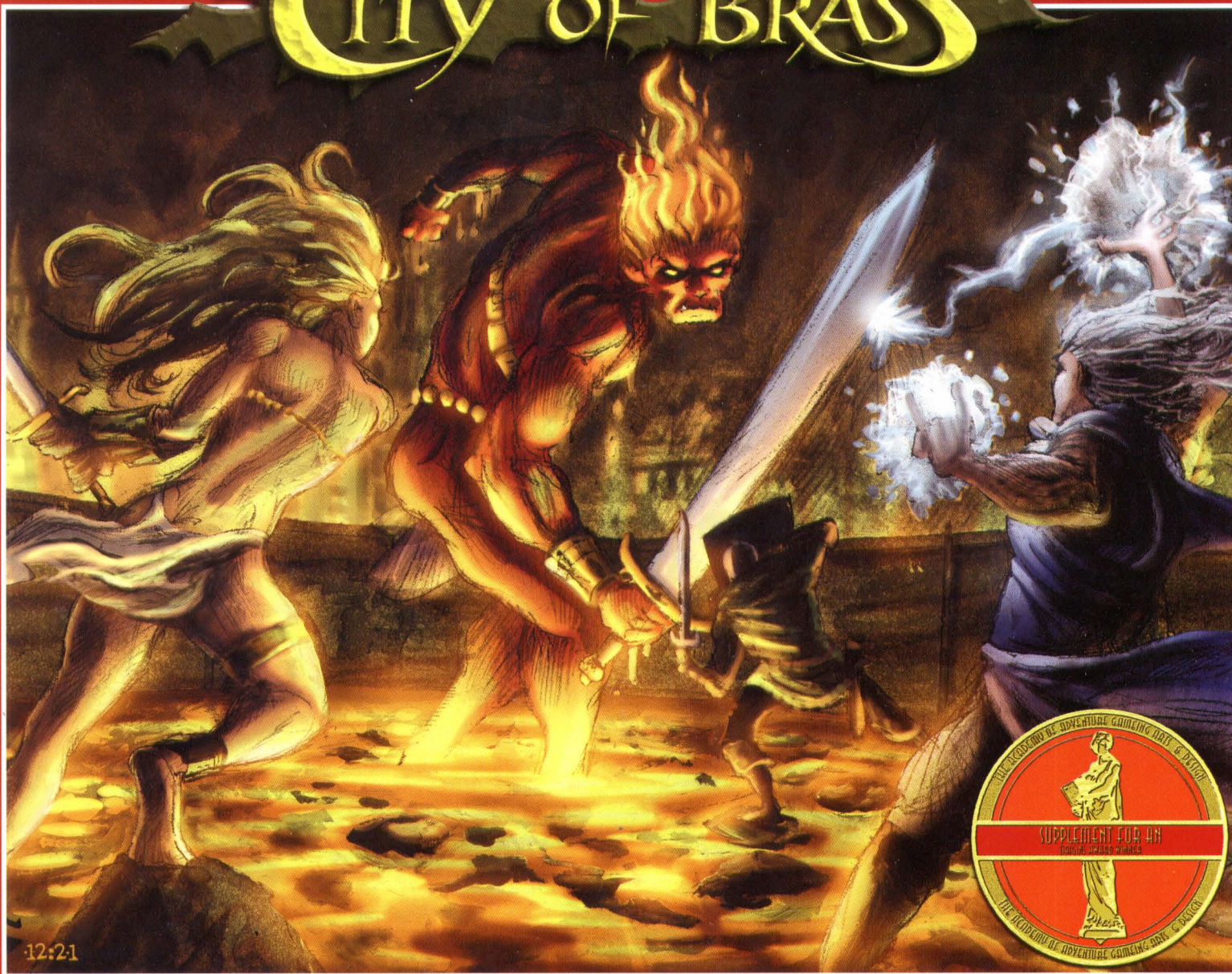


FOURTH EDITION



SIR ROBILAR'S CITY OF BRASS



A HACKMASTER CAMPAIGN SUPPLEMENT

BY JEFF KNIGHT AND ROB KUNTZ

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The Plains of Fire

 = 40 miles

Fire Giant Lands

Flame Tongue

Fortress of
The Elemental Lord

Morg

City of
Brass

Tower of
Vapors

Veiled Lands

SKAR

(the scorched plains)

Veil of
Tinthis

Citadel
of Ice

Realm of Ice

The Rift

Realm of Earth

Realm of Air





CITY OF BRASS

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Regional Map of the Elemental Plane of Fire	inside front cover
The City of Brass (aerial view)	inside back cover

Introduction

WELCOME TO THE CITY OF BRASS!

The legendary story of the original City of Brass comes from an anonymous 14th Century tale as retold in Burton's *Arabian Nights*. It is a dead city whose population perished due to wholesale and sustained famine. The adventure into it is noteworthy for a detailed description of its architecture and treasures, and has an interesting prelude wherein an Afrit is described: "...with two huge wings and two human arms with lion's paws. The hair on the head is like horses' tails, and of his three eyes, two are like burning coals, and the third, in his forehead, is like the eye of a lynx..." He points the way to the city.

As my good friend Gary Gygax saw fit to place this enchanting city on the Elemental Plane of Fire when first crafting those realms, we can now expand upon that placement. Brass is a pivotal city, filled with intrigue and excitement, adventure and politics and fiery wars, delicious death and sultry women of alien and human nature. It is a trading city in the richest sense of that meaning, just as the Efreeti and their kind are traders, loving riches and finery and valuing a good fight or chase for the same. Masters of illusion and other beguilements but quite real and ever present, their realm stands forth as an ancient Baghdad, perhaps, but turned into a magical city of wonder, dreams and death. Huge armies have issued forth to challenge the other elemental realms about its borders. The Efreeti, unquenchable arrays of fire and spirit, are flickering standards of the fire realms past and present, positioned as the superior and irrepressible force which will eventually consume all...

What follows is my version of this City as carried forward, given a history, and a people, animated with all of its various enchantments and infused with an elemental direction. It is a version-come-vision inspired by great storytellers, great game designers, and a masterfully rendered illustration by an equally inspired artist, as well as 16 years of note-taking, rethinking and new-found inspirations by myself. Your tour of this fantastic landscape begins now!

What you have in your hands is part of history! The most talked about city of legend! The City of Brass! City of the Efreeti! City of the Eternal Flame! A city of magic, mystery and intrigue incomparable!

Its design history has been a long and eventful one. It was originally conceived of back in 1985 and slated as a release for Creations Unlimited in 1988. In its long process of being developed for print, the City of Brass went through several evolutions whilst avoiding the ravages of time and several demon's grasping talons to boot! No less than several thousand man-hours have been graciously expended in its crafting. Graphic artists, writers, editors, fine artists, web designers--all have contributed much to its final artistry, which I can now say makes it as complete a product as I had envisioned it could be.

This is THE City of Brass. It is a product, yes. But, hopefully, you will concur with me upon perusing its pages, by delving into its many sections, by plumbing its streets filled with the fantastic, by redirecting your imagination to and among its various inhabitants, that it does indeed sing of adventure most high and of wondrous times and places that we can ponder about most pleasantly while in our waking world.

Robert J. Kuntz
Waukesha, Wisconsin

HOW TO USE THIS WORK

There is a lot of information packed into these pages. Make sure to read all of it before proceeding, as this will ground you well in the intricacies that will time after time present themselves. These are magical and volatile realms, and the City of Brass epitomizes them all. There is much to be discovered and much to be fathomed here. As a GM you also have another chore before you: dealing with the what-ifs and PC interactions in situations that are not covered. The possibilities are endless when dealing with a campaign, world or city setting. Get used to the idea that some of the best stuff in your campaign will be generated by the PCs acting on a piece of information you threw their way from some section of this book. This book presents some very detailed material, but by no means can it cover every possibility. Have fun sculpting the rest as suits your needs.

Devotees of HackMaster will note that this supplement is presented in an atypical form. In keeping with its "old school" roots, many of the encounter areas within the City of Brass are not replete with combat statistics. This is no mere dungeon crawl and interaction with the inhabitants is a vital element. Such role-playing is necessarily dependent on the personalities of your players and the overall theme you have set for your own campaign. It is therefore vital that you be able to extemporize within the framework presented. The City of Brass is designed not only for experienced players but also for skilled GameMasters!

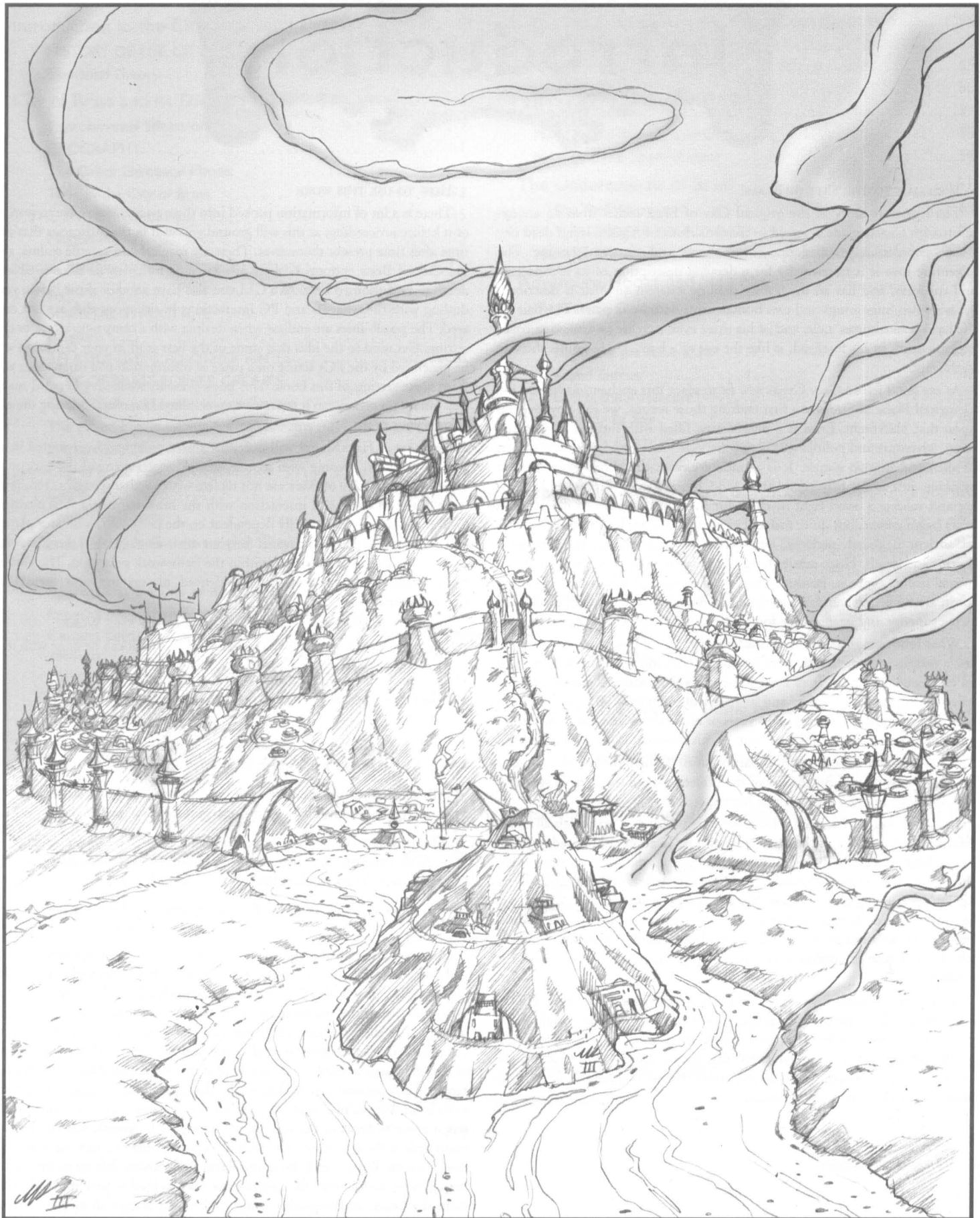
LEVEL OF INVOLVEMENT: WHAT IS THE RANGE OF THIS WORK?

The Author's thoughts on what is presented and what can be done with it...

The holistic points of this work are many:

- To provide an instant setting for high level play
- To give the GM a series of options for integrating parts of this setting as his or her game matures, not dependent on overall level of play but on the parts which are favored and used
- To allow for future expansions on this work to enlarge the scope and integrate the specific presented categories through more detail
- To provide an engrossing, imaginative and creative base from which GMs can construct their own derivations or additions, notwithstanding future product limitations or availability
- To provide a range of possibilities by wealth of presented material

In essence, though this source material may look or feel of a certain level, and indeed the context and situations do point to higher level play, if only for one reason alone that the Efreeti are of a starting level which promulgates that idea, they being the mainstay inhabitants of this realm. However, taking a close look at the appendix will reveal that the work includes such things as irregulars, slaves, and lower-leveled beings and monsters, so lowering the recommended level of play can be achieved if this is desired. Also, note that the range of involvement can be directed by the GM: he or she needs not ascribe to a certain level of play in all situations, thus allowing a growth oriented campaign game to forward the idea of the setting. It is possible considering the many side treks and adventures that are involved here to run the gamut of level 7 on up, but the end result and flavor is, as always, left up to the GM. I merely note the obvious for convenience sake as level is very much decided from the onset, and thereafter going back is not always an option without restarting. Just remember that you always have choices.



Chapter 1

Introduction to the City of Brass

The *City of Brass*. To scholars and experienced adventurers across the TeraVerse, the very name conjures up images of a great city floating in a sea of molten lava, a place of great wealth and even greater danger. The capital city of the Efreeti is favorably situated near the convergence of the Elemental and Prime Material Planes. It is these crossroads which have afforded the city the opportunities to grow as wealthy as it has, even as they have provided the city with many of the threats it has faced over the millennia.

HISTORY OF THE CITY OF BRASS

Founding

The exact date of the founding of the City of Brass has been lost into legend. On Aldrazaar the first mentions of the city can be found in Fraidorian texts, themselves thousands of years old, and they make mention of the city being “ancient and eternal.” Many learned sages believe that the citadel that would become the great City of Brass was first constructed not less than 50,000 years ago.

This citadel was built by the Efreeti tribes that roamed the Elemental Plane of Fire in order to keep watch on the numerous elemental nodes located in this area. It was designed to keep watch, and to warn the tribes of any incursions from the other elemental planes. This Citadel of Brass eventually became a meeting ground between the tribes. They would gather here to swap news and rumors, and renew alliances or air grievances. They also began to trade with one another at this spot thus beginning the tradition of the city as a great marketplace.

The volcano on which the citadel was built was riddled with caves and lava tubes that a clan of Fire Trolls called home. When they conquered the mountain and its inhabitants, the Efreeti pressed the Fire Trolls into forced servitude, a condition in which the trolls to this day find themselves.

The First Incursion

The Marid from the Elemental Plane of Water (see Appendix G: Notes on HoB Monsters)—who share an eternal enmity with the Efreeti of the Elemental Plane of Fire—began to take envious note of the wealth traded between the Efreeti at the citadel. They sent forth their armies into the Plane of Fire so that they might conquer it. Their initial attacks were swift and decisive, and the Citadel of Brass soon fell to their advances.

Kubastiz, founder of the legendary clan that bore his name, united the disparate Efreeti under his banner. They struck back hard, reclaiming their citadel and driving the invaders back towards their nexus to the Para-Elemental Plane of Ice. The Lords of Water agreed to an armistice lest they suffer total defeat. They withdrew their armies and the Efreeti returned to Brass.

Kubastiz declared the citadel to be the home of the Efreeti, and himself the first Sultan of Brass. He built his palace there and the modern City of Brass was founded.

Growth and Expansion

As the first Sultan of Brass, Kubastiz oversaw the first major expansion of the city. After building his palace along the upper edge of the volcano where the original citadel was built, Kubastiz had a second wall built, and this wall

(located approximately along the outlines of the current day Bastion of Plasma) marked the outer edges of the city.

As more and more Efreeti clans were drawn to the city, denizens of the other Elemental Planes decided that for them, too, Brass could be an important trading post. Representatives of Earth, Air, and even Water (though these were closely watched), flocked to the outer boroughs of Brass where they began to trade with the Efreeti and among each other. The Sultan of Brass taxed every trade (a practice that continues to this day) and the treasury of the great city began to swell with the wealth of the elemental planes.

Under the rule of the Kubastiz line, the city grew larger and more prosperous. The third Sultan of Brass, Kmilsh, expanded the walls of the old city, and built a second set of walls around the Great Market. Kmilsh also attempted to halt the practice of using the Fire Trolls as slaves, and it was this stance that sages believe led to his assassination. The Eighth Sultan of Brass, Laogrizz, allowed the Market to expand further. He also built the great guildhouses for the Metal and Stoneworkers of Brass as a tribute to the magnificent artisans that called the city home.

And so it went, with each successive Sultan building monuments to himself and his city, showing off the wealth that the City of Brass could offer. And each time, the Lords of the Water Realm would take notice.

The Great War

Relations between the Lords of the Fire Realm and the Lords of Water have never been cordial. Although trade was encouraged between them, both sides regarded each other with suspicion at best, and open hostility at worst. These relations reached their nadir when Ham’annitz, the 12th Sultan of Brass, jailed two dozen merchants from the Plane of Water on the suspicion that they were engaged in espionage. The Lords of Water demanded their release. When Ham’annitz had them executed instead, the Water Lords used this as justification to stage another invasion.

Leading the assault on behalf of the Water Lords was Lord Pojar. His plan was to establish a permanent colony within the Fire Realm. Through an alliance with nobles from the Para-elemental Plane of Ice, Pojar created a region of ice and snow centered at a nexus point nearby the City of Brass. Pojar staged his armies in this icy bailiwick using the blizzard conditions to camouflage the size of his considerable forces.

Ham’annitz, wielding his clan’s legendary scimitar and overconfident in his abilities, marched his forces out to meet the invaders. The battle went poorly for the woefully outnumbered Efreeti. Ham’annitz was killed and the Efreeti were driven back inside the walls of their city and besieged.

Above the City, dragon auxiliaries battled for control of the skies. Pojar had used his alliances with the Ice Para-Elemental Lords to recruit dozens of White Dragons with which he hoped to freeze Brass into submission. His plans were thwarted by a squadron of Efreeti mounted on Slag-Brass Dragons that kept the White Dragons from destroying the city. It was during this battle that Hlooshpetuu, an ancient White Dragon, was slain atop the volcano Ngarkl by members of the Flaming Claw clan. To this day they contend that it was this act which kept the city from falling into Pojar’s hands.

