit the dwarf disguised as a human merchant and inquired about instruction in mathematics. He found that Hafiz was as gullible as he is brilliant.

"Learned alim, I would give anything to have all your skill with sums," said the dao.

"It requires only faith—and perhaps a small donation—for you to gain my skill. Give whatever you wish to the mullah of the mosque, and come here in the morning to learn what you wish to know." said Hafiz.

Okous donated a single dinar to the mullah, and was on his way. The conversation did not strike Hafiz as strange until the next day, when his student returned, thanked him, and then vanished in a cloud of dust! Suddenly, Hafiz couldn't remember or speak or read numbers. The number 3, then 7, then 10, then all the primes, then all the sums and numbers and skills of a lifetime vanished from his mind. At first he panicked, convinced that he was losing his mind. After he calmed down, the troubled dwarf began searching for the reasons behind his loss.

What Hafiz has learned so far is discouraging: He has been bound by a genie contract, a magical spell that gave Okous his skill for the price he named. The contract does not please Hafiz at all, and he is determined to regain his lost skills.

The result of the bargain is that all mathematics is lost to Hafiz. He no longer even understands numbers that others speak. Even more troubling, with the loss of his learning has come the loss of his priestly abilities. All that remains to him now are relative sums ("many," "a little," "a few"). His conversation is notably imprecise.

Hafiz wants to get back his stolen skill not only for himself, but so that he can pass it on to his descendants. After offering the PCs mint tea and lamb kebabs, he asks them to go to the dao's home in the Great Dismal Delve and get it back, either by buying it back from the dao or by whatever other

means are necessary. Hafiz cannot go himself because he cannot bargain, cannot cast spells, and cannot even speak the magical formulae that would take him to the home of the dao. Hafiz is frustrated and upset that he must ask others to undertake this risk for him.

In return for the party's help, he offers them "lots" of wealth, "a few" of his secret calculations and predictions, or tutoring in his arts and methods. He cannot be any more precise.

Getting to the Great Dismal Delve is not as difficult as one might suppose. Hafiz's skill was very great; he solved a series of numerological calculations called the Calculus of Magical Regress that predicts where a nexus to each of the elemental planes will soon appear. Though he can no longer read them, he gladly gives it to the PCs and explains that it must be read to activate a nexus. Hafiz sends Rasul with the PCs as a guide. Rasul carries Hafiz's entire savings, 5,000 gp.

Use encounters from Card 5 to flesh out the journey through the desert to the nexus, or simply assume that the PCs arrive safely and are carried through the nexus to the plane of elemental Earth.

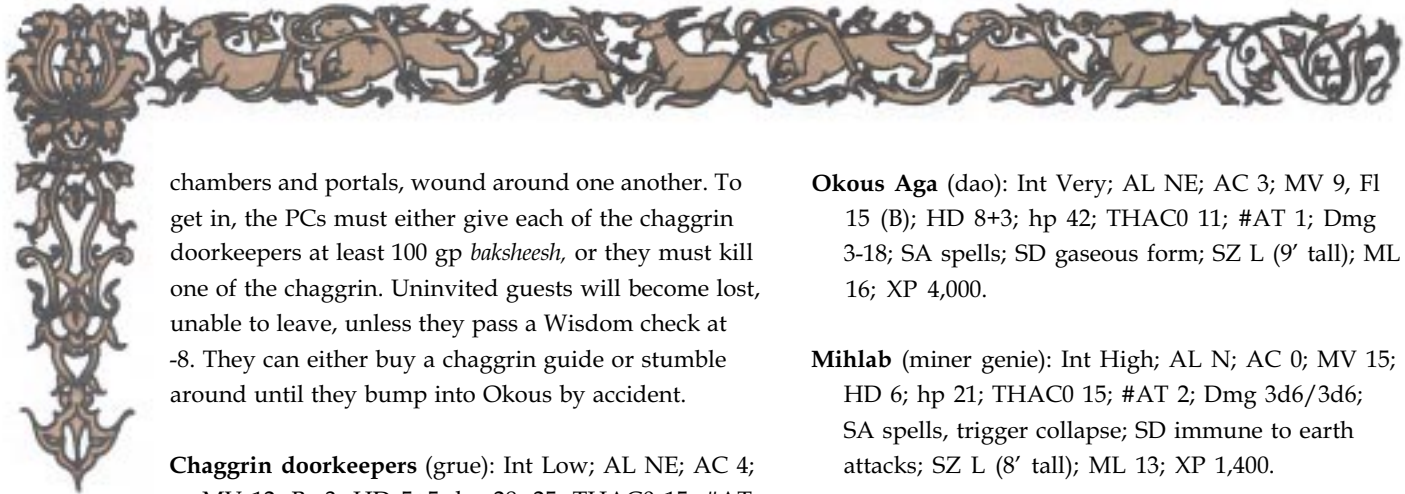
Prove The Following

Once the PCs find the nexus and read the *Calculus of Magical Regress*, their real journey begins. As soon as the numbers are read, the PCs sink into the earth, falling faster and faster through solid stone and darkness, until landing in a tunnel filled with a glowing orange light. The fall inflicts 1d6 points of damage on each arriving PC (Rasul and other creatures able to fly take no damage), but the party's abrupt entry to the plane is not observed.

They arrive in the Great Dismal Delve, not far from the great markets and suqs of the dao. Rasul's actions as a guide are limited; he knows where to find markets and the entrances to the Sevenfold Mazework, but doesn't know any dao.

Finding Okous Aga is easy, though getting to meet him isn't. He lives in a small but comfortable mazework in the outer rings of the Great Dismal Delve, in the first shell of the Sevenfold Mazework. The entire villa is a mass of stairways, balconies, small





chambers and portals, wound around one another. To get in, the PCs must either give each of the chaggrin doorkeepers at least 100 gp *baksheesh*, or they must kill one of the chaggrin. Uninvited guests will become lost, unable to leave, unless they pass a Wisdom check at -8. They can either buy a chaggrin guide or stumble around until they bump into Okous by accident.

Chaggrin doorkeepers (grue): Int Low; AL NE; AC 4; MV 12, Br 3; HD 5+5; hp 28, 25; THAC0 15; #AT 2; Dmg 1d4+2/1d4+2; SA cling; SD immune to earth magic; SZ S (4' tall); ML 6; XP 1,400.

Okous Aga is a very busy dao merchant, constantly dictating letters and contracts, making deals with the other merchants' agents, and interrupted by messengers. He delights in cheating others and feels no remorse at ruining rivals, destroying friends to advance himself, or exploiting his relatives. Okous has become even more cruel since he became a widower. Only gold gives him peace and happiness.

Lately, Okous has found another bauble that delights him. He enjoys flaunting his newest toy, a lustrous purple amethyst set in a silver ring. The stone contains Hafiz's skills with numbers, though the amethyst is an item of *concealed wizardry*.

A single miner genie named Mihlab is always at Okous' side. Okous took him in as a charity case, and the orphan has repaid him with fanatical, unthinking loyalty.

Two or more messenger genies always surround Okous as well, either delivering or memorizing messages. If Okous is attacked, they flee to summon help, which arrives in 4d6 rounds. They fight only to defend themselves, and will use their poison if they forced into melee.

Okous trusts only a single advisor, a crysmal named Balalir al-Billur. Balalir gives Okous good, dispassionate advice, but it dreams of grabbing power for itself, or at least running off with a fortune in gems.

Okous Aga (dao): Int Very; AL NE; AC 3; MV 9, FI 15 (B); HD 8+3; hp 42; THAC0 11; #AT 1; Dmg 3-18; SA spells; SD gaseous form; SZ L (9' tall); ML 16; XP 4,000.

Mihlab (miner genie): Int High; AL N; AC 0; MV 15; HD 6; hp 21; THAC0 15; #AT 2; Dmg 3d6/3d6; SA spells, trigger collapse; SD immune to earth attacks; SZ L (8' tall); ML 13; XP 1,400.

Messenger genies: Int High; AL N; AC 5; MV 15, FI 40 (A); HD 3; hp 16, 13, 10; THAC0 17; #AT 1; Dmg 1-8; SA spells, poison; SD spells; SZ S (4' tall); ML 6. See the new MC page for Genie, Tasked, Messenger.

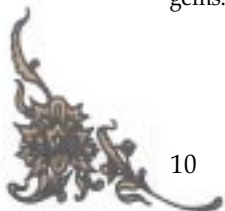
Balalir al-Billur (crysmal): Int High; AL N; AC -4 or 0; MV 6; HD 6+6; hp 36; THAC0 13; #AT 1; Dmg 3d4 (2d4); SA psionics, missiles; SD immune to fire, poisons, and cold, half damage from electricity; SZ S (4' tall); ML 6; XP 4,000.

BALANCING THE EQUATION

There are four ways to resolve this adventure: fighting, haggling, teaching, or using the terms of the contract against Okous.

Fighting: Powerful and careful PCs can fight their way through the encounter with Okous Aga and hope to get out of the maze before the news of Okous' death travels far. If they stay in his villa for more than a few minutes, they will attract notice of the Horns of the Earth gargoyles or sandmen. The punishment for assaulting a merchant can be lifelong slavery. Since the price the slave fetches at market is the bounty hunter's reward, gargoyles and sandmen will be eager to catch the perpetrators.

Gargoyles (4): Int Low; AL CE; AC 5; MV 9, FI 15 (C); HD 4+4; hp 27, 22, 20, 17; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650.





Sandmen (6): Int Average; AL NE; AC 3; MV 9; HD 4; hp 24, 19, 17, 16, 13, 11; THAC0 17; #AT 1; Dmg nil; SA sleep; SD immune to normal missiles; MR 20%; SZ M; ML 13; XP 975; *Assassin Mountain* sourcebox.

When the sandmen first come within 20 feet or any time they hit in melee, the victim must save vs. spells or sleep for 3 turns (unwakeable). Thereafter, victims have a cumulative 10% chance per turn of awaking normally (a 95% chance if violently disturbed).

Paying: If the PCs choose to pay Okous to cancel the contract, they must be prepared to spend a great deal of their own money—at least 10,000 gp. Even with Rasul's contribution, Okous will demand other goods as well. The dao merchant has some suggestions: a year's labor in the mines from each of the PCs, a single PC serving Okous for ten years and a day, several permanent magical items of equivalent value, or some of the PCs' gems. Roleplay this encounter carefully: Okous is a very hard bargainer, but he is also shrewd and knows that ins like the PCs can be dangerous if pushed too far.

Hafiz abides by the letter of any agreement, but unless the fragment of Hafiz's soul is specifically mentioned, he won't part with it.

Okous will cheat the PCs if he can. For instance, having agreed to sell them the ring, he may pry the stone from its setting. Then, he may offer to sell them the stone, but makes sure a dao sorcerer casts a mystic transfer spell to switch the amethyst's powers to another object before he parts with it. Since the stone is an item of *concealed wizardry*, this deception will be especially hard to discover beforehand. Okous will try to arrange for the PCs to leave between negotiations so that he can build up his defenses. After each phony sale, he hires another xorn mercenary to guard him—with the PCs' money.

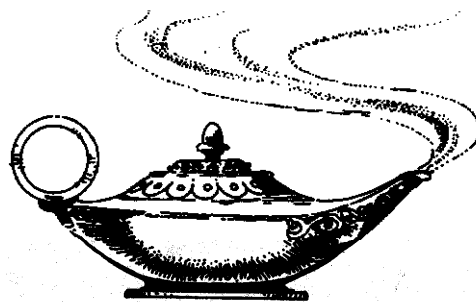
His new guards are hard-charging, slow-thinking, senseless, crabby, and hungry—mostly hungry. They can be bribed off with food (gold and gems). Otherwise they simply hang around like semi-

domesticated attack dogs, waiting for their master to give them a target.

Kumiss, Feta, and Friends, xorn (2+): Int Average; AL N; AC -2; MV 9, Br 9; HD 7+7; hp 40 each; THAC0 13; #AT 4; Dmg 1-3(x3)/4d6; SA surprise; SD spell immunities; SZ M; ML 16; XP 4,000.

Teaching: A learned and wise PC (such as a priest of Zann) may be able to talk Okous into giving up the amethyst containing Hafiz's skill by arguing that the ring could be stolen, but that an innate skill could not and the PCs would make perfect tutors. Award the PC who suggests this a 500 XP bonus. The PCs will have to flatter Okous a great deal in order for him to accept this arrangement. In exchange for teaching him, they may take the ring when they are done, in 2-12 months. In the meantime, they may become involved in other plots and adventures in the Great Dismal Delve.

The Loophole: Finally, the PCs can use the contract's loophole to get out. Balalir offers helpful information in exchange for tasty gems (at least 1,000 gp worth—though he'll ask for five times as much) and a *mindwipe* of their meeting with him. He can be bargained down to exclude the *mindwipe* if the price goes back up a little. If the PCs agree, Balalir tells the PCs that Okous Aga is a notoriously impious and apathetic worshipper, and the PCs could easily argue that his faith in Zann the Learned is insufficient to fulfill that portion of the terms of Hafiz's magical contract with him. Just threatening to take the argument before a qadi will make Okous seek better terms (a sale for a mere 1,000 gp, a shorter term of service, or whatever he can get from the PCs).





Error in Arithmetic

Once the PCs have what they came for (or think they do), there is one other difficulty: getting home. Though the nexus does bring the PCs to the Delve, the same nexus cannot return them. The PCs can either pay Okous' crysmal for the information or use the stone containing Hafiz's numerological skill to calculate the location of another nexus. Paying off Balalir is faster but pricey. Balalir is a tough bargainer and begins with completely unreasonable demands: He wants everything the PCs have, plus the chance to use his psionic powers to examine them. He will settle for a single 500 gp gem per character. Payment in coins doubles the price.

To use the stone containing Hafiz's skill requires a priest or mage to patiently examine the formulae on its surface for 1-4 turns to attune the stone to the PC. Then, the PC must make a successful numerological skill check to calculate the next nexus correctly (roll under Intelligence -4 on 1d20). PCs gain a +1 bonus per proficiency from the following list: astrology, gemcutting, navigation, and spellcraft. Rogues or wizards can learn the use of the stone at no penalty as a skill for one slot; others must allot two slots.

Carrying The Remainder

Once the PCs return with the amethyst containing Hafiz's skills, the grateful mathematician showers them with gold and praises. In fact, he is much more specific about "lots" of wealth, "a few" of his secret calculations and predictions, and his tutoring abilities. As soon as his skills return, he tells the PCs what he can offer to each of them: either scrolls and books worth 2,000 gp, a map and timetables explaining when a nexus to each of the four elemental planes will open for the next four years, or teaching the numerology skill (a bonus skill slot).

Here ends the theorem of the value of valor over base cunning and treachery. The proof is intended as an exercise for the interested student.





Chapter 3: In The City of Brass

"...and the two strong slaves lifted it [the Codex] from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efreeti howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome [the Codex], dreading to..."

Fragment of the Codex of Infinite Planes, transcribed by the Archmage Tzunk shortly before his hideous death

A Night in Dhanesia

This adventure begins whenever the party needs to travel somewhere in a hurry. Hazim (the summoned djinni from "Hazim, the Fool"), or some other genie of the party's acquaintance, offers to carry the PCs to their destination.

If the PCs agree, he will whisk them off into the sky and beyond the world. To make things easier for him, he will "help" them into a small container (a bottle or jar) that he can carry. He uses the power of his jar to shrink the PCs to the right size. Once inside, the genie (hereafter referred to as Hazim) takes the adventurers on a rough ride. Only minutes seem to pass as the PCs are thrown violently from one side of the bottle to the other.

The PCs do not arrive at the expected destination. Paraphrase the following:

The jar shakes and rattles for a long time, then suddenly begins to fall for long minutes before finally stopping. When the seal is opened and you have returned to your normal size, you look around. You are in a field of black poppies about a mile from a city with bright golden walls. Tall golden towers loom high into the dark red sky. A black road leads to the gleaming gates.

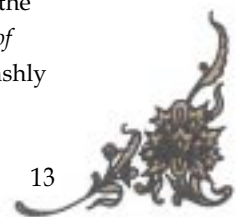
The PCs are outside the City of Brass. Hazim is terribly sorry, but he cannot put them back in his jar—it is powerless here. However, he knows other ways to take them home. If the PCs are smart, they will ask about these new methods: Hazim explains that they need only travel through a volcano to get to the plane of elemental Air, and he has no way of protecting them!

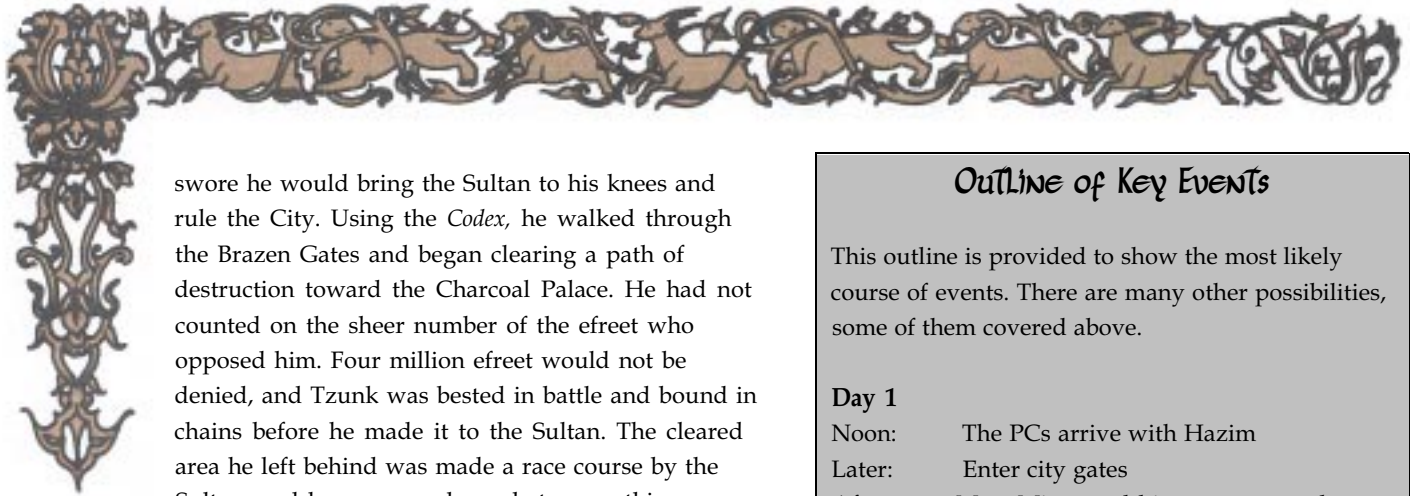
Hazim is terrified of the efreet, so terrified that his magical abilities fail him—he can only fly, fight, and talk. He covers up his terror with bluster. He will talk boastfully one minute and turn into a spineless puddle the next, useless and gibbering with fear. He is especially terrified of the Sultan, whom he describes as "A genie of such invincible courage, of a resolution so great, and of bowels so immovable, that if once we get within his grasp, it will be all over for us." If the PCs grant him permission to flee their service, he leaves immediately, heading for the nexus of Jabal Turab, the Mount of Dust that leads to the plane of elemental Air (Sourcebook, page 10). Since the City of Brass floats in a sea of burning oil, the PCs will probably not be able to follow Hazim.

If the PCs do not let Hazim go, he remains with them throughout this adventure. They will constantly have to show guards that Hazim is their servant, bound to them by the bottle. Any of the noble efreet in town will want Hazim as their personal slave, but they respect the bonds of obedience that he owes to his master or mistress. Some may offer to buy him from the party, offering up to 2,000 gp for him. Hazim begs to stay, promising to change his ways. Selling him to the cruel efreet is an evil act. Whether he reforms permanently or not (if the PCs keep him) is up to the DM, but a period of good behavior is certain.

At The Brazen Gates

Long ago, the Archmage Tzunk stood before the same gates that the PCs now seek to enter. Tzunk sought to conquer the City of Brass by virtue of the huge and powerful artifact known as the *Codex of Infinite Planes*. As he approached the gates, he rashly





swore he would bring the Sultan to his knees and rule the City. Using the *Codex*, he walked through the Brazen Gates and began clearing a path of destruction toward the Charcoal Palace. He had not counted on the sheer number of the efreet who opposed him. Four million efreet would not be denied, and Tzunk was bested in battle and bound in chains before he made it to the Sultan. The cleared area he left behind was made a race course by the Sultan, and horses, camels, and stranger things race there to this day. It is called the Maidan.

The gates to the city are currently clogged with more than the usual number of visitors arriving for the city's largest and most prestigious race, the Sultan's Steeplechase, due to take place in four days. In this annual event, any mount may be used, (though flying is forbidden). Unlike most races, which are held exclusively on the Maidan, the Steeplechase goes from the Maidan to the Gate of the Fallen, to the Octagon, and back, through narrow streets and over any obstacles in the way, even living ones. The competition is deadly, but the winner is granted a powerful post among the best legions of the empire.

Love Strikes

Miraz Amak, an efreeti noble and physician to the court of the Sultan, is out examining the race course, attended by two fire giant skeletons, as the PCs enter town. Miraz is rich, respected and feared by the common efreet. He is cruel and rarely thinks of those worse off than he is, and though he pays attention to his two wives when they seek him out, he usually neglects them for the affairs of the *diwan* and takes his pleasure with dancing girls, servants, and visiting dignitaries. He is considered a lecherous old man by the younger ladies of the court, but other nobles respect his ability to stalk, seduce, and abandon women. Despite all his philandering, his heart remains cold, and he has never known love.

Shortly after the party arrives in the City, Miraz sees one of the female PCs in the street and is instantly smitten with her. He immediately decides

Outline of Key Events

This outline is provided to show the most likely course of events. There are many other possibilities, some of them covered above.

Day 1

Noon: The PCs arrive with Hazim

Later: Enter city gates

Afternoon: Meet Miraz and his entourage, taken to Miraz's home. If not, Watchfire Legion informers begin looking for PCs at Miraz's request.

Day 2

Dawn to Noon: Muck out stables, meet Steam and grooms.

Afternoon: Work as servants, meet Osman, Nur Jehan, and other servants.

Dusk: Sent to market, meet Captain Soot.

Night: Captain Soot steals into seraglio, strikes bargain with PCs.

Day 3

PCs steal and hide Steam, staying with Shamadi and friend. Miraz and his servants scour the city for Steam, hoping to find her without alerting the Sultan. Miraz pays off Watchfire Legion to help in the search.

Day 4

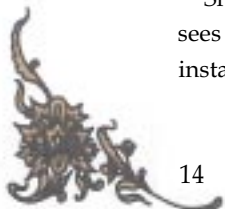
Morning: Shamadi and Malik betray the PCs, attempting to gain Steam for themselves/for the Sultan.

Afternoon: PCs meet with Captain Soot to prepare Steam for the race ahead. Crowds gather in the city streets, awaiting the arrival of the Sultan on the Maidan. Miraz comes to races when he hears rumors that Steam is there.

Evening: The races begin! Miraz chases PCs.

Later: The Sultan holds a brief trial

Later still: The race to the docks and fight in the skies





that he must possess her. Perhaps she is exotic: an elf, a paladin, or an ajami. Perhaps he is taken with a female sha'ir!

If the object of his affection were a genie, Miraz would show better manners, perhaps approaching the party in the street and inviting them to his home. Since they are merely mortals, he attempts to capture the lot of them.

Try to get the PCs to the Palazzo of the Blue Horse as quickly as possible, so that the adventure can continue. Dragging out a capture or escape will only frustrate the players. The following measures should keep the pace of this part of the adventure quick.

Miraz is smart; he attempts guile first, inviting the PCs all to his palazzo as guests. If he succeeds, he attempts to beguile the object of his affections on the way. Roll the saving throw secretly, before play begins if at all possible. To anyone watching, Miraz merely seems to be making pleasant conversation.

If the PCs refuse, he tries intimidation. He motions to the 18-foot tall fire giant skeletons to crowd the PCs, and he uses his full height to tower over them as he asks them again to come to his lovely home, the Blue Horse palazzo.

If both these methods fail, he attacks, yelling to the fire giant skeletons to grab the PCs while he surrounds the party in a circular *wall of fire*. He calls for the PCs surrender often, but he does not get involved in melee himself. He uses his *invisibility*, *enlarge*, and *fire shield* powers first, then summons an illusory contingent of the Blazes riding up on nightmares and surrounding the PCs. He avoids using direct spell attacks, because he wants his beloved unharmed.

Hazim (or any other genie bringing the PCs here) will absolutely refuse to become involved in this combat, other than advising the PCs to give up. Opposing a noble genie is simply not prudent.

The fight ends, one way or another, in ten rounds, when a company of 50 of the Illuminated show up and take everyone into custody. They let Miraz go (nobility has its privileges), but the PCs are arrested on charges of attacking an official of the state. Miraz bribes the patrol sergeant to hand the prisoners over

to him. Use the patrol statistics from "Crosstown Traffic," below, if necessary.

Miraz Amak (efreeti noble): Int Very to Exceptional; AL LE; AC -1; MV 12, Fl 30; HD 13; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA spells; SD immune to fire; MR 15%; SZ L (15' tall); ML 18; XP 11,000.

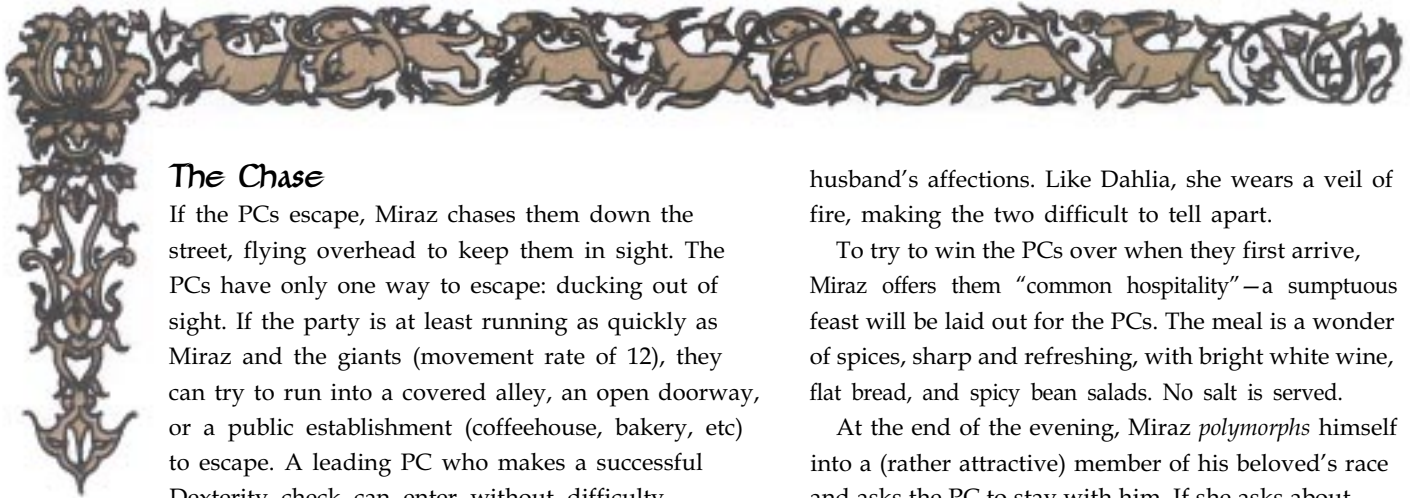
Fire Giant Skeletons (2): Int Non; AL N; AC 4; MV 15; HD 15 + 2-5 hit points; hp 80, 67; THAC0 5; #AT 1; Dmg 1-8, or by weapon type (2-16+8); SA hurl rocks for 2-18; SD resistant to fire; SZ H (18' tall); ML 20; XP 9,000.

Note: If there are no female party members, the party does not meet Miraz but instead runs into the doctor's first wife, the beautiful Dahlia. Dahlia happens to be out strolling when she becomes infatuated with the rugged goods looks of one of the PCs. She wears a veil literally made of fire, which drips ashes and flickers tongues of fire before her features. She wishes to repay her husband's shabby treatment of her by taking a mortal lover, and so she decides to capture the PCs as toys for her household. Otherwise the events fall out as described above.

Dahlia Amak (efreeti sorceress): Int Very; AL N; AC 2; MV 9, Fl 24; HD 10; hp 45; THAC0 11; #AT 1; Dmg 3d8; SA Spells; SD immune to fire; SZ L; ML 16; XP 4,000.

Spells: *affect normal fires*, *dancing lights*, *fire truth* (x2); *flaming sphere* (x2), *sundazzle*; *fiery fists*, *fireball*, *sunscorch*; *enhance fire creature*, *fire charm*





The Chase

If the PCs escape, Miraz chases them down the street, flying overhead to keep them in sight. The PCs have only one way to escape: ducking out of sight. If the party is at least running as quickly as Miraz and the giants (movement rate of 12), they can try to run into a covered alley, an open doorway, or a public establishment (coffeehouse, bakery, etc) to escape. A leading PC who makes a successful Dexterity check can enter without difficulty (unlatched door, doesn't bump into person leaving, and so on). If the leading PC succeeds, the rest of the party can easily follow.

Miraz must make a Wisdom check or miss the move; for Miraz, this is a roll of 12 or less. If he loses them, he attempts his *fire track* spell. If the PCs avoid both the pursuit and the *fire tracks* as well, they have escaped.

The PCs are in for a difficult time on the streets. Miraz goes to the captain of the Watchfire Legion and requests their help in tracking the PCs down; every two-bit informer in the city will try to turn them in. Criers will soon announce a reward of 2,000 gp for the return of a group of "runaway slaves," with a description of the PCs. They can run, but they can't hide.

If Miraz and his entourage capture his beloved and some of her companions, they hustle off to his palazzo. Describe the dark hovels, ash-strewn streets, and bustling, pushing crowds of sweaty slaves giving way to brightly-lit pavements crowded with gilded palazzos and smaller crowds of servants, guards, and bearers.

Honeyed Spices

When they arrive at Miraz's residence, the PCs are hustled past the polished marble of the outer walls, which shines with blue cobalt impurities, into the dark interior courtyard and the stench of the servants' quarters (see "The Blue Horse Palazzo" for a full description).

They are met at the door by the polymorphed lady of the household, Shireen, currently in the form of a dark-haired elven maiden. Shireen is Miraz's second wife and is always plotting to overtake Dahlia in her

husband's affections. Like Dahlia, she wears a veil of fire, making the two difficult to tell apart.

To try to win the PCs over when they first arrive, Miraz offers them "common hospitality"—a sumptuous feast will be laid out for the PCs. The meal is a wonder of spices, sharp and refreshing, with bright white wine, flat bread, and spicy bean salads. No salt is served.

At the end of the evening, Miraz *polymorphs* himself into a (rather attractive) member of his beloved's race and asks the PC to stay with him. If she asks about ways to leave the city, he says he will ask the sultan for permission to take her and her friends home himself. His promise is forgotten as soon as it is spoken.

Miraz views this courtship as an elaborate game; for him, the stakes are not very high, as he already has two wives. He stalks the PC with every option he has, proposing marriage and an enormous brideprice one minute, threatening the lives of her fellow party members the next. He is an *efreeti* obsessed. His wives are furious (and may attempt to threaten or dispose of their new rival if she is impudent enough), but his servants are pleased, as the less attention he has for them, the better their lives.

Shireen (*efreeti*): Int Very; AL N; AC 2; MV 9, Fl 24; HD 10; hp 55; THAC0 11; #AT 1; Dmg 3d8; SA spells; SD immune to fire; SZ L; ML 16; XP 4,000.

Miraz asks the PC to stay and marry him, offering her all his wealth and the glory of the City. If she sacrifices her future and agrees to become his third wife, Miraz agrees to help the party home, though in fact he plans on keeping them for a short while first, stalling for a few days before the wedding. If, as is more likely, she refuses, Miraz does nothing—it would not be fitting for him to squabble over a mortal's favors in the streets. But the PC haunts his dreams, and she and her companions will remain his prisoners.





Servants of The Efreet

If Miraz's beloved PC does not immediately fall into his arms, Miraz asks her companions to try to convince her, to make her see sense. If they fail to persuade her, Miraz retains them as servants and hostages while his beloved is given the guest quarters and two harginn servants. She may ask for whatever she wishes, but she is constantly watched by her servants.

The servant PCs are less fortunate. They are stripped of their weapons, armor, and magical items, which are put in storage (see area 14). Then they are given over to the less-than-tender mercies of Nur Jehan, the efreeti cook and head of the servants. Nur Jehan is to instruct the PCs in their duties. She informs them that two areas are forbidden: the guest quarters (area 15) and Miraz's chambers (area 10).

The doctor's wives are jealous of their new competitor and take it out on the rest of the party by giving them the foulest tasks they can imagine, though of course they relay all these orders through Nur Jehan. Nur Jehan orders them to clean the kitchen kettles, cook meals under the head cook's direction, and generally fetch and carry. Two tasks are important.

First, the PCs are sent to market with a salamander escort, to fetch baskets of peppers, dried vegetables, and spices to be used in the evening meal. While it might seem that a market trip is not an onerous task, the other servants explain with pitying looks that venturing into the streets is very dangerous at this time of year. The nobles are more rowdy than ever in the days before the Steeplechase, and what's worse, the Holy Brotherhood (see Card 1) is gathering recruits from among the poor. After the servants tell a series of scare stories, they push the PCs politely out the door with two salamanders as guides.

Make the expedition as terrifying as possible to impress on the PCs how hostile the city itself is: sparktail scorpions, roving gangs of young noble efreet, and a minor riot are all possible encounters (see Cards 1 & 2). If the DM wishes to have a single bright spot (or if the PCs dispose of their guards and don't wish to return to the Blue Horse Palazzo despite the dangers), the PCs may also meet Captain Soot

while on their trip (see Card 3). The Captain is a fellow ins who seems to be living free and easy in the City of Brass, despite its dangers. If this is not a good time for the encounter, he can appear later (see the next section, "A Thief in the Night").

After returning from their first task (or rescued from the mob by a half dozen salamanders), the PCs are asked to muck out the stables, leading them to meet the prized racing nightmare Steam in all her hauteur. Steam is a magnificent silvery-white, albino nightmare. When the foal was born white, Miraz knew that he should give the animal to the Sultan, who prizes such animals greatly. But he couldn't bring himself to do it, despite his better judgment. He raised Steam from a foal, hand-feeding her raw meat and letting no one but himself handle her. He charmed the stable hands, preventing them from spreading tales about his prize. He intends to see her race at the Maidan in a few days. See area 2, "The Stables," for complete details of Miraz's troublesome horse.

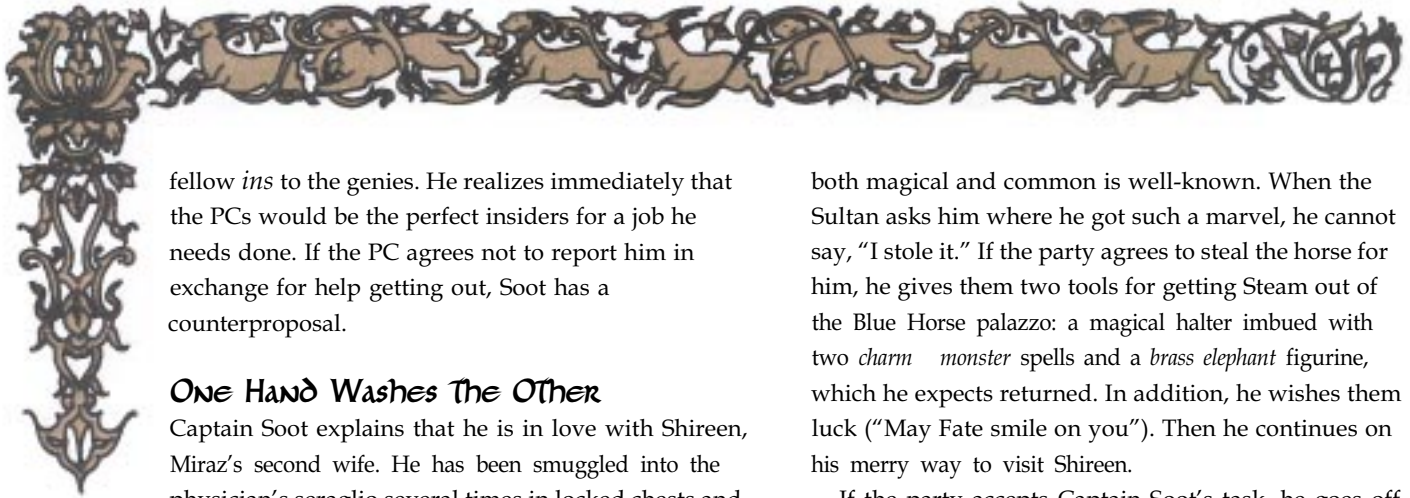
A Thief in The Night

Whether or not the PCs met Captain Soot in the market, they meet him on the second day they are at Miraz's palazzo. Soot has come to visit Shireen, his beloved. Normally he sneaks into her quarters with the help of Osman, the *harim* servant, but tonight is an unannounced visit. Soot simply cast *invisibility* on himself and climbed over the wall into the courtyard. However, he runs into one of the PCs on the way. Paraphrase the following to the player:

You are just heading for the sleeping quarters when you run into something about human-size in the middle of an apparently empty hallway. There is a thump, and then the invisible person before you curses in Midani: "By the Hand of Fate!"

Soot has stumbled in his attempt to get out of the PC's way and has fallen to the ground. If the PC attempts to raise an alarm, Soot silences him by begging, by the Law of the Loregiver, not to betray a





fellow *ins* to the genies. He realizes immediately that the PCs would be the perfect insiders for a job he needs done. If the PC agrees not to report him in exchange for help getting out, Soot has a counterproposal.

One Hand Washes The Other

Captain Soot explains that he is in love with Shireen, Miraz's second wife. He has been smuggled into the physician's seraglio several times in locked chests and rolled-up carpets, but this may soon be at an end. His standing among the efreet has never been as good as among other genies. He may soon have to leave the City of Brass entirely, because his trading privileges are about to be revoked. Due to cunning lies that the dao have spread about him among the nobles, the captain's reputation has sunk abysmally low. However, he has a plan.

Captain Soot agrees to help the PCs out of Miraz's clutches and out of the city if they help restore him his standing among the efreet (or at least leave town in a blaze of glory). In fact, Soot will take the PCs as passengers when he next sets sail for the Prime Material plane—but only if they steal Steam away from Miraz. If they can get her, the captain can use the prize horse to win the Steeplechase or can give her to the Sultan as a rich gift.

Soot does not think he is committing any grave offense; he is delighted with Shireen's company, and Miraz favors Dahlia and "some *ins* he has taken a fancy to." He asks the PCs to steal Steam and hide it with an *ins* acquaintance of his, an elven fire mage named Shamadi, because he does not trust a genie to keep it safe. He cannot keep Steam on his ship without attracting unwanted attention.

Captain Soot will meet them at Shamadi's house in two days, on the morning of the Steeplechase. If they cannot steal the horse any earlier, he will meet them in the Maidan before dawn on the day of the race.

Though he can help them, he cannot take part in the abduction himself, for, whether or not he wins the Steeplechase, he intends to give the horse to the Sultan. The Sultan's ability to sniff out a lie with means

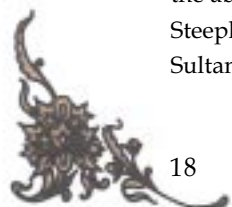
both magical and common is well-known. When the Sultan asks him where he got such a marvel, he cannot say, "I stole it." If the party agrees to steal the horse for him, he gives them two tools for getting Steam out of the Blue Horse palazzo: a magical halter imbued with two *charm monster* spells and a *brass elephant* figurine, which he expects returned. In addition, he wishes them luck ("May Fate smile on you"). Then he continues on his merry way to visit Shireen.

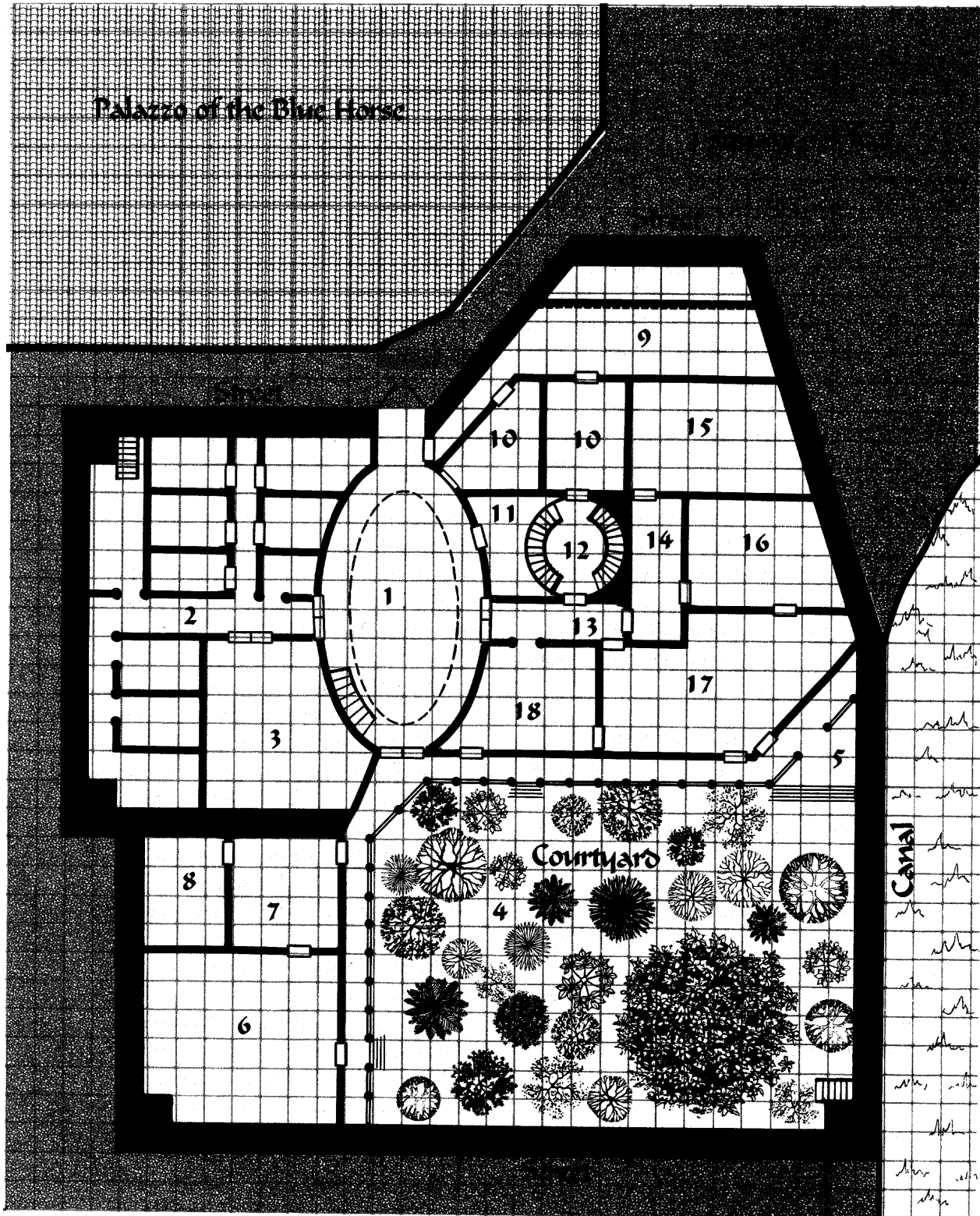
If the party accepts Captain Soot's task, he goes off to the seraglio to meet Shireen, leaving the PC to explain to the others the bargain he has made. If the PC refuses, Shireen repeats Soot's request, saying that she wants the horse stolen from her husband, because he is ignoring her in favor of Dahlia, who she calls a "foul sorceress and temptress." If the PCs still refuse to take the horse, they will have to make their own escape from the palazzo and the city (see the encounter "Fly Into the Sun," Card 2).

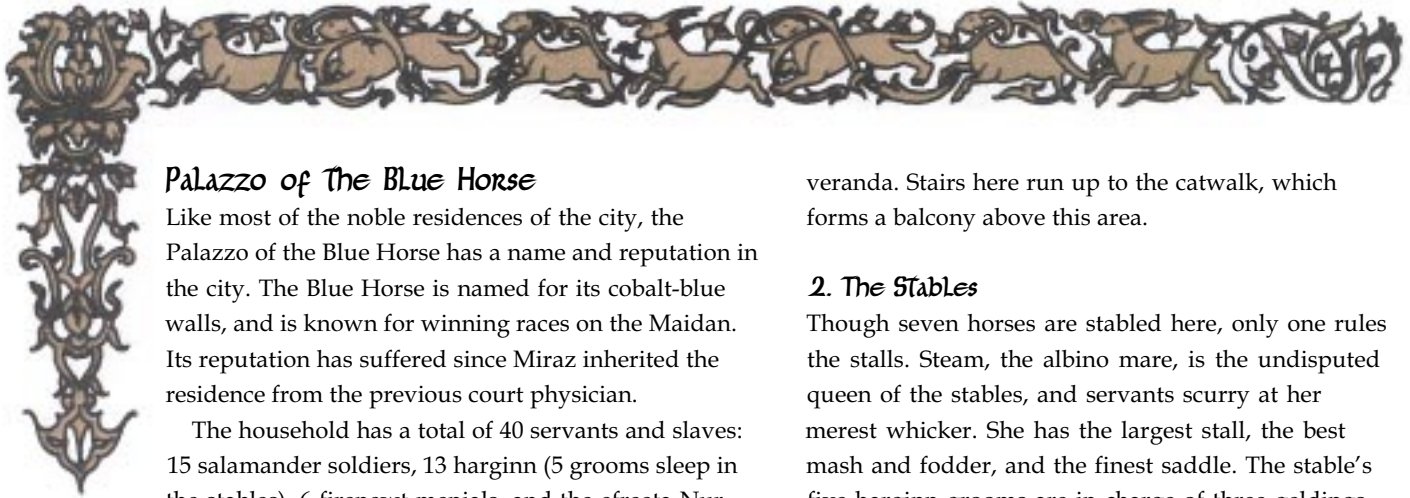
If the party fails to steal Steam, but still manages to get away from Miraz, they can still meet up with Soot. Since he will be exiled without the horse as a gift or race-winner, both he and the party must get out of town—Soot won't leave them in the genies' clutches (though he still charges a fat fee for carrying them as passengers). Award no story goal XP and spring the final ambush on Soot and the party as the ship leaves the harbor.

While the PCs make their plans, life continues normally at the Palazzo for the next two days. If a PC ever lets slip in Dahlia's hearing that Shireen is seeing Captain Soot, Dahlia will immediately tell Miraz, leading to a huge fight in the household. She will be grateful to the PC who tells, but the PCs will have made a mortal enemy of Shireen, who will take Dahlia's place in any fight against the PCs (see "A Day at the Races").

The PCs can do as little or as much as they like with their time, but Soot expects results soon. The PCs' plots to gain the horse can take many forms. They can try to fight their way out, sneak out, or even bribe their way out. You must judge the results of any action, using the area descriptions below.







Palazzo of The Blue Horse

Like most of the noble residences of the city, the Palazzo of the Blue Horse has a name and reputation in the city. The Blue Horse is named for its cobalt-blue walls, and is known for winning races on the Maidan. Its reputation has suffered since Miraz inherited the residence from the previous court physician.

The household has a total of 40 servants and slaves: 15 salamander soldiers, 13 harginn (5 grooms sleep in the stables), 6 firenewt menials, and the efreeta Nur Jehan, who is not a slave and so makes her bed outside Dahlia's door. The other servants are the *harim* servant, slayer, and the azer doorkeeper, who all sleep in their stations, not in the slave quarters.

Most of the household servants are sullen harginn. They take any opportunity they can to be annoying, rude, and offensive, but they run at the first sign of danger unless their master is watching them. They are only too happy to tell tales of what horrors await servants out in the streets of the city: robbery, violent baatezu, press-gangs from the army, the fanatical followers of the Blood Prophet (see Card 1), and slumming nobles searching for intelligent prey to hunt. Cynical as they are, the harginn have a brutally realistic view of their situation.

Harginn servants (8): Int Average; AL NE; AC 3; MV 15; HD 4+4; hp 28, 26, 24, 21, 20, 14, 13, 12; THAC0 9; #AT 1; Dmg 1d4+4; SA flame gout; SD +1 or better to hit, immune to fire; SZ M; ML 16; XP 650.

A canal runs beside the palazzo. The drop to the ground here is 20 feet when the canal is full, 30 feet when it is empty. At the moment the canal is an inferno of burning oil. Falling or jumping in causes 3d6 points of damage per round spent in the oil plus the round after getting out.

1. Lesser Courtyard

This constrained space is sometimes used for dining under the dark, foreboding sky when the smoke from the burning canals obscures the view from the

veranda. Stairs here run up to the catwalk, which forms a balcony above this area.

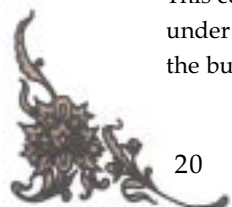
2. The Stables

Though seven horses are stabled here, only one rules the stalls. Steam, the albino mare, is the undisputed queen of the stables, and servants scurry at her merest whicker. She has the largest stall, the best mash and fodder, and the finest saddle. The stable's five harginn grooms are in charge of three geldings and three mares, a chariot of bronze, a palanquin, and all the tack and harnesses. They don't have charge of Steam.