Efreeti resistance outside of the city also helped to disrupt the Marid siege. Several clans, inspired by the great orator Isfrizzal, time and time again assaulted the perimeter of the Marid armies, causing the Water Lords to divert resources away from the siege of Brass.

The Mage Compact

Isfrizzal's victories caused more Efreeti to flock to his banner, and his armies grew. However, they still weren't enough to defeat the Marid. Pojar was a brilliant commander, and his troops were well trained and highly disciplined. Before the final battle could be fought and the City of Brass liberated, Isfrizzal would require one more ally: the Mage Lords.

During the time since Kubastiz's victory over the Marid in the First Incursion, the humans of Aldrazzar progressed from cave-dwelling tribesmen into a literate, civilized race. The most powerful of these humans were magic-users that styled themselves the Mage Lords. As they grew in their quest for knowledge and power, these Mage Lords began to discover and explore the other planes of existence, and eventually they found the City of Brass. Recognizing this as a place that could provide the knowledge and power they so desired, the Mage Lords struck up a bargain with Isfrizzal. They would help him rescue Brass from the Marid, and they in turn would be given free access to the city. The deal was accepted and became known as the Mage Compact.

Liberation!

With the might of the Mage Lords backing them, the Efreeti launched their final assault against their enemy. Legends speak of this terrible battle lasting for one hundred and one days with countless elemental creatures perishing on either side in this final desperate battle.

Pojar rallied his forces, sensing that victory in this battle would defeat the Efreeti Lords once and for all. However, the Efreeti, fighting for their home and honor and spurred on by the promise of liberation, fought tenaciously and with the help of their human allies broke the siege. Free to maneuver, the two armies met in a great set piece battle. The site of this last terrible conflict became known as the Rift, an area where the very fabric of the Elemental Planes was torn asunder.

Pojar's armies retreated back into their icy sanctuary where they prepared to make a final stand. The Efreeti, however, did not pursue them. Their lands were devastated after the fighting, and they wished to regroup and rebuild their great city. Once more an armistice was signed, and an uneasy peace fell between the Lords of Fire and Water.

Years of Peace

Following his victories in the Great War, Isfrizzal was unanimously accepted as the next Sultan of Brass (the Kubastiz line having been broken with the death of Ham'mannitz). Under his stewardship, the city grew to its current size. He replaced the aging and damaged city walls with what would be called the Four Tiers of Defense. Isfrizzal oversaw the reconstruction of the palace and the palace grounds, and constructed the outer gates on the Eternal Flame's Tear.

Isfrizzal also built a great hall to commemorate the battle and the alliance with the human mages (this alliance would in time come to be called the Human Compact, allowing any human, even those who were not mages, into the city should they swear fealty to Brass). The human mages began to establish guilds of their own within the city and soon humans would become the second-most numerous of the beings who called the city home.

The Human Question

The growing human populace within the City of Brass began to trouble the clan nobles. Through their dealings with the mortals on the Prime Material Plane, they saw that the human capacity for greed and treachery far exceeded their own, and even though humans were mortal, their fecundity (when compared to the low birthrate of the Efreeti) caused their numbers to swell.

Each successive sultan would receive complaints from the clan leaders about the humans. The sultans were loathe to act against them since it was their revered ancestor who first forged the Human Compact, and it was the aid of the Mage Lords which had ensured Brass' independence.

But memories of such things can be short, and Efreeti scholars began to posit that Isfrizzal could have beaten the Marid without the humans' help.

Indeed, the scholars said, the Mage Lords waited on the sidelines until a winner was evident, and then threw their lot in with Isfrizzal. Another irritant was the growing number of human thieves and other ne'er-do-wells within the city. The "human question" became a concern of every Efreet.

Ek Byr

As the nobles became increasingly frustrated by the Sultan's lack of will to act against the perceived threat of the human community in their midst, they began to search for someone whom they could plant on the throne and more easily control. They believed they had that someone in the person of Hafiarz Ek Byr, head of a minor clan whose outspokenness on the subjects of the human threat and the weakness of Brass was well-received by the general populace (although not, unsurprisingly, among humankind).

When a group of adventurers killed a well-respected member of the Long Fang Clan (as depicted on the cover of the HACKMASTER *GAMEMASTER'S GUIDE*), the nobles once again demanded Naogrizz II, 26th Sultan of Brass, do something about the humans. The only action Naogrizz took was to banish these adventurers from the plane. This caused the nobles to stage a coup d'état.

The coup was successful as the majority of the populace sided with the nobles. Naogrizz and his loyalists fled to the Elemental Plane of Earth, where the Dao promised them sanctuary. The nobles wasted no time in placing Ek Byr upon the throne. His first act was to demand the Dao repatriate the Sultan. After receiving a substantial bribe, the Dao eagerly complied. Upon their forcible return, Naogrizz and his followers were all put to death.

Ek Byr subsequently demonstrated just how difficult he would be to control. He quickly consolidated his power over the military, dismissed the clan leaders from the palace and declared himself the city's first Grand Sultan. Nobles who objected too strenuously to this turn of events were arrested and killed, their corpses hung outside the palace walls alongside that of Naogrizz. It was a very effective warning. Cowed by Ek Byr's ruthlessness and having lost control of the military in any case, the nobles found themselves stripped of all real power within the city.

During these early months of Ek Byr's reign prudent humans, many of whom had ancestry in the City of Brass going back hundreds, if not thousands of years, began to leave the city. Those who were unwilling to leave the Plane of Fire for good took refuge in mountain camps, while many more returned to the Prime Material Plane. Among them were the leaders of a little-known religious movement popular among the human citizenry of Brass known as the Blood Cult. The leaders of the Blood Cult fled with their holy writings and artifacts before Ek Byr could begin his pogrom.

Ek Byr began years of conquest across the Elemental Plane of Fire. He began by rounding up all the humans that remained within the City of Brass. Those he did not kill outright he forced into slavery. Some elementalists attempted to remind Ek Byr of the Human Compact, but this just merely compelled Ek Byr to eliminate all traces of the ages-old allegiance. He tore down the Hall Of Allegiance, and destroyed all of the mage guilds in the city.

Once his power was secure within the city, Ek Byr turned his attention towards the surrounding elemental planes. Mustering his armies, he began a campaign of conquest across the planescape.

By the time Ek Byr vengefully cast his feral gaze upon the Para-Elemental Plane of Ice, the noble lords of Brass realized they needed to act. The City of Brass was in a near-constant state of war and the merchants and traders who were the lifeblood of Brass were staying away. The city's coffers were rapidly being drained to supply Ek Byr's armies and it was getting harder and harder for the Efreeti to obtain the luxuries of life to which they had grown so accustomed. The nobles needed to overthrow Ek Byr, but to do that, they needed an army of their own.

The Coming of Fiarz

During his campaigns against the Fire Trolls of Morg, Ek Byr battled a number of Fire Giant clans that lived in these mountains. He captured a number of these to work as slaves or to serve as his concubines. One of these concubines was a princess among her people, whose name has since been lost

to history. She became pregnant when Ek Byr raped her and gave birth to a son. Fearing for her child's life, the princess sent him to live with one of the opposition noble families.

The lad, who would come to be known as Fiarz, grew up among the noble Efreeti and was educated in their ways and customs. Although he lacked the pure magical nature of his father, he inherited the Fire Giant's size and strength. As Fiarz matured he soon came to be known for his intelligence and wits as well his mighty physique and his prowess in battle. And as the boy grew in stature, his ambition kept pace.

Even as Ek Byr's armies assembled at the age-old nexus to the Para-Elemental Plane of Ice, Fiarz travelled through another nexus to the Prime Material Plane and gathered a horde of Fire Giant warriors. Promising them a piece of the wealth of Brass, he extracted oaths of loyalty from their leaders. They would be the vanguard in the fight to overthrow Ek Byr and seat Fiarz on the throne.

Fiarz proved equally adept at manipulating the noble households. Although many of them were vehemently opposed to placing a half-breed giant on the throne of Brass, they were made to see that without Fiarz they had no military might with which to oppose his father. Reluctantly, the nobles agreed to back him.

Finally, Fiarz lined up the last piece in his game: he contacted the remaining members of the Blood Cult. Fiarz not only promised to restore them to their place within the city; he also vowed to make them the official religion of his state should they agree to help in the upcoming war. The Blood Cult felt nothing but animosity towards Ek Byr, and so agreed readily. Historians often debate whether or not Fiarz needed to promise them so much to secure their help. The prevailing doctrine states that because of the Grand Sultan's betrayal, the cult needed further assurances that such a thing could not happen again. Fiarz's compact with them would go a long way towards that end.

A Second Coup

With all of his pieces in place, Fiarz made his move. He avoided Ek Byr's assembled army and instead moved his forces into the city that was now



almost bereft of soldiery. Mutinous nobles opened the gates of the city for them and the handfuls of garrison troops left in Brass offered only token resistance. These quickly surrendered (and many switched their loyalties to Fiarz on the spot). Fiarz had seized Brass in a bloodless coup.

But taking the city and holding on to it were two entirely different matters. Though Fiarz's troops were well entrenched behind the mighty walls of Brass, Ek Byr still commanded the squadrons of Slag-Brass Dragons whose elders had so heroically defended the city long ago. Now these forces were used to assault the city from the air and to clear the way for Ek Byr's forces.

It was one of the worst internecine battles ever fought among the Efreeti. In the end, innumerable Efreeti, Dragons, Giants and humans were dead. The city was in ruins. Only the inner tier, the Sultan's palace, escaped destruction.

Fiarz and his armies emerged victorious from the fighting. Ek Byr was captured when he attempted to escape to the Elemental Plane of Earth. Fiarz had Ek Byr imprisoned and put to death all of the nobles who supported his cause. He seized their households and granted them either to loyal noble families or to the Blood Cult. The remaining households swore fealty to Fiarz and on his 134th birthday he ascended to the throne of Brass, becoming its Grand Sultan.

The Present Day

Fiarz immediately began the task of rebuilding Brass economically as well as physically. He had to restore Brass's place as the greatest city of the Elemental Planes. He renewed the compacts between the Efreeti and the humans and rebuilt the Hall of Alliegences. He reaffirmed the agreements between the Efreeti and the Marid and signed similar treaties with the Dao and Djinn. With these pacts in place, the Great Market was soon again open for business and money began pouring back into the treasuries of Brass.

Fiarz also re-established the custom of the Clan Council. He built a meeting hall within the grounds of the palace for the council members to meet once a month. Although many nobles took note that Fiarz had retained his father's title "Grand Sultan," they were content to have the ear of the Sultan once more.

In the ensuing years since Fiarz took power, peace and prosperity have reigned in Brass at a level not seen since the golden years before the Great War. The city is now almost completely restored to its former glory, although old ruined sections such as the refuge of the Fire Imps remain.

The Fire Trolls remain slaves working the mines of Volcanithril beneath the city. In the closing days of the war they came to see Fiarz's forces as liberators and rose up against Ek Byr. Once he came into power, however, Fiarz quickly put their rebellion down. The nobles who backed him, along with the Blood Cult, felt that the Trolls were too important to the Volcanithril trade to emancipate.

In contrast, since the war's end the fortunes of the Fire Giants have risen considerably. In gratitude for their support during the war, Fiarz granted the lands of Morg and the Gem mines therein to the Fire Giants. Through grants of land and wealth, he elevated the Scarred Brow clan to the status of a major noble clan with a seat on the Clan Council. Many other Fire Giant clans are also represented as minor households. Fiarz even draws his personal bodyguard from the ranks of Fire Giants.

The growing influence of the Fire Giants within the city troubles many of the noble clans who see the Giants as little more than unintelligent oafs. They realize that Fiarz will do nothing to curb their influence; indeed, he encourages it. For the moment they must bide their time, knowing that in this matter they have a strong ally: the Blood Cult.

The Blood Cult has also grown in importance. They too have a seat among the major noble clans on the council, and it is said that the current high priest, Holem'tepp, wields as much power within the city as the Sultan himself. Holem'tepp is as ambitious a high-priest as the Blood Cult has ever had, and he sees great opportunities in the future for himself and his cult.

Chapter 2

City of Brass and its Environs

So what good is a city without some environs to go with it? Exactly! Each area feeds the other, and even though the City of Brass is autonomous, with more outpouring from it than there is usually coming into it, it still exists in a physical and political realm, so interaction with its neighboring lands is inevitable and is in fact very important!

The City of Brass is situated on the inner reaches of the Elemental Plane of Fire, near the border with the Ethereal Plane. As stated previously, the region has an unusual concentration of nexus points to the other elemental planes perhaps owing to its proximity to the Prime Material Plane and the resultant residual influences of the other elemental forces.

ELEMENTAL THEORY

As discussed in *Gawds & Demi-Gawds*, the elemental planes surround the prime material plane. Even though the prime material plane is infinite by virtue of there being infinitely parallel universes, each and every one of these existences is in itself finite. Astrological Physicists may eloquently dispute this fact with their fancy mathematical theories but the mere existence of the ele-

mentary planes reveals their work to be nothing more than academic tomfoolery.

Let us then more closely examine these planes which lie outside the scope of the Prime Material. The four principal elemental planes – fire, air, water and earth – extend conically outwards from the prime material. Their central juncture at which the four elements are in balance forms the prime material plane. There is not, however, a strict line of demarcation between the outer limit of the prime material plane and the beginnings of the appropriate elemental plane.

In their purest form the elemental planes are truly inhospitable; fire being infinitely hot plasma, air pure vacuum, water having infinite pressure and earth possessing infinite density. These ideal elemental states only exist deep within their respective planes and far removed from the boundaries with the prime material. In this latter area, all four elements continue to exert their influence though the balance between them is upset. For example, the inner reaches of the elemental plane of fire (the setting for this work) is not a raging torrent of flame devoid of solid matter, breathable air and - most importantly - water. While fire dominates leading to a generally uncomfortable ambient temperature, earth's influence is very strong given the presence of vast desert plains and formidable mountains. The very presence of an atmosphere is testament to air's influence. Water's influence, being diametrically opposed to fire, is the weakest. Potable water is a precious commodity and what little naturally occurs is often scalding.

Traveling to the Elemental Planes

Traveling to the elemental planes by conventional means may be problematic. As stated previously, these planes exist beyond the outermost reach of the prime material. Garweeze Universe Prime is billions of light years in diameter making a such a journey a near impossibility even via the ethereal plane. Rumors exist of a chain of restaurants located at the edges of the universe to which daring wizards reportedly have Teleported and then set out on foot to various elemental planes but confirmation of their existence is yet to be proven.

A surer method of travel is the use of a non-Euclidian anomaly (aka nexus point) or 'wormhole' in common parlance. As stated in *Gawds & Demi-Gawds*, there are located in distant, out-of-the-way places on the Prime Material Plane. It is strongly suggested to you as GameMaster that you place such a nexus within difficult reach of your players as a means of bringing them to the City of Brass. The specifics of this locale are necessarily dependent on your campaign and as such are left to you to develop.

The Elemental Plane of Fire

Deep within its interior, the Elemental Plane of Fire is completely inhospitable for any non-native lifeform. However, as mentioned above the city itself sits near the outer edges of the plane, where the influences of the other elemental planes and that of the Prime Material Plane moderate the harsher effects of the Fire Realm's environment, enabling those from the other planes to exist there without the use of mighty magics. Even so, it is still a hot, scorched land where heatstroke awaits those who tread carelessly.

The Fire Realm (as the Elemental Plane of Fire is known to its inhabitants) is a place of dust, heat, flame and rivers of lava. A distinct reddish pall hangs in the air, broken only at times by creatures moving across the onlooker's



vision, or by the many violent storms that break up this otherwise eerie monotony. The ground is composed of baked, reddish-brown crust which has been churned up hundreds of times, wracked by the constant explosions, subject to pourings of gas and fire, and washed thoroughly with lava flows. Many hundreds of years of being dusted with elemental motes (see Glossary) on top of this upheaval have left a cracked and scored puzzle of terrain representing a “topsoil” of sorts.

Occasional storms add a variance to the atmospheric content periodically, usually causing great elemental downpours and disturbances. Some of these can be seen for miles away, especially near the volatile terrain composing the Rift (described later in this section).

ENVIRONMENTAL EFFECTS ON ADVENTURING

The City of Brass and the lands that surround it are relatively cold from the perspective of its inhabitants. But much as millions of people chose to live in the frozen wastelands of Canada, the populace of Brass endures the discomfort.

To the average human visitor, Brass is sweltering. The temperature is a constant 104° Fahrenheit. This poses a challenge in and of itself to creatures such as mankind that are not adapted to the heat. The following section reproduced from the *Combatant's Guide to Slaughtering Foes* lists the consequences resulting from this heat.

“Personal temperature” is simply the outside temperature adjusted by what your character wears. “Effective temperature” is the outside temperature, adjusted for things like wind chill and heat index – alien concepts on the parched Elemental Plane of Fire (excepting the Realm of Ice). Should characters journey into that latter forboding terrain, please consult the unabridged version of this discussion found on page 84 of the *Combatant's Guide to Slaughtering Foes*. Keep in mind that these rules apply to humans, demi-humans and humanoids. Natives of the Elemental Plane of Fire are adapted to the heat (duh!) and they don't suffer these penalties for personal temperature. Spell effects, such as Heat Metal or Chill Metal, supersede these mundane environmental effects.

There are several steps to determining these penalties. First, add the modifier on Table 2A: Effects of Clothing and Armor on Personal Temperature to the actual temperature to find your character's personal temperature.

Moderate Clothing covers the widest range of garments, designed for use in temperate lands. Unless stated otherwise (by the book or your GM) an outfit is considered moderate. A moderate outfit is non-bulky. These are considered robes/garments on Table 9W on page 117 of the HACKMASTER *Player's Handbook*. Note that magical robes or cloaks count as moderate clothing.

Hot Weather Clothing is designed for temperatures of 76 degrees and higher and is typical in tropical or sub-tropical areas. Though greatly varied in style and appearance, most hot clothing for areas with consistently high humidity leaves a lot of skin exposed so that the body can release heat instead of trapping it. In areas with low humidity, such as deserts, appropriate hot outfits cover the whole body to help preserve moisture, but they are made of light, thin fabrics (these are also considered robes/garments on Table 9W in the PHB). Hot clothing for humid areas (non-deserts) is not

Table 2A: Effects of Clothing and Armor on Personal Temperature

76° or higher ambient temperature

Attire	Δ Personal Temperature
Moderate Clothing	+30
Hot Weather Clothing	+0
Full Plate	+40
Field Plate	+40
Plate Mail	+30
Splint Mail	+20
Bronze Plate Mail	+30
Banded Mail	+20
Heavy Chain	+30
Chain Mail	+20
Elven Chain Mail	+5
Scale Mail	+20
Ring Mail	+15
Studded Leather	+30
Padded Armor	+50
Leather Armor	+20

encumbering. Clothing designed for hot (humid) areas does not absorb any hit points from an attack and “provides” an AC of 10 (a loincloth won't protect you against attacks or damage).

The effects found on Table 2A: Effects of Clothing and Armor on Personal Temperature apply for BOTH a character's armor and his outfit type. Personal temperature affects movement, Ability Scores and even attack rolls. A character with the heat resistance talent can function as if he were two categories cooler than the personal temperature range listed on Table 4C: Temperature Effects. This also applies to Table 2B: Temperature Damage to Characters that refers to temperature conditions and related damage and penalties. Certain spells and magic items can protect wielders from these temperature effects.

Table 2C: Temperature Effects lists other specific penalties for given temperature conditions.

Strength, Dexterity and Constitution: The number before the slash indicates the Ability Score reduction for non-strenuous activity. The number after the slash represents the penalty for strenuous activity (such as combat, running or bending bars). Furthermore, the penalty after the slash applies for two turns after such strenuous activity.

Land Move: This is the fraction of his standard rate (modified for encumbrance) at which the character can move walking. Round all fractions up to the nearest whole number (5 1/3” becomes 6”).

Attack/Damage Roll Modifier: This applies to all to-hit rolls and damage rolls (only the base range rolls, not penetration damage), though it cannot reduce a successful attack below 1 point of damage. These modifiers are cumulative with those from reduced Ability Scores, so watch out! They add up fast!

All of these effects assume that the character is properly attired for a given environment. For example, the Dexterity penalties take into account the effects of thick, bulky hides covering the character. Characters who are not properly protected suffer physical damage, as described below.

DAMAGE FROM HEAT

In addition to the effects of temperature on a character's ability to perform certain functions, extremely hot temperatures can also cause damage to a character — sometimes even if he has taken precautions to prevent such an occurrence. This is also why you don't travel with all your clothes in a back-

Table 2B: Temperature Damage to Characters

Personal Temperature	Unprotected		Protected	
	Con	Damage	Con	Damage
31 to 84	—	—	—	—
85 to 89	0	1	—	—
90 to 94	0	1	—	—
95 to 99	-1	2	0	0
100 to 104	-2	3	0	1
105 to 109	-3	3	0	2
110 to 114	-3	4	0	3
115 to 119	-5	5	0	4
120 or higher	-6	6	-1	5

Table 2C: Temperature Effects

Personal Temperature	Str	Dex	Con	Land Move	Attack/Damage Roll Modifier
21 to 79	—	—	—	—	—
80 to 89	—	—	0/-1	3/4	—
90 to 99	0/-1	—	-1/-2	3/4	-1
100 to 109	-1/-2	0/-1	-2/-3	2/3	-2
110 to 119	-1/-3	-1/-2	-3/-4	1/2	-3
120 or higher	-2/-4	-1/-3	-4/-5	1/2	-4

pack and only put on the restrictive outfit at night. A character who has properly outfitted himself and who allows the conditions to govern his activity to some degree has a smaller chance of suffering damage as a result of those conditions.

Using Table 2B: Temperature Damage to Characters Table

The GameMaster should locate the line referring to the current effective temperature and determine the status (protected or unprotected) of the character in question. “Protected” means that the character wears an outfit appropriate to the environment (hot) AND is drinking plenty of water - at least a quart an hour. “Unprotected” means the character’s outfit is not appropriate to the situation and/or he is not properly hydrating himself. Most armor counts as moderate attire for this purpose except for padded which counts as cold attire.

Con: This column shows whether or not a Constitution check is required, and if so the amount of the modifier for that check. Apply this number to the character’s effective Constitution; thus a “-” is a penalty, making the check LESS likely to succeed. An entry of “—” means that no check is required; an entry of “0” means that a check is required, but no modifier applies. The modifiers at the extreme ranges on this table take into account the reduction in a character’s Constitution score called for by Table 4C: Temperature Effects Table.

A Constitution check should be made secretly by the GameMaster every three turns. For characters of 4th level or higher, use the adjustments given in Table 4E: Constitution Check Adjustments in addition to the environmental modifiers (higher level characters are more likely to succeed at a check). A failed check indicates that the character in question has suffered damage due to the heat or cold.

Damage: This column shows the maximum amount of damage that a character can suffer as the result of a failed Constitution check. The actual damage suffered is either a random number between 1 and the given maximum, or 10% of the character’s current hit points, whichever is less. (To determine damage in the range from 1 to 7 points, simply roll 1d8 and re-roll a result of 8.) The damage figures in the table assume that a character is engaged in normal, non-strenuous activity. If this is not the case, use the appropriate damage adjustment shown on Table 4F: Damage Adjustments. Generate a random number within the prescribed range and apply it as an addition or subtraction (as indicated) to the damage figure. (This damage can be reduced to 0, thus the negative adjustment for being stationary or inactive in hot weather can negate any damage that would otherwise occur.) Armor does not absorb any of this damage. Most environmental protection spells prevent such damage entirely, for as long as the spell endures, though some only offer full protection within a certain temperature range. Specific spells that list damage for extreme temperature ranges supersede this system for the duration of the spell.

To be eligible for a damage adjustment, a character must have been engaged in something other than normal activity for at least one full turn out of the three turns that elapse between Constitution checks. If more than one of the categories applies to the activity a character undertakes during the three turn period, the GameMaster uses the category least favorable to the character (unless you can convince him that common sense dictates otherwise).

Example: A character is resting in 100 degree heat when suddenly he is ambushed. He jumps to his feet and engages in melee combat (for 9 combat rounds), successfully dispatching or beating off his attacker. He rests again afterward, and is resting when it comes time for a Constitution check. Even though he has engaged in strenuous activity for nearly one turn out of the three, the GameMaster should consider the circumstances and the character’s intent, and apply the damage adjustment for being inactive instead of the adjustment for strenuous activity – considering the fact that the character did indeed engage in strenuous activity but for considerably less than ten minutes. The adjustment for strenuous activity applies if a character engages in such activity for more than one turn (whether that is a combat or a non-combat turn).

Damage from heat is considered temporary damage, with one major exception. A character can die from the effects of hot or cold temperature if he drops to 0 hit points (see page 139 in the PHB on “Character Death”). At 0 hit points, all of this temperature damage becomes real damage. Before he reaches 0 hit points, he can regain lost hit points as if they were truly temporary damage. To be eligible for such speedy recovery, the effective temperature for the character must be within the tolerable range (where no Constitution check is required) and the character must be resting or performing only minimal physical activity. Unless the character has the heat resistance talent, this will involve removing any armor save elven chain mail or rmgmail as well as any cloaks and/or robes. (memorizing spells is minimal physical activity; moving at normal speed is not.) This generally means finding (or being brought to) shelter and getting sufficient nourishment and or water.

Heat exhaustion: The higher temperatures in Table 2B: Temperature Damage to Characters account for the effects of heat exhaustion, the milder of the two temperature-related maladies that can affect characters in hot weather. As described, damage suffered as a result of the heat can be negated if the character moves into a cooler environment and does not engage in strenuous activity. Heat exhaustion is not the same as “normal” exhaustion, however. Heat exhaustion (or, simply, damage taken from exposure to hot weather) can occur even if a character is not fatigued.

Heatstroke: If a character becomes fatigued when the effective temperature for that character is high enough to require a Constitution check for damage (this is the case for all characters without the heat resistance talent since the ambient temperature is 104° F), then he has suffered heatstroke. He immediately collapses, with a 50% chance of lapsing into unconsciousness. Even if he remains conscious, he is incapable of moving or defending himself (unlike a normally exhausted or fatigued character, who can still fight with reduced effectiveness). From this time until he recovers, all of his Constitution checks will automatically fail, and he will suffer maximum damage whenever he takes damage from heat.

The treatment for heatstroke involves much more than simply getting the victim into a tolerable environment – he must be cooled quickly and drastically by immersion in very cold water or by some magical means that cools him and keeps him cool for at least an hour. A character with the healing skill need not make a check, but he must have access to the necessary materials (cold water or magic). A general healing spell of 3rd level or higher will remove the effects of heatstroke, as will a Limited Wish, Alter Reality or Wish spell.

If a heatstroke victim does not receive treatment within three non-combat turns after the onset of the condition, he loses one point of Constitution per non-combat turn thereafter, and if his Constitution reaches zero, he dies. If treated after the Constitution loss has begun (with a successful healing check or magical help), he beings regain this lost Constitution at the rate of one per day. He must not be subject to further heat damage to regain this point, however. With a successful healing check each hour, he can recover 1 Con point, again presuming he is not subject to further heat damage. This temporary Con loss can also be restored through magical means or (effectively) through experience level advancement.

Example: A protected character with a Constitution of 13 gets lost in the desert when his personal temperature is 105 degrees and becomes exhausted from continually moving at a fast pace in search of his comrades. He has taken some damage from heat, but fortunately he started with enough hit points to stay away from death’s door during his search. Now, however, he succumbs to heatstroke. On the failed Constitution check that signaled the onset of heatstroke, he suffers 8 points of damage (the maximum of 2 for the temperature plus the maximum adjustment of 6 for being fatigued and not resting). Three turns (thirty minutes) after collapsing, he fails another Constitution check for heat damage and suffers 1 point of damage (the maximum of 2 for the temperature, plus the least beneficial adjustment of -1 for being inactive).

Now he begins losing Constitution points at the rate of one per turn (and, in addition, suffers another 1 point of heat damage every three turns). A total of 10 turns pass before his comrades find him and immediately begin treat-

ment for heatstroke.* The victim is down to a Constitution of 3 at this point, but after at least seven turns of treatment he could regain seven Constitution points. Odds are it will take more than 10 hours to restore all his temporary lost Con, though.

GEOGRAPHY:

There are many other noteworthy geographic features surrounding the City. These are outlined below.

Plains of Fire

This is a large east-to-west plain that lies north* of the City of Brass and deeper into the Elemental Plane of Fire. Travelling across this plain on foot is problematical at best and most often suicidal, unless the traveler is impervious to fire and can avoid the many elemental storms and their by-products.

Hazards: (Roll a d6; GMs are encouraged to add more as they deem fit). A hazard will occur for every 5 miles travelled. Encountering fissures causes detours that will add one more encounter to the total.

Generally, this area can be travelled across on foot in a 1-2 day spurt depending on its current N-S width: 50% or less of total width = 1 day travel time; 50% or more of total width = 2 days travel time).

- 1) Fire Storms: 50-200 total hp of fire rain on a 200' x 200' area. Divide all damage equally amongst available targets in the affected area.
- 2) Gas Pockets: Explosions equal to 6, 12, 18, 24, 30 or 36 HD of fireballs in a random area of 10-60 yards in radius. If 10 yards in radius, the damage is 6 HD; if 20 yards in radius, 12 HD, and so forth.
- 3) Fissures: Mostly slows movement and causes more encounters.
- 4) Fire Elemental Attack: 1-4 8-HD Fire Elementals.
- 5) Lava Vent: GMs must ascertain chances of falling in and damage caused based upon how individual parties are proceeding. Should not exceed 50 HD total damage.
- 6) Random encounter (creatures native to the Elemental Plane of Fire). GMs must use their HoB or materials presented herein in sculpting these encounters. The creatures' combined Hack Factor should total between 30 to 40.

Flame Tongue:

The area of Flame Tongue is very unusual indeed. It is the only site outside of Morg and the City of Brass where a noble clan maintains a religious edifice for worshipping the ancient embodiment of the fire spirit. The historical advent of the Efreeti subjugated most lesser fire spirits to their will (i.e., trolls, Salamanders and Firedrakes, et al). However, the Scarred Brow Clan has a pact with the serpents that reside in this areas' many cliffs and basaltic pillars. One such pillar is their "Hode" or meeting and worship place, where the serpent cult accepts offers of sacrifice and bestows upon believers the ancient secrets of their fire magic and hypnotism.

Lord Reignex of the Scarred Brow Clan is a Fire Giant. His forbear, Hanzalic, a great elemental, first discovered the secret of this area by way of the natural gas chambers below it. The passages are rumored to lead to depths never before plumbed by any creatures or beings of this plane and that at its core is to be found a fiery chaos which is secretly legended, even by the Efreeti of today, to have created the elemental realms. The serpent cult still claims to worship and draw power from this most ancient source and claims to have, over the millennia, guided mages and other beings of power to that source, though it is not known for what reasons.

GM Note: In crafting a suitable adventure for this location, keep in mind that many Salamanders and Firedrakes live here. The Scarred Brow Clan (q.v.) also visits this area to have their serpent spears made and to perform rituals upon new clan members, so there is a fair amount of traffic here.

Skar (The Scorched Plains)

A place of another mysterious elemental devastation and the site of the Second Coming of Pojar, Lord of Ice. This plain is a long established area of desolation and death. Many spirits wander this place. Mages and priests claim that it is haunted by those that died during the great battle of "Fire and Ice" which took place here long ago. Lord Pojar survived but his army was melted and defeated, his legions of White Dragons were crushed and his priests and their Aizrithil-armed and armored knights were all but butchered to a unit.

It is said that anyone who has sworn allegiance to Brass and who then visits particular areas of this battlefield will experience part of the day on which this battle occurred. It is also legended that anyone looking upon Pojar's deathly image during that trance or illusion will, in that time, learn a great secret of his. For it is foretold by the fates of time themselves that a Great Lord cannot flee his present without shedding part of his past and thus revealing part of his future.

The Skar also provides suitable plains for the wandering gout herds, and the closer one comes to Flame Tongue the more it becomes a rag-tag, self-proclaimed kingdom of the Firenewts who pay tribute to the Sultan of Brass.

Morg (Fire Giant Lands)

Morg is a city as well as the name denoting the Fire Giant lands. It is an enclave that was formed by Fiarz, the Grand Sultan of Brass, himself half Fire Giant by birth. Fiarz envisioned this once unpopulated wasteland of volcanoes and rivers of lava as a marshalling and breeding ground for his kin, the Fire Giants from the Prime Material Plane of existence (see **Fire Lords** in the City of Brass section, following). When he rose to power as Grand Sultan, he began importing many of the strongest clans of Fire Giants. He bestowed upon them riches gleaned from the mines below the city and from the purses of those foes he had brought to heel. Many of these clans had participated in the extermination of the existing Efreeti nobles who had rejected Fiarz's authority; thus these became the weapons of Fiarz's vengeance and the jailers of his own father, Ek Byr (see **Fiarz; Politics of Brass**).

Today Morg still supplies many of Fiarz's legions, but not every Lord there is still loyal to Fiarz or positively involved on his behalf in the politics of Brass. Much of this change resulted from the usual dissent and strife common to Fire Giants in general. Some of it was brought upon by rogue generals who made themselves autonomous by forming independent regions within Morg upon which all the Lords of Brass would be dependent for mercenaries. Still others, finding rich deposits of "Raht-Jem," pursued a life of mining, trade and coercion, attempting through bribery and politics to raise themselves on a level with Fiarz and those other Lords of the Elemental Planes.

THE OTHER ELEMENTAL PLANES:

As has been mentioned, the area surrounding the City of Brass is near the edge of the Elemental Plane of Fire, where it borders the Ethereal Plane. This proximity to the Ethereal, where the other element's influences are still significant, has resulted in an unusual concentration of nexus points to other planes. The rulers of the elemental planes have invested personal power to imbue these nexus points with the essence of their own plane. They have established lordships of these pocket planes on the Plane of Fire that serve both as a Castellan (to guard against unauthorized passage into the home plane) and an Ambassadorship. The Elemental Lords are responsible for entreating with the nobles of Brass, guaranteeing the safety and well-being of their citizens upon the plane, and secretly spying on the other Elemental Lords. They report their findings back to their Lords on their home plane.

The Veiled Lands (Lands of Mist)

The Veiled Lands are actually the boundary where the Elemental Plane of Fire and the Para-Elemental Realm of Ice intersect, causing a continuous mist and steam. Crossing this area by foot or even flying above its mass is quite dangerous.

* As depicted on the map appearing on the inside front cover of this book.

THE PARA-ELEMENTAL REALM OF ICE (ICE REALM)

It might seem strange to many to find a realm of frozen ice and snow within the Elemental Plane of Fire. This small realm, an enlarged nexus point of the para-elemental plane of the same name, is a legacy of the Great War. When the Elemental Lords of Water challenged the Plane of Fire, they reasoned that of all of water's aspects, ice had the greatest chance of facing the heat of the Fire Realm, as water would evaporate too quickly and its insubstantiality would be of no help in a war.

The area now known as the Ice Realm was the beachhead the Water Lord established during the war. It is a land of frost and snow, cold winds and mountains as high as major peaks on the Prime Material Plane. A disturbing bluish-white pall hangs in the air and the light reflecting off the white landscape is painful to look upon, as it seems to radiate an energy all by itself.

The storms here are subdued, but icequakes, huge rents that appear from the shifting of this region's crust, are known to occur, quickly swallowing lands and those upon them for miles. These buried remains are often found again as other shifts bring them to the surface to be exposed to the elements and to curious observers.

There is a quiet dread in the Ice Realm that is strangely different than that produced by the other elemental realms. Scholars who have studied this realm (and lived to tell of it) equate it to the silence one hears in the eye of a storm or to a feeling of charged particles in the air just before a lightning strike. The region's continued existence within the Elemental Plane of Fire surely suggests the work of a divine being. Rumors exist that Kriesha (see *Gawds Demi-Gawds*) is somehow indebted to personages on the Para-Elemental Plane of Ice and thus permits this anomaly to persist.

Lord Pojar the "Undying" has been forever granted the rulership of the realms (though in fact it is more of a banishment from his home plane after his failure to conquer Brass). He calls himself the "Ice Lord" and awaits the day he can raise another army and defeat the Grand Sultan of Brass once and for all.

The Realm of Ice offers a few noteworthy areas, as described below:

Tower of Vapors (AKA: The Sickle)

Once the stronghold of the great water elemental, Izz-Fleek, this tower is now held by a reinforced contingent of Blood Knights who captured the place per High Priest Holem'tepp's orders. Their fire magic has embroiled the tower in a perpetual vapor, which they are in turn using to screen movement of troops into the Realm of Ice. The Sickle has been the scene of some recent and devastating battles. Lord Pojar wants the defenders removed at all costs, though his forces are still recouping from several sizable defeats and cannot summon the energies and resources to retake the tower by direct assault.