The grooms are more fortunate than the house servants, as they are allowed to sleep in the loft above the stables on soft fireweed, away from Nur Jehan and the mistresses of the household. Their greatest concerns are the state of repair of the tack and harness, the chariot, and Steam's secrecy. If they allow Steam to be stolen, their lives will be forfeit; however, if they are attacked and one of them is killed the others will surrender and beg to be allowed to flee on the streets. They will go to the Rookery and never return.

The geldings and mares are not nearly so headstrong as Steam and give the grooms a lot less trouble. The geldings are named Kadis, Manam, and Kabus. Two have gray stars on their foreheads; Manam is pure black. The geldings would be glad to see Steam go and never return. The mares are Faras, Rusub, and Yubusat; Faras has gray socks, the other two are pure black. They will report details of Steam's abduction to the efreeta unless they are bribed with fodder, mash, or the blood of their grooms.

Steam is clever and thoroughly evil. She is loyal to the doctor and even cares for him in her own way. However, if the PCs tell her that she could become the Sultan's horse if she goes with them she will go willingly. Otherwise she must be led using the magical halter that Captain Soot provides. Dying Steam's white coat with ashes or with magic will make the task of hiding her much easier, especially at night.





Harginn grooms (5): Int Average; AL NE; AC 3; MV 15; HD 4+4; hp 25, 23, 21, 20, 17; THAC0 9; #AT 1; Dmg 1d4+4; SA; SD +1 or better weapon to hit, immune to fire; SZ M; ML 16; XP 650.

Nightmare geldings (3): hp 33, 28, 27, otherwise as Steam.

Nightmare mares (3): hp 34, 30, 26, otherwise as Steam.

Steam (nightmare): Int Very; AL NE; AC -4; MV 15, Fl 36 (C); HD 6+6; hp 42; THAC0 15; #AT 3; Dmg 4-10/4-10/2-8; SA burning hooves; SD paralyzing cloud; SZ L (6' at shoulder); ML 14; XP 2,000.

3. Warehouse & Granary

Goods from Miraz's mercantile ventures and grain extracted from his manors are stored here. There is little else of interest: an encounter with vermin such as sparktail scorpions could be added (see Card 6).

4. The Courtyard

The garden courtyard of the seraglio seems virtually unguarded. Only two salamanders with halberds patrol the outer walls. The garden itself is full of a bubbling fountain of amber, black trees, and glittering flowers made of jewels.

The trees in the garden are largely serpent trees like those of the Sable Forest. A few reddish-golden trees bearing golden peaches grow here as well. The trees crowd around the edges of the garden, for a giant stands among them.

This tremendous tree is not a serpent tree at all, though its white blossoms release a hallucinatory perfume that makes it look like one. In fact, the tree is an intelligent, 140-year-old hangman tree that serves as the primary watchdog in the garden of the seraglio. Although it cannot move, anyone caught in its nooses will die unless they hack the noose apart; the tree itself is too large to be easily killed. Disobedient servants and lamed horses are fed to the tree.

Salamander guards (2): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 39, 34; THAC0 13; #AT 2; Dmg 2-12, 1-10 (weapon); SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000; halberds.

Hangman tree (1): Int Low; AL NE; AC 3/5; MV 0; HD 6+1/year; hp 165; THAC0 7; #AT 3; Dmg 1-3; SA acid; SD perfume; MR 70%; SZ G (30' tall); ML 15; XP 1,400 (Plant, Carnivorous).

5. Veranda

This open area, warded by a wall of *glassteel* and with its view of the garden, is off limits for slaves unless they are serving or clearing away a meal.

6. Slave Quarters

The harginn and firenewts are locked in here each evening to prevent escapes. The PCs may be locked up here as well if they are not performing their tasks well or if they have tried to escape.

The two fire giant skeletons never sleep, but do keep watch over these quarters when the slaves are locked up here at night.

7. Kitchen

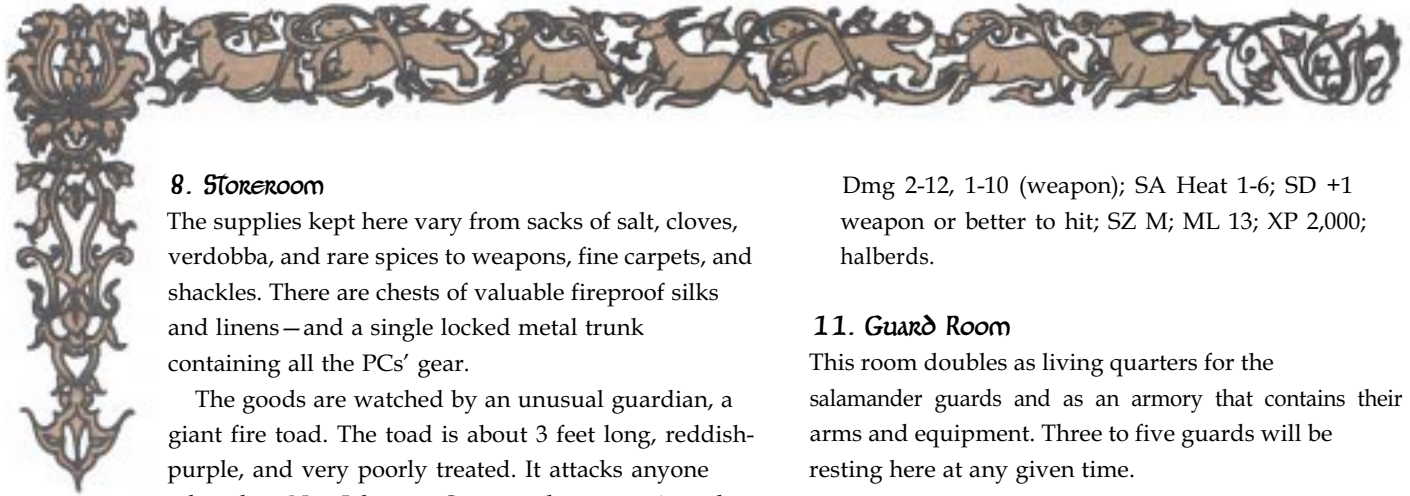
The PCs may be required to slave away for the benefit of the household here, peeling vegetables, shelling peas, and stirring boiling pots.

The undisputed ruler of the kitchen is Nur Jehan, a common efreeti servant who enjoys ordering others around. She believes that height indicates nobility, and so she takes a particular interest in making sure that any "runts" (dwarves, gnomes, and halflings) do their share of the work. She abuses short PCs more than others.

Nur Jehan is saving up for her marriage, for though she is a servant she expects to attract a handsome young nobleman with her wit and the strength of her personality.

Nur Jehan (efreeti cook): Int Very; AL N; AC 2; MV 9, Fl 24; HD 10; hp 39; THAC0 11; #AT 1; Dmg 3d8; SA spells; SD immune to fire; SZ L (12' tall); ML 16; XP 4,000.





8. *Storeroom*

The supplies kept here vary from sacks of salt, cloves, verdobba, and rare spices to weapons, fine carpets, and shackles. There are chests of valuable fireproof silks and linens—and a single locked metal trunk containing all the PCs' gear.

The goods are watched by an unusual guardian, a giant fire toad. The toad is about 3 feet long, reddish-purple, and very poorly treated. It attacks anyone other than Nur Jehan or Osman who comes into the room. If fed, it will not attack anyone for the 2-8 rounds it takes to gulp down whatever food is offered. The toad is allowed to keep a small hoard of coins; Osman and Nur Jehan sometimes throw more coins its way.

Giant fire toad (1): Int Low; AL CN; AC 10; MV 6, hop 6; HD 4+1; hp 20; THAC0 17; #AT 1; Dmg Variable; SA Fireball; SZ S; ML 9; XP 270.

9. *Shrine and Mausoleum*

Servants avoid these areas out of superstitious fear of the mausoleum; they consider burial unnatural and obscene. Some servants even look forward to the day they will be cremated.

As a result of the servant's fears, the shrine is neglected, and PCs hiding here will not be found for hours. It is also a good place for the servant PCs to meet with the object of Miraz's affection.

10. *Guest Quarters*

The leftmost chamber is where Miraz's beloved is kept. Two salamanders keep watch outside, and the single window overlooks the lesser courtyard. The chamber is well furnished with rugs, painted leather pillows, carved stools, mirrors, and a soft bed, but there is nothing that could be used as more than a blunt weapon, and none of the fabrics can be tom and tied in into rope. Miraz hates to see his guests leave without saying *maas salaama* (go with peace).

Salamander guards (2): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 38, 33; THAC0 13; #AT 2;

Dmg 2-12, 1-10 (weapon); SA Heat 1-6; SD +1 weapon or better to hit; SZ M; ML 13; XP 2,000; halberds.

11. *Guard Room*

This room doubles as living quarters for the salamander guards and as an armory that contains their arms and equipment. Three to five guards will be resting here at any given time.

Salamander guards (5): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 38, 38, 36, 35, 33; THAC0 13; #AT 2; Dmg 2-12, 1-10 (weapon); SA Heat 1-6; SD +1 weapon or better to hit; SZ M; ML 13; XP 2,000; halberds.

12. *Lover's Tower*

The highest floors of this slender, 90 feet tall architectural marvel are a frequent site for Miraz's assignations with female visitors, and occasionally his wives. The upper floors and balcony command a breathtaking view of the entire city.

The lower floors house Miraz's two young sons, though they are currently away learning the art of the hunt at Miraz's *albarrana*. Their rooms are kept neat by the servants.

13. *Foyer*

All of the household's guests are greeted in this lavish hallway, decorated with thick layers of fine rugs, huge jars (6 feet tall) of shining blue, and twelve polished silver lanterns (worth 50 gp each). An ancient, balding doorkeeper named Qureyoon meets guests here and leads them into the interior of the residence. He is partially deaf, and guests must always shout the name of the person they are visiting, thus announcing themselves to the household. Qureyoon is assisted by two hellhounds that watch over the door and make sure that no unwanted visitors enter.

The hellhounds are protective of Qureyoon, but they will growl and snap at everyone else, even the other house servants.





Qureyoon (azer doorkeeper): Int Very; AL LN; AC 2; MV 12; HD 3+2; hp 22; THAC0 17; #AT 1; Dmg by weapon t; SA heat, strength; SD immune to fire; MR 10%; SZ M (5' tall); ML 650; XP 14; mallet, 3 javelins, 3 100 gp garnets.

Hellhounds (2): Int low; AL LE; AC 4; MV 12; HD 7, 4; hp 26, 14; THAC0 13, 17; #AT 1; Dmg 1-10; SA breathe fire; SD immune to fire, surprised only on a 1-2, see hidden or invisible creatures; SZ M; ML 13; XP 975, 270.

14. Eunuch's Quarters

The seraglio and Mariz's wives are the fiefdom of Osman, a tasked genie given to Mariz by the Sultan himself. While Shireen and Dahlia disdain the servant because they think he is a spy for their husband (he is not), they dare not shun him entirely for fear of offending the Sultan. The courtesans and visitors who meet him have a better impression. Recently, Osman, desperate for approval from his charges and well aware of how Miraz neglects them, has helped Shireen meet Soot, sometimes bringing him in via an *extradimensional pocket** spell. Shireen's good opinion of him is growing rapidly.

Osman abd Miraz (*harim* servant genie): Int High; AL LN; AC 4; MV 12; HD 7; hp 32; THAC0 13; #AT 2; Dmg 1-10/1-10 or by weapons; SA spells; SD spells; MR 10%; SZ L (8' tall); ML 15; XP 2,000; two great scimitars.

Spells: *cure light wounds, detect poison, faerie fire, sacred guardian**; *augury, flame blade, chill metal, silence 15' radius; cure disease, dispel magic, spike growth; detect lie, hold plant; unceasing vigilance of the holy sentinel**.
* An asterisk (*) marks spells from the *Tome of Magic*. If this book is unavailable, use *animal friendship* and *air walk*.

15. Shireen's Chamber

Shireen never feels loved unless she is given gifts, so she has amassed quite a collection of gems and gold from her husband, who is canny enough to give her

things to keep her content. Her room is stuffed with boxes of silks and satins and her treasure chests of jewels are full of sparkling bangles, from toe, nose, and finger rings to bracelets, necklaces, clasps, and earrings.

However, Shireen prizes appearances much more than real value; once Miraz figured this out he stopped giving her expensive gifts and gave her more cheap and gaudy ones. Shireen's hoard contains over 260 items, totaling 6,000 gp. The ten most valuable make up 4,000 gp of that.

16. Dahlia's Room

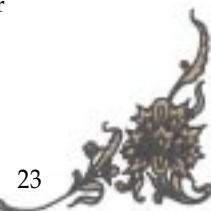
Unknown to her husband, Dahlia inherited more than diamonds and cunning from her mother; she also has the abilities of a genie sorceress (8th level). Her room displays none of the usual trappings of mages, but in addition to her jewelry and make-up, she keeps a single locked chest with her magical items and the spell components she requires.

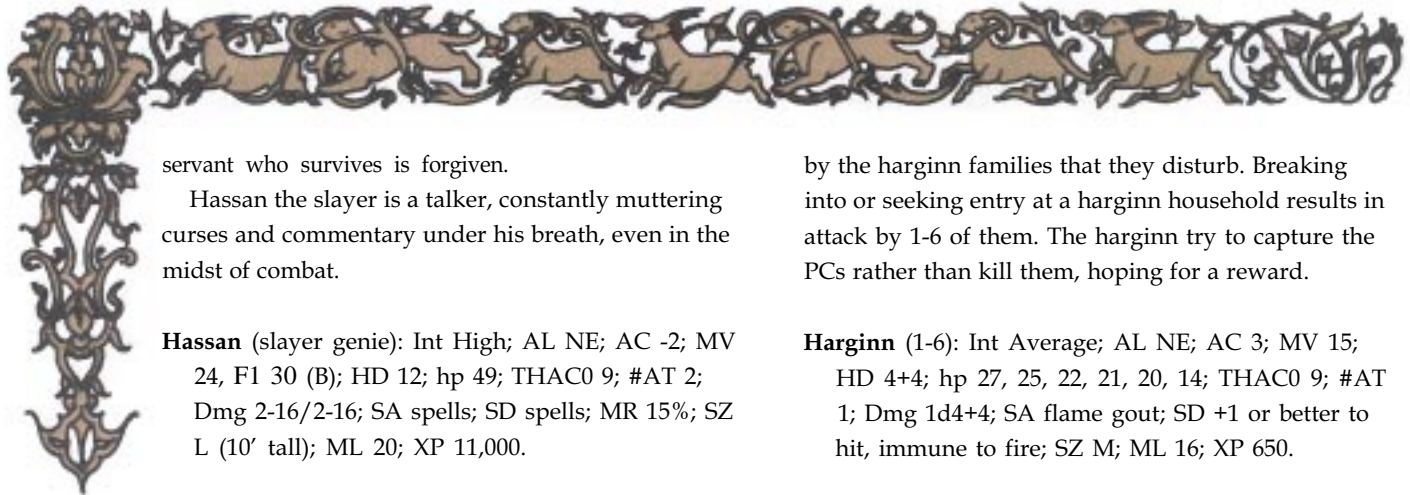
Lately she has dabbled in creating magical items and has found it surprising easy. Her first experiments include *oil of romance* and two scrolls: one of *protection from fire*, one of *fiery fists, burning hands*, and *sundazzle*. Dahlia keeps the items in the chest with her other sorcerous tools.

17. Miraz's Chambers

These rooms are constantly furnished with more and more gifts and offerings from minor efreet nobles seeking to curry Miraz's favor. As a result, they are a complete and utter jumble of rich but useless items, all sized for efreet. The most valuable of these are trapped with *magic mouths* that scream "Thief! Stop thief!" if anyone other than a noble efreeti touches them. These trapped valuables include a golden coffee pot set with emeralds (worth 3,500 gp); an enormous hookah of ebony inlaid in silver, with a stem of carved topaz (worth 1,800 gp); and a huge screen of carved and gilded mahogany with tiny jade figurines, worth 8,000 gp.

Miraz keeps an alabaster lamp containing a slayer genie by his bedside. Entering the room is reason enough for Miraz to set his pet killer on a servant; a





servant who survives is forgiven.

Hassan the slayer is a talker, constantly muttering curses and commentary under his breath, even in the midst of combat.

Hassan (slayer genie): Int High; AL NE; AC -2; MV 24, F1 30 (B); HD 12; hp 49; THAC0 9; #AT 2; Dmg 2-16/2-16; SA spells; SD spells; MR 15%; SZ L (10' tall); ML 20; XP 11,000.

18. Dining Hall

This chamber is strewn with large brocade cushions of fine velvets and samite, with curtains covering the arched entrances. It is empty except just before, during, and after meals. Only the Amak family and guests dine here; servants eat in their own quarters.

The dishes later are washed and stored here; dishwater is thrown into the lesser courtyard. The four largest golden tablets used to serve rice, soups, and entrees are enchanted with a *magic mouth* spell that cries "The evil eye upon you thief! Put me back!" if they leave the room. Miraz's cup of gold and emeralds (worth 2,000 gp) is also enchanted; an emerald in the bottom turns purple if poison is placed in the cup. During the day, one of the two fire giant skeletons may be stationed here to prevent servants from stealing the silver (about 4,500 gp worth, weighing almost 200 pounds). At night, it is guarded by three salamander guards.

Crosstown Traffic

If the PCs do manage coax Steam out of the stables and get her safely out of the Blue Horse palazzo they can lie low with Soot's friends across town in Marlgate. If they travel there during the day they will have no trouble on the streets—everyone ignores them. If they go after curfew, they will be stopped by a patrol of the Illuminated. If they attempt to run they will be pursued by slithering salamanders, and Steam will not be cooperative unless the *charm monster* bridle still holds her.

The most effective way to lose pursuers is to duck into a building, though the PCs will not be welcomed

by the harginn families that they disturb. Breaking into or seeking entry at a harginn household results in attack by 1-6 of them. The harginn try to capture the PCs rather than kill them, hoping for a reward.

Harginn (1-6): Int Average; AL NE; AC 3; MV 15; HD 4+4; hp 27, 25, 22, 21, 20, 14; THAC0 9; #AT 1; Dmg 1d4+4; SA flame gout; SD +1 or better to hit, immune to fire; SZ M; ML 16; XP 650.

The PCs can also try leaping to the rooftops to escape pursuers, or leap from one roof to the next. Each PC must make a Strength check to get up or across to the next roof; -2 for mildly encumbered characters, -4 for medium encumbrance, and -8 for heavy encumbrance. Pursuit on the rooftops is dangerous; failing a check means that the character falls to the street, suffering full damage (usually 2d6 from a low genie-sized building, 4d6 for a tall one).

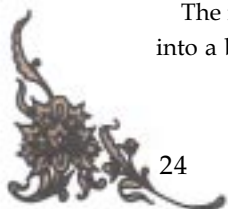
Another option that will slow pursuit is to throw people, goods, or animals into the path of the pursuers. Make a Strength check; if it succeeds, the creature or object stays in the area long enough to slow pursuers by 1-4 movement points. Pursuers can attempt to jump or shoulder their way through if they don't want to be slowed (Strength check for patrol is 13 or less), but the penalty is doubled if they fail. This maneuver takes 1 movement point.

If the PCs ever stop running and speak with the leader of the patrol, Captain Kior Ali, he asks them what they are doing abroad after curfew and then leads them to their destination. His job is to keep people off the streets.

The PCs can have additional encounters (from Cards 1 & 2) as they cross the city.

Captain Kior Ali (efreeti): Int Very; AL N; AC 2; MV 9, F1 24; HD 10; hp 48; THAC0 11; #AT 1; Dmg 3d8; SA Spells; SD immune to fire; MR standard; SZ L; ML 16; XP 4,000.

Salamander soldiers (9): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 48, 44 (x2), 42, 39, 34, 33 (x2);





THAC0 13; #AT 2; Dmg 2d6, 1d6 (weapon); SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000; spears, scimitars, short bows.

Idle Hands

Captain Soot keeps some poor company—the elf Shamadi is a triple agent: he serves the Sultan and the Brotherhood of Flame as well as the captain. The Sultan has no interest in the PCs at the moment, so Shamadi simply writes a description of the PCs and sends it to the palace; he describes the party as “mostly harmless.”

The Brotherhood also has no interest in this matter, and will not interfere unless the PCs kill Shamadi. When they hear of his death they will send one of their holy slayers to demand a blood-price of 7,000 gp; this slayer can find the PCs on the Prime Material plane or the plane of elemental Fire. If the blood-price is not paid, Kala'un the holy slayer attempts to assassinate the PCs at some future date.

Kala'un (6th level male half-elven holy slayer): AL LE; AC 4; MV 12; hp 29; THAC0 18 (17 with missiles); #AT 1; Dmg by weapon type +2 for strength; SZ M; ML 17; S 16, D 16, C 15, I 10, W 9, Ch 12; XP 2,000; dagger, tufenk.

Nonweapon proficiencies: Awareness (9), begging (12), blindfighting (N/A), disguise (11), endurance (15), modern language (Jannti, 10)

Magical items: +2 *ring of protection*, *feather turban*, *oil of liquid stars*.

Spells: *change self*

Shamadi and his human bodyguard, Malik, receive the PCs graciously and agree to put them up if they mention Captain Soot. They ask the PCs not to venture out. Wise PCs will be cautious, as Miraz and his servants are searching for the PCs in every livery, caravanserai, and inn in town. In addition, Miraz has bribed the Captain of the Watchfire Legion to help find them. If the PCs go out into the streets they will be spotted by a servant or informer within 1-6 turns. He tells the nearest patrol of the Illuminated, and the

patrol moves to arrest the PCs.

If the PCs fight, use the statistics for the patrol given above in “Crosstown Traffic.” Reinforcements equal to the first patrol arrive every five rounds thereafter.

If the PCs meekly surrender, the patrol marches them to the Blue Horse Palazzo, picking up additional reinforcements en route. By the time the patrol arrives, it is triple its original size. The patrol turns the PCs over to Miraz and then takes up guard duty on his walls until the Sultan arrives to decide the case. The PCs must escape on their own or throw themselves on the Sultan’s mercy.