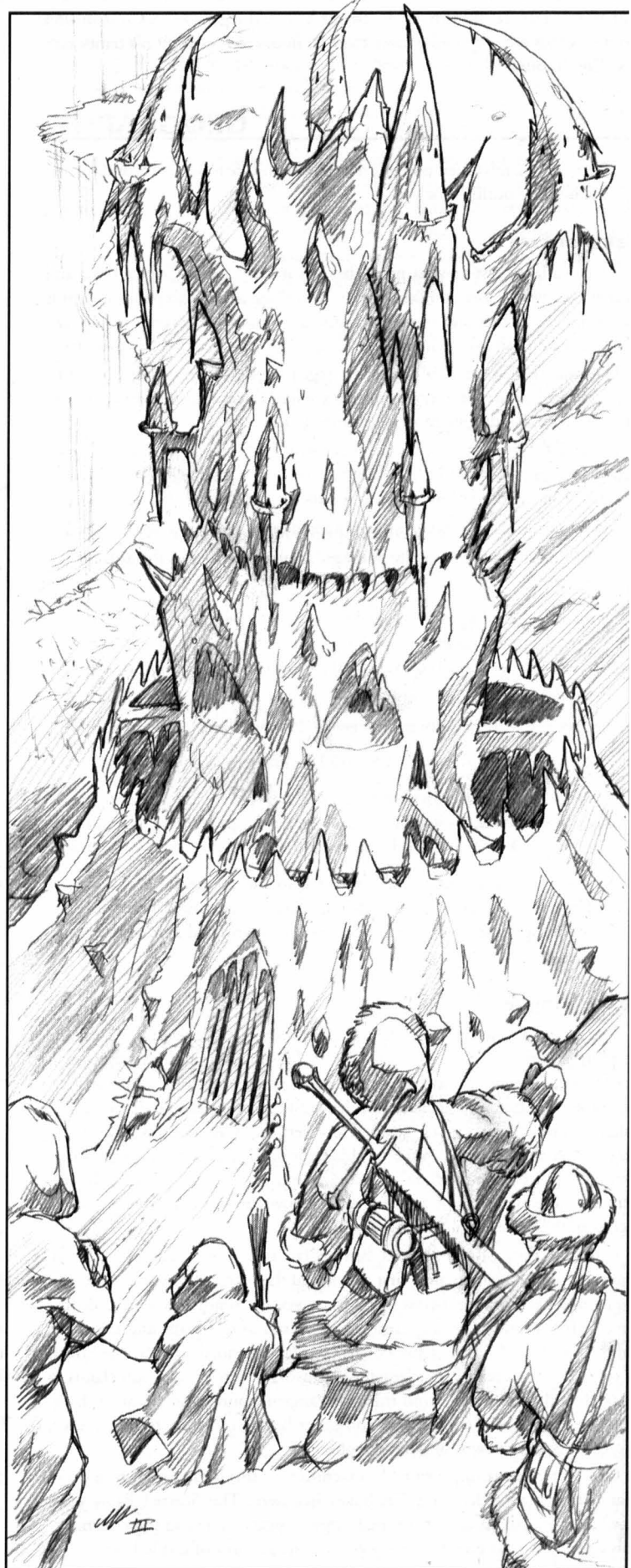
Vale of Tinthis

A vale of icy death reportedly inhabited by rogue Ice Para-Elementals that mutinied and escaped Pojar's control after the Great Battle. It is rumored that the Elemental, Izz Fleek, perished here.

Citadel of Ice:

Lord Pojar's Citadel is carved from a large mountain of ice and it is where he houses his armies, servants and priests, and where, deep beneath its surface, Aizrithil is mined and then crafted into arms and armor. The citadel is a monolithic piece of architecture near the southern edge of the Realm of Ice. Legends tell of Pojar being very young when he first built it. Another frigid legend notes that a time will come when 1,000 souls in waiting will issue forth from it to exact punishment upon the Ice Lord's enemies. It is believed that these 1,000 souls are some magical or super-

natural defense mechanism associated with the Citadel. Whether or not this is true, some wards certainly exist to prevent casual access to the nexus point to the Para-Elemental Plane of Ice that exists within this fortress.



The Efreeti hate to leave anything unfinished, and the fact that Pojar still sits in his icy tower at the edge of their realm rankles them like nothing else. Although, officially, the Efreeti and Marid are at peace, enterprising and ambitious PCs could probably find a wealthy High Noble who would be most grateful if some fatal “accident” should befall the Ice Lord. Naturally, if the PCs should get caught or die in the attempt, the Efreeti will disavow all knowledge of the incident, and blame the whole matter on the rogue adventuring party.

In addition to his many troops (most of whom are Ice Trolls), Pojar is protected by a squad of Frost Giants, and at least 2 Adult White Dragons. Even without these guards, Pojar is a formidable foe, being a Marid of great prowess and cunning. See Appendix E for details on Pojar.

The Rift

The wars between the Ice and Fire realms have created the Rift, which is a physical tear in the elemental fabric caused by an explosion of energy thousands of years ago as the Wars of Ice and Fire reached a crescendo in this area. The steam created by this elemental meltdown eventually cooled and in time the area reverted to the normal state of being on the Elemental Plane of Fire – an oppressively hot and barren wasteland.

The Rift and its inhabitants are little understood by the Elemental Realms around them; in fact, Fiaz of Brass considers the place a danger. It is, however, an out of the way place where the Fire Lords of Brass can dispose of troublemakers and malcontents. Thus the Rift has become a refuge for criminals and other parties fleeing from trouble. It is also a prison of gigantic proportions and with many deadly guards and wards. It is a known fact that getting into the Rift can be easy, especially if one is cast within it as a prisoner, but escaping from it is considered impossible indeed!

FIRENEWT LANDS/FANG MOUNT: The land of the Firenewts in the Rift is only referred to as “Ak-Haz” which translates literally to “Blight.” It is marked by massive networks of caves through which flow underground rivers, streams, pools and lakes of lava. Amongst this agglomeration are pools of raw sulphur, eruptions, steam pockets, mud slides, festering swamps, and the like. It is a rawness like and unlike the Prime Material Plane’s own, alive and chaotic, billowing, moving and unpredictable. The FireNewts living in this environment are significantly tougher than their Prime Material Plane cousins for all of these challenges (they all have the large size variant – see Hacklopedia of Beasts: Monster Matrix). Their citadel, Fang Mount, is carved out of rock and is interlaced with hundreds of miles of caves and tunnels. An unusually powerful Overlord Firenewt named Galvez has taken charge of a large clan of Firenewts with the hope of coercing or conquering the remaining hold-outs who are either hostile towards him or wary of him and his intentions. Galvez insanely envisions mustering an army of BattleNewts with the purpose of some day assaulting the City of Brass itself!

Realm of Earth

The Realm of Earth is an area of rocks, dirt, hills, cliffs, mountains, minerals and other varieties of earthen material. The brown and grey textures dominating the terrain recede only when the causal traveller stumbles upon a cache of raw diamonds or other raw material poking forth from the ground, illuminated as always by the combined elemental light which is so distinct to these realms.

The ruler of these realms, Zruk, has never been seen, though his many earthen servants—elementals, mages of different metallic tinctures which are thought to be automatons, and other strange beings—do attest to the fact that there is indeed an eccentric, and possibly capricious, ruler behind the Earth Realm’s many low key politics. Zruk’s holdings are unknown, and it is rumored that his palace is not of the type that other rulers grow used to, but rather a drab bunker far beneath the surface. There is certainly a large nexus point to the Elemental Plane of Earth within this complex.

Realm of Air

The Realm of Air is the least physically definable of the realms, at least by human standards and perceptions. A place of gusts, winds, chills, gales, tor-

nadoes and hurricanes, it is not so much what physical traits are available for viewing rather than the lack of same. The air spirits of this realm are satisfied with this arrangement, and those wishing to find Ayaer, self-proclaimed King and ruler of this realm, had best do it in the air, for upon entering this realm there is no ground.

As elemental nexus points do occur in all realms, thus forming physicalities (mountains and hills for instance), so too do they interact here with the aether to produce for instance, some interesting dust storms. Dust is known here, but that is about as solid as this elemental realm gets, except for in one instance alone. The ruling lords have found architecture to be an amusement for them, allowing them to channel their forces in and along long passageways and down tunnels, then to howl through crypts and shoot up chimneys and rattle the tiles while driving across the roof tops. Because of this almost morbid fascination with their densities and speeds, they have erected a place amongst the clouds in which they live and caper, a place where their leader Ayaer resides with the four wind princes, his sons.

To get there, one must whisper into an oncoming wind and await the four winds’ words near some consecrated place. A riddle might be required to enter, or a service might need to be performed, yet it is said that to come before the lords of air is to fathom hope and youth again, and so an opportunity to do so is not lightly ignored no matter the circumstances.

Realm Highlights for the Vigilant and Crafty GM

The Elemental Planes are inhabited by many different beings: fleshly, spiritual, magical and elemental. Many of these creatures detest humankind (or anything from the Prime Material Plane). Some may actually enjoy human company, whereas to others humans are just tasty meat snacks. Caution is a condition often exercised in these realms even if one is not a human. As alignment can vary from one end of the spectrum to the other, this becomes an issue in deciding to deal with encountered creatures. As many of these creatures or beings will be new to the adventurer, then too may reactions differ accordingly.

Alliances and pacts can be made here, as well as enemies. Breaking a pact or alliance will inform other creatures of this realm that whoever did so is not trustworthy. Though subterfuge, lying, double-dealing and outright war and assassination are commonplace here, still there are many organized clans and societies, particularly in the City of Brass, which can be useful if they favor the adventurers. This is a political atmosphere that the PCs step into. Thousands of years of war and politics have created little besides death and more plans for conquest on either side, though there are notable exceptions to this.

Trade and services are commonplace here. Many merchants in the City are seeking adventurers to dare special encounters to bring back much sought-after items and treasures. Mages and priests from many realms seek to expand their knowledge here as well as discover those potent secrets that are forever seemingly held beyond their grasp. Some are desperate and fanatical whereas others are sane and plodding. In any case, there is much room for the adventurous party to find their way in and among the populace, and much information, prestige and wealth to be garnered by such activity.

TIME IN THE CITY OF BRASS

Time marches on as inexorably in the Elemental Planes as it does on the Prime Material Plane. Minutes stretch into hours, which in turn become days, which become weeks, which become years and so on. Unlike the Fariadorian Calendar in use across much of Garweeze Wurd (see pg. 21 of the GMG), the City of Brass uses its own 12-month calendar.

- 1 **The Kindling** - a time of beginnings
- 2 **The Prince’s Death** - a time of sacrifice
- 3 **The Inferno** - a time of oaths upon enemies
- 4 **Brazen Death** - a time of seeking death
- 5 **Fire Eyes** - the sight and sounds of victory

6 **Blood Tides** - the fear of your enemies compounded

7 **The Namings** - the lords choose here

8 **Gout's Chance** - the many and the few

9 **Volcan's Hammer** - a time when metal smiles

10 **The Meet** - the coming back and the telling

11 **The Scathing Time** - a deadening of memories

12 **The Feast of Feasts** - the blood that is earned

Days in the City of Brass are 24 hours in length but since the blazing sun is omnipresent it may take some getting used to by travellers accustomed to a daily period of darkness.

Days of the Week

1 = **Spear day** (A time to ready)

2 = **Red Day** (A time to vow)

3 = **Hunt Day** (A time to go forth)

4 = **Chase Day** (An endless time)

5 = **Battle Day** (A time to take or spit)

6 = **Volcan's Day** (A time to mend (weapons))

7 = **Flame Day** (A time of heat (to rejuvenate))

Weeks of the Month

1st: **Prepare** (Efreeti: Gahtooz)

2nd: **Go forth** (Efreeti: Tharbez)

3rd: **Settle** (Efreeti: Pyn)

4th: **Return/Die** (Efreeti: Dis)

Celebrated Days

The first and last days of every month are celebrated as a time of beginning war and the hunt and of ending them, respectively. The 30 day cycle is revered as a completion period by the ancient Efreeti. Their temples and writings all indicate a deep respect for the number thirty as it figures into daily life, such as 30 hours to torture your enemy before poking his eyes out, thirty harem girls that were tested before choosing a wife to take or one to kill, etc. The 1st day is only a beginning, and Efreeti do not revere the beginning as much as they do the end of a subject or matter.

*The 4th day of the 2nd week of Fire Eyes is held as sacred for the Defeat of Ice upon the Skar (plains to the south) and the routing of Pojar's army.

*The 6th day of the 1st week of Inferno is celebrated for the founding of the City of Brass.

*The 1st day of the 4th week of The Prince's Death is celebrated for Fiarz's birthday.

*The 7th day of the 1st week of The Meet is noted for the discovery of Volcanithril.

*The ninth month is given over to the many fairs and festivities of the Metal Crafters Guild which are pronounced throughout the city at that time.

There are no separate seasons in Brass. The climate remains very hot and dry all year round. As mentioned earlier, although the Elemental Plane of Fire is all but uninhabitable to life from other planes (unless magically protected), the area surrounding Brass is much milder in comparison. All the same, temperatures in the Plane around Brass hover around 104° Fahrenheit— still very hot and very uncomfortable for non-natives, but it's a dry heat. It never rains in

Brass, nor is there ever fog, nor snow. What little moisture can be found often comes in the form of great lakes of acid or steaming pools, fed from small Elemental Nodes deep within the ground and heated to the boiling point by the Elemental Flame that defines this Plane of existence.

Movement in the Elemental Planes

Many of the Elemental Plane creatures and inhabitants have superior methods for travelling from point to point. Travelling by foot, though not impractical, is not always the best choice when traversing these volatile areas. If the party is not equipped with a flying device from the beginning of their adventure there are several opportunities at the City of Brass which present themselves for acquiring one of these; though, I might add, that having one of these devices is no guarantee of safety at all while travelling about the realms; it is just a safer and more expedient way of doing so other than by foot.



Chapter 3

Social, Religious & Political Structure

THE EFREETI OF BRASS

The City of Brass is the principal home of the self-styled Lords of Elemental Fire: the Efreeti (see Appendix G: Notes on HoB Monsters). They first built the city as a fortress designed to keep watch on the other Elemental Planes, then later rebuilt it as a great center of trading and education. The Efreeti are inextricably linked to the City of Brass, as they view the great city as their eternal home and motherland.

Abilities

Efreeti are all Large-sized creatures- averaging 12 feet tall, although some are as short as 8 feet, and some as tall as 15 feet. An average adult Efreet weighs between 700 and 900 lbs. Because of their immense size, Efreeti possess a mighty strength. They have the equivalent of a 22/01 Strength Score, although their carrying capacity is far greater than their strength would suggest (see chart, below). Sages theorize that the Efreeti's ability to carry great loads before succumbing to the effects of encumbrance is the product of a telekinetic-like power, though this has never been tested.

Weight	Encumbrance
up to 800 lbs.	None
801-1600 lbs.	Light*
1601-3200 lbs.	Moderate
3201-4800 lbs.	Heavy

*A lightly encumbered Efreeti can push himself and travel at his full movement rate, but cannot maintain this pace for very long. It costs him 1 point of fatigue for every 5 rounds of travelling this hard on foot, or 1 point of fatigue for every 2 rounds while flying.

Most Efreeti are 10-HD creatures and the average adult male will have between 60 and 70 hit points. In general, they make their saving throws as 10th level fighters; however their innate magical nature allows them to save vs. rods, staves, wands and spells as 10th level magic-users.

MAGICAL POWERS

The magical powers detailed in the Hacklopedia of Beasts (vol II, page 127) are not common to all Efreeti. Only those of noble birth, belonging to the oldest and most powerful clans in Brass, have access to the full range of powers detailed in that weighty tome. Other Efreeti classes have access to some of these powers, depending on their station in Brass.

All spell-like abilities of the Efreeti work just as the spells that the powers duplicate (noted in the description of each power). However, they do not have to supply any kind of components, verbal, somatic, or material, to use these powers. The mere act of concentration is enough to activate the spell. Each spell-like ability does take a number of segments to activate, which is expressed as a penalty to the Efreeti's initiative roll. The initiative penalty for each power is noted below, where applicable. It is possible, if the attack is timed just right, to disrupt the Efreeti's concentration and spoil the use of that power for the round.

The following powers are common to all Efreeti, regardless of station:

Flight: All Efreeti can fly with a movement rate of 24". Common and Irregular Efreeti have a maneuverability class of C, while Noble Efreeti have a maneuverability class of B. Some Efreeti train as expert fliers their whole lives and can attain a flight speed of 36" and a maneuverability of A. These Efreeti are rare (1% of the populace). They often can be found competing against one another in sporting events. As long as he remains unencumbered, an Efreeti can fly at will. Flying while carrying a heavy load, however, is quite taxing and will quickly tire an Efreeti out. An Efreeti with light encumbrance has his flight movement rate halved and his maneuverability drops by 1 class. Under moderate encumbrance, the flight movement rate is quartered and maneuverability drops to E. An Efreeti cannot fly while burdened by heavy encumbrance. This power takes no additional time to activate. An Efreeti can fly with the same ease as humans can walk. Flying too quickly out of melee combat, however, may allow the Efreeti's opponent a free strike at his back as the Efreeti flees.

Immunity to Normal Fire: As natives to the Elemental Plane of Fire, Efreeti are immune to the effects of normal fire. They find nothing so refreshing as a dip into one of the many lava pools and rivers that abound in Brass, although they can still drown if they are not careful.

Resistance to Magical Fire: When attacked with a source of magical flame, such as a Fireball spell or Red Dragon breath, an Efreet takes less damage than normal. All damage done against them is at -1 point per die; thus an 8-dice fireball will actually do 8d4-8 points of damage. If the Efreet successfully saves against the attack, it suffers no damage at all.

Produce Flame: This power works as the 2nd level druid spell, found on page 280 of the *Player's Handbook*. The power's duration is equal to 1 round for each of the Efreeti's Hit Dice (most commonly 10). It imposes a 5-segment penalty to the Efreeti's initiative roll for him to cast this spell.

Pyrotechnics: This power works the same as the 2nd level magic-user spell, found on page 195 of the *Player's Handbook*. It takes 2 segments to use this power.

Efreeti belonging to wealthy merchant families and the low-born noble clans have these additional powers:

Detect Magic: As the 1st level magic-user spell, found on page 178 of the *Player's Handbook*. This power's duration is 2 rounds for each Hit Die the Efreeti has. It takes one segment to activate this power.