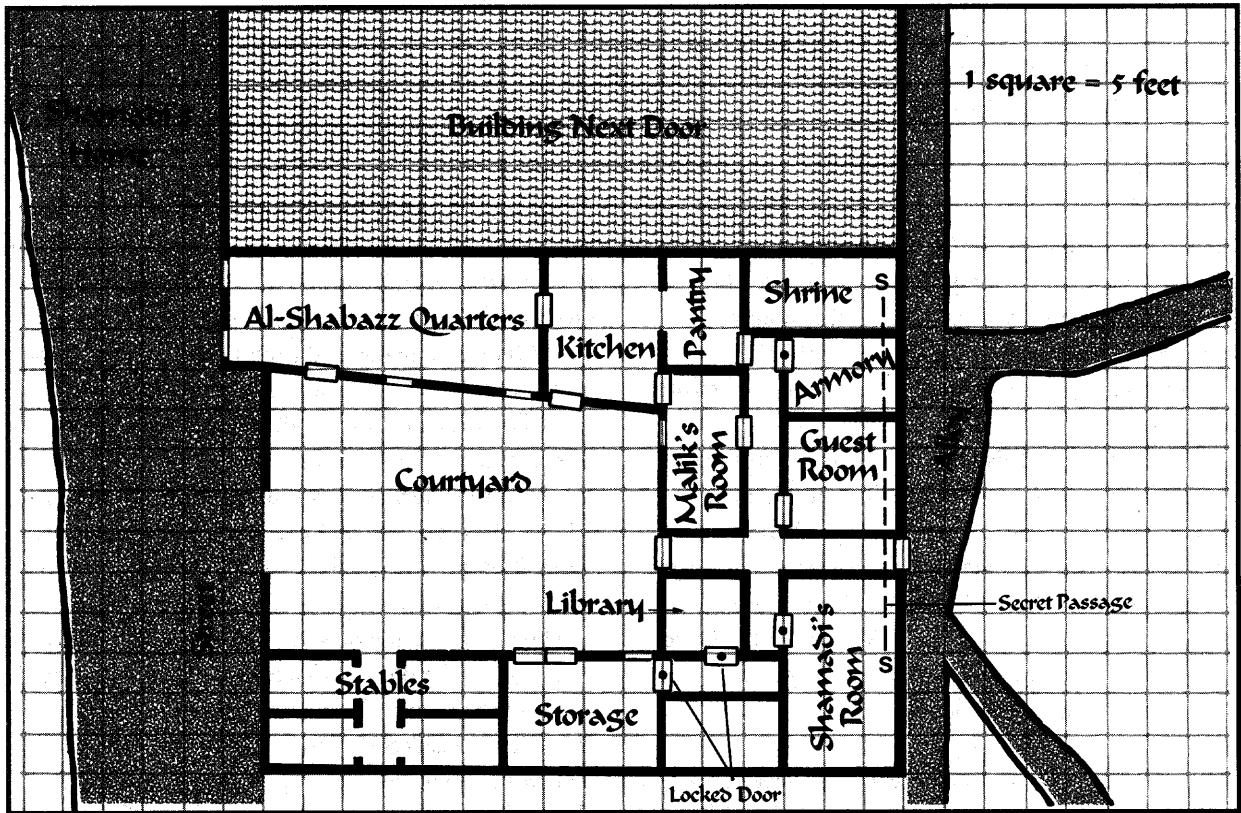
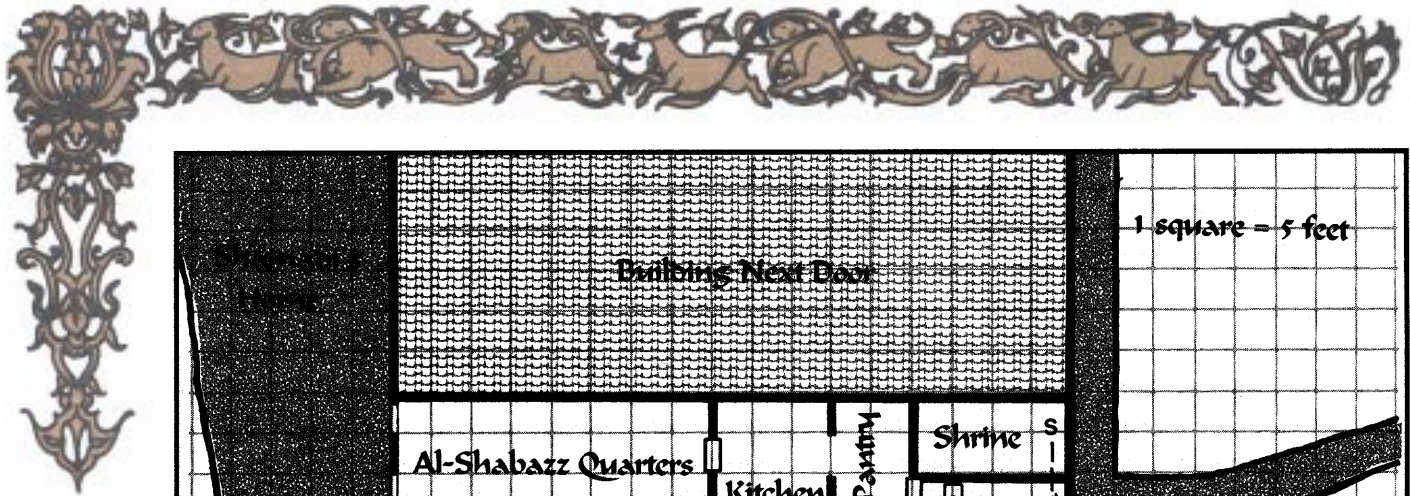
If they run, they are vigorously pursued by slithering salamanders and their flying efreeti officer. Escape is difficult without magical means, though they can duck out of sight as described in “Crosstown Traffic” above.

The PCs are really no safer if they stay in Shamadi’s lodgings. As the day goes by, Shamadi considers the worth of the nightmare that he is sheltering in his stable. He considers the risks, and decides that he deserves more of the rewards. To help simplify the chain of people getting the horse to Soot, Shamadi decides to eliminate the unnecessary PCs. The morning of the race, he weighs his chances and decides that the PCs look weak. He and his followers attack at dawn, hoping to surprise the PCs while they are still sleeping and unarmored. See the *Players Handbook*, page 76, for the amount of time required to put on armor.

If Shamadi and his helpers incapacitate or drive off the PCs, they take Steam and go down to the docks to meet Soot. Since Miraz is not looking for an elf, they make it to the docks, where Soot now stashes the horse. If Shamadi’s bodyguard Malik still lives, he is chosen to ride in the big race. The PCs can either pay their passage out on the Ebony Queen, or they can switch sides and tell Miraz who has Steam, gaining his respect and a ticket out of the city in the process.

Shamadi’s bodyguard Malik is a proud, haughty fellow who speaks with the accent of an uneducated tribesman of Zakhara. His beard is braided and his yellow teeth are rotting out. He disdains the use of a





shield in combat, preferring to strike as often as he can with his magical blades, the scimitar called *Sitawi Gamamat* ("Dark Winter Cloud") and the matching jambiya called *Rabi Hatil* ("Spring Rain"), which he keeps in a set of ivory scabbards (worth 500 gp by themselves).

Sitawi Gamamat contains the ashes and the spirit of a proud noble efreeti, forged and bound into the sword by enemies who did not want him revived. The efreeti cannot communicate or act except by empathy, but if the sword is ever plunged into the volcanic fires of the Breath of the Sultan (map location #42), *Sitawi* will be released, negating the sword's intelligence, additional powers, and thirst for vengeance. The grateful spirit of the efreeti will grant a wish.

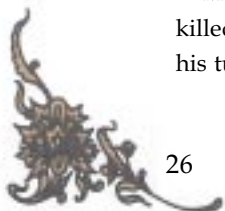
Malik is a sellsword and will surrender if Shamadi is killed. He keeps all of his wealth in coins wrapped up in his turban, both to protect him in combat and to make

theft impossible. He carries 100 gp and 50 pp there.

Shamadi and Malik command three ogre slaves. The efreet consider the ogres poor servants, and with good reason—they will only fight so long as their elven master is fighting. The al-Shabazz brothers are quiet, pious ogres who believe that one day there will be a violent overthrow of all oppressive masters. If their masters are killed they will flee to the Rookery to become agitators.

Shamadi (7th level male elven fire mage): AL LE; AC 8; MV 12; hp 20; THAC0 18 (17 with missiles); #AT 1; Dmg by spell or weapon type; SZ M; ML 17; S 11, D 15, C 11, I 14, W 7, Ch 9; XP 2,000; dagger, sling, 5 bullets.

Nonweapon proficiencies: Endurance (11), fire-building (6), genie lore (14), herbalism (12), modern language (Jannti, 14), reading/writing Midani (15), ancient language (Kadari, 14), spellcraft (12)





Magical items: *potion of dreaming*, +1 ring of protection, *aba of the desert*, and a tiny lapis brooch carved like an elephant with its trunk raised and worth 600 gp imbued with a *Nystul's magic aura*.

Spells: *charm person*, *hold portal*, *fire truth*, *mount*, *shield*; *fire arrows*, *rope trick*, *sundazzle*; *sunfire*, *sunscorch*. Shamadi gains +1 damage per die with all fire spells.

Malik al Rah'b (5th level male human fighter; mercenary barbarian): AL NE; AC 6; MV 9; hp 37; THAC0 16; #AT 3; Dmg by weapon + strength and magic bonuses; SZ M; ML 16; XP 650; S 17, D 7, C 15, I 7, W 12, Ch 12; scimitar (specialized), *jambiya*, scale armor.

Non-weapon proficiencies: awareness (12), blind-fighting (N/A), haggling (12), survival (hills, 7), modern language (Midani, 7), riding, horse specialization (16)

Magical items: *scimitar* +2, +3 *vs. efreet*, *jambiya* +2

Mahmud, Irfan, and Selassie al-Shabazz (Ogres, 3): Int Low; AL CN; AC 5; MV 9; HD 4+1; hp 25, 22, 18; THAC0 17; #AT 1; Dmg 1-10 or by weapon; SA +2 to damage; SZ L (9' + tall); ML 11; XP 175. They are armed with iron bars, chains, and large curved throwing daggers called *flyssa* (treat as short swords for damage, hand axes for range).

A Day at The Races

If the PCs survive Shamadi's treachery and get to the Maidan without attracting attention, they may spend some time looking for Captain Soot—they don't find him immediately and must push their way through the towering crowds of efreet. If the PCs go off to the races, continue with the events below. If they go elsewhere, they will meet crowds going to the Maidan and almost empty markets, streets, and houses. The whole city is turning out for the races.

If the PCs go to the Maidan, paraphrase the following:

The race will soon begin. The Maidan is crowded with noble genies riding the best mounts that their servants could buy, borrow, or steal, but there is a sprinkling of foreigners. Most riders have saddled nightmares, but a mix of other types stands out. A djinn prince rides a snow-white buraq, a thin dao with dark eyes rides a black lamia, and several jann in blue robes and veils that cover everything but their blue eyes ride giant, red-headed lizards. A few unwashed, unmannered jann are also serious competitors.

Just as you spot Captain Soot, you hear a loud, furious bellowing: Miraz has spotted Steam and is rallying his guards and servants to reach you through the crowd. In addition to Dahlia and more than a dozen salamanders, you see the fire giant skeletons and Miraz himself bearing down on you.

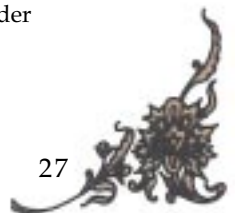
Soot is overjoyed to see the PCs with Steam but terrified of Miraz; he assumes that his affair with Shireen has been discovered. Knowing that Miraz will attempt to restore his family's honor by killing him and reclaiming Steam, Captain Soot makes a hasty exit. "Meet me at my ship in the harbor within two hours—we sail with you or without you!" he cries. The old rogue makes himself *invisible*, and the PCs must fend for themselves. Steam snorts and nudges the nearest PC forward to the Sultan.

If the PCs fight, they will probably be captured or slain in the ensuing struggle. Make liberal use of the grappling and overbearing rules (*DMG*, page 60).

If the PCs attempt to talk, both groups are brought before the Sultan by the crowds and the Sultan's soldiers. See "An Audience with the Sultan," below.

If the PCs run, a chase is on through the crowds. If PCs split up, run separate chases, then have them run into each other again. Otherwise, roll 1d10 or choose from TABLE 2: Hazards. (See page 30).

To escape, the PCs must use magic or duck under cover, as described in "The Chase" above.





If Miraz catches and fights the PCs, the Sultan and the troopers of the Illuminated intervene, breaking up the combat after a single round. Continue with "An Audience with the Sultan."

Miraz Amak (efreeti noble): Int Exceptional; AL LE; AC -1; MV 12, F1 30; HD 13; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA spells; SD immune to fire; MR 15%; SZ L (15' tall); ML 18; XP 11,000.

Fire giant skeletons (2): Int Non; AL N; AC 4; MV 15; HD 15+2-5 hp; hp 80, 67; THAC0 5; #AT 1; Dmg 1-8 or by weapon type (2d8+8); SA hurl rocks for 2-18; SD resistant to fire; SZ H; ML 20; XP 9,000.

Salamander guards (13): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 46, 43, 39, 38, 37, 36, 35 (x2), 34, 33, 31, 30, 29; THAC0 13; #AT 2; Dmg 2-12, 1-10 (weapon); SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000; halberd.

Dahlia (efreeti sorceress): Int Very; AL N; AC 2; MV 9, Fl 24; HD 10; hp 55; THAC0 11; #AT 1; Dmg 3d8; SA spells; SD immune to fire; SZ L; ML 16; XP 4,000.

Spells: *affect normal fires, dancing lights, fire truth* (x2); *flaming sphere* (x2), *sundazzle*; *fiery fists, fireball, sunscorch*; *enhance fire creature, fire charm*

An Audience with The Sultan

The Sultan of the Efreet calls his physician and the "escaped slaves" before him in a booming voice.

Anyone attempting to flee is attacked by the crowd: Treat this as an overbearing attack on each fleeing PC by 8 creatures each round. Once dragged to the ground, fleeing PCs are pummeled for 1d6 hp damage, taken into custody by efreet soldiers, and dragged before the Sultan.

Read the following aloud:



The Sultan frowns, and a hundred efreet tremble. "So, my physician, you have begun brawling in the streets with beggars and ins. What is the meaning of this?"

Miraz throws himself on the ground before the Sultan, pleading "O Most High and Worthy Sultan, please allow me to explain the treachery of these *ins*."

Miraz and the PCs must both present their case to the Sultan. Remember that the Sultan has the *flames of justice* and *fire truth* abilities, and lies will rapidly destroy the PCs' credibility.

The whole affair is treated as entertainment by the genies, and the crowd's allegiance has changed. They would be delighted to see one of the nobles brought low by a ragged band of *ins*.

Miraz starts by claiming that the PCs stole his horse from him, which is true enough. He wants to know why the PCs took his horse and carefully avoids calling them slaves, only mortals, tiny pests, and unfaithful *ins*.

The PCs, of course, can claim they were unlawfully taken as slaves. While this happens all the time in the remote corners of the Efreet Empire, it is still technically illegal on the streets of the City of Brass, and the Sultan cannot afford to dispense poor justice before hundreds of his subjects.

If Miraz or the PCs ask Steam to speak before the Sultan, the mare refuses to support any of them. "You are all unworthy of me. I wish to serve my radiant and incandescent master, the Sultan." This wins the Sultan's approval for Steam, but does nothing for anyone else.

The PCs can use the fact that Miraz hid the horse from the Sultan against him. Any of the grooms that they spared when capturing Steam will verify the PCs' story, or even begin this line of argument. If the PCs killed any grooms the others will not testify in the PCs' favor.

If the PCs mention Captain Soot at all, Miraz is suspicious and starts asking questions about his

involvement. Where and how did the PCs meet the captain? How did he know about Steam? If he can pry some damning testimony out of the PCs, eventually he will accuse the captain of adultery. If this happens, the Sultan immediately revokes the captain's trading privileges in the City, but the captain has already left the Maidan and cannot be apprehended for further punishment. To appease the crowd, the Sultan orders the PCs to race on the captain's behalf (read the declaration below).

If the PCs lose their argument before the Sultan, they may still win a short reprieve by begging for mercy. Likewise, if Miraz is humiliated by his grooms and the "enslaved" PCs, he throw himself on the Sultan's mercy. His ruler gives him a chance to live. In either case, the race begins with the sultan's declaration (below).

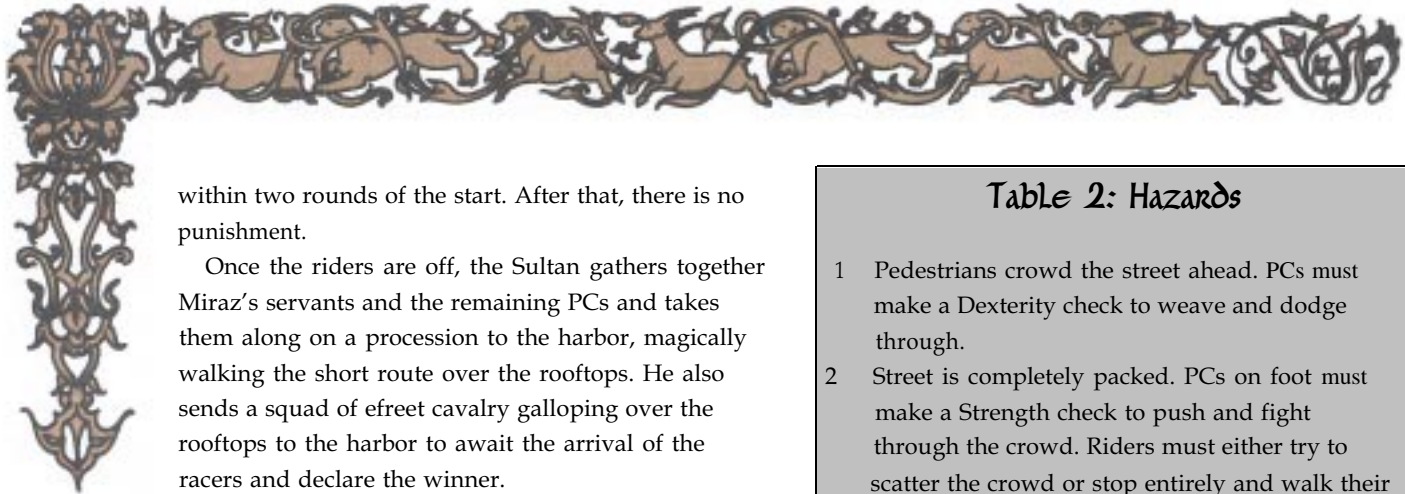
If neither side is convincing and the trial starts to drag, Shamadi shows up claiming that the horse is his. Faced with a three-way trial, the Sultan grows weary of the entire matter and makes a declaration to amuse the populace:

"If the best rider among you can ride that fine horse to the harbor, where the captain is surely waiting on his ship, faster than the Doctor can ride there on my best stallion, Eversmoke, then I will give you leave to depart with it. Otherwise, you will be tried and punished as thieves.

"You will race from here to the Gate of the Fallen to the Great Canal to the Octagon and from there to the Harbor. You will not race over the roofs of my subjects. When you reach the harbor, you will await my arrival. Go!"

The Sultan's conditions are not, in fact, very binding; the race is an amusement for him, and he wants to keep it competitive. He punishes riders who cheat by racing over the rooftops, though flying within the streets brings no response. Anyone over rooftop level will suffer the impact of three *flame arrows* if they are





within two rounds of the start. After that, there is no punishment.

Once the riders are off, the Sultan gathers together Miraz's servants and the remaining PCs and takes them along on a procession to the harbor, magically walking the short route over the rooftops. He also sends a squad of efreets galloping over the rooftops to the harbor to await the arrival of the racers and declare the winner.

Steeplechase To The Harbor

This portion of the adventure is a straightforward race. The rider's goal is the Harbor, where Soot waits to spirit the party away from all their enemies in the City of Brass.

At their heels, Miraz himself will ride Eversmoke. Miraz is a poor but determined rider (riding check of 8). If Shamadi is present, he elects Malik to ride as his champion. He selects the Sultan's other prize horse, Black Onyx, as his mount. The barbarian Malik is very skillful with both mount and weapons (riding check of 16). One of the PCs will ride Steam.

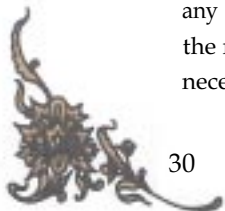
The distance to the harbor is about 8 miles over a difficult and crowded course; an hour's hard ride. To speed resolution of the race, each turn of game time is treated as a single round, so the race is over in 6 rounds of movement. Any weapons or tactics are permissible, including haste spells, offensive magic, and so on.

Eversmoke/Black Onyx (nightmare): Int Very; AL NE; AC -4; MV 15, F1 39 (C); HD 6+6; hp 50; THAC0 15; #AT 3; Dmg 2d4+2/2d4+2/2d4; SA burning hooves; SD paralyzing cloud; SZ L (6' at shoulder); ML 14; XP 2,000.

Running the Race: Each round, every rider takes a riding tactic and a combat tactic. Resolve any combat, then make a riding check for each rider. The check is modified by the mount's fatigue, the rider's tactics, and any combat results. Finally, place markers representing the riders in position order, rolling a 1d10 initiative as necessary to break any ties in position.

Table 2: Hazards

- 1 Pedestrians crowd the street ahead. PCs must make a Dexterity check to weave and dodge through.
- 2 Street is completely packed. PCs on foot must make a Strength check to push and fight through the crowd. Riders must either try to scatter the crowd or stop entirely and walk their mounts through. Scattering the crowd requires a riding proficiency check, walking the mount allows a half move with no check. If a check fails, the PC loses the round of movement.
- 3 Slippery trash in the street. Make a Dexterity check to stay on feet.
- 4 Path narrows: bridge over canal, gate, tunnel, or narrow street ahead.
- 5 Traffic: animals, carts, or chariots cross the path ahead. Make a Dexterity ability check or a riding proficiency roll to get by and gain a round of free movement. Failure means losing a round as the PC is cut off.
- 6 A patrol or others allied with the pursuit show up in the party's path. Requires a Dexterity check to duck down another way, otherwise combat begins.
- 7 A cart, barrel, barricade, fence, or other obstacle must be jumped. Pedestrians must make a strength check to get over, riders must make a riding proficiency check to jump over. Failure costs one round's movement.
- 8 Whoops! Door opens in PC's path, dropped chamber pot, or similar injury. Take 1d6 hp damage and make a Strength check to stay on feet or mount. Otherwise, lose half a move.
- 9 Bumped or jostled by hole in street, debris, pedestrians, or other traffic; an item is dropped or jarred loose. Unless it is left behind, PC loses half of this turn's movement while recovering it.
- 10 Attract attention of patrol! They chase PCs unless a Charisma check is passed, in which case they think PCs are honest citizens.





Riding Tactics: In each round of the race, each rider may choose to *press* his mount to greater effort, *ride* normally, or *hold* his mount's strength in reserve for a burst of speed later in the race.

Press: A successful riding check lets the rider pull ahead, failure means he keeps his position. Each round of pressing gives an additional -1 fatigue penalty to all future riding checks.

Ride: Normal movement has no effect on fatigue. A rider who fails a riding check falls back one place.

Hold: This gives the rider a +2 bonus on the next riding check, OR removes -2 fatigue penalty, but costs the rider his position if he is leading. A trailing rider has no penalty for holding. Holding does not restore wound penalties.

Find a Shortcut: The rider makes a Wisdom check. Success gives him the lead, failure means no change in position, a roll of 20 puts him in last place. This tactic can't be used the last round of the race.

Fly Over Rooftops: This is cheating. Three *flame arrows* from the Sultan will hit an offender during the first two rounds, thereafter treat as a shortcut.

Combat Tactics: The racers may fight each other for the right of way or simply for spite. The DM decides if attacks are possible.

No Combat: The rider who has been attacked but is not attacking gets a +2 bonus when making any checks that result from the combat.

Attack a Rider: Any rider struck by an attack takes normal damage and must make a riding check or drop back one position.

Attack a Mount: If the attack hits, the mount takes a wound (-1 penalty on future checks).

Ram Another Rider: A leading rider may ram a trailing rider by making a riding check at -2. Success means the rammed mount is wounded and falls back one position. Failure means the ramming mount falls back a position. The attacking rider suffers 2-12 points of bruising damage.

Cast a Spell: Caster must be riding (10% success chance) or holding (80% success chance). DM decides results as appropriate. Spectators or NPCs may *dispel*

continuing magics after a round or so if these may spoil the excitement.

Fancy Move: The player describes a special attack and the DM decides if it is possible and how to resolve it.

At The Docks

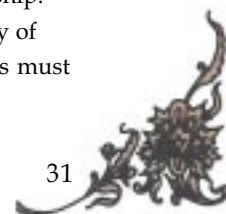
If it is clear that Miraz will lose, the physician will rein in Eversmoke, cast *wall of fire* around the PC, and then trot over the finish line. If that fails, he gives himself up to the Sultan's harsh justice rather than making things worse for himself by trying to flee. In this case, the last the PCs see of the disgraced physician is Miraz being led off to the Octagon surrounded by a troop of taunting guards.

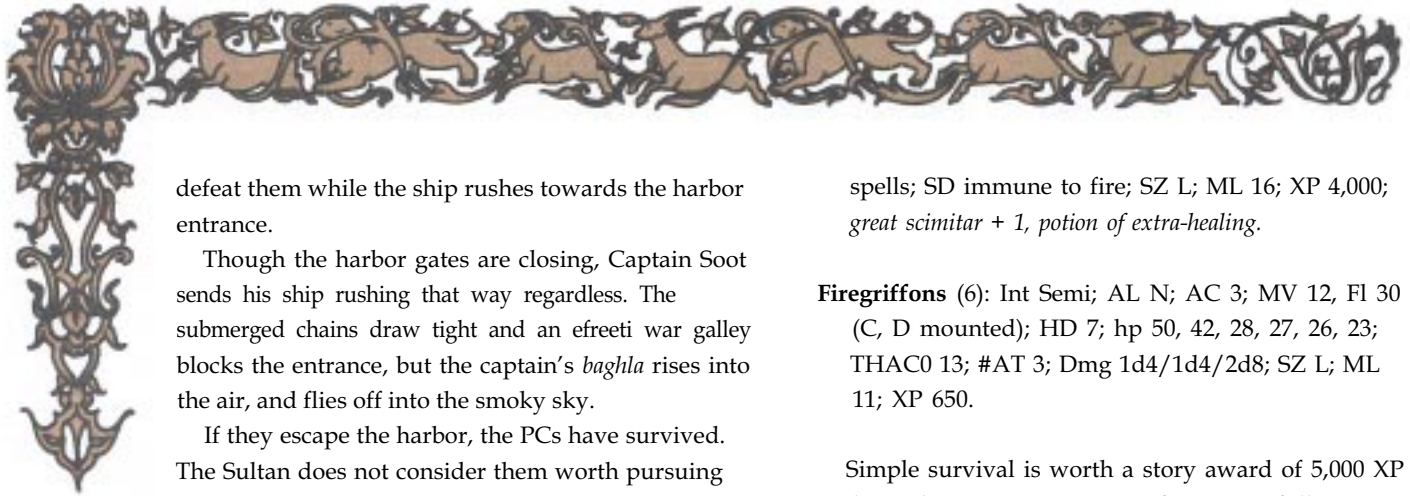
When the party's rider gets to the harbor, he will find dozens of ships with sails of saffron, scarlet, and light blue lying at anchor. Soot's has a black sail. If the rider does not think to look for this, it takes 2-12 rounds to find it. The Sultan arrives 2-20 rounds after the first rider. If the PC wins the race, the Sultan gives them permission to leave the City of Brass when he arrives. If they decide to leave with Soot, continue with the adventure below.