Enlarge: This power works as the first level magic-user spell, found on page 178 of the *Player's Handbook*. Range, duration and effect are all dependent on the Efreeti's Hit Dice. Noble Efreeti can also use the reverse of this spell, Reduce, while Common or lower-class Efreeti cannot. It takes one segment to activate this power.

Invisibility: Common and Noble Efreeti can become invisible at will. Invisible Efreeti are still visible to one another, although they cannot detect other invisible creatures. Other than taking no

time or components to cast, the function of this power is equivalent to the 2nd level magic-user spell on page 192 of the *Player's Handbook*.

Finally, Efreeti of the major noble houses have the following powers in addition to the ones already detailed above:

Gaseous Form: When using this power, the Efreeti acts as though he has consumed a **Potion of Gaseous Form** (see the *GAMEMASTER'S GUIDE*, page 222).

Create Illusions: Noble Efreeti can create an illusion that contains components that are detectable by hearing and sight. Once created, these illusions will be permanent until either dispelled by the Efreeti or until they are touched. These illusions can move freely about within the area of the spell (as the Improved Phantasmal Force spell, found on page 192 of the *Player's Handbook*). The Efreeti need not concentrate on the illusion to maintain it. Other Efreeti will immediately recognize these Efreeti-created illusions for what they are, although they cannot automatically detect other illusions.

Polymorph Self: This power acts as the 4th level magic-user spell found in the *Player's Handbook* on page 214. The Efreeti can remain polymorphed for 2 turns for each Hit Die it possesses. It takes 4 segments of concentration to activate this power.

Wall of Fire: An Efreeti can summon an immobile wall of fire, just as if he had cast the 4th level magic-user spell found on page 216 of the *Player's Handbook*. All level-dependent effects of the spell (such as the size of the wall and damage dealt by it) are based on the Hit Dice of the Efreeti. The flames summoned by this spell are considered magical flames and affect other Efreeti as described above.

Grant Three Wishes: This is the most potent of powers that noble Efreeti possess, and the one most often sought when they are summoned to another plane of existence. Efreeti are honor-bound to grant the wishes, although they will most often distort the wisher's intentions to the cruelest extent possible, even when the wisher asks for something noble and generous (such as restoring a fallen comrade to life).

With this in mind, it seems difficult to comprehend why any mortal magic-user would attempt to demand a wish from an Efreet. One reason is pure hubris. The magic-user in question believes that while an Efreeti would warp other wishes, this magic-user has enough power or force of will to *make* the Efreeti do as commanded. The other reason is expediency. Only one percent of the good-aligned Djinn possess the power to grant wishes, so it's a crap shoot if you attempt to summon them. The Dao and Marid can only grant Limited Wishes (even then the evil earth genies will attempt to warp the wisher's intentions), and the Marid can only do so once per year. As Efreeti have unfettered access to this power, and are believed to be honorable (and they are, but they do not believe mortal creatures are deserving of honor), they are the number one choice of summoners who are attempting to secure themselves a *Wish*.

This power only seems to function on the Prime Material Plane, and does not work for other Efreeti. •One Efreeti cannot demand a wish from another, nor can they use this power for their own purposes, even if on another plane. One notable sage has theorized that these restrictions are the result of an Efreeti who attempted to wish that his opponents in battle could not use this power to aid themselves. As a result, all Efreeti were banned from using this power to serve their own needs.

CULTURE

As a race, the Efreeti hate to see things left incomplete. The cultural and philosophical bias amongst the Efreeti race which denotes that nothing should be final until it *is* final is known in their language as *Ezz-Duhn*. Thus

their reverence for things completed, and their rejection of, and sometimes demonstrative remonstrances against, squandering thought or energies. It is considered a trait of their fiery tempers and inclinations rather than their longevity or immortality, the latter which they see as a way and means of accomplishing more rather than as a reason for easing off. Thus the Efreeti's greatest reverence has always been for finishing what they start and not beginnings. To start, so say the Efreeti, is to have wanted to finish. Thus the last step to them is always the first. It is the repetition of the hammer upon the anvil, the rumble of the volcano before the eruption, the swinging of the blade before death. They are truly the representation of fire, which extinguishes itself only after having consumed completely, never before. This rational investiture of spirit is the reason they rose to a position of predominance in the Elemental Planes and why they maintain their dominant position to this day.

By and large, the Efreeti are not violent and have no taste for war. They have seen their great city torn apart by warfare time and time again, and have come to see that there is no profit in it (although they have no qualms about profiting from the wars of others).

THE EFREETI CONCEPT OF TRADE AND CURRENCY

Currency Standards: There are many types of exchange systems at work in Brass. Trade and barter are the most common. Barring that, coins are used for minor transactions while gems are preferred for larger purchases. Brass' coin is minted in two varieties, the Platinum and Gold Fire Noble. Each is impressed on one side with the bust of Fiarz and on the other with Volcan's Maw. Lesser coins are not accepted as legitimate currency (imagine walking into an electronics store and attempting to buy a new television with sacks of pennies!). Inexpensive items will, of course, be rounded up to the nearest gold piece.

Trade and Barter: Since the Efreeti love to hoard wealth, many Efreeti merchants will resist exchanging currency, preferring to trade goods or services in exchange for their own. This byzantine favor barter system is rife since it circumvents the Sultan's sales transaction tax. Though it may seem counterintuitive to refuse hard currency from a buyer, most Efreeti merchants



owe favors to many other individuals and settling these outstanding markers is often more valuable to them than money. Many merchants are thus capable providers. If they do not have an object on hand or cannot otherwise provide the service that is requested of them, they usually know [or will at least feign knowing] who to put the PCs in contact with to possibly fulfill these desires. Thus they are also brokers.

Due to their magical natures, their many contacts and the fact that most of them are not limited by time and travel concerns, no deal is out of their reach given the proper interest in the subject. An individual Efreeti's interest level in any particular matter varies so when adjudicating chances to perform some mission or acquire some object, GMs should make a reaction check. The same abilities (or lack of limitations) that allows them to accomplish many of their goals if they so wish also tends to make them fickle. If their interests are sufficiently piqued, they will take upon most missions and objectives for a client or patron. If not, it will require incenting them with large sums of money...

Merchants requesting services for goods or services rendered will normally require the PCs to travel in order to retrieve some being or item from a specific locale and under specific conditions. For example, "Go to the Manse of Grogha the Dao and purchase his daughter's **Ring of Harooza's Fire**. Return it to me no later than the night of Flame Day of the last week (Dis)." This of course could lead to bargaining with Grogha or his daughter for the ring itself, so PCs should be prepared to evaluate such offers before accepting them. Breaking off a previously accepted mission earns an Efreeti's disfavor and is considered highly dishonorable (Lawful Good or Neutral characters who fail to accomplish such an agreed-to mission lose two points of honor, while Lawful Evil characters lose one). Offering generous monetary compensation to the offended Efreet can surely earn back one's honor and good name in the merchant quarter. PCs should prepare themselves for many missions if they intend on purchasing many items or services in Brass. Efreeti love to bargain; not doing so with one is almost considered an affront, and at the least it lowers the Efreet's estimation of the one who is dealing with him (and an Efreet's estimation of humans is pretty low to begin with).

As a final note, non-Efreeti merchants view the whole barter economy as horribly inefficient (the Sultan's tax notwithstanding) and prefer the simplicity and convenience of direct payment for their wares.

SOCIETAL STRUCTURE

The society of the Efreeti is highly stratified into several castes. As mentioned before, the caste an Efreeti is born into will determine which powers he will have access to, and what his station will be in Efreeti society.

High Noble Efreeti

These are the highest members of Efreeti society. They make up its ruling class, the most influential households, and the leaders of its armies. Noble Efreeti are the most powerful of all Efreeti, having the greatest number of hit dice (10), and the widest selection of powers. Any Efreeti encountered away from the Elemental Plane of Fire will 90% likely be a high noble. As none of the other castes have access to the wish-granting power, the high nobles are the ones most sought after by extra-planar conjurers.

The foundation of the ruling class is based upon clan hierarchy ascending to a noble "Fire Lord" status, and later, palitimates. The ruling elite influence the affairs of the city and can be the deciding factor in electing a strong leader or deposing a weak one. The Sultan has the final vested authority as long as he is capable of holding it through victorious arms and material enrichment of the clan leaders, two areas in which Fiarz has excelled at time and again.

Low Noble Efreeti

While there are only eight major noble clans in Brass, there are numerous lower households. Members of these households are considered to be of the low noble caste. Although they are almost as tough as the high nobles (9 HD), they lack many of the major powers that distinguishes the ruling elite.

Merchants

As has been mentioned, the Efreeti place a much higher value on the ability to cut a deal and make a profit than to wage war. Thus, members of the merchant caste are regarded quite highly by the Efreeti. Merchant Efreeti have access to the same types of powers that the low nobles do, but they only have 7 HD. Most of their time is spent negotiating and keeping track of accounts, and their physical form isn't quite as in shape as the other castes.

Irregular

The next level of Efreeti society is the Irregular. These Efreeti are warriors and make up the bulk of the City of Brass's military structure. They, like the common Efreeti have access to only the most basic of Efreeti powers, but they are still quite physically imposing (9 HD). Although it is considered a major clan, most members of the Kyopas clan are Irregulars.

Common, or Low-Born

This is the most common caste of Efreet in Brass. The members of this class fill out the rank-and-file of the city, content to know that while they are the lowest members of Efreeti society, at least they aren't human or giant. Common Efreeti have 8 HD, and have access to only the most basic Efreeti powers.

RELIGION

Traditionally, the Efreeti worship Imix, the Prince of Evil Fire Creatures (see the *Dieties & Demi-Gawds* special reference work). Many great temples to the fire gawd have been built within Brass over the many centuries, and the gawd still has a large following to this day, particularly among the high noble houses.

With the rise of Fiarz to power, however, the mysterious Blood Cult has become the de facto state religion. This cult, led by its human priests, worships a great spirit of fire they refer to as Volcan (a.k.a. The Eternal Flame, The Great Fire Spirit, The Ancient Fire, etc.) who is said to reside in the heart of the volcano that bears his name and that the City of Brass rests atop. Religious scholars debate whether or not the spirit of Volcan is a true gawd or not- he is not listed in many of the great tomes describing the survivors of the Gawds War, and does not seem to be able to grant his followers any powers like other gawds. It is possible that such a gawd may have once existed, but was either destroyed during the war between the pantheons, or was so reduced in power as to be less than even a demi-gawd.

According to the Blood Cult, Volcan is the personification of the fire principle— not an uncontrollable fire, but one with all facets of fire as it is known, including helpful and controlled as well as chaotic and deadly. Volcan is thought of as the creator of all things on the Elemental Planes. His worshippers argue that without fire there is no energy and thus nothing, including air, water and earth, can manifest. Without fire, so the Blood Cult says, there is no life.

Volcan is said to make himself and his purposes for his creation known through the Volcanic principle. Volcanoes are conduits to Volcan as well as his expressions for his creations. Those born of a volcano are favored by him. His greatest powers manifest in those born of these. They often become leaders or beings of great power.

Volcan is thought of as a smith, crafting his metals, magics and beings beneath the volcano in chambers where an eternal fire burns. Thus the Blood Cult's dual idea of blood (life born of Volcan) and fire (eternal flame, or his undying energy) and their pyramid (the inverted "V" for Volcan), which serves as a symbolic platform for manifesting these two principles. All metals are ascribed to him. Volcanithril (see Appendix D: New Magic Items) is considered to be directly from Volcan's Chamber where he symbolically culls the fiery magma, separating out the purest samples from the lava and sending these upward to the Plane of Fire where these are then found and used for crafting purposes. It is thought the greatest deposits of Volcanithril are to be found near the surface because of Volcan's need to make this greatest of all

metals known to his servants and followers. Thus he is known as the gift giver to those who would craft to take advantage of his raw generosity.

DEATH AND REBIRTH IN THE ELEMENTAL REALMS

Although the spirits of the Efreeti and other natives of the Elemental planes are immortal, their physical forms are not. When a fire spirit's physical form dies in the Elemental Planes (usually due to violence or accident—the Efreeti's physical form never ages nor does it decompose after death) his spirit returns to the great spirit pool located in the heart of the plane. These spirits will then be reincarnated into a new physical body 2d10 years later. This new physical being will only have a vague recollection of his previous self. It is possible, though rare, for a being reincarnated from a fire spirit to regain all knowledge and memories that one had in a former life (a percentage chance equal to the former life's final HD/3). Should an Efreeti, or similar elemental spirit die upon the Prime Material Plane, they will be reincarnated upon their native plane with their memories intact, and, mostly likely, a burning desire for revenge.

When a creature with a soul dies, such as a human, dwarf or halfling, their soul immediately departs the elemental plane and begins its journey to its final destination. See the guidelines in the *Dieties & Demi-gawds* tome for more on this.

Occasionally, beings of great willpower may resist being added back to the elemental spirit pool by manifesting within an object or being which is close at hand at the time of their deaths; those of greater realized status and willpower may even become corporeal beings (direct reincarnation or remanifestation). In most cases, however, such elemental manifestations occur sympathetically and by way of attachment, either to a place, object or being near at hand at the time of demise. They retain the bulk of their knowledge and some of their inherent powers, though these may be radically changed. In general, when the attachment varies greatly in size and type (i.e., such as a creature of flesh remanifesting its spirit in a small rock) there will be many variations on the knowledge brought along and thus the resulting powers extending from this. Obvious limitations in the above example are the lack of locomotion, speech, diffuse thought patterns, etc. Weaker beings are

merely assimilated into the pool to be remanifested later through "Cal-Zry-Huup," a spiritual rebirth from the elemental cesspool. Any being dying in this realm will be reincarnated. See guidelines below.

Guidelines for Reincarnation

Greater Lord, 20th level or greater PC/NPC, Dragon Prince, HACKMASTER class, etc.: 40% chance of remanifesting, avoiding reincarnation.

Lord, 15th Level PC/NPC, Ancient Dragon, etc.: 20% chance of remanifesting, avoiding reincarnation.

Less than the above: No chance of avoiding reincarnation.

These are not strict guidelines. The basis for this is as general as can be. Usually, strong-willed individuals are, for this usage only, those that have great notoriety and position in either the political, spiritual or magical atmosphere of the Realms. Due to this positioning they are normally egoists which have great ambition and abilities and are usually respected (or feared) by their peers or enemies. The guides are arbitrary. GMs must decide what "strong-willed" means and whether this applies to all those in positions of power, as often the two are unrelated.

Successfully avoiding being added back to the elemental cesspool indicates that the individual has remanifested his spirit in a living or inanimate object. Those related to the remanifested's death (i.e., having had direct influence in killing him) cannot be receptacles due to the negative resonance already produced by them, but anything else within a 100 yard range, such as rock, or another being, etc., is an appropriate target. Once manifested, the incorporeal spirit can use its powers and memories again (like a Magic Jar spell, but permanent). Otherwise, Reincarnation (as per the spell, but with only base elemental creatures being available) applies.

RELATIONSHIPS TO OTHER RACES

Dao

Over the millennia, the Efreeti have retained good relations with the genies of the Elemental Plane of Earth— as long as they could supply the Dao with the gems the Earth Lords so desperately craved. Although the Dao remained officially neutral during all of the wars between the Efreeti and the Marid, they aided the Efreeti in minor ways, fearing to be on the bad side of the Lords of Brass (and not liking the Water Genies much, anyway).

Djinn

Scholars on the Prime Material Plane have long believed that the Djinn were the eternal enemy of the Efreeti. This was mostly due to the fact that for centuries these two genies were the only sort mortal wizards had any contact with, and deducing that the chaotic and good Djinn would be quite hostile to the Lawful and Evil Efreeti, the sages came to believe that open warfare existed between these two races. Although the Djinn and Efreeti do not always get along, relations between the genies of air and fire are most often peaceful. The Djinn would rather frolic amongst the clouds than fight, and the Efreeti are more interested in profiting from their enemies rather than vanquishing them.

Marid

Although a state of peace exists between the Lords of Fire and Water, the Efreeti remain the sworn enemy of the Marid. Too much history of warfare and bloodshed exists between these two great powers for the Efreeti to easily forgive the numerous invasions the Marid have tried. The fact that Lord Pojar still lives in his Tower of Ice on the edges of the realm of fire is salt in the Efreeti's wounds. All the same, Marid are allowed into the city, although they have limits on where they may travel within it. They may keep to the Eternal Flame's Tear or the Great Market, but may not travel into the upper tiers, or within the lower tiers without an Efreet escort. The Efreeti keep a



close watch on any Water Genie within the city, and use any excuse at all to eject them.

Humans

By and large, the Efreeti do not deal with the mortal races as they do the other genies. Humans in particular are seen more as a means to an end rather than beings with whom the Efreeti need to deal with courteously and honorably. Thus, to a human an Efreeti may seem petty, cruel, vengeance-driven and even an out-and-out liar. However, the pact that Isfrizzal made with the human Mage Lords centuries ago, and that Fiarz has renewed, ensures that as long as they are willing to swear their loyalty to Brass, humans will be welcomed within the city. Humans bearing the mark of Brass are afforded a little more courtesy than those who do not.

Fire Giants

Fire Giants are the only subtype of giants that the Efreeti have any extended dealings with. Giants are seen as crude, simple minded brutes who can be taught to act civilized on occasion but are still inferior to the Efreeti. Fiarz's policies regarding integrating the giants within Brass's social structure has caused friction between the nobles and their sultan, but Fiarz is having his way for the time being.

Salamanders

The other major race of beings who call the Elemental Plane of Fire home avoids the Efreeti like a bad rash, and the feeling is mutual. Salamanders are closer in nature to pure fire spirits, and their mindset is somewhat alien even to the Efreeti. Their chaotic nature is also an anathema to the orderly Efreeti. For their part, the Salamanders resent the Efreeti's assertion that the Fire Genies are the "Lords of Fire." As the Salamanders consider the area surrounding the City of Brass to be a bit chilly for their tastes, the two races hardly ever come into contact with one another, which suits both sides just fine.

CHARACTER CLASSES

Even among the Efreeti, there exists those who may rise above the common masses and attain levels in a character class. Efreeti who have levels in a class add the class's Hit Dice onto their own natural Hit Dice, so that a 3rd level Efreeti magic-user would have 10 8-sided Hit Dice, plus 3 4-sided Hit Dice. Classed Efreeti will either use their own base to hit number and saving throws (as 10-HD monsters) or the ones they derive from their class and level-whichever are better.

Fighters

Of all the classes an Efreeti can master, the fighter is the most common. Efreeti may attain 15th level in the fighter class.

Magic-Users

Efreeti have unlimited advancement as magic-users and certain specialist sub-classes. Efreeti may specialize in the schools of Illusion and Invocation/Evocation. No Efreeti can double-specialize, nor can they become sole practitioners (both subclasses are described in the *Spellslinger's Guide to Wurld Domination*).

Fire Elementalists

Efreeti have unlimited advancement as fire elementalists. They may not practice any other form of elementalism. This class is described in the *Spellslinger's Guide to Wurld Domination*. Rumors persist of certain Efreeti (particularly the members of the Stone Mason's Guild) having perfected a type of magic that has been called Para-Elementalism. What the truth is of these rumors, and what secrets a para-elementalists knows have yet to be disclosed.

Realm Channelers

Efreeti have unlimited advancement in the art of realm channeling. This class is described in Appendix H.

CITY OF BRASS POWER GROUPS

This section covers all significant power groups in the City, including the current Royal Line, guilds, clans, consortiums, societies and cults.

THE ROYAL LINE

Fiarz, the current Grand Sultan of Brass, is half Fire Giant and half Efreet. He was sired through the forced abduction and rape of his mother by the then ruling Sultan of Brass, Hafiarz of Ek Byr. His birth caused a great stir amongst the nobility. Outright civil war was avoided only by Ek Byr's banishment of Fiarz's mother, whose name and face were stricken from all records. This mollified the nobility, and the Fire Lords finally accepted a nominal shift in the normal line of immortal ascendancy, knowing that this would end with Fiarz's ultimate death (which would come sooner than a full-blooded Efreet's). Fiarz did not idly sit by and await his fate. He assumed the role of Blood Clan Chieftain, used magical gates and allies to bring in hordes of militant Fire Giants, and successfully eliminated the ruling class by furthering divisions in the priesthood. Visions proclaiming Fiarz "Protector of the Eternal Flame" (in essence, Victory in Arms) played no small part in this. Even those priests who doubted him sided with his cause as foreign wars were looming (Ek Byr's distractions with affairs on the Prime Material Plane left the City weakened).

Many clans and noble lines of Efreeti were extinguished during this civil war. Ek Byr fled but was located and brought in shackles before his son. Eternal law forbade his execution, so a magical cell was created for him deep beneath the city. To this day he dwells there, a prisoner. The cell is so magicked that only a special key made so that only the "strongest of Brass" could lift it (then an Efreeti named Jak-Abar), can be used to unlock the cell door. Once the prison and release device were made, Jak-Abar mysteriously disappeared. Most rumors say that he was spirited to another plane for confinement and that the key was likewise located at some distant place and put under heavy guard. Some say that the "Words of the Fire Queen" will reveal the way to both locations. It is not known who that person or being is, as Fiarz has not taken a queen and shows no inclination to do so.

Fiarz currently has a firm grip on power. Under his rulership, the City of Brass prospers as it has not for untold generations. This keeps the other noble houses happy and satisfies the merchant guilds. He has also struck up a relationship with the various religious factions within the city (some openly, most not). By subtly influencing these groups to fight amongst themselves, he is able to keep them out of his way. He has handed the lands of Morg over to his Fire Giant kin in return for their service in bringing him to power. Although some of the other noble clans might find this distasteful, no one dares speak out openly against it. The memories of the civil war, and the fate of the losers, remain too fresh in the minds of the Efreeti.

Perhaps no other ruler has done more to change the social landscape of Brass than Fiarz. Efreeti, as befits their extremely long-lived nature, are slow to allow change or to accept it when it occurs. However Fiarz, due to his Fire Giant heritage, takes a different point of view. As a consequence, he has moved with great speed (from an Efreet's perspective) to open Brass up to outsiders, particularly in respect to trade. In addition to the Fire Giants, Fiarz has made compacts with human fire mages and the Blood Cult, increasing the mortal human presence in the city. He has even allowed diplomats and merchants from the other elemental planes within the city walls (though they are kept under watch, both secret and overt, constantly). Under his rulership the city has nearly doubled in size and has become a truly cosmopolitan center for trade and intrigue.

NOBLE CLANS

There are dozens of other noble houses in Brass. Some of these are strong allies of Fiarz and his house, others vie for the opportunity to seize the power

and riches of the sultanship for their own. Still more houses, realistic about their own chances to take the throne, wait on the sidelines, watching the other groups bicker amongst themselves, waiting to see who is the likely winner before committing themselves. They know that, although the house of Ek Byr is far from the strongest, Fiarz is a cunning opponent with many hidden resources to call upon, a fact also not lost upon Fiarz's opponents.

Below we describe the eight major houses, in approximate order of their current relative strength.

FLAMING CLAW

The Flaming Claw is the strongest of the noble clans in the city. Their symbol is a red flaming claw upon a field of black. Their clan motto is "Strength through Struggle."

Lord Fritaagh, also known as the "Splitter," leads the clan. Wags suggest that this is because Fritaagh tends to "split" at the first sign of fighting, although the Efreeti of this clan maintain that the term Splitter refers to a powerful volcanic eruption that "splits" a mountain in two, something Fritaagh was known to do in his youth. Although Fritaagh professes his loyalty to Fiarz in public, privately he wishes to see the half-breed overthrown, the giants taken into slavery, and himself placed upon the throne of Brass. He has formed alliances with the Long Fang and Piercing Death clans, which he intends to call upon when his glorious day is at hand.

Clan members wear Gout skins in battle, and wield "claw maces." These weapons are specially crafted for the clan by the clan smiths. Their metal heads appear as large, taloned hands clenched in a fist, though they function as footman's maces. The Splitter has a magical claw mace that can fire a sheet of flame from its head (acting as a Burning Hands spell with double normal range (10 feet long) and inflicting 1d3+20 points of fire damage). He can use this power at will.

This clan is perpetually at war with the Scarred Brow and Scorched Hand clans. They are attempting to buy the loyalty of the Kyopas through expensive gifts. The Kyopas, however, have proven frustratingly resistant to bribery.



The bulk of this clan is quartered just east of the Gout pens. Their great tents spread out before the walls of the Grand Sultan's palace. They have refused to leave these tents for generations, and Fritaagh has vowed to himself that he will move into no permanent structure lesser than the Palace itself.

RED EYE

The emblem of the Red Eye clan is a black outline of a demonic eye on a field of red. This eye hovers above a pyramid of brass. The clan motto is "Never Sleeping."

The warriors of the Red Eye clan are distinct in battle, wearing their gold-en chain mail hauberks and bucklers (AC -3) and wielding their huge footman's flails. These flails inflict 2d6/2d6+2/4d4 points of damage per hit versus size S/M/L respectively, plus 10 points for the Efreet's great strength. The Red Eye warriors are adept at using this flail to disarm their foes (as per the khopesh sword from the PHB, page 121).

The current clan chieftain is Blusz Blakaz. Blakaz is one of the few chieftains openly (and honestly) loyal to Fiarz, and the only one among the eight major households. He enjoys the prosperity that Fiarz has brought to the City of Brass and his own clan has benefited greatly. He wishes to see the Grand Sultan continue his policies throughout a long and prosperous reign.

SCARRED BROW

The Scarred Brow is the only major clan within the City of Brass composed of non-Efreeti. The Fire Giants that make up the clan have been recognized only due to Fiarz's influence (his mother was a member of the Scarred Brow). The emblem of the Scarred Brow clan is a crown of fire shooting forth three flames, each of a different color. The clan motto is "We Am Giants."

Reignex leads the Scarred Brow. Unbeknownst to the clan, he is not a Fire Giant but rather a duergar that has been permanently Enlarged to Fire Giant size. Unfortunately, Reignex's body is slowly collapsing under his great size. He is no longer able to walk and finds it agonizing to move at more than a snail's pace. When Reignex dies the clan will no doubt crash and burn, as it disintegrates beneath heavy infighting.

Reignex is fairly loyal to Fiarz. He knows his house's position among the city's elite is entirely the Grand Sultan's doing. However, many giants among his clan do not share his gratitude and feel that Fiarz is intentionally holding the clan back.

LONG FANG

The symbol of the Long Fang clan is the head of an Efreeti with molten lava dripping from its long fangs. Although their emblem looks rather vicious, members of the Long Fang clan prefer to use nonviolent methods to solve problems. Their favorite way of dealing with enemies is to simply buy them off. The Long Fang's motto is: "Everything Has Its price."

When pressed into combat, Long Fangs warriors wield huge two-handed swords. These swords inflict 2d6-2/2d10/6d6 points of damage per hit versus size S/M/L respectively. They wear specially treated hide armor, the secrets of which they have never revealed to outsiders (though it is not magical) granting them a base Armor Class of 0.

The Long Fangs have entered an alliance with Fritaagh and his Flaming Claw clan. Although they, like many other noble clans, have enjoyed the great wealth and prosperity the city has seen under Fiarz's rule, they are uncomfortable with seeing a half-breed (especially a half-giant!) sitting atop the throne of Brass.

PIERCING DEATH

Perhaps the weakest of the eight major clan houses in terms of sheer battle strength, the Piercing Death clan nonetheless is one of the most respected. The other houses see this clan as a peacemaker between the divided noble houses, and often turn to it when a neutral arbiter is needed. The clan's emblem is two silver crossed spears on a field of black. The spearheads are wreathed in fire, and blood drips from their points. The motto of the Piercing Death clan is "Strength, Justice and Honor."

In battle, the members of the Piercing Death clan employ huge double-bladed axes. These axes cause 4d4/4d4/4d4 points of damage (+10 for the Efreeti's great strength) on a successful hit. Warriors wear silver and black chain mail, and carry large shields (AC -5).

Unbeknownst to the other clans, the Piercing Death clan is not quite as neutral as it appears. It has formed a secret alliance with the Flaming Claw clan, and they seek to overthrow Fiarz. The Piercing Death uses its position among the other clans to gather information for their allies to use. Like the Long Fangs, the nobles of the Piercing Death find Fiarz's heritage and sympathies with the giants distasteful.

KYOPAS

The Kyopas are perhaps the most military-minded of the major noble clans, and the most neutral in dealing with the others. Traditionally, the Kyopas (whose name in the Efreeti tongue means "Brave Doers") have been charged with protecting the entrance to the final strata of the city. Their barracks and Gout pens sit alongside the road leading up to the palace, and it is they who guard the bridge leading through the palace gates.

The emblem of the Kyopas clan is two brassy tusks arched over a representation of the city on a field of red. Beneath this, in Ancient Efreeti, is written their clan motto, "For Brass, for the Sultan."

The leader of the Kyopas clan, Tanyxkizz, is an ancient Efrete who has seen at least five wars against the other elemental planes. He lost his left eye during the last invasion from the Elemental Plane of Water, in the Great Battle. Though still relatively fit, Tanyxkizz no longer takes an active role in military operations. The Kyopas revere wisdom and tactical advice as much as prowess in battle, so Tanyxkizz's role as chief is secure.

The other major clans tend to see the Kyopas as a single-minded, humorless lot, and they are mostly right. Duty is meat and drink to a Kyopas: duty to his Sultan, and more importantly, duty to his city. It was the Kyopas's distinction of putting the interests of the city ahead of its ruler that allowed them to turn on Ek Byr and help the other major noble houses overthrow him.

For more on the Kyopas, see Appendix C: New Monsters.

SCORCHED HAND

Members of the Scorched Hand clan turn less towards the arts of war and more towards the high art of magic. More magic-users (of various types) come from this noble clan than from any other. Their clan symbol is a yellow hand holding a flame within its palm on a field of black. Their clan motto is "Power Through Knowledge."

The Scorched Hand members that do fight for their clan often wield two-handed swords. Their lords use a type of sword that can summon 1d4 Fire Elementals (of the 8 HD variety) once per day. These Elementals serve for one hour, then return to their place of origin. The clan warriors wear heavy chain armor in battle (AC 4).

This clan is currently at odds with the Flaming Claw clan. Like the Flaming Claw, the lords of the Scorched Hand would like nothing better than to see Fiarz replaced as Sultan of Brass. However, they wish to see one of their own put up in Fiarz's place and not the brutish Fritaagh.

THAJAZZI'S WAILERS

Thajazzi's Wailers are a clan of Efreeti who take on berserker characteristics in battle. The other noble clans see them as wild cards and, were it not for their bravery (foolishness) during the civil war against Ek Byr, it is doubtful that they would be a part of normal Efreeti society at all. Thajazzi was an Efrete who, although lacking many of the magical powers of his other noble brethren, more than made up for it by the sheer ferocity of his fighting. Legend has it that Thajazzi once killed a Red Dragon using only his bare hands, purportedly by strangling it to death. Tales such as these increased his fame and influence in the City of Brass. He went on to found the clan that now bears his name.

The Wailer's emblem is a white spiral on a field of orange. Their clan motto is an unintelligible wail.

The majority of this clan lives a nomadic life, roaming about the plains surrounding the city. The clan still has representatives within the city in order to make sure the Wailer's voice is heard amongst the Efreeti nobles. The chieftains usually remain with the bulk of the clan in the wildlands.

For more on this clan's special combat abilities, see the entry Efreeti, Wailing in Appendix C: New Monsters.

BLOOD CULT

The Blood Cult is a quasi-religious organization. Their symbol is the Bloody Flame, a red and orange flame, with drops of blood falling from its bottom.

Founded over a millennium ago, the Cult remains one of the most influential forces within the city. The Blood Cult supplies the priests who interpret the will of the Eternal Flame (see Glossary). This latter concept is ill-defined and easily manipulated by the priesthood, who in most cases enjoy a more luxurious way of life than the Fire Lords themselves. But perhaps most importantly, the Cult has a strong alliance with the Grand Sultan. They exacted many promises from him in return for their help and support during the war that brought him to power, and they make sure that Fiarz will never forget the obligations that he owes them.

When founded, a triumvirate of oracles (either two males and a female, or vice-versa) led the Blood Cult. They would pass on the prophecies they claimed to receive from the flame. The prophecies they received were often rather vague, and they would reassure the Cult's followers that things really were going to be quite all right in the end. They attracted a following primarily from the humans who populated the City of Brass, and the occasional Fire Giant or Efreeti Commoner could be found among the faithful. In this manner the cult existed quietly on the fringes of society for many years.

As the cult began to gather more and more adherents, some even beginning to come from the merchant castes of Brass, the oracles began to find that they enjoyed the power they wielded over those that came to hear them. The prophecies became more and more dire if the faithful did not do exactly as the oracles commanded them. Often, the donation of sizable amounts of coin to the Cult would forestall many of the dooms the oracles foretold. Before too long, the small fringe cult had all the markings of a full-blown religion. The oracles (now referring to themselves as high priests), attached a name to the Eternal Flame: Volcan, after the fire spirit of the mountain whom the Fire Trolls worshiped. Volcan became the cult's gawd as well, and they raised statues of him all over the city in dedication.

Soon, men more suited to power than faith were drawn towards leadership positions within the Cult. Although they claimed Volcan was a gawd, the spirit did not grant his clerics spells or special powers. This, however, proved little deterrent, as the Cult's leaders more often than not were actually magic-users that could use their own powers to convince the populace of the supremacy of Volcan. All subclasses of magic-user can be found acting as the "priests" for the cult, although the vast majority of them tend to be realm channelers such as the current high priest, Holem'tepp.

Holem'tepp is a human who found himself at the gates of the City of Brass over thirty years ago (measured in the time of his home realm), joined the Cult as an initiate and, through his cunning and oratory skills, rapidly climbed to prominence. When he was appointed as one of the ruling priests, he had his opponents slain, placed the blame on the Fire Thieves, and declared himself Most High Priest and the sole Voice of the Eternal Flame. Holem'tepp is currently a (neutral evil) 20th level realm channeler.

Although he finds Holem'tepp somewhat easier to talk to than the oracles of the past, Fiarz doesn't completely trust this new priest. If he had any idea that Holem'tepp was stockpiling his own cache of volcanithril weaponry, it would only confirm his mistrust.

Among the major power groups within the City of Brass, the Blood Cult is perhaps the weakest when it comes to sheer military might. Their true strength lies in the Byzantine webs they have woven among the other noble clans and the Grand Sultan. Holem'tepp has a few other cards up his sleeve as well. In addition to the aforementioned stockpiles of volcanithril weaponry, he has perfected the art of crossbreeding humans and Fire Trolls, creating

“Half-Trolls”. These crossbreeds fill the ranks of the cult’s Blood Knights, an elite organization of warriors sworn to defend the cult. The Cult also boasts at least 100 Blood Priests (magic-users ranging in levels from 6th to 15th), one regiment of Hell Hounds (80 Hell Hounds, with one Hell Hound handler for every 10 beasts), and 200 warriors mounted on Greater Firesdrakes.

For now, the Blood Cult’s goals include maintaining order within the City and furthering the goals of the Grand Sultan, where such goals do not interfere with their own. They also work to defend the throne against would-be usurpers, using their spies, informants and network of contacts to ferret out such individuals before they become too strong to deal quickly. One of the Cult’s secret agendas is to limit the social integration of the Fire Giant clans within the city. Holem’tapp uses every means at his disposal to keep the giants excluded, including bribery and blackmail. He usually finds, however, that the other Efreeti clans are more than willing to help in this regard. Holem’tapp is also trying to arrange, secretly and through intermediaries, an assault on Morg.

If there is one thorn in the Cult’s side it is the Elementalists’ Guild. This brotherhood of fire elementalists resents the position of power the Cult currently holds in the city and works hard to try to prevent the Cult’s influence from growing any larger. Since the Guild has a sympathetic ear in the Sultan when they whisper not to trust the Blood Cult, Holem’tapp now finds that his power within the city has peaked. He has begun sending feelers out towards the other clan leaders, looking for one amenable to the Cult’s wishes, strong enough to garner loyalty but weak enough to be guided, to replace the half-breed upon the throne of Brass.

Low Noble Clans

In addition to the eight major clans within the City of Brass, there are usually between 10 and 20 minor noble clans as well. While some of these minor clans are fiercely independent, the rest have sworn loyalty to one of the major clans, and are considered bannermen who can be counted on to aid their liege clans in time of crisis.

Fire Giant Clans (Huge and Growing)

Although the Fire Giants are represented among Brass’s noble houses by the Scarred Brow clan, there are many smaller giant clans as well. Many of these have seats in the House of Low Flame in the Clan Council. The giants are a fractious lot, and although the Scarred Brow has some control over them, the lords of the other clans are willful and often act however they please.