Captain Soot is waiting for them aboard the *Ebony Queen*, all lines but one already cast off. He is not interested in meeting the Sultan, and he will sail without them if they stall for more than two rounds.

As soon as the ship sets sail, Captain Soot concentrates on piloting her out of the harbor using the *orrery of the planes*; his crew is busily setting sails and stowing loose gear and cargo (possibly including *Steam*). The Sultan does not want Soot to leave: by his command the entire city rises into the air to prevent it. Dock workers scramble to hoist ships up into drydocks and secure cargoes.

When the race began, the Sultan sent ahead a squad of efrete soldiers of the Illuminated and an officer of the Order of the Fiery Heart. They are stationed at the Lighthouse (landmark 33). If the PC lost the race, these soldiers fly over and attempt to board the ship. Led by their foolhardy officer, they seek the glory of capturing *Steam* for the Sultan's stables. The PCs must





defeat them while the ship rushes towards the harbor entrance.

Though the harbor gates are closing, Captain Soot sends his ship rushing that way regardless. The submerged chains draw tight and an efreeti war galley blocks the entrance, but the captain's *baghla* rises into the air, and flies off into the smoky sky.

If they escape the harbor, the PCs have survived. The Sultan does not consider them worth pursuing with his limited navy. They have a new tale to tell in the suq, though few will believe them.

If the PCs are caught, they will be tried and sentenced to serve Miraz as slaves for seven years. The thief responsible for taking Steam will lose his right hand by fire, and the party leader will be condemned to twelve years imprisonment in the Octagon (see the *Genie Lore* sourcebook, page 29).

Efreet Soldiers (5): Int Very; AL N; AC 2; MV 9, FI 24; HD 10; hp 43 (x2), 42, 41, 30; THAC0 11; #AT 1; Dmg 3d8; SA spells; SD immune to fire; SZ L; ML 16; XP 4,000.

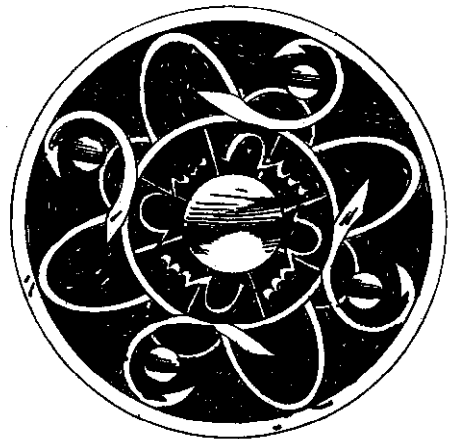
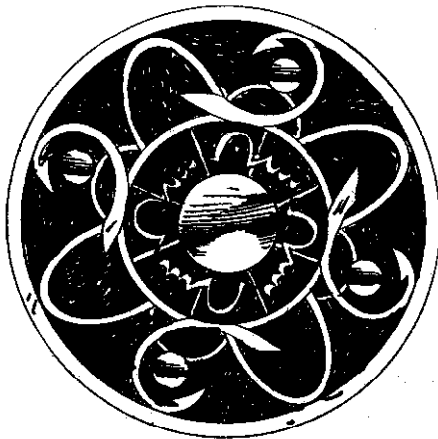
Efreet officer (1): Int Very; AL N; AC 2; MV 9, FI 24; HD 10; hp 51; THAC0 11; #AT 1; Dmg 3d8; SA

spells; SD immune to fire; SZ L; ML 16; XP 4,000; *great scimitar + 1, potion of extra-healing.*

Firegriffons (6): Int Semi; AL N; AC 3; MV 12, FI 30 (C, D mounted); HD 7; hp 50, 42, 28, 27, 26, 23; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8; SZ L; ML 11; XP 650.

Simple survival is worth a story award of 5,000 XP each. Each PC gains 1,000 XP for successfully cajoling or capturing Steam and getting the steed out of the Palazzo. PCs gain 2,000 XP each for every successful chase through the city: escaping the patrol on the way to Shamadi's stables; dodging Miraz's watchdogs while touring the city if they left the safety of Shamadi's stables; and escaping Miraz on the Maidan. Individual PCs may get additional story goal awards: 1,000 XP for striking a deal with Captain Soot, 1,000 XP for arguing successfully before the Sultan, 3,000 XP for volunteering to ride, and another 3,000 XP for winning the race to the harbor.

Hail! Hail! Finished is our tale!



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (uncommon)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Petivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Q × 2-8
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-6
ARMOR CLASS:	-4 or 0
MOVEMENT:	6
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 (2d4)
SPECIAL ATTACKS:	Crystal missile
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	S (3 ½' high)
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	4,000

Psionic Ability:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/4/12	MT, EW/M-	15	91-110

Metapsionics: Sciences: appraise; Devotions: psychic drain, receptacle, stasis field

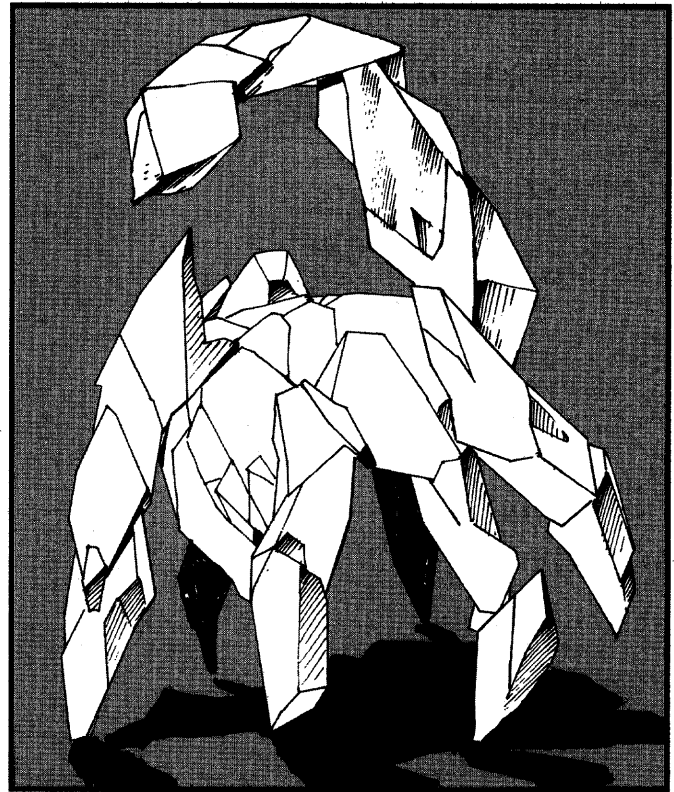
Psychokinesis: Sciences: project force; Devotions: animate object, change sound, create sound, soften

Telepathy: Sciences: mindwipe, probe; Devotions: contact, ego whip, ESP, mind thrust, mind blank

The crysmal is a crystalline creature from the plane of elemental Earth. It is occasionally encountered on the Prime Material plane but only in subterranean places rich in mineral formations which form its diet (particularly favored are quartz, beryl, corundum, and carbon crystals). A crysmal will often attack in order to gain these minerals. Inside an individual crysmal will be 4-32 (4d8) undigested rough gems.

Crysmals look like truncated, prisms of translucent crystals. An individual crysmal tends to be of one color, ranging from pale amber through olive into deep violet.

Combat: Because of its crystalline nature, edged and piercing weapons used against a crysmal must attack an AC of -4. Against blunt metallic or stone weapons a crysmal's effective AC is only 0, and normal wooden weapons are ineffective. The structure of the crysmal also makes it slow. Its faceted walking appendages (4-6) allow for only stumping, jerky movement. A crysmal attacks with a sharp, rotating appendage it extrudes from its top. If sorely pressed, the monster can shoot this appendage up to 20 yards, inflicting 1d8+8 hp damage. Thereafter, the crysmal has only a secondary appendage to attack with, and its damage drops from 3d4 (3-12) to 2d4 (2-8).



A crysmal is unaffected by fire or cold-based spells. Electrical attacks like lightning cause only one-quarter or no damage, depending on the saving throw. Poisons and gases do not harm a crysmal. A *shatter* spell inflicts 3d6 (3-18) hp damage on a crysmal, a *glasse* spell blinds it for 2-5 rounds, and a *stone to flesh* spell lowers its Armor Class to 6 to all weapons for 1 melee round. The creature can move through solid rock or earth as a xorn does, taking 1 round to shift its molecular structure to do so. If struck by a phase door spell when shifting, the creature is immediately slain.

Habitat/Society: Crysmals live in roving packs with a clearly defined separation of duties between individuals. However, these duties are fluid, and individual crysmals may change positions freely. Psionically powerful crysmals are most often the leaders.

Ecology: Crysmals absorb stone and transform it into ordered, living matter, mostly quartzlike crystals. Sages have reported that crysmals fed precious stones develop better health, a greater resistance to damage, and more potent psionic powers, but few can afford the handfuls of diamonds, sapphires, and topazes that the crysmals can devour in a single day.

When removed from a silicate environment, crysmals slowly starve. In extreme cases they cannibalize other mineral creatures or their own bodies, shrinking each day but retaining their form. After a full month, starving crysmals become about the size of a paperweight. They die within another week.

Crysmals hate xorn as the latter prey on them. They sometimes ally themselves with the dao, as they enjoy the rich food and the freedom from fear that the dao provide. The dao simply consider the crysmals good and trustworthy slaves. Crysmals sometimes tame chaggrin with their psionic abilities and keep them as servants.

CLIMATE/TERRAIN: Any fire
 FREQUENCY: Very rare (common)
 ORGANIZATION: Bands

ACTIVITY CYCLE: Any
 DIET: Omnivore
 INTELLIGENCE: Very (12)

TREASURE: Special
 ALIGNMENT: Lawful neutral

NO. APPEARING: 2-16
 ARMOR CLASS: 2
 MOVEMENT: 12

HIT DICE: 2+1 to 5+4
 THAC0: 19 to 15
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: Heat
 SPECIAL DEFENSES: Immune to fire

MAGIC RESISTANCE: 5-20%
 SIZE: M (5' high)
 MORALE: Elite (14)
 LEVEL/XP VALUE: 2+1 HD: 420
 3+2 HD: 650
 4+3 HD: 975
 5+4 HD: 1,400

The azer are a race of humanoid creatures that normally inhabit the plane of elemental Fire. Except under special circumstances, they are very rarely found on the Prime Material plane.

In appearance, they are much like dwarves, except that they have brass-colored skin and flames for hair. Their skin is metallic. They wear only kilts or apron-like garments of beaten brass, copper, or bronze.

Combat: Azer use broad-bladed javelins that inflict damage as spears. In hand-to-hand combat, they employ mallet-like weapons equal to a footman's mace. Due to their great strength, their attack and damage rolls are adjusted as follows:

HD	STR	Attack	Damage
2+1	17	+1	+1
3+2	18	+1	+2
4+3	18/01-50	+1	+3
5+4	18/51-00	+2	+3

Creatures not immune to fire suffer 2-5 points of damage if grasped by an azer, and the heat of an azer's weapons inflicts an additional +1 damage to such victims. Azer suffer double damage from cold-based attacks.

Habitat/Society: Azer on their home plane are part of an extremely regimented society where every individual has his or her place. The azer civilization in general is heavily stratified, with law taking precedence over individual freedoms—even an individual's life, if it comes to that.



Azer construct their outposts and cities as complexes of towers built from basalt, granite, or metal. There they dwell in small groups, using their plentiful flames to shape the stone. They grow strange trees with metallic outer skins or barks, and the leaves of these trees are actually made entirely of metal—in some cases, precious metals.

Azer are unfriendly and taciturn, and they lack compassion. They capture and interrogate intruders; particularly dangerous or violent prisoners are slain. They are greedy, particularly for gems that are a clear purple or red (rubies, amethysts, garnets, etc.). Once given, the word of an azer is a solid bond.

Ecology: It is not known just what—if anything—azer eat. On their home plane, their only enemies are other intelligent fire-dwelling creatures, and even then this enmity is not related to relative position on the food chain. The greatest of their enemies are the efreet, who sometimes fight wars of conquest against the azer, taking their territories and making slaves of them. The azer defend themselves and their towers with powerful, bellows-like air projectors and special containers used to pour water on attackers.

Amaimon

Amaimon is the legendary king of the azer. He is the largest (9+8 HD), strongest (18/00 Strength), and most intelligent of all azer. He has 35% magic resistance; his other powers are unknown.

Nobles

Amaimon's nobles number from 8-32 and are only slightly weaker than their king (7+6 HD, 18/76-90 Strength). They have 25% magic resistance; the noble azer's full powers are unknown.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	5
MOVEMENT:	15, Fl 42 (A)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	S (4' tall)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	420

Messenger genies were once djinn but now serve all genies equally, flitting from plane to plane bearing messages, gifts, treaties, letters, documents, and love letters between noble genies of the various realms.

Messenger genies are slim, fluid creatures that never stop moving. They wear close-fitting clothes and keep their hair cropped short under their tight turbans. They never wear jewelry and are always lightly armed. They often ride magical mounts, though they can also travel quickly on foot.

Combat: Messenger genies would rather flee than fight, and would rather die than surrender their documents. They always try to slip through crowds, duck behind trees, or under tables rather than standing and confronting their foes. When forced into combat, messenger genies move quickly, with a -1 bonus to initiative. They attack with thrown weapons like darts and jambiyas, and use an enchanted poison unique to the messenger genies called *bardan ruqad* in Midani (cold sleep).

Bardan ruqad is used to deliver messages to dangerous or unpredictable recipients, and it can be used as either an injected or ingested poison. A creature that fails a saving throw vs. poison at a -4 penalty is paralyzed instantly but remains unnaturally alert for 1d6+4 rounds, giving the genie time to deliver his message. After this time, the creature falls into a deep sleep. This slumber lasts for 1-6 hours, allowing the messenger genie time to escape. The recipient's skin is cold to the touch throughout this time, and some are mistakenly pronounced dead. *Bardan ruqad* affects undead, though they save with a -2 penalty.

Messenger genies can use each of the following spell-like abilities 1/day as a 9th level spellcaster: *aura of comfort**, *clear path**, *lighten loud**, *dimensional folding**, *invisibility*, *haste*, *distance distortion*, and *shadow door*. (Spells marked with an asterisk are from the *Tome of Magic* and can be replaced by *dimension door*, *Leomund's tiny hut*, *pass without trace*, and *strength*.)



Dying messenger genies can send their spirits out on the wind, reaching the nearest intelligent creature and asking to be avenged. Genies within range will always respond.

Habitat/Society: Messenger genies are always moving. They cannot stand to be kept waiting and are prone to pacing, finger-tapping, and other nervous habits. Being tied up or held still is a form of torture that can sometimes (10%) force a messenger genie to undertake a mission for creatures that a messenger genie owes no service to. Only magical compulsion can force a messenger genie to reveal its messages; it would rather die than reveal documents held in trust.

Messenger genies are loquacious and enjoy helping people they meet on the road. If they are treated rudely, they may cripple mounts or ruin footwear.

Messenger genies think that motion in itself represents progress and goodwill; slow or immobile creatures must be either evil, lazy, or corrupt. Messengers are always up first in the morning and are the last to call a halt in the evening. They are not childishly energetic; they are fiercely determined to do and see as much as possible, for they live only 10 to 15 years.

Ecology: Messenger genies are respected by all genies. Though they are individually weak and rarely found in numbers, they are sheltered and protected by noble genies. Anyone assaulting a messenger genie can be sentenced to 100 years of servitude to the genies. Anyone stealing from one is put to death.

Messenger genies need very little food and water and can work for 40 days without rest. After 40 days they seek out a cloud castle or mountaintop and collapse into a week-long coma in a den of cloud-stuff. When they awake, they are fully restored, ready to run for another 40 busy days.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	Q(×10)
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/3d6
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	L (8' tall)
MORALE:	Elite (13)
LEVEL/XP VALUE:	1,400



Miner genies are a recent form of tasked genie employed by the dao, though they were created by the yakmen. Miner genies were once dao, but they have been compelled to work in mine shafts for so long that now they are hulking, driven creatures that live only to dig and carry stone.

Miner genies are as wide as they are tall; their height has been reduced so that they fit through narrow tunnels more easily. Their arms and legs are thick and powerful, and their hands end in digging claws so exaggerated that miner genies can no longer use their hands to eat; they must feed using their tiny snouts, like animals. Their heads are bullet-shaped, and they are entirely hairless.

Combat: Miner genies tear through stone steadily with their claws. In fact, their claws grow so quickly that if miner genies stop mining for more than a week the claws become ingrown, crippling the miner genie. They cannot use weapons.

Miner genies can cast *detect metal* or *mineral*, *dig*, *faerie fire*, and *water breathing* (for diving through flooded mine shafts) once per day. Like dao, they can assume a dusty *gaseous form* once per day, which they use to scout along cracks and seams in the rock. They can usually detect poisonous gases and unstable mine shafts (75%). No stone weapon can harm them.

Miner genies can collapse any mine shaft they have personally dug with a single blow, causing 6d10 (6-60) points of damage to anyone within the area of collapse who does not make a saving throw vs. death. The collapsing section can be up to 1,500 square feet. Those who make their saving throw suffer only 1-10 points of damage from rock shards and rebounding debris—they were not caught in the collapsed section. Miner genies are immune to the effects of these collapses.

Habitat/Society: Miner genies prefer dim light and dusty mines, where no genie or slave can see the dishonorable state to which

they have been reduced. They are a universally grim, self-pitying lot, prone to fits of sudden rage. They are solitary throughout their entire lives; miner genies do not congregate for any reason and will fight to avoid each other's company.

Miner genies never mate or bear children, because they do not want to bring others into the harsh servitude of the yakmen. However, their own lack of children makes them remarkably kind and gentle around the children of the dao, and they are occasionally allowed to serve as guardians for the illegitimate children of noble dao. These children are raised in the dim and despairing world of the miner genies until the dao parents think it is safe to declare their true parentage. A few of these children have been known to become miner genies themselves if left too long among the tasked genies.

Ecology: Miner genies eat stone, so just by living they mine out tunnels. They know that, individually, they are too weak to kill yakmen, but as they are not magically bound to serve the yakmen, there is always the chance that they might revolt and kill their masters. Although they know that the dao are helpless against the yakmen, the miners are irrationally angry that the dao do nothing to save them.

The yakmen consider the miner genies a great achievement, one that promotes efficiency and increases the wealth that they can offer to the Forgotten God. Miner genies are smaller and more manageable than the impudent dao, and some yakmen believe that all dao should be transformed into miner genies, so that they will always be servile. The dao might find the miner genies amusing if they had been formed from some slave race, but as their brothers, many feel that the miner genies are an abomination that should be done away with as soon as the yoke of the yakmen is lifted.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (uncommon)
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Mineral
INTELLIGENCE:	Low to Average
TREASURE:	Nil (C, Q × 5)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	4
MOVEMENT:	12, Br 3
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+2/1d4+2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit, immune to earth-based magic
MAGIC RESISTANCE:	Standard
SIZE:	S
MORALE:	Average (8-10)
LEVEL/XP VALUE:	1,400

The chaggrin, or *soil beast*, is a grue from the plane of elemental Earth. When on the Prime Material plane, it typically takes the form of a yellowish hedgehog, although its skull-like head readily distinguishes it from a normal animal of that sort. It may also take the form of a large mole, or its natural form. Although only 2 or 3 feet long, a chaggrin weighs over 140 pounds, with some reaching as much as 210 pounds.

The natural form of a chaggrin is a disgusting, bipedal, manlike form, appearing much like lumpy, wet clay, with an asymmetrical, vicious face. Its small eyes gleam with feral light.

Combat: Whenever it desires, a chaggrin can assume the shape of a large mole, a hedgehog, or its natural form. The last is its usual shape on its own plane. In this form it can merge into surfaces of natural soil or stone. The only clue to the grue's presence is a damp, dark outline which is faintly perceptible if the area is carefully observed. Unwary creatures will have their surprise rolls penalized by -5. A chaggrin cannot travel through stone in this form; for that it must scrape its way along, burrowing with its powerful claws.

A chaggrin loves to torment its victim. It will usually attack by digging its long, razor-sharp foreclaws into its prey and then holding on while the hapless victim dashes hither and thither trying to escape from or dislodge the grue. Each round of such clinging inflicts an additional 1d6+6 hp damage. If the grue is in hedgehog form, its quills will inflict an additional 1-4 hit points of damage per round upon unprotected flesh.

No earth-based spell will work against a chaggrin, including *dig*, *earthquake*, *glasse*, *glassteel*, *move earth*, *passwall*, *statue*, *stone shape*, *stone to flesh*, *transmute rock to mud*, or *wall of stone*. The mere presence of a chaggrin within 40 feet of such magic dispels the enchantment, even if the dweomer was previously permanent. Magical items are unaffected.



Habitat/Society: Chaggrin are sometimes enslaved by the dao or crysmals to serve as diggers or as watchdogs. Most other races consider them too hateful to be efficient workers or reliable guards. On their own, chaggrin scratch out a living from rich mineral veins, which they devour. They live in extended families, sometimes cooperating in a limited way but often feuding among themselves. These families seldom accept new members by choice; mates are stolen from other families in violent raids and forced to adapt to their new circumstances. A chaggrin that leaves its family or is exiled never returns. To start a new family, it must capture a mate of its own.

Chaggrin encountered on the Prime Material plane are outcasts, exiled from their family for some treachery and unable to return to their own plane. They often agree to serve evil masters of the Underdark, such as derro and duergar. Most drow consider them too small and loathsome to be of much use. Evil gnomes who worship Urdlen consider chaggrin sacred and pamper them in underground temples.

Ecology: Because they devour valuable minerals, chaggrin are considered vermin on the plane of elemental Earth. Most sentient races there exterminate them without mercy, but some few tolerate them—some crysmals, for example, use their psionic powers to make the chaggrin harmless and keep them around as servants. Some of the earth elementals consider chaggrin delicious and will go to great lengths to obtain them. Mages sometimes capture chaggrin and use them to dispel earth-based magics placed by their rivals; elementalists are especially prone to this.

CLIMATE/TERRAIN:	Any hot
FREQUENCY:	Very rare (uncommon)
ORGANIZATION:	Caste
ACTIVITY CYCLE:	Diurnal
DIET:	Omnivore
INTELLIGENCE:	Average to high
TREASURE:	Nil (1 × ½)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (2-8)
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon or 1d4+4
SPECIAL ATTACKS:	Spells, fire gout
SPECIAL DEFENSES:	+1 or better weapon to hit, immune to fire-based spells
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	650



The harginn, or *flame horror*, is a grue from the plane of elemental Fire. When summoned to the Prime Material plane, a harginn will typically appear in the form of a human with flames where its lower torso and legs would be. A harginn can assume the shape of a normal bonfire, a column of fire up to 8 feet high, or a bronzed human.

Harginn features, when discernable, express leering evil and great cruelty. Their eyes are glowing black, and their body colors are typically combinations of fiery hues such as scarlet and orange, crimson and purple-blue, yellow and orange.

Combat: A harginn moves rapidly in any form and attacks by sending forth a gout of flames from its fingertips. This flame balloons outward to encompass an area 3 feet wide and 6 feet long. All within the fiery blast take 1d4+4 hit points of damage.

Harginn can blink (as the wizard's spell) at will, and they will always do so in battle. Some harginn use weapons in melee, especially the pirate clans (see below). Cutlasses and long billhooks are favored weapons, and some clans of harginn use crossbows that launch tiny fiery projectiles. Creatures harmed by fire take an additional 1d6 points of fire damage from these sulfurous projectiles.

No fire-based spell will work against a harginn, including *burning hands*, *chariot of Sustarre*, *delayed blast fireball*, *fire seeds*, *fire storm*, *fireball*, *fire charm*, *fire shield*, *fire storm*, *fire trap*, *flame arrow*, *flame strike*, *incendiary cloud*, *meteor swarm*, *produce fire*, *produce flame*, and *pyrotechnics*. Magical items are unaffected. The mere presence of a harginn within 20 feet of such magic dispels it, even if the dweomer was previously permanent. Magical items are unaffected.

Habitat/Society: Harginn are organized into guilds, following a loose social order based on status; higher status guilds give orders to the lower ones, though they are not always obeyed and mutinies are common. Most harginn guilds are organized by function and sex, with females in the scout, shepherd, gatherer, weaver, and hunter guilds, and males in the farmer, soldier, cook, scribe, and priest guilds. Both males and females can be in the pariah guild, which is responsible for burning waste materials, fetching water, and other disagreeable tasks.