Dead Lines

Due to all of the wars and internal conflicts the Efreeti have been involved in during the span of time, there are countless noble clans that no longer exist, far too many for any Efreeti to remember or even care about. Two of these lines, however, are most noteworthy and every Efreeti child learns their names: the Kubastiz and Mn’Nel-Zyp. One is held up as an example, the other as a warning.

The first Sultan of Brass hailed from the Kubastiz clan. Under their line, the City grew to the prominence it enjoys throughout the elemental realms. No other clan has done so much for the city, nor has so many heroes from its ranks. When the last members of the clan were killed during the early years of the Great War, a long period of mourning for the Efreeti began. Many Efreeti still long for the day when one of the Kubastiz clan returns to reclaim the throne which is rightfully theirs, believing it will bring a new golden age upon the eternal city.

In contrast, Mn’Nel-Zyp is not spoken of at all publicly, and when the history of this clan is related to the next generation, it is in hushed tones. The members of the Mn’Nel-Zyp clan were the most loyal to Ek Byr, even when it became clear that the civil war that overthrew the Grand Sultan was going against him. They refused to surrender and declare loyalty to Fiarz (in contrast, other clans such as the Flaming Claw and Long Fang renounced their oaths to Ek Byr, and retained their prominence in the city’s political structure). As a result of their unwavering loyalty, all members of that clan were

hunted down and put to the sword, its leaders’ head placed upon spikes on the walls surrounding the palace. No member of that clan was spared. The clans’ households, including its retainers, dragon mounts, servants, and slaves were also slaughtered. If that were not enough, Fiarz had their ancestral homes torn down to the ground. The lots on which these buildings once stood remain empty.

OTHER CULTS AND AUTONOMOUS GROUPS

Imps of the Fire Imps’ Refuge

When Bennizritt (“Benny”) the Imp escaped from his cruel master, he began to gather the other Fire Imps living in the City of Brass together. These Imps then formed a community of sorts in the ruins they inhabited. While officially, the city does not condone such a group, and periodically puts on a show of raiding the Fire Imp Refuge (to placate the merchants), the Imps have settled in quite nicely, though they have developed a terrible distrust of all outsiders.

Fire Naga Cult (Fire Thieves)

The Cult of the Fire Naga is a mysterious organization whose members hide themselves behind masks and whose motives are strange and unknown. This group of thieves and assassins worship a Fire Naga, a serpent-like creature of terrible beauty and great power (see the description in Appendix C: New Monsters). The Naga bestows its magical gifts upon its followers, and in return they shelter it, bring it the riches it covets, and the human flesh it desires. The Fire Thieves oppose the Elementalists’ Guild, whom they believe are raping the Undercaverns of Brass of the mineral riches the caverns possess. Their Fire Naga mistress has commanded them to return these riches to it, albeit in the form of the magical weapons and armor that the Elementalists crafted from the volcanithril. The Naga also demands tributes of gold, platinum, and most of all precious gems.

Dark Gnoll Legion

The Dark Gnoll Legion is a group of mercenary warriors (see Appendix C: New Monsters). They currently have a perpetual contract with the Elementalists’ Guild to keep watch over the Fire Troll slaves who work the mines beneath the city. They are loyal to none except those who pay them the most gold.

THE MAJOR MYSTIC GUILDS & CONSORTIUMS

THE BROTHERHOOD OF ANUBOTANS

Name of Members: Anubotanists.

Location: Monastery in the Artisan Sector (Area UCA2).

History: The first Anubotanists came to Brass centuries ago, bearing their strange seeds and plant cuttings. They built their monastery on what was then the edge of the city, but in the intervening years the city has expanded to absorb the monastery within its walls.

The Anubotanists maintain their well-ordered gardens and act as caretakers for the wild flora in the lands surrounding Brass.

Purpose: The Anubotanists are a special order of realm channelers who study the unique flora of the Elemental Plane of Fire, and how the energy these plants store can be manipulated to cause a variety of magical effects. They know that, like all life native to the elemental planes, the plants have the essence of elemental fire contained in their cells. The Anubotanists study the ways to extract this essence and at the same time work to protect the flora and the environment it inhabits.

Master of School: The current high abbess of the Anubotan monastery is Pharselda Fire-Eyes, a beautiful (by Efreeti standards) Efreeti realm channeler. Pharselda is said to have turned away the hand of many a would-be suitor, including that of Fiarz himself. Whether or not this is true Pharselda refuses to comment.

Pharselda is a true neutral 16th level realm channeler who entered the society after serving several decades as a Blood Cult initiate. She rapidly grew tired of the infighting and backstabbing common among the Cult priests, and left hoping that she could find solace elsewhere. When she came upon the Anubotanists tending their gardens in peace and harmony with each other, she knew she had found what she sought.

Many years later, after much hard work and study, Pharselda has become a well-respected member of the brotherhood (she has contemplated changing the organization's name to "Efreeti-hood of Anubotans," but often quickly dismisses the idea). When the previous abbot stepped down she was elected by a nearly unanimous vote. The wisdom and foresight she has displayed in the years since have demonstrated that decision was a good one.

Specialty School: The Anubotanists only admit realm channelers into their ranks.

Alignment: Any neutral, with most members tending towards true neutral.

Symbol: A burning plant wreathed in flames but not being consumed.

Days of Import: The 1st, 15th and 28th days of every month (as measured on Brass) is a day of meditation and fasting for the Anubotanists. On these days that they ritually cleanse their minds and bodies, so as to remain spiritually open to the power of the Elemental Plane of Fire.

Raiment: Anubotanists tend to wear simple, practical clothing, usually spun from the fibers of the plants that they tend. The clothing is built durably and made to withstand repeated washings.

Advancement: There is no strict form of advancement within the order. All Anubotanists are considered equals, save for the abbot/abbess who is chosen by majority vote. The abbess is responsible for making the many day-to-day decisions that keep the monastery running smoothly. In matters of great import, she may send the decision to a vote of the full membership (one vote per member). In the unlikely case of a tie, the abbess gains an additional vote.

Members: Although any realm channeler may be invited to join the ranks of the Anubotanists, few find the quiet, contemplative life very exciting. Anubotanists tend to be quiet, diligent workers for the most part, not taking any sides in the political struggles that engulf Brass from time to time. Some sects of Anubotanists have taken a much more militant approach to protecting the rarer species of flora. These act a lot some of the more militant druid sects found on the Prime Material Plane. Indeed, Anubotanists often serve the same functions as druids upon the Elemental Plane of Fire.

Within the monastery, all members are expected to help out in the day-to-day chores. Besides studying, there are meals to be cooked, equipment to be repaired, buildings to maintain, laundry to clean, trash to be taken out, etc. Slackers are not looked upon kindly. Those whom the others feel do not do their share of the chores will soon find their meals growing smaller, their sleep being interrupted more, etc.

STPs: Agriculture (bonus), alchemy, botany (bonus), herbalism, maintenance/upkeep (required), plant identification: holistic.

Weapons Permitted: Dagger, quarterstaff, sickle.

Armor Permitted: None.

Ability Restrictions: None.

Powers: Anubotanists learn the secrets of extracting the elemental essence from the flora on the Plane of Fire. They may attempt to use any of the magical properties of the plant life found growing near Brass (see Appendix D: New Magic Items and Poisons for more details). At 1st level, they have a 15% chance of actually being able to do so correctly. This percentage increases by 5% for each level the Anubotanist attains.

Friends/Allies: None. The Anubotanists try to remain outside the political infighting in which the other major mystical organizations of Brass often immerse themselves. They are concerned only with the furthering of their knowledge. They have had to make certain concessions to the ruling power structure in order to continue to operate freely within the city.

Foes/Enemies: The Sigilists.

Sayings: Through knowledge, wisdom reveals itself; Don't eat that, it might be poisonous.

Spell Modifications: When an Anubotanist substitutes the flora of Brass for the standard material components of fire-related spells, they may increase their effective level (with respect to the spell's level-dependent variables) by 2.

ACADEMY OF ROYAL ENGINEERS AND BUILDERS

Name of Members: Encarphs.

Location: The Royal Academy Hall in the Nobility section (Area N2).

History: The academy was founded over five millennia ago by a group of Efreeti magic-users who were adept at using their spells and abilities to enhance and fortify their constructions. The rulers of Brass quickly recognized the value of their abilities and commissioned these Efreeti to help with the design for the fortifications that would protect the mighty city. The group of magic-users assembled for this purpose became the first members of the Royal Academy.

Purpose: The Encarphs bring their expertise in magic to bear on the City of Brass's many architectural wonders; thus their specialty straddles engineering, craftsmanship and construction. They are also the designers of Brass's magical defenses, such as the Bastion of Plasma.

Like the Anubotanists, the Encarphs try to remain outside the politics that consume so much of life inside the City of Brass. They work for the defense and betterment of the city itself, regardless of who actually sits on the Sultan's throne.

Master of School: The Encarphs are led by Harazzi Golden-Claw (also called Olden-Claw by young scalawags). Harazzi is an ancient Efreet who has seen a great deal of Brass's history pass before his eyes. His interest in new discoveries remains undiminished, and he shows no sign of stepping aside from his position.

Harazzi is under constant pressure from the younger members of this organization to ally the Academy with the Flaming Claw clan. These members feel that they can tell which way the political winds are blowing, and they want to make sure that when Fritaagh comes out on top, the new Sultan will be most grateful for their support. Harazzi stubbornly insists upon remaining neutral in this matter, as the Encarphs always have. That is how the academy has held its position and prominence throughout the centuries, through many intrigues, and Harazzi is not going to be the one who breaks that tradition. Those members who push for an alliance are beginning to see the Golden-Claw as an obstacle that needs to be removed.

Specialty Schools: Conjunction, Abjuration, Alteration.

Opposed Schools: Invocation/Evocation (specifically destructive spells).

Alignment: Any.

Symbol: A silver tower.

Days of Import: None.

Raiment: The Encarphs all wear fine robes. During important events, they don special ceremonial aprons, the color and design of which indicates the member's rank in the Academy.

Advancement: Advancement in the academy is primarily based on age and experience. The oldest and most skilled members are invited to sit on the Upper Council, a body that determines the rankings of all the lower members. Prospects for membership must be sponsored by two or more current Council members and then confirmed by an unanimous vote. A young Encarph hoping to advance quickly must also be involved in several high-profile projects and demonstrate his knowledge and skill to the Upper Council.

Members: The Encarphs are diligent, exacting, and often a frightful bore to anyone who is not an engineer. They frequently go on about tensile strength, load-bearing points, structural integrity, and so on. Combined with their propensity to casually toss about arcane words and speak in obscure, dead languages, most non-Encarphs quickly become disinterested in what they have to say.

STPs: Arcane Lore (required); assaying/surveying tools; complex geometric estimation; drafting tools (required); engineering (required); engineering, fortifications; engineering, public works; orchestrate task.

Weapons Permitted: Any.

Armor Permitted: Any.

Ability Restrictions: Int 13+, Wis 12+.

Powers: None.

Friends/Allies: The Elementalists' Guild, the Metalworker's Guild, the Stonemason's Guild.

Foes/Enemies: None.

Sayings: By making use of liberal application of castings of the spell Transmute Mud to Rock, you can see how easily the forms buttress the foundations of the central supporting walls of this structure.

Spell Modifications: None.

THE ETERNAL GUILD OF ELEMENTALISTS (THE ELEMENTALISTS' GUILD)

Name of Members: Aerthificers.

Location: The Eternal Flame's Tear (Area EFT 11).

History: Elemental magic has existed on the Elemental Plane of Fire for as long as anyone can remember. Even before the City of Brass was founded, elementalists helped to man the ancient citadel that rested on Volcan's Maw. As the city grew in stature and prominence, these elementalists banded together to form their eternal guild.

Purpose: Of all of the organizations of Brass, the Elementalists' Guild is perhaps the least unified with respect to its goals and motives. Officially, the Guild exists to further the knowledge of elemental magic, but many of the magic-users who have joined its rank are more interested in furthering their own agendas, and see membership in the Guild simply as an important step.

It is the Elementalists' Guild which is responsible for crafting weapons and armor out of volcanithril, the wondrous metal found beneath the City of Brass. All Aerthificers who are part of this enterprise understand their position of power. As these weapons are needed for the many wars and petty battles in which the clans partake, their importance to the ruling elite is readily apparent. This has pushed the volcanithril production into a place of utmost importance to the Guild, and although it is supposedly open to any student of elemental magic, those who have skills that can contribute to the volcanithril mines are the ones most seriously considered.

One other goal that the guild currently pursues is to limit the power and influence of the Blood Cult within the City of Brass. They see these pseudo-clerics and their devoted followers as a threat, not only to the city but also to their own place within its power structure. They work very hard reminding the Sultan and the other noble clans of the untrustworthiness of the Blood Cult. As the Cult leadership is comprised mostly of humans, the Efreeti nobles are inclined to listen to the Guild on this point. The Elementalists' Guild is unable to directly oppose the Blood Cult, as the high ranking priests are more than a match for the powers of the Guild leaders, and the Cult boasts an impressive fighting force as well, all armed and armored with the Guild's own volcanithril.

Master: The currently Guild leader is Jaggisserat Flame-Catcher, an Efreeti scion of the Scorched Hand. Like the rest of his clan, he would love nothing better than to see Fiarz overthrown, but Flame-Catcher is far more vocal about his opposition to the Grand Sultan than many of his clansmen. Jaggisserat believes the power and influence of the Elementalists' Guild will shield him from any retribution the Sultan wishes cares to exact on him. What Jaggisserat fails to realize is that the majority of the Guild's leading members find his outspokenness to be a serious liability. If and when Fiarz decides to do something about the Guild's master, Jaggisserat may find there are far fewer Aerthificers on his side than he expects.

Specialty Schools: Elemental fire.

Opposed Schools: Elemental water and air.

Alignment: Any, but most tend towards evil.

Symbol: A yellow and red flame.

Days of Import: None.

Raiment: Members of this guild wear ceremonial robes (colored red, orange, yellow, or white depending on their rank) during meetings and special Guild events. Some higher ranking Guild members tend to wear their

robes during social events, but most other Aerthificers see this as ostentatious behavior.

Advancement: Elementalists rise in power within the Guild by donating large sums of money. In essence, they buy their way to the top. All of the current Guild leaders are heavily involved in the volcanithril trade in some manner.

Members: To become a member of the Elementalists' Guild, a fire elemental must be of at least upper middle class and have a current member willing to sponsor them.

STPs: None, although Guild members are encouraged to learn what they can about metalworking, mining, and labor organization.

Weapons Permitted: Any.

Armor Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The noble clans of Brass.

Foes/Enemies: The Blood Cult, the Sigilists.

Spell Modifications: Members of the Guild are taught certain spells that are exclusive to Guild members. Aerthificers who pass these spells on to any non-members are sanctioned severely, and in some cases, banned entirely from the ranks of the Guild. These spells are detailed in Appendix I: New Spells.

THE SIGILISTS

Name of Members: Sigilists.

Location: Unknown.

History: Little is known about this group of rogue realm channelers. For years, their very existence was only suspected, until a recent clash with the Anubotanists near the Rift confirmed it.

Purpose: Like the Anubotanists, the Sigilists seek to tap into the power of the elemental planes contained within living things and warp them for their own purposes. Unlike the Anubotanists, the Sigilists prefer to extract the essences from living creatures rather than plants.

Master of School: The current master is a dark figure known only as "Number One." He speaks little during the meetings, and when he does so his voice is only a hoarse whisper. His size (12' tall) suggests he is an Efreeti, but when dealing with these masters of evil and deceit, this is not a sure bet.

Number One supposedly founded the group. Outsiders believe he was once an Anubotanist who was cast out of that organization for seeking out forbidden knowledge.

Specialty Schools: Alteration, Necromancy.

Opposed Schools: All others.

Alignment: Neutral evil or chaotic evil.

Symbol: A black skull with a white flame upon its forehead..

Days of Import: The Sigilists whold their meetings on the 15th of every month. Like the Anubotanists, they believe that on that date, their connection to the Elemental Plane of Fire is at its strongest.

Raiment: During gatherings, Sigilists wear black robes with masks to conceal their features.

Advancement: There are no ranks, per se, within the Sigilists' guild. All members are assumed to be equal. Like the Anubotanists, decisions concerning the guild are decided on by a majority vote. Number One acts as a tiebreaker should that become necessary.

Members: Members of the Sigilists are all realm channelers. Like their leader, many members come from the ranks of the Anubotanists but preferred to use their knowledge to seek power (and to delve into areas of research into which the Anubotanists would never go). Most members of the group do their best to conceal their identities even from each other. There is a standing reward for any information that leads to the capture or death of known Sigilists.

STPs: Anatomy, Basic; anatomy, vital; languages (undead) (bonus).

Weapons Permitted: Any.

Armor Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: None.

Foes/Enemies: Anubotanists, realm channelers.

Sayings: Hold still, this will only hurt for a little while; Perhaps dead men do tell tales.

Spell Modifications: The Sigilists have developed a method of casting spells similar to those of the blood mages. They may substitute the hit points of any creature that they touch (including themselves) in lieu of material components for their spells. The creature in question loses 1d3 hit points per level of the spell being cast. There is a 10% chance, plus 2% per level of the spell, for a spell mishap when hit points are used this way, but the Sigilist can improve the effectiveness of the spell by 50% with regards to damage, duration, range, and area of effect.

If a Sigilist of 5th level or higher kills a creature by sucking its hit points out of it, he can animate the corpse. The corpse becomes a Zombie, but the Sigilist must concentrate fully to keep it animated. Once he loses concentration, the corpse collapses. (It could be animated later with the proper spells, but the Sigilists special ability will not longer function on it.) They do not need to have line of sight to the corpse they wish to animate. They have a mental link with it, and can command it telepathically, as well as experience what the corpse senses (assuming its eyes or ear are intact). The maximum range they can command and control an animated corpse is one mile per experience level. They may use this ability once per day, for up to 10 minutes per level of the Sigilist.

MERCANTILE/SKILLED TRADES/RESOURCES

Perhaps as important to the political structure of Brass as the lower noble houses are the various merchant and tradesmen guilds. Many of these recognize that only by banding together can they curb the excesses of the nobility and their pet magic guilds. The importance the Efreeti place on wealth and trade gives these guilds their power. In Brass a successful and cunning merchant is often held in higher esteem than a skilled warrior.

Like the noble households, there are countless smaller guilds, but a few have risen in prominence as to rival some of the major noble clans. Chief among these is the Gemner's Guild, comprised of gem merchants, jewelers, and money exchangers. Naturally, these merchants can count themselves among the wealthiest Efreeti in Brass, and some of their holdings dwarf those of several noble clans.