Ecology: Most harginn are servants and lackeys of the efreet, though some few live in bands that wander across the seas of flame. They are generally on poor terms with most creatures of the plane of elemental Fire—even their efreet masters. They tend to be nomads everywhere but in the City of Brass.

Pirate Harginn

Ship-sailing clans of harginn do exist, operating vessels stolen from the efreet. In these clans the females are the fisherfolk and the males are the sailors and marines. Though these clans are the most advanced of the harginn nations, they are also the most despised among other races of the plane of elemental Fire, for they are scalawags and cutthroats who sell their captives into slavery in the City of Brass. The efreet tolerate them as useful slavers and scavengers, though they mount occasional punitive expeditions against harginn who become too active. The piratical harginn accept tribute from some races of the plane in exchange for allowing them freedom from harginn harassment. The azer are known to buy off the pirate harginn promptly, and thus their ships are the safest merchant vessels to travel on.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (uncommon)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Omnivore
INTELLIGENCE:	Low to very (5-12)
TREASURE:	Nil (Q x 2, X)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (2-8)
ARMOR CLASS:	
MOVEMENT:	3 as fog, Fl 24 (A)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Surprise, attack first
SPECIAL DEFENSES:	+2 or better weapon to hit, immune to air attacks
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	420

The ildriss, or *wind terror*, is a creature from the plane of elemental Air. When on the Prime Material plane, an ildriss is either as invisible as the wind or it is seen as a fog-like cloud with vaporous tentacles and three faintly gleaming red eyes. The latter is its natural form on its own plane. An ildriss travels in its invisible wind form, causing mischief and misfortune wherever it goes.

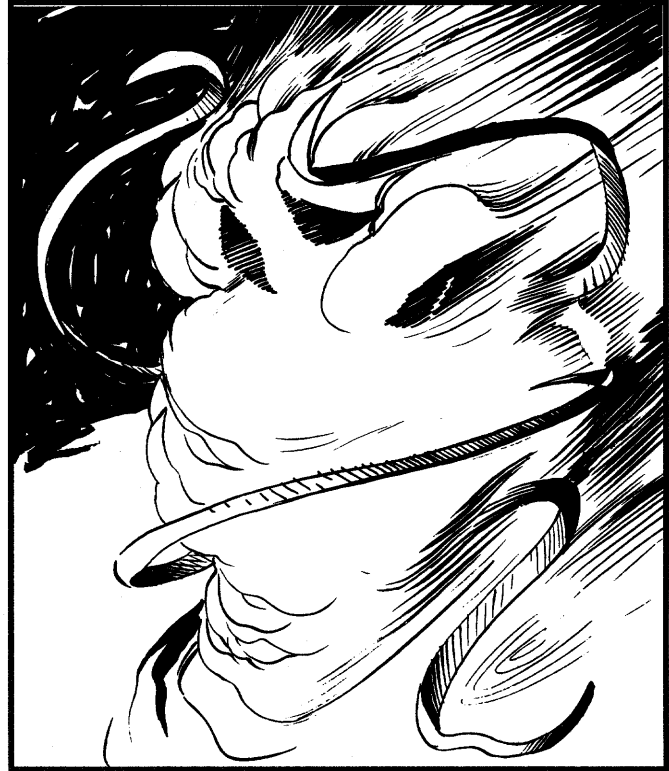
Ildriss are generally gray, pale yellow, or (rarely) white. Their eyes are pyramidal, ranging from dark orange through scarlet to maroon.

Combat: Because the ildriss can move invisibly high up or along the ground, they penalize opponents' surprise rolls by -3. They also attack first in every round. To attack, an ildriss must become substantial, forming a misty, semi-solid entity. The ildriss then twirls, small particles of solid material in its foggy arms striking with great force and causing horrible abrasive wounds, much as a storm of wind-driven sand wounds a living creature.

Because of their nebulous form and airy nature, ildriss are hard to hit, having an Armor Class of 2. They are less substantial on the Prime Material plane than other grue and thus a +2 or better weapon is required to hit them.

No air-based spell will work against an ildriss. Ineffective spells include *control weather*, *call lightning*, *cloudkill*, *cone of cold*, *control winds*, *fog cloud*, *gust of wind*, *invisible stalker*, *lightning bolt*, *stinking cloud*, *wall of fog*, and *wind walk*. The mere presence of an ildriss within 50 feet of such magic dispels the enchantment, even if the dweomer was previously permanent. Magical items are unaffected.

Habitat/Society: The ildriss make and break friendships quickly, living in ever-shifting cliques and tenuous partnerships. Though



they are almost always solitary on the Prime Material plane, they are more outgoing on the plane of elemental Air, where most of them dwell in semi-stable tribes. These tribes have never been known to betray one another, though they do not always cooperate.

The ildriss follow no known chain of command; those with goals lead the others. They ally themselves with others only so long as their partners are useful to them. The ildriss are all servants or spies of Yan-C-Bin, the Elemental Prince of Evil.

Ecology: Ildriss are often outcasts on the plane of elemental Air, and are considered parasites in the communities of other air creatures. Like other grue, they use other creatures only to further their own ends. Most ildriss are very hesitant predators. They may spy on other creatures for days, invisible and unobserved, before choosing a course of action.

Ildriss eat clouds, cold breezes, high-flying birds, and small creatures of elemental air. They maintain defined territories only during mating season, when they grow more even more violent and untrustworthy than usual. Their mating grounds seem to be territories carried along on the wind; ildriss defend particular bodies of cold, dry air, not the airspace above some earthbound terrain. They often attack and kill interlopers in these territories during their midwinter mating season, but they do not eat intruders; their attacks are purely instinctual.

Fog Ildriss

There are rumors of a race of good ildriss, heretics who have abandoned the worship of Yan-C-Bin. These creatures are said to be even more timid than other ildriss, and only approach creatures of saintlike purity, such as moralist priests and paladins. In all other respects they resemble normal ildriss.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (uncommon)
ORGANIZATION:	Triad
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Semi- to Average (2 to 10)
TREASURE:	Nil (F x ½)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-3 (2-5)
ARMOR CLASS:	5
MOVEMENT:	6, Sw 18
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4 or 4d4/4d4
SPECIAL ATTACKS:	Blinding, drowning
SPECIAL DEFENSES:	+1 or better weapon to hit, immune to water attacks
MAGIC RESISTANCE:	Standard
SIZE:	M (L)
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	2,000
	Triad: 8,000

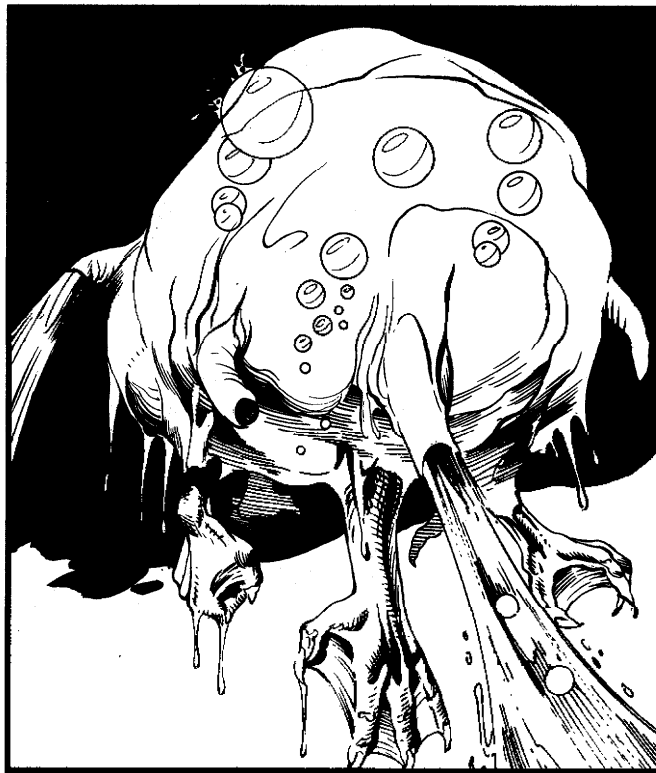
The varrdig, or *fluid brute*, is a creature from the plane of elemental Water. A varrdig can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge tends to make it noticeable if the observer is careful.

A varrdig's actual form is a globular, jelly-like blob. It is translucent, with a lower fringe of small, clawed legs and pipelike protrusions radiating from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element.

Combat: Out of water, a slow-moving varrdig uses jets of fluid to attack, and the considerable force of their stream of water can blind a victim up to 6 feet away. A varrdig attempting to blind an active opponent has a 1 in 6 chance of doing so for 1-4 rounds. The stream also inflicts 1-4 hit points of stunning damage; a creature reduced to 0 hit points in this fashion is rendered unconscious. A helpless air-breathing opponent can be drowned in a single round—the varrdig simply thrusts a tube into a nostril.

In water, the varrdig attacks by ramming with a speed unexpected in such an awkward-looking beast. When attacking, the varrdig's rapid, propulsion slams its own body into contact with its opponent. This ramming causes 4-16 points of damage and is always immediately followed up by a second ramming attack, allowing the varrdig two attacks per round.

No water-based spell will work against a varrdig, including *airy water*, *create food and water*, *create water*, *ice storm*, *lower water*, *obscurement*, *part water*, *purify food and drink*, *purify water*, *wall of ice*, and *water breathing*. The mere presence of a varrdig within 30 feet of such magic dispels the enchantment, even if the dweomer was previously permanent. Magical items are unaffected.

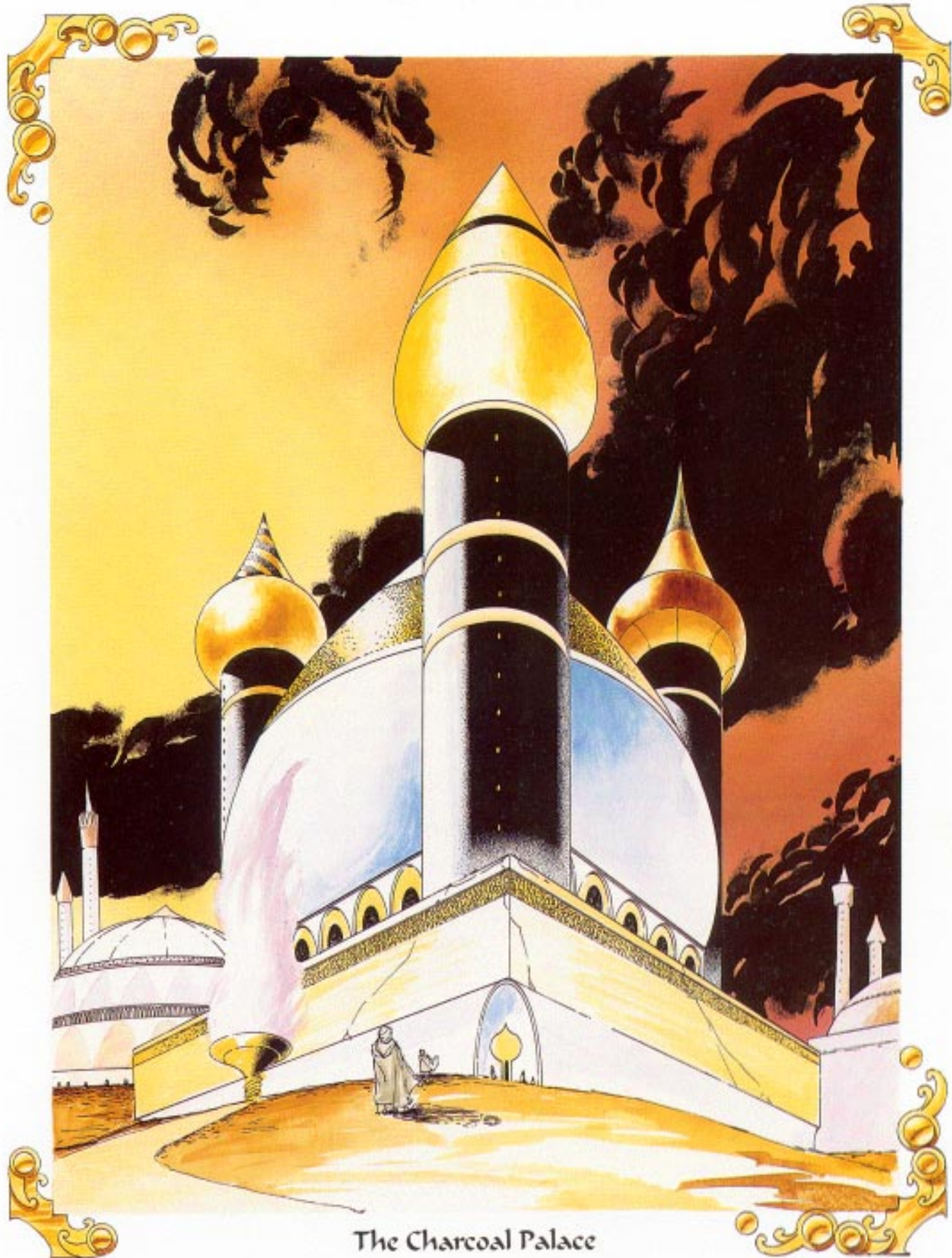


Habitat/Society: Varrdigs often travel in packs of three, the better to assume their fused form in the event of a powerful threat. It is not known whether varrdig triads are the only ones to fuse or whether other varrdigs can join in the fusion. Varrdig fusion may be a religious sacrament as well as a defensive and hunting strategy. Varrdig triads seek out and claim territories that they defend from all others. These hunting grounds are soon depopulated by the varrdigs' voracious appetites, and they move on to fresher waters.

Ecology: Vardiggs are scavengers, though they are not above killing off weak, diseased, or elderly creatures they meet. They are exterminated by the marid whenever the two species meet, but they are on good terms with other water elemental races, and creatures such as the *ixitxachitl* and the *sahuagin*.

Vardigg Triads

A trio of varrdigs can fuse, forming a three-lobed entity that resembles a snowman. This triad fusion requires 1-3 rounds to complete, after which the creatures act as one. The fused varrdig's hit points are equal to the total of three individuals that combined, and the creature's THACO improves to 5. Their combined jets move the triad along smoothly. The midbody portion is believed to house the sensory organs (if any do exist), as evidenced by odd outgrowths of cilia and stalks, and the upper body portion sprouts 3-6 propulsion tubes. Out of the water, those tubes can shoot water streams out to 10 feet, inflicting 1-6 hit points of stunning damage with the usual blinding effect, one target per tube, on up to six targets per round. Underwater, the triad makes a single ramming attack for 4-24 (4d6) points of damage. Its morale improves to Champion (15-16).



The Charcoal Palace

City of Brass Encounters

These red herrings, dead ends, and subplots should keep the pace quick even when players aren't making progress with the main adventure. Although these encounters are presented as unrelated, the players may think of amazing ways in which everything ties together. Adopt their best (or most amusing) explanations.

The Holy Brotherhood

War starts as lamentation, its middle is unpredictable, and its end is sorrow.

Muslim writer from Granada

The Holy Brotherhood is an organization of fanatical efreet, dedicated to exterminating the djinn and capturing slaves for the glory of the City of Brass. They store their weapons in mosques sympathetic to their cause. Brotherhood members wear gilded armor of leather that has been dyed red and painted with gilt designs. Their badges are set with pearls or semi-precious stones. They recruit slave-soldiers and mercenaries to help in their invasions and raids.

The Brotherhood is led by an ambitious warrior efreet called the Blood Prophet, who strives to forge a private army for his own purposes. Though he preaches the extinction of the djinn, in fact he wishes to seize the Sultan's throne by force of arms. For this reason, the Sultan has riddled his ranks with informants. Because the Prophet was once a member of the Order of the Fiery Heart, the Sultan has spared him out of nostalgia. If the Blood Prophet ever becomes too much of a threat, his followers will be crushed under the weight of the Illuminated.

PCs encountering members of the Brotherhood may be swept up in a war rally "spontaneously" held in the streets, or they may be swept up by a press gang and pressed into service as part of a raid on the djinn.

Blood Prophet (efreeti noble): Int Very to Exceptional; AL LE; AC -1; MV 12, FI 30; HD 13; hp 67; THAC0 7; #AT 1; Dmg 3d8; SA spells; SD immune to fire; MR 15%; SZ L (15' tall); ML 18; XP 11,000.

Typical Brotherhood member (efreeti): Int Very; AL N; AC 2; MV 9, FI 24; HD 10; hp 46; THAC0 11; #AT 1; Dmg 3d8; SA Spells; SD immune to fire; SZ L; ML 16; XP 4,000.

The Lost Apprentice

Tamr is a fine young woman, a gifted debater, and the most beloved student of the feared and notorious Adnan al-Raqi, Pillar of Wisdom, Master of the Invisible, the Whisper that Thunders. She was sent by him to seek an audience with the Sultan of the Efreet. Her mission is to discover why the Grand Caliph can produce no heir; her master believes the genies know the reason for it. She is stranded here with no way to return. She will ask the PCs for help meeting the Sultan and returning home. Whether she succeeds with her mission or not, right now she would be content just to go home (see Adnan in the *City of Delights* book, Golden Huzuz, p.53).

Tamr (5th level female ajami mage): AL N; AC 9; MV 12; hp 15; THAC0 20; #AT 1; Dmg by weapon (staff); SZ M; ML 13; S 9, D 12, C 13, I 15, W 14, Ch 16; *staff of striking* (50 charges), *ring of protection from fire*.
NWP: genie lore 15, read/write 16, ancient languages (Chun) 15, spellcraft 13.

Sparktail Scorpions

These large, orange scorpions are common vermin in the City of Brass, scurrying underfoot and devouring scraps and whatever else they can scavenge. They roam in groups of 2-5 and will sometimes attack small creatures such as gnomes, harginn, etc.

Sparktail poison is painful but not lethal. Its searing pain makes victims feel as if they are on fire, making spell-casting and combat impossible and reducing all saving throws by -4. Sparktail scorpion venom is an ingredient in the magical venom called Infernal Death (see *Assassin Mountain* for details on this and other magical venoms).

Sparktail Scorpion: Int Non; AL N; AC 5; MV 9; HD 2+2; hp 14; THAC0 19; #AT 3; Dmg 1-4/1-4/1; SA poison; SZ S; ML 9; XP 120.

Wild Baboons

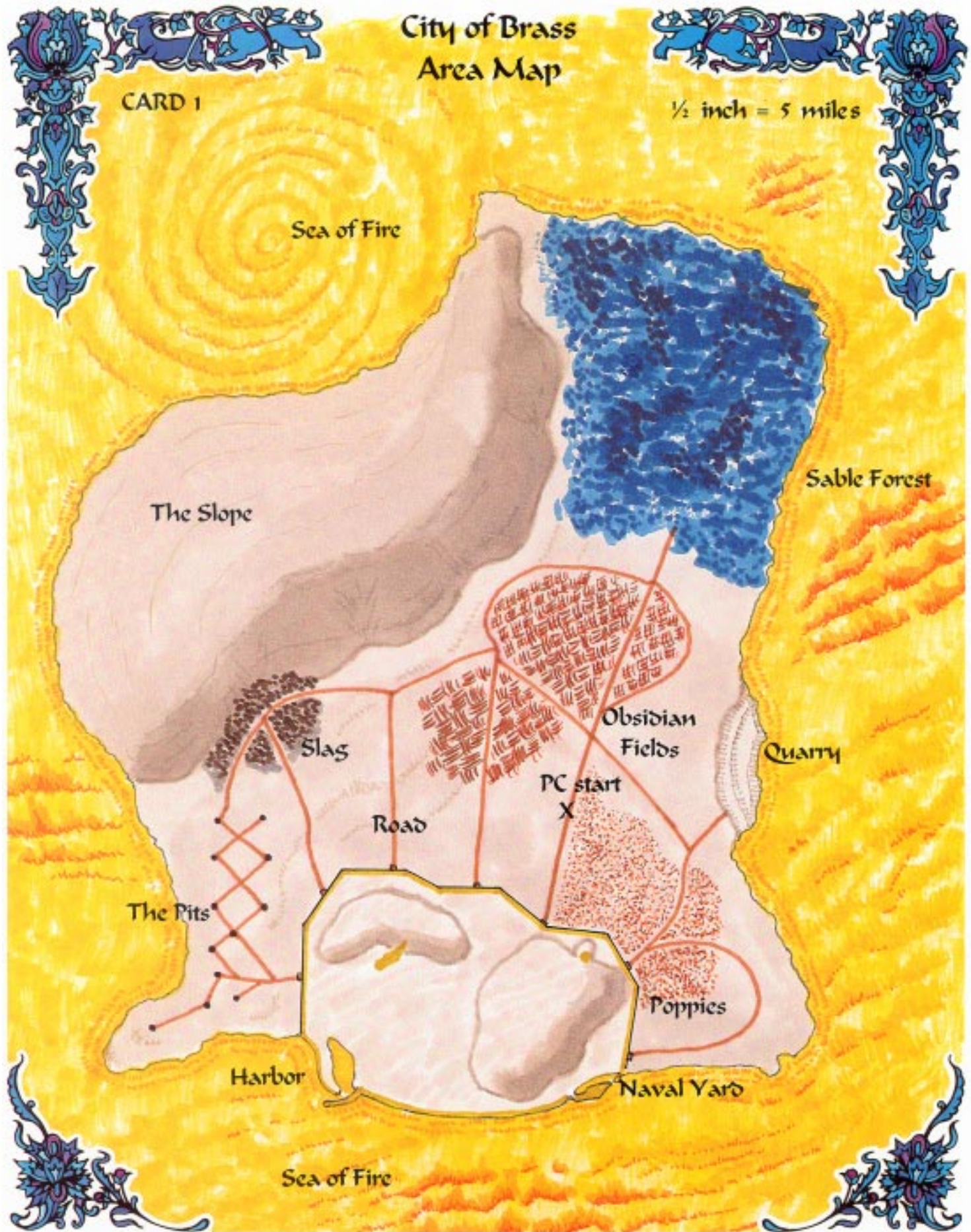
These gray-furred animals are the lowest scavengers of the City of Brass, eating garbage and stealing any wholesome food or brightly-colored items they can. They are very clever and will try to steal food or brightly colored items from the PCs by creating distractions-dancing, throwing things.

Pack of Baboons (2-12): Int Low; AL N; AC 7; MV 12, 12 in trees; HD 1+1; hp 2-9; THAC0 18; #AT 1; Dmg 1-4; SD Climbing; SZ S; ML 5; XP 35.

City of Brass Area Map

CARD 1

1/2 inch = 5 miles



More City of Brass Encounters

Rebellious Mob

These common efreets, salamanders, azer, firenewts, and others have had enough. They have taken to the streets to protest their poverty, their hunger, and their tiny homes. The Sultan has, predictably, sent out the troops. The rioters are being ridden down, trampled, and cut to pieces by the cruel salamanders of the Jackals.

Salamander soldiers (28): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 40; THAC0 13; #AT 2; Dmg 2-12, 1-6 (weapon); SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000.

Salamander officers (2): Int Very; AL CE; AC 4/2; MV 6; HD 8+8; hp 50, 45; THAC0 11; #AT 2; Dmg 2-12, 1-6 (weapon); SA Heat 1-8; SD +1 or better to hit; SZ M; ML 13; XP 4,000.

Azer commoners (33): Int Very; AL LN; AC 2; MV 12; HD 2+1; hp 10; THAC0 19; #AT 1; Dmg by weapon type; SA heat; SD immune to heat; MR 5%; SZ M (5' tall); ML 14; XP 420 each.

Efreets commoners (12): Int Very; AL N; AC 2; MV 9, FI 24; HD 10; hp 40; THAC0 11; #AT 1; Dmg 3d8; SA Spells; SD immune to fire; SZ L; ML 16; XP 4,000.

Salamander commoners (19): Int High; AL CE; AC 5/3; MV 9; HD 7+7; hp 34 each; THAC0 13; #AT 2; Dmg 2-12, 1-6 (weapon); SA Heat 1-6; SD +1 or better to hit; SZ M; ML 13; XP 2,000.

Firenewt commoners (7): Int Low; AL NE; AC 5; MV 9; HD 2+2; hp 10 each; THAC0 19; #AT 1; Dmg by weapon; SA breathe fire; SZ M; ML 11; XP 175; clubs.

Sandman Slavers

These slavers have come to the City of Brass looking for slaves to work the smelters of the dao in the Great Dismal Delve. At the DM's option, the slavers may capture the PCs, thus carrying them off to the Dismal Delve (Card 6).

Sandmen (6): Int Average; AL NE; AC 3; MV 9; HD 4; hp 24, 19, 17, 16, 13, 11; THAC0 17; #AT 1; Dmg nil; SA sleep; SD immune to normal missiles; MR 20%; SZ M; ML 13; XP 975; *Assassin Mountain* sourcebox.

When the sandmen first come within 20 feet or any time they hit in melee, the victim must save vs. spells or sleep for 3 turns (unwakeable). Thereafter, victims have a cumulative 10% chance per turn of awaking normally (a 95% chance if violently disturbed).

Fly into the Sun

If the PCs are hotly pursued, they may meet Tibrat, a golden-feathered roc, in a wide boulevard in a noble or commercial district. The roc is hooded and its claws are tied to a stone pillar. It belongs to a careless young efreets noblewoman, Sahi al-Gundur, who left it with a single slave, a loyal but decrepit firenewt named Mahad. He will view any rapid approach by the PCs as an attack and will surrender the roc in exchange for his life, regardless of the party's actual intentions.

Tibrat is a magnificent and clever avian with lustrous golden feathers and a noble bearing. It serves well as a steed for an entire party and can carry off elephants.

Tibrat knows the sphinx Musbila, and may take the party there. It will otherwise remain with the party as long as the referee deems necessary. By returning the roc to its mistress, the party might gain a valuable ally in the City.

Tibrat, Golden Roc (1): Int Semi-; AL N; AC 4; MV 3, FI 30; HD 18; hp 80; THAC0 5; #AT 2 or 1; Dmg 3d6/3d6 or 4d6; SA surprise, snatch; SZ G; ML 11; XP 9,000.

Friend of a Friend

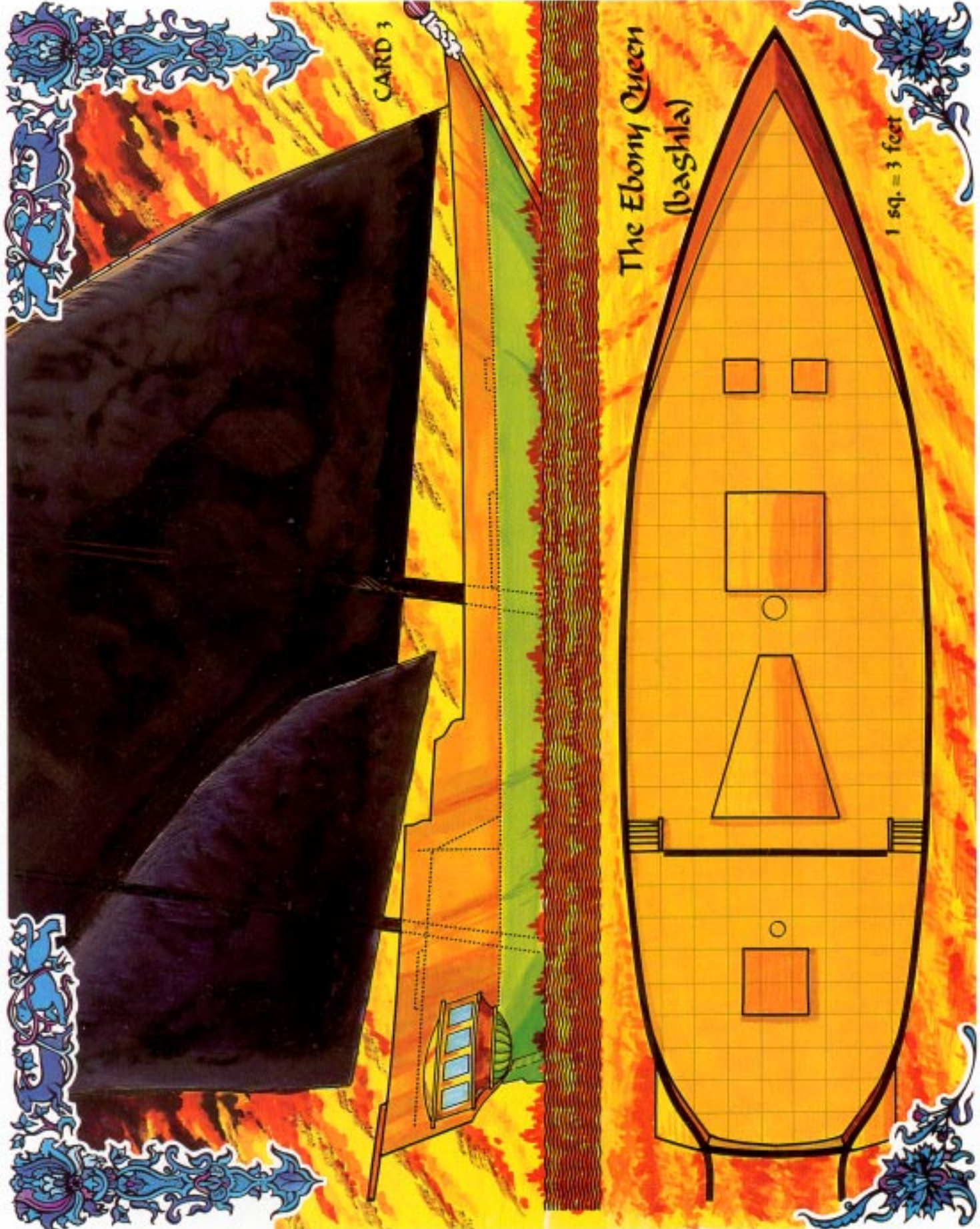
Musbila the gynosphinx is a source of useful advice, such as how to get back into the City of Brass if the party has been forced to flee. She can most readily be convinced to share her information by skilled riddlers, poets, or debaters. Musbila can teach the Genie Lore proficiency to anyone with an Intelligence or Wisdom of 14 or better for a single proficiency slot. A powerful sha'ir or ajami might ask Musbila to impress a genie, who could thereby be convinced to make magical items or perform some other task.

If the party eventually shows good intentions, Musbila will send them to kill a mantichore that has recently infringed on her hunting grounds. If they bring back proof of its death, they win her trust, and she will teach them or give them useful information or advice.

Musbila (gynosphinx): Int Genius; AL N; AC -1; MV 15, FI 24 (D); HD 8; hp 34; THAC0 13, 15; #AT 2; Dmg 2-8/2-8; SA Special; SZ L; ML 17; XP 3,000.

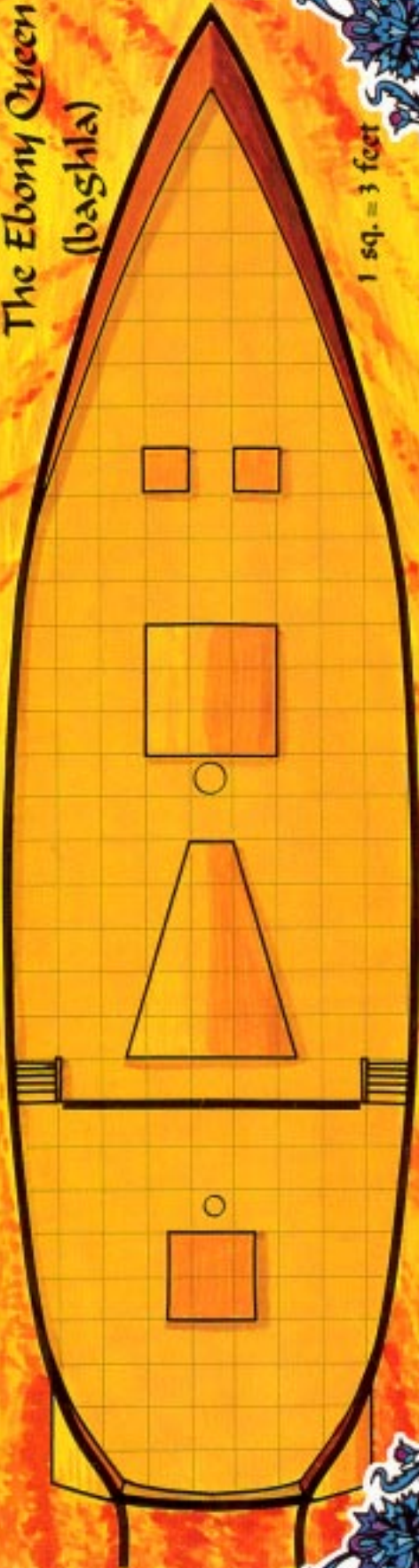
Mantichore (1): Int Low; AL LE; AC 4; MV 12, FI 18 (E); HD 6+3; hp 31; THAC0 13; #AT 3; Dmg 1-3/1-3/1-8; SA Tail spikes; SZ H; ML 14; XP 1,400.

CARD 3



The Ebony Queen (baghla)

1 sq. = 3 feet



Captain Soot & the Ebony Queen

Captain Soot is a black man with curly white hair and a small white beard and moustache. He enjoys traveling, meeting new people (especially new women) and seeing new places. To travel in style, he commands an enchanted ebony *bagla* called the Ebony Queen. Its black sail is famous throughout the realms and along the coasts where he plies his trade. He trades with the ajami, the genie realms, the mamluks of Qudra, and the Pearl Cities.

Captain Soot's ship takes passengers who wish to travel from one genie realm to another. Though few genies stoop to dealing with mortals in business, they make an exception for Captain Soot; they do not lose face by traveling with him. Though his fares are steep (200 gp+ per passenger) and his freight charges are even steeper (300 gp per 100 cubic feet), he is well-known and well-received at dozens of ports of call.

Captain Soot

13th level male human wizard (ajami mage)

AL N; AC 8; MV 12; hp 43; THAC0 16; #AT 1; Dmg by weapon type; SZ M; ML 15; S 14, D 9, C 15, I 15, W 15, Ch 16.

NWP: astrology (15), genie lore (15), haggling (15), language (Jannti, Midani, 15), navigation (13), artistic ability (poetry, 15), seamanship (10), spellcraft (13)

Magical items: *ring of spell storing* (see below) and *ring of protection +2, jellaba of eyes, brass elephant*

Spells: *change self, chill touch, enlarge, magic missile, shield, alter self, deppockets, invisibility, reduce, stinking cloud, blink, haste, lightning bolt, non-detection, wraithform, ice storm, polymorph other, shout, stoneskin* (already cast); *advanced illusion, cone of cold, hold monster, passwall; chain lightning, true seeing*

Captain Soot wears a ring of carved jasper (worth 400 gp for the workmanship alone). It is a *ring of spell storing* (with *fire shield, monster summoning II, contact other plane, and vanish*). When piloting his ship, he pretends to use an esoteric volume called the *Book of Fixed Stars*. In fact, an *orrery of the planes* propels him from plane to plane (see the "Genie Magic" chapter of the **Genie Lore** sourcebook).

One of Soot's favorite tricks in the City of Brass is to *polymorph* himself into an efreet and adopt a new identity as a merchant. In his assumed form, he first *reduces* his purchases and then makes them *vanish*, reappearing in the hold of his ship.

The Crew

Soot's 33 crewmen include 4 jann, 22 reformed corsairs, 5 sea wolves, and 2 sea mages. His amazon marines are related to the Anaconda Company (Gold and Glory, pages 23-24), and use similar weapons and tactics.

Jann lookouts (4)

Int Exceptional; AL N; AC 2; MV 12, FI 30 (A); HD 6+2; hp 39, 32, 31, 28; THAC0 13; #AT 1; Dmg by weapon type + strength bonus; SA spells; SD etherealness; MR 20%; SZ M (7' tall); ML 15; XP 2,000; scimitar, jambiya, short bow.

Corsairs (22)

4th level male human warriors (corsairs)

AL CN; AC 6; MV 12; F4; hp 22 each; THAC0 17; #AT 1; Dmg by weapon type; SZ M; ML 13; XP 175; scimitar, throwing daggers, short bow.

NWP (typical): gambling (12), rope use (14), seamanship (14), weather sense (10)

Lesser sea wolf scouts (5)

Int Average; AL NE; AC 6; MV 30, Sw 12; HD 2+2; hp 12, 10, 9, 8, 7; THAC0 19; #AT 1 (3); Dmg 2d4 (1-2/1-2/1-4); SZ M; ML 12; XP 175.

Senoon & Unfuwa

5th level female gnome wizards (sea mages)

AL N; AC 6; MV 6; hp 15, 14; THAC0 19; #AT 1; Dmg by spell or weapon type; SZ S; SD gnome abilities; ML 13; XP; S 8, D 16, C 13, I 16, W 11, Ch 10.

NWP: genie lore (16), haggling (11), spellcraft (14)

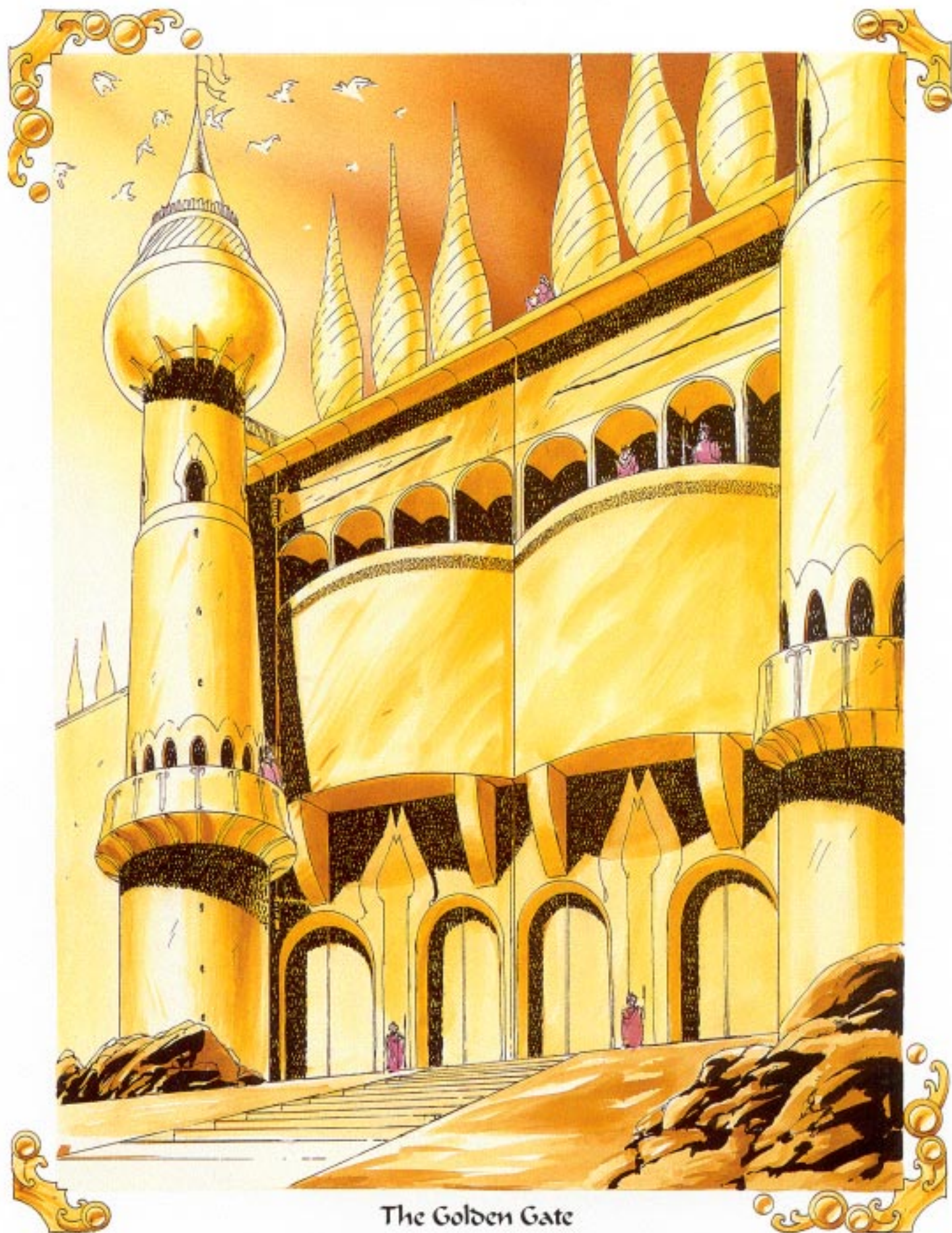
Spells: *charm person, sea sight*, wall of fog; ESP, true bearing*; stone hull**

Amazons (30)

3rd level human female warriors (ajami amazons)

AL N; AC 7; MV 12; hp 18; THAC0 18; #AT 1; Dmg by weapon type +1; SZ M; ML 15; XP 120; blowguns, javelins, scimitars, spears.

NWP (typical): modern language (Midani, 12), tracking (12), herbalism (10), blindfighting



The Golden Gate

Down in the Depths

While the PCs are in the Great Dismal Delve on their own business, Babadul—a felonious dao with a price on his head—runs up to them and yells loudly, “At last, my good friends, you have come to help me against the yikaria.” By claiming them as friends he hopes to force the PCs into protecting him. The Khan wants him dead because he sabotaged work on the mosque of the Forgotten God—Babadul claims he escaped the yakmen only through luck, but PCs who know of the dao oath to obey may be suspicious.

Babadul is pursued by a trio of yakmen and their dao servants. If the PCs refuse to help Babadul and deny knowing him, the yakmen rudely order them on their way and will easily recapture Babadul unless stopped.

Babadul (Dao): Int average; AL NE; AC 3; MV 9, Fl 15 (B), br 6; HD 8+3; hp 49; THAC0 13; #AT 1; Dmg 3d6; SA spells; SD earth resistance; SZ L; ML 15; XP 6,000.

Yakmen (3): Int Very; AL NE; AC 4; MV 9; HD 5; hp 30, 22, 19; THAC0 15; #AT 1; Dmg 1-10 or by weapon type; SA magical item use, dao command; SD spell immunities; SZ L; ML 14; XP 1,400.

Dao (2): Int average; AL NE; AC 3; NV 9, Fl 15 (B), br 6; HD 8+3; hp 40, 32; THAC0 13; #AT 1; Dmg 3d6; SA spells; SD earth resistance; SZ L; ML 1.5; XP 6,000.

If they side with Babadul, he will lead them through an abandoned set of tunnels called the Wadi al-Aqhaf, the Gorge of Skulls. Once a mining center and maze, it has been largely abandoned by the dao. Now it is inhabited by basilisks and shadows that come out at night, when the Delve’s light turns dusky purple. Most dao believe that the Wadi al-Aqhaf can be successfully crossed by “day”, when shadows are less potent. Even then, other creatures prowl. Choose whatever of the following you deem appropriate.

Lesser Basilisks (2): Int Animal; AL N; AC 4; MV 6; HD 6+1; hp 27; THAC0 15; #AT 1; Dmg 1-10; SA petrification; SZ M; ML 12; XP 975.

Killer Mimic (1): Int Semi; AL N(E); AC 7; MV 3; HD 9; hp 43; THAC0 11; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; SZ L; ML 13; XP 2,000.

Shadow (8): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 22, 18, 17, 16 (×2), 15, 13, 12; THAC0 17; #AT 1; Dmg 2-5 + special; SA Strength drain; SD +1 or better weapon to hit; MR Special; SZ M; ML special; XP 650.

If the PCs make it through this gauntlet alive, they will have gained Babadul’s gratitude, and he agrees to grant them a single *wish* (a foolish choice), return them to the Prime Material plane, or to accompany and serve them for a month and a day.

Silent Partner

The PCs are approached by a mute margoyle, who signs and writes out that the PCs should follow him. He takes them through some little known tunnels into an ambush by the gargoyles of the Horns of the Earth, which try to enslave the PCs. If the PCs are having a difficult time with the main adventure, the margoyle may have been sent by a secret ally to lead them to a place of safety.

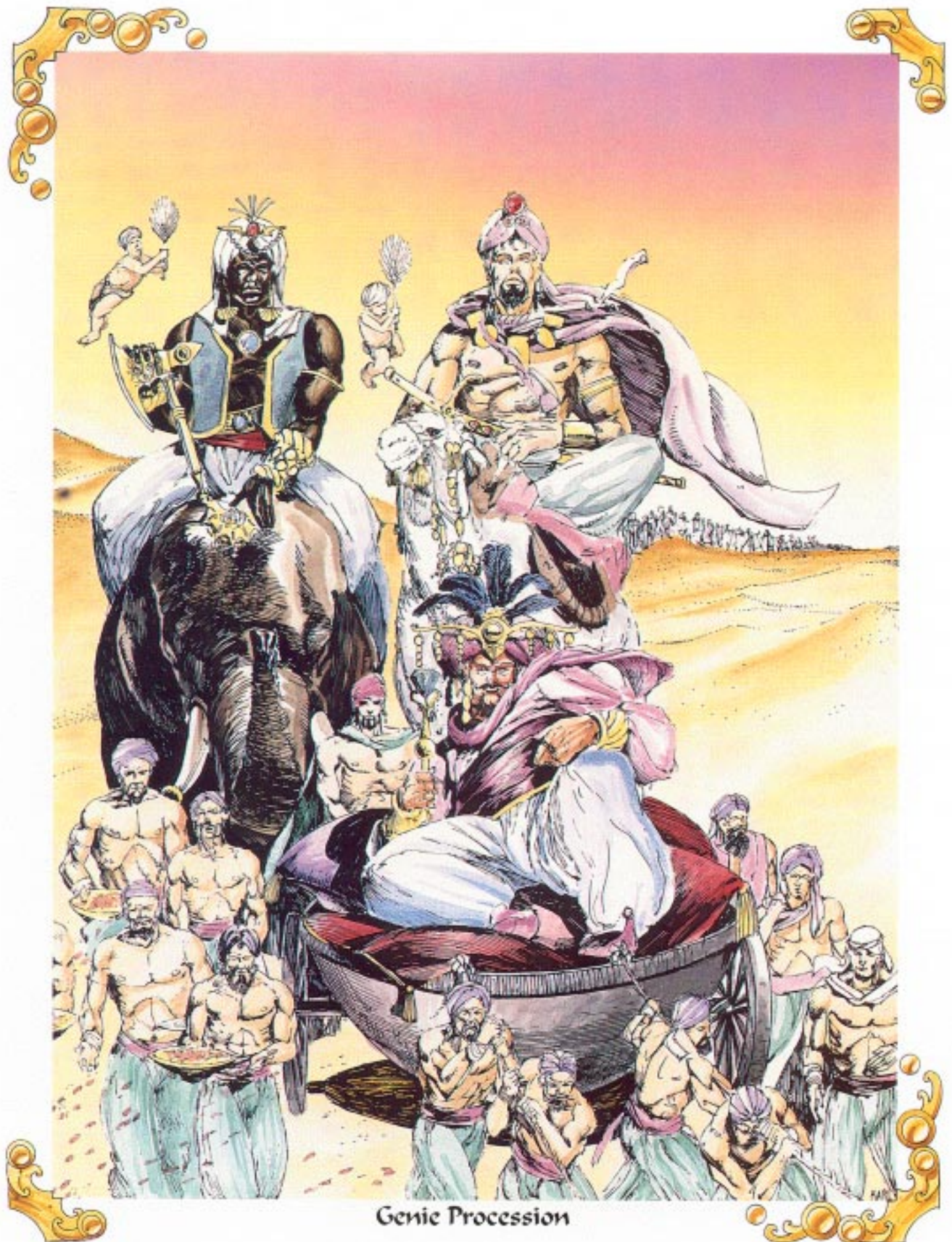
Rockhead (Margoyle): Int Low; AL CE; AC 2; MV 6, Fl 12 (C); HD 6; hp 29; THAC0 15; #AT 4; Dmg 1-6/1-6/2-8/2-8; SA Special; SD +1 or better weapon to hit, hide against stone; SZ M; ML 13; XP 975.

Kumiss and Feta

Kumiss and Feta are violent xorn ruffians provided for comic relief and general mayhem. They are a pair of hard-charging, slow-thinking, senseless, and apparently immune to violence of any kind. Since they are runaway slaves, they are no friends of the dao. However, they are also crabby, hungry, lost, and willing to kill the PCs for food. Play them as Tweedledee and Tweedledum—moronic and gold-hungry (literally), with a limited vocabulary. They demand all the PCs precious metals and minerals. Unless the PCs comply, Kumiss and Feta attack. (“You must feed us now or we will rampage!” “Yes, let us smite them!”) However, they are also easy to trick or confuse with some fast talking.

If the PCs can capture or kill the xorn marauders, the dao will give them a reward of 800 gp. If they feed them, they will learn about the surrounding terrain. Feeding the xorn also makes them hang around like semi-domesticated attack dogs, waiting for a target. They will not leave until they are sure (or have been convinced) that the PCs have no more food for them (including iron weapons and armor).

Kumiss & Feta (xorn): Int low (in this case); AL N; AC -2; MV 9, Br 9; HD 7+7; hp 40, 39; THAC0 13; #AT 4; Dmg 1-3/1-3/1-3/4d6; SA surprise; SD spell immunities; SZ M; ML 16; XP 4,000 each.



Genie Procession

Desert Encounters

These genie encounters occur in the empty regions of Zakhara, where few creatures other than genies and the al-Badia roam.

The Fifty Jann

These raiding jann ride *enlarged* redcap lizards and cast *sunwarp* to increase their apparent numbers; instead of looking like a troop of three (their actual number), they seem to be at least 50, perhaps even 100 strong. The *sunwarp* spell is contained in a *ring of spell* storing that the leader wears. The ring also holds a *sundazzle* spell. Using the *sunwarp* illusion, the jann send one rider ahead to demand the surrender of the PCs. The jann serve a powerful sha'ir who sends them out to get victims for his wicked experiments. He recharges their ring between expeditions.

Their gigantic lizards look just like larger versions of a species of tiny desert predators called redcap lizards, splotchy tan and brown animals with a bright red cap on their skulls. They are not terribly bright and only obey their riders because of the vicious bits they wear, which tear the flesh of their mouths. They can be easily frightened with fire or loud noise; if they fail a morale check, they run from the source.

The jann lair is located in a massif beyond a nearly impassable region of 700' tall sand dunes. The jann will dismount at the edge of the dunes and fly the rest of the way. They have a special powder that will shrink the lizards and loot long enough to be carried to their lair.

Jann (3): Int Very to Exceptional; AL NG; AC 2; MV 12, Fl 30 (A); HD 6+2; hp 31, 30, 26; THAC0 13; #AT 1; Dmg by weapon type + strength bonus; SA spells; SD etherealness; MR 20; SZ M (6'-7' tall); ML 15; XP 2,000 each. Each jann is armed with a great scimitar, lance, short composite bow, and 12 arrows.

Giant Redcap Lizards (3): Int Non; AL N; AC 5; MV 15; HD 3+1; hp 17, 12, 7; THAC0 17; #AT 1; Dmg 1-8; SA double damage on a 20; SZ H (15' long); ML 8; XP 270 each.

The lizards are burdened with heavy saddlebags, full of the jann's loot. This includes 450 gp, 1200 sp, and 200 glass bottles, each containing a magically trapped pilgrim. The pilgrims can be freed only with the intervention of a djinni and the casting of *bless*, *protection from evil*, and *dispel magic* spells.

Pretty Ghul

The PCs hear a howling in the darkness one night, a strange choking howl that rises and falls more in sorrow than in rage. If they investigate, they find an attractive woman named Qittat, middle-aged but well-dressed in silks and perfumed with musky satchels.

If the PCs approach her kindly, they discover that she is not interested in them except as admirers. Anyone able to convince her that she could attract men will win her favorable attention. However, as soon as a PC suggests that she is unattractive, harsh, or unkind, she attacks and devours her critic—Qittat is, in fact, a great ghul who is very sensitive about her appearance, and the slightest criticism is enough to set her off.

On the other hand, though Qittat is fussy about her appearance, she will help PCs who cater to her. A barber can win her loyalty and friendship by trimming and perfuming her. Any PC with the grooming proficiency who makes a successful skill check can achieve the same result. Flattery may also be sufficient, at the DM's discretion.

Qittat is wealthy; if she trusts the PCs (after a successful adventure, for instance), she shows off her finest jewelry, draping herself in strands of pearls and anklets of amber and gold. She may give her special favorite one of these, worth 1,000 gp. Qittat is also a 4th level sha'ir, willing to help her friends with magic in exchange for new spells.

Spell %	Gen/Spec/Pr	Spell%	Gen/Spec/Pr
1st	70 60 30	5th	30 20 -
2nd	60 50 20	6th	20 10 -
3rd	50 40 10	7th	10 - -
4th	40 30 -		

Qittat's wind gen, Hlabwat, is terrified of her mistress, because she saw Qittat cook and eat the body of her predecessor. She spends as much time among the PCs as she dares, hiding from her mistress and muttering fearfully.

Qittat (Great Ghul): Int High; AL NE; AC 0; MV 18, Br 3; HD 4; hp 25; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA spells, shapeshifting; SD undead immunities, +1 weapon to hit; SZ M; ML 10; XP 2,000.

Hlabwat (Wind gen): Int Low; AL N; AC 5; MV Fl 12 (B); HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-6; SD Save as M8, +2 save/-2 damage per die vs. air-based attacks; SZ S; ML 17; XP 120.



Harbor of the City of Brass

Wind and Water

The Humble Marid

While seafaring, the PCs meet a marid who does not speak. He tries to explain (with signs and gestures) what pain and agony this causes him. If the PCs can lift the curse of silence from him, he will grant them 3 wishes or serve them for a year and a day. If they refuse, Ibnul threatens them with storms, whirlpools, and worse, though this is all a bluff-without his voice, he cannot cast spells.

The marid thinks that his voice has been stolen by a magical fish. In fact, it has been taken by a pahari who could no longer abide the marid's ceaseless bragging lies. In her fish form, she approached Ibnul and asked to borrow his voice, flattering him, telling him how rich and husky it was, how strong he was, and how she only needed it for a short time to find her lost mother, who could not hear her little voice in the great ocean. The resulting genie contract was not what Ibnul intended: Busain may keep his voice until she finds her mother or until she gives it back. Her mother is long dead and she has no intention of returning Ibnul's voice.

If the PCs can convince Busain to give up the voice of the marid, give the most convincing PC a 2,000 XP story award and the others 1,000 XP. In addition, they gain whatever rewards Ibnul agrees to, though they must put up with his incessant bragging and his superior attitude.

Ibnul, Potentate of the Ebbing Tides, Caliph of the Eastern

Currents, Sovereign of all Sharks (marid):

Int High; AL CN; AC 0; MV 9, Fl 15 (B), Sw 24; HD 13; hp 64; THAC0 9; #AT 1; Dmg 8d4; SA spells; SD liquid, gaseous forms; MR 25%; SZ H; ML 16; XP 15,000.

Busain (pahari): Int very; AL CG; AC 7; MV 12,

Sw 12 or 24; HD 5; hp 23; THAC0 15; #AT 1; Dmg by spell or weapon; SA spells; MR 25%; SZ M; ML 10; XP 1450.

The King of the Air

While travelling through the mountains, the PCs find a huge tree surrounded by noxious bird droppings and crowded with hundreds of birds. A female genie, a manticore, and a simurgh are perched in the tree, disputing their relative merits. They demand the PCs choose which of them is the most powerful.

Nizam, the genie, claims that she has the greatest magic;

Makinu, the simurgh, claims that his many followers prove his worth; and **Achmedates**, the manticore, claims that he is the strongest because he preys on the simurgh's followers and does not need magic.

If they choose the genie, Nizam is very gracious, but the manticore storms off in a huff, watching for a chance to catch one of the PCs or their mounts later. Nizam is a good mentor and can teach the Genie Lore proficiency to anyone with an Intelligence or Wisdom of 14 or better (other PCs are just too dull to take on as pupils) for a single proficiency slot. This takes one month.

If they choose the simurgh, the genie and the manticore are infuriated and will try to drive the PCs off with blows and curses; if they survive, the simurgh rewards them with a trained giant eagle mount named Sassanas.

If they choose the manticore, the other two creatures accept the ruling gracefully. Achmedates teaches one character the Air-based Riding proficiency, but demands to be fed for the month it requires (at a cost of 12 sheep or 6 cattle).

If they name more than one, the participants ask for a more precise answer. If this is refused, the characters are dismissed by the flying creatures as unlearned and unhelpful.

If they say that none of them are the strongest, referring instead to Fate or the gods, the three debaters will be annoyed, though they reluctantly agree with the party on the value of piety.

Nizam ibn Zaida (djinn): Int Average; AL CG; AC 4;

MV 9, Fl 24; HD 7+3; hp 48; THAC0 13; #AT 1; Dmg 2d8; SA whirlwind, spells; SD Special; SZ L; ML 13; XP 2,000.

Makinu (simurgh): Int Genius; AL LG; AC 1; MV 3,

Fl 48 (A); HD 10+10; hp 57; THAC0 11; #AT 2; Dmg 2d8/2d8; SA spells, hypnotizing tail; SZ G; ML 14; XP 10,000.

Achmedates (manticore (1)): Int Low; AL LE; AC 4; MV 12,

Fl 18 (E); HD 6+3; hp 45; THAC0 13; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; SZ H; ML 14; XP 1,400.

If the party is rewarded with the giant eagle, use the following statistics:

Sassanas (giant eagle): Int Average; AL N; AC 7; MV 3

Fl 48 (D); HD 4; hp 17; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA dive, snatch; SD Special; SZ L; ML 13; XP 420.



19



71

Avencina

- 1 Gate of Ashes
- 2 Sultan's Renovation
- 3 Rebel's Rubble
- 4 Ghost District
- 5 Burnt Bean (famous coffeehouse)
- 6 Rabblrouser's Square

Arches

- 7 Slave Market
- 8 Chained Palazzo

Ashlarks

- 9 Zam-Zam (coffeehouse for slumming nobles)
- 10 Commoner's Market
- 11 Krak al-Tawil
- 12 Lookout Point
- 13 Shimmering Gate
- 14 Shimmerwaste

Castings

- 15 Duellist Row
- 16 Parade Grounds
- 17 Officers' Barracks
- 18 Armouries and Stables
- 19 Gate of the Fallen
- 20 Frelst Alley (brawling site)
- 21 Embassy of the Brotherhood of True Flame
- 22 Ring of the Unquenched

Char

- 23 Canal Docks
- 24 Phoenix Gate
- 25 Red Wurm Smelter
- 26 Forge of Manacles
- 27 Locksmith's Row

Cindersweeps

- 28 Drydocks & Military Dock
- 29 Krak al-Zinad
- 30 Gate of the Simoom

Iskalat (docks)

- 31 The Lighthouse
- 32 Captain's Suq (ship's chandlers)





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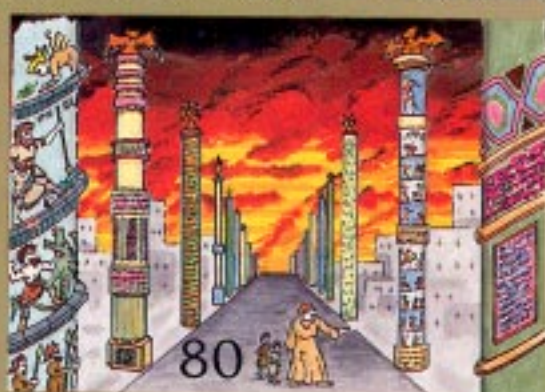
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Keffinspires

- 50 Street of Steel
- 51 Golden Tower of the Azer Steel Guild
- 52 Cloud Palazzo (ramps to aerial walkways)
- 53 Basalt Palazzo (azer tower)
- 54 Diamond Gate
- 55 The Great Smithy

Marlgate

- 56 Caravanserai District (warehouses)
- 57 Scorpion Alley (sparktall nests)
- 58 Dao Guard Drillgrounds

The Plume

- 59 Palazzo of Spears (general's palazzo)
- 60 Palazzo of Stamping Hooves (vizier)
- 61 Watchfire House (minister of security)
- 62 Krak al-Nayyiran
- 63 Golden Gate
- 64 Obelisk of the First Sultan
- 65 Prism Gate
- 66 Street of the Last Houses
- 67 Maidan
- 68 Ahsinat Bazaar (horse market)
- 69 Palazzo of Nine Black Pillars
- 70 Ebony Palazzo (baatezu embassy)
- 71 Blue Horse Palazzo (Sultan's physician)

Pyraculum

- 72 Mehara Bazaar (camels/saddle-makers)
- 73 Street of Craftsmen
- 74 Qahwa Suq (coffee/beans/spices)
- 75 Marabout Suq (preachers/books/holy items)
- 76 Dir al-Nasr Bazaar (hawks/hounds)
- 77 Hayyat Suq (cloth/tailors)
- 78 Edible Bazaar (vegetables/fruits)
- 79 Marakish Bazaar (leather goods)
- 80 Street of Stelae

Rookery

- 32 Captain's Suq (ship's chandlers)
- 33 Magma Gate
- 34 The Octagon

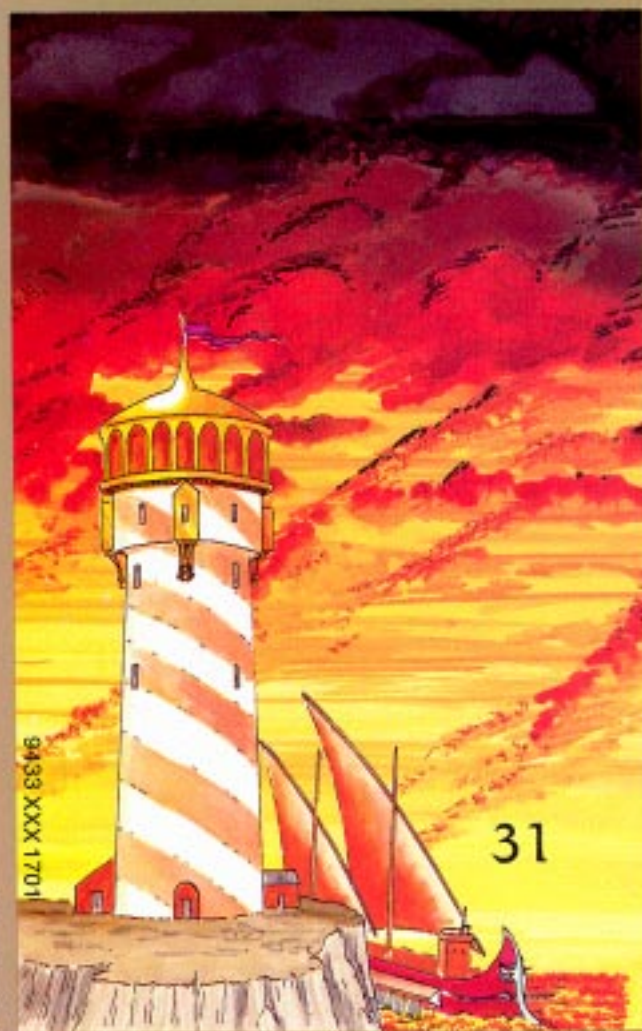
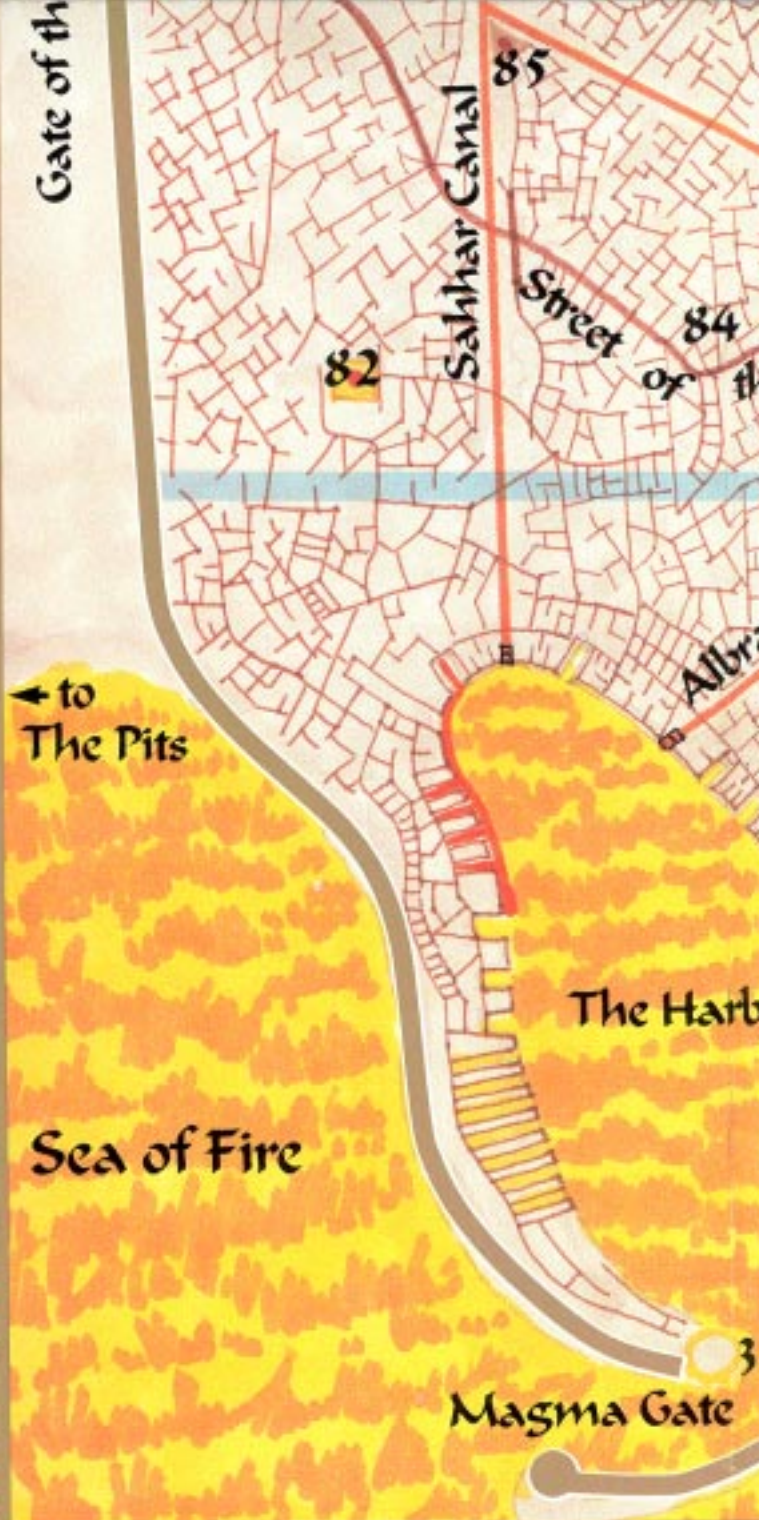
The Foundry

- 35 Plaza of the Hunters
- 36 Plaza of the Silver Chariot
- 37 Gate of Glory
- 38 Fountain of Clearest Azure
- 39 Orangerie

The Furnace

- 40 Charcoal Palace
- 41 Red Pillar Halls
- 42 Breath of the Sultan
- 43 Barracks of the Ring of Fire
- 44 Eternal Flame Pavilion (Agni)
- 45 Mosque of Blistering Atonement (Imix)
- 46 Mosque of the Irreducible (Freyal)
- 47 Mosque of Kossuth (abandoned)
- 48 Flamesight Mosque (Hastsezini)
- 49 Guardians of the Three Flames Chapterhouse

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Harbor



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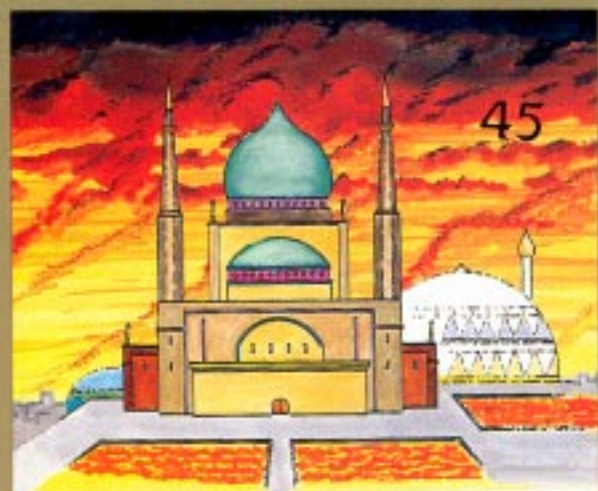


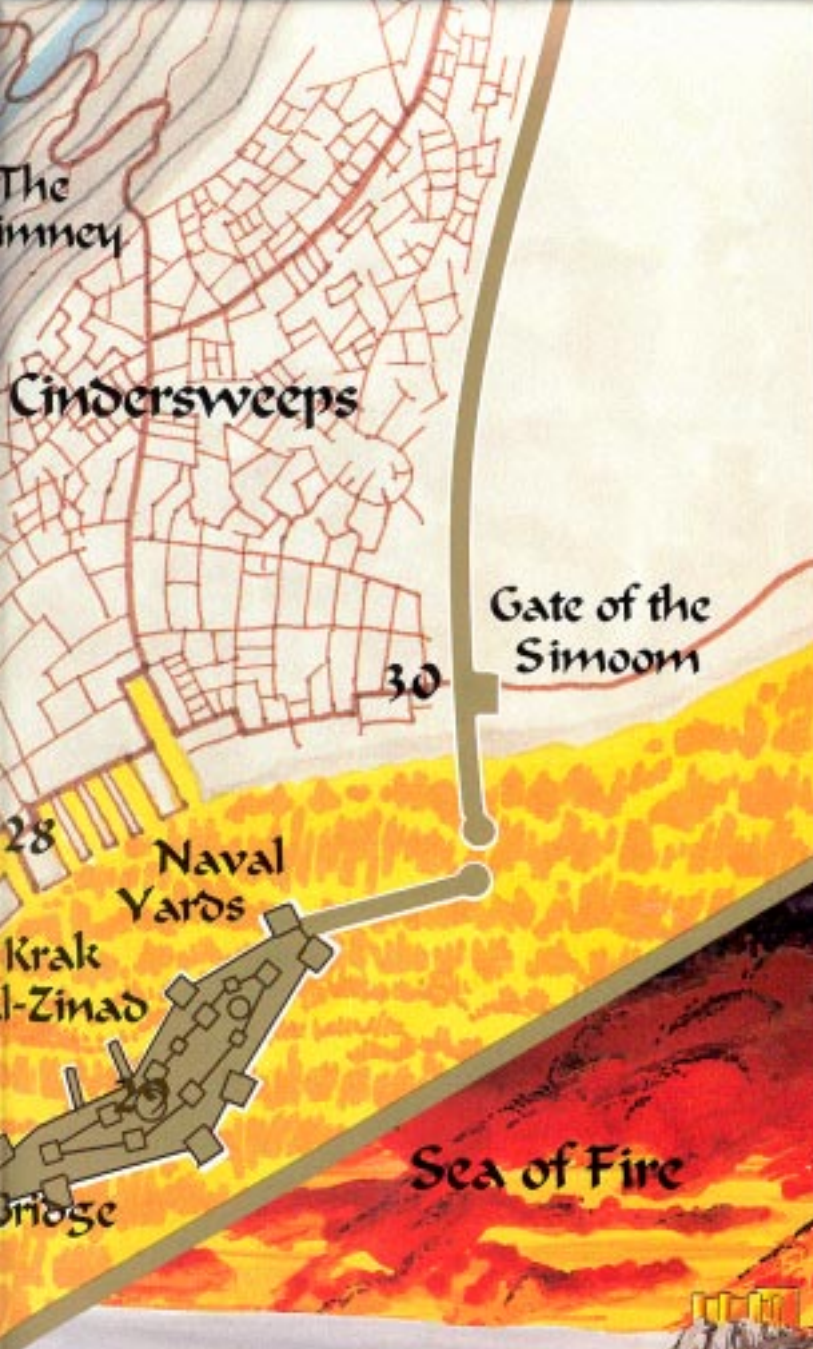


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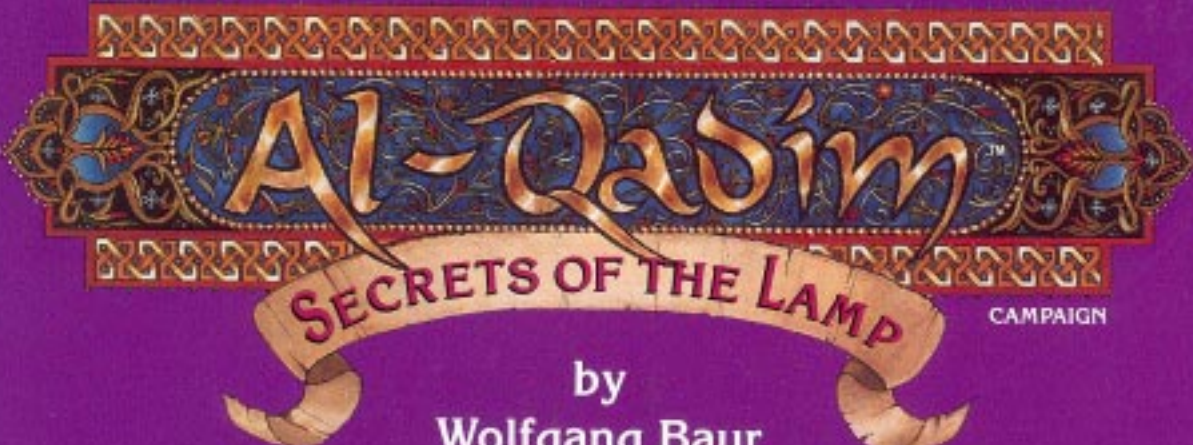


Rookery

- 81 Seven Maidens Gambling Den
- 82 Kassar's Pleasure Garden
- 83 Arena of the Red Claw
- 84 Street of the Vine (wineshops)
- 85 Kallian (smoke vendors' bazaar)
- 86 Khat Market
- 87 Blue Feather Arena
- 88 Bridge of Delights
- 89 Gate of the Eternal Sun/Roumi Plaza
- 90 Maboul Fennec Square



3



AL-QADIM[™]
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120 Church End
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United Kingdom

\$18.00 U.S.
\$21.50 CAN.
£10.99 U.K.

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ISBN 1-56076-647-6



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