Other prominent guilds include the Cloven Hooves, which controls the buying and selling of beasts within Brass. Originally dealing solely with beasts of burden such as Gouts, the Cloven Hooves have broadened their base to include all animals bought and sold, whether for pets, food, or whatever purpose the buyer has in mind. They often deal with members of the Chain and Whip, who control the slave trade throughout Brass. Finally there are the Aquafiers. These merchants import water from the Prime Material Plane and the Elemental Plane of Water for sale in Brass to the mortal population there. The Efreeti (who don't care for the stuff) watch water importers most carefully. Water is often sold at exorbitantly high prices to those who need it to sustain their lives. Through this guild's influence it is illegal to gather one's own water from the boiling pools near the great market.

Volcan's Hammer (Metal Crafter's Guild)

See the Metalworkers section for more details on this guild.

CITY OF BRASS MILITARY ORGANIZATION

Overall Units and Numbers: There are numerous organized groups that contribute to the City's overall defensive capability.

1) The Sultan's Main Army

The Sultan's Main Army comprises several thousand Fire Giants lead by handpicked Efreeti captains and supported by fire elementalists and Blood Priests. Many hundred of these forces ride Gouts, several dozen ride Slag-Brass Dragons, and the lot is supported by Lesser and Greater Firedrakes and Fire Troll battalions. There is also one regiment of Blood Knights as front line troops.

- Sultan's Personal Guard: 80 Fire Giants, 8 fire elementalists
- Sultan's Elite Corps: 2,800 Fire Giants, 72 Efreeti Captains, 36 fire elementalists, 18 Blood Priests
- 4 regiments consisting of 100 Gout-mounted Fire Giants each
- 4 Squadrons of 12 Slag-Brass Dragon-mounted Efreeti (Captains)
- 150 Lesser and 50 Greater Firedrakes
- 500 Fire Troll Warriors
- 100 Blood Knights

2) The Blood Cult

The Blood Cult's military strength lies in its temple forces and in the Blood Knights; the latter are the personal escorts of the High Priest Holemt'ep and the Sultan while on campaigns. The Temple Guard and Reserves only act to defend the City from attack and will not leave its vicinity (one mile radius) under any circumstance.

- Temple Guard/Reserves: 300 Blood Priests, 300 Blood Knights, 100 Firedrakes, 200 mounted Blood Knights (on Fire Lizards), 20 Dao Dervish Scouts, 20 human and demi-human magic-users, 1 regiment (80) of Hell Hounds and 8 Hell Hound masters.

3) The Nobility (Clans)

These vary greatly, depending on the size, strength, and martial propensity of the clan. It also varies depending on recent developments, such as secret but failed assault on a rival house.

4) The Guilds (Elementalists, Mages, etc.)

The Guilds essentially supply up to 10-20% of their membership to the Sultan as required while he is on campaign. Their entire membership is also expected to defend the city in times of direct assaults against it. Failing to do so can lead to the expulsion of the guild or steep penalties or fines for the guild leaders and membership. Note separate guilds under the **City of Brass Power Groups** section for complete membership numbers.

Tower and Gate Guards: Each main tower has 60 combatants as follows.

- 24 Fire Troll Warriors
- 12 Fire Giants
- 4 Salamanders
- 2 human magic-users of 5th-9th level
- 1 Efreit leader

Each tower has an Efreit leader, but a lesser tower on the outside wall has about 30% of those numbers, with magic-users of 4th to 7th level. Interior towers have about 10% of those numbers, with no human or demi-human magic-users at all.

CITY OF BRASS RACES

Efreeti

The City of Brass is the home of the Efreeti, and accordingly they make up a good 40-50% of the population. Most make careers in traditional fields such as metalwork or trading, though many are magic-users or fighters. They are also prevalent among mercenaries. Only a few Efreeti become clerics. Nobles make careers out of being nobility. Many of their Efreeti Nobles influence the city's affairs (see Fire Lords). Their alignments are usually neutral or lawful evil, but some are lawful neutral or neutral evil.

Human

Humans have been found in Brass ever since the "Wizard's Compact" was fashioned many centuries ago. Their kind represents 10% of the population at most. Most are of a neutral scholarly bent, but some embroil themselves in the City's many political affairs and wars. The Blood Cult has the ultimate ability vested in them to dispense with these compacts (see Ritual of Allegiance). Humans must swear allegiance to the City in order to reside or work here, and their taxes are quite differently structured and not of the usual monetary kind in all cases (see The Efreeti: Value of Trade and Currency). Humans can be of any alignment, but lawful good visitors to Brass are extremely rare.

Giant

The giants are considered part of the citizenry, though many have never applied for citizenship. By far, most of the giants here are Fire Giants. Fiarz's historical edict allowed them free reign in the city, opened the way for giants to fill positions in the bureaucracy, and made them able to sluice themselves into areas once reserved for the nobility. Many were given estates and titles of those "enemies" of Fiarz. Of course, the remaining Efreeti see this as an insult, but Fiarz is their Sultan. However, generally speaking, the Efreeti

secretly disdain the giants who infest their City. This resentment is apparent at all strata of social and political affairs. Only with great difficulty can the Fire Giants intermix with the social elite, or ingratiate himself with the Efreeti to the point where they are actively civil. Their attempts of appeasement (learning the Efreeti language, well-placed bribes, acts of alliance, etc.) have had little impact on most of the Efreeti clans, though some show tolerance out of respect for the established order. The giants represent about 20%-25% of the population, and this number grows yearly. Most Fire Giants here are lawful evil, but as the years go on more neutral evil and even neutral Fire Giants can be found.

Demi-human/Humanoid

Various demi-humans, like their human cousins, reside here or travel through the City. Dwarves and halflings are not common. Neither elves nor pixie fairies can be found in the City most of the time. Orcs, half-orcs and half-ogres are. There is even an offshoot of Gnolls (see Dark Gnolls, in Appendix C) said to work as slave-masters in the volcanithril mines beneath the city. Several of these races have established embassies in the Royal Sector. Individuals of other races can be found from time to time, but have no established official presence. The demi-human/humanoid population is scant, representing a fraction of a percent of the total. Also see Appendix G: Notes on HoB Monsters. Humanoid visitors and dignitaries can be of any alignment, but most are evil.

Troll

Fire Trolls (see Appendix C: New Monsters) are either slaves, indentured servants or (rarely) free-willed mercenaries. A full 90% of Fire Trolls are slaves impressed into service. Still, the Fire Trolls' society is a large one. It centers on the Lava Tubes and their work in the Undercaverns (see specific city sections). Fire Trolls represent a large segment of the population, though they are never counted in the popular census as they are slaves. Most Fire Trolls are neutral, but many of the ambitious individuals are actually evil.



Other Trolls do not normally venture into Brass (or even the Elemental Plane of Fire, for some reason...) though they may be summoned. However, Common Trolls summoned here turn on their summoner 90% of the time.

Other/Mixed

There are certainly members of other races here, though none so prevalent as to make its stamp on the City in a major way. Earthen Dao visit regularly, as are the Jann from Lord Chaovort's Realm. As the City is a planar crossroads, if one waits long enough they are sure to find just about any race imaginable at one time or another.

TYPES AND CLASSES

Slaves

As slavery is still an institution here, and the City has a slave population representing every known race. Some of the more common slaves are the Fire Troll Workers and Warriors and the Djinn servants. Women from all races, especially human (many jaded Efreeti favor them), are abundant here.

Fighters

Fighters are not as prevalent here as magic-users. The clans and merchants normally employ the best available. Many human sell swords are favored by Lord Chaovort, the Elemental Lord (see The Other Elemental Planes section). The Blood Knights (see Appendix C) are possibly the only human units entrusted with any position within the political structure. The indentured Fire Troll regiments form the true backbone of foot soldiers and shock troops here, followed in turn by various Efreeti and Dao units, mounted or not (see Clan Overviews for specific types).

Monks

Many monks from the Prime Material Plane see the City of Brass and the surrounding elemental planes as a worthy proving ground to test the physical limits of their bodies. The harsh, unforgiving environment, coupled with the strict and rigid laws of the Efreeti, make this a popular spot for monks to come to purify their bodies and spirits. There is a monastery devoted to traditional monastic training within the walls of the city.

Other Fighter SubClasses

Barbarians, berserkers, cavaliers, knights errant, paladins, and rangers are present in Brass, but typically in very small numbers. Generally, these are adventurers just passing through or on some quest. Barbarians are especially rare as the magical nature of not just the city but the whole of the elemental planes repels them. Paladins and holy knights are especially rare for other reasons.

Clerics

Clerics from across the TeraVerse travel to the Elemental Plane of Fire hoping to become closer to the gawds that dwell here. The major deities that call this plane home are Imix, Skraad, and many others detailed in the Gawds and Demi-gawds supplement. Although the Blood Cult is the major priesthood in the city, it has no true clerics. Blood Priests hail primarily from the magic-using classes.

Druids

Typically, the only druids one encounters in Brass and the surrounding planes are hierophant druids, who have come to study the ways of the elemental planes. Druids of 18th level can enter the Elemental Plane of Fire at will, and suffer no ill effects from the environment. Druids of this level are also immune to the various acidic mists and sulfurous clouds that continually plague the unwary traveler.

Magic-Users and Specialist Classes

Dweomercraft is abundant in the City of Brass. Several independent clans, organizations and magical troupes have organized here. For specific descriptions regarding these note the Major Mystic Guilds & Consortiums sub-section under City of Brass Power Groups. Magic-users normally come from the ranks of human, Efreeti or demi-human races.

Realm Channelers

Although members of this subclass of magic-users are rare on other planes, realm channelers have achieved positions of great power and influence within the city through the Blood Cult. See the description of this class in Appendix H: Realm Channelers for more information.

Elementalists

Fire elementalists are numerous in Brass, though still not as numerous as either magic-users and clerics. However, given the esteemed position of the Elementalists' Guild, they are one of the strongest and most sought after allies of the city. Through their devices volcanithril is made into a usable metal to fashion the many weapons and armors for the city's armies and clans. Many of their many devices protect and beautify the city, making it defensible as well as quelling the volcano's fires so that the city may avoid periodic destruction caused by explosions of pure elemental fury. Their engineers clear the roads of the aftermath of lesser eruptions. They also design new methods to manipulate the flow of lava to provide energies for the conveyors and excavating equipment in the caverns underneath the city where the Fire Trolls work diligently to bring forth Brass's many and varied treasures. In all, they are an immensely popular, if secretive, group with counselors and members attached to both the Blood Cult and to the Royal Court.

Thieves

Thieves are anathema to the city. Thieves caught in their various acts often end up missing a hand or worse. Others have been consigned to the Rift (q.v.), a place most rational beings would avoid at all costs. However, there are still rumors that there exists a secret order of Fire Thieves, thought to traffic in the secrets of Brass with otherworldly magic-users and cults of dubious reputation. There are also the rival demon lords who claim that the secrets of Brass should be theirs, and seek to steal its secrets to impress their various followers. Some have tried to mimic the legend City itself in their own realms. The true Lords of Brass laugh at these attempts.

Assassins

The Blood Assassins are officially recognized in the city as servants of the will of the Eternal Flame. Other fanatical sects like these are known to exist but are "officially" forbidden to operate within the City.

Bards

A skilled bard of sufficiently high level should find a ready audience among the hedonistic upper classes in the City of Brass. Bards, being loners by nature, have no organized groups within the city. Rather, each bard tends to make his own way through life in Brass, using his sharp tongue and quick wits to earn a few coins and keep himself from Brass's dungeons.

Chapter 4

A GameMaster's Guide to the City of Brass

Sages on Aldraaar theorize that the City of Brass was founded nearly 50,000 years ago. The Efreeti originally used it as a fortress in which they could defend against threats and foes. Because of the region's unusually high concentration of non-Euclidean anomalies, many of these enemies were from other planes of existence. Throughout the years, the city has gradually changed, slowly becoming an important crossroads and waystation between the Elemental Realms and the Prime Material Plane. The wealth that flows through the city (and invariably ends up in the Efreeti treasures) has increased the prominence of the City of Brass such that it is perhaps the greatest city in the Elemental Planes. The Efreeti, masters of the Plane of Fire, call this city their home. Many travelers journey from all over the TeraVerse to see the fabled sights of Brass, to buy and sell their wares in its unique marketplaces and perhaps to take advantage of its unique interplanar siting in order to continue their trek.

The great Market of Brass is truly one of the great wonders of the city. Almost everything is bought and sold here by merchants from across the Elemental and Prime Material Planes. The very few things that can't be openly purchased can usually be obtained via one of the many black markets that proliferate throughout the city. Although (or perhaps because) the Efreeti maintain tight control over what goes on in their city, Brass has a thriving underworld.

Merely getting to the gates of the great city, however, is a challenge in and of itself. Aside from the problem of locating a nexus to transport one to the Elemental Plane of Fire, once there many leagues of difficult and inhospitable terrain must be traversed before the city appears on the horizon. Finally, the great foundation must be crossed. This is a plate of brass 40 miles across that reflects and amplifies the great heat of the Elemental Plane. Should one survive the harrowing journey, there is still the Ritual of Allegiance at the gates. This is, obviously, not an adventure to be taken lightly by the unprepared or the inexperienced.

Brass Plateau

The City of Brass rests upon one of the many plateaus making up a larger mountainous volcanic chain called the **Brass Plateau**. The area on the map comprises about 100 square miles. The most direct approach to the city is from the valley indicated by area #BP6, and proceeding to the **Isle of Swords** district upon the **Tongue of Flame**, which is just outside the entrance to the city.

The area leading up to the city is covered with ash, rocks, and small streams and rills of lava. Departing from this river of south-bound lava (known as **Volcan's Spittle** outside the city proper) gives any party on foot the opportunity to skirt the plateau to the east or ascend the slopes. The paths leading north towards the city are paved with granite and carved with fissures, making the climb to the city less arduous than scaling the pumice and ash strewn sides of the plateaus' other cliffs. Note the keyed descriptions hereafter for highlights of these areas.

Note that since many travellers journey to the city by magical or flying means, any party approaching the City of Brass on foot is not likely to run into an encounter here unless the separate calderas are approached. GMs must detail the keyed encounters based upon the provided sketches.

Note: Directions such as "north" or "south" are listed as conveniences for the GameMaster. Since the Brass Disk upon which the Brass Plateau rests is constantly rotating, every three and one-half days "north" will become "south". References given assume the Brass Disk is situated as depicted on the maps.

KEYED AREAS #BP1-BP16

BP1. City of Brass Southern Entry Point

Note: GMs should read General Section Overviews, First Sight for a specific picturing of the City.

BP2. Sesafrit (Sister's Fire)

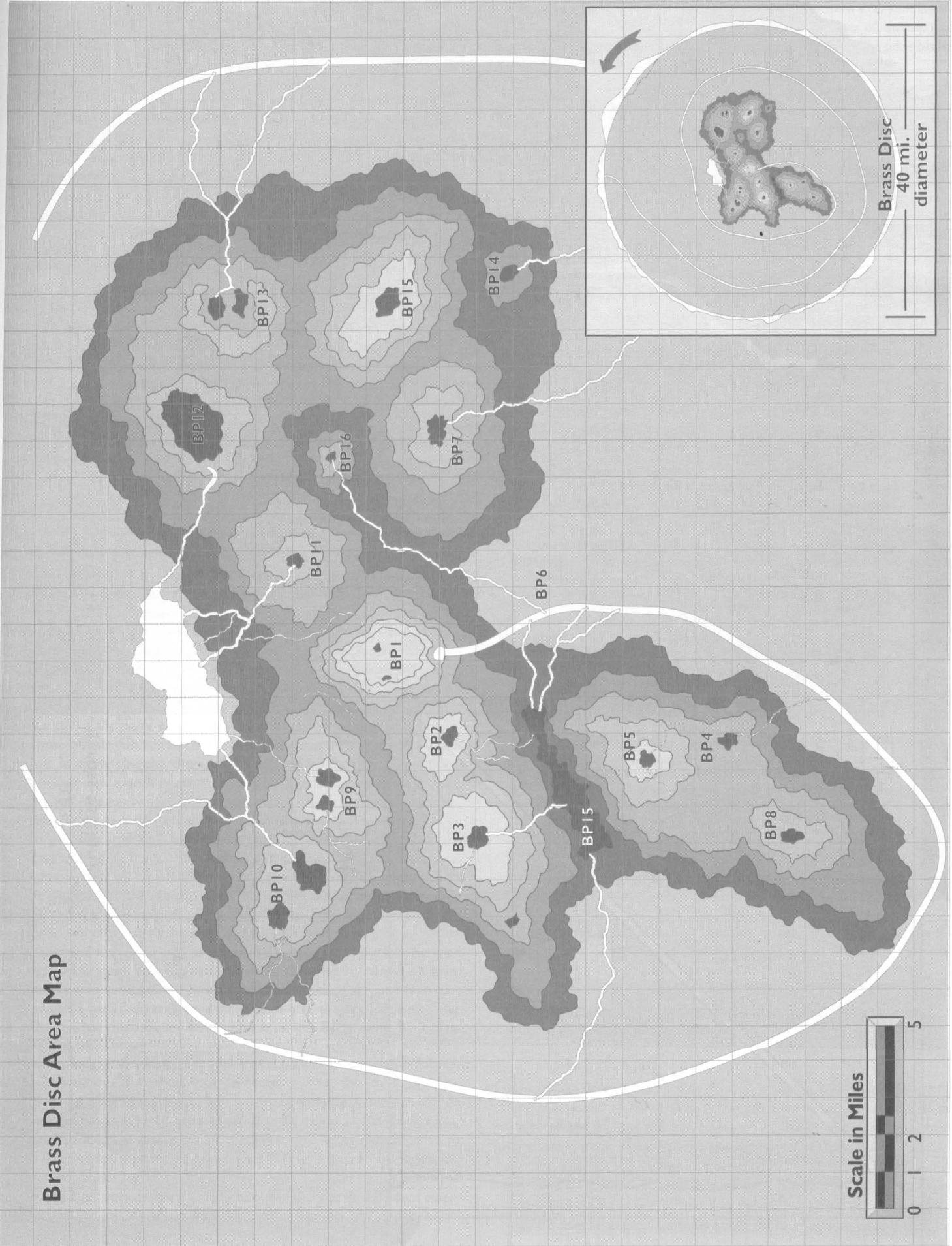
Sesafrit is the name given to this plateau as well as the volcano here located. A large, but abandoned watch tower occupies the southern slope. This place is at times the refuge for many outcasts, thieves and petty clans of humans and other beings that have been denied entry into the City. Because of this it is also a favored hunting place for rogue dragons seeking human meat.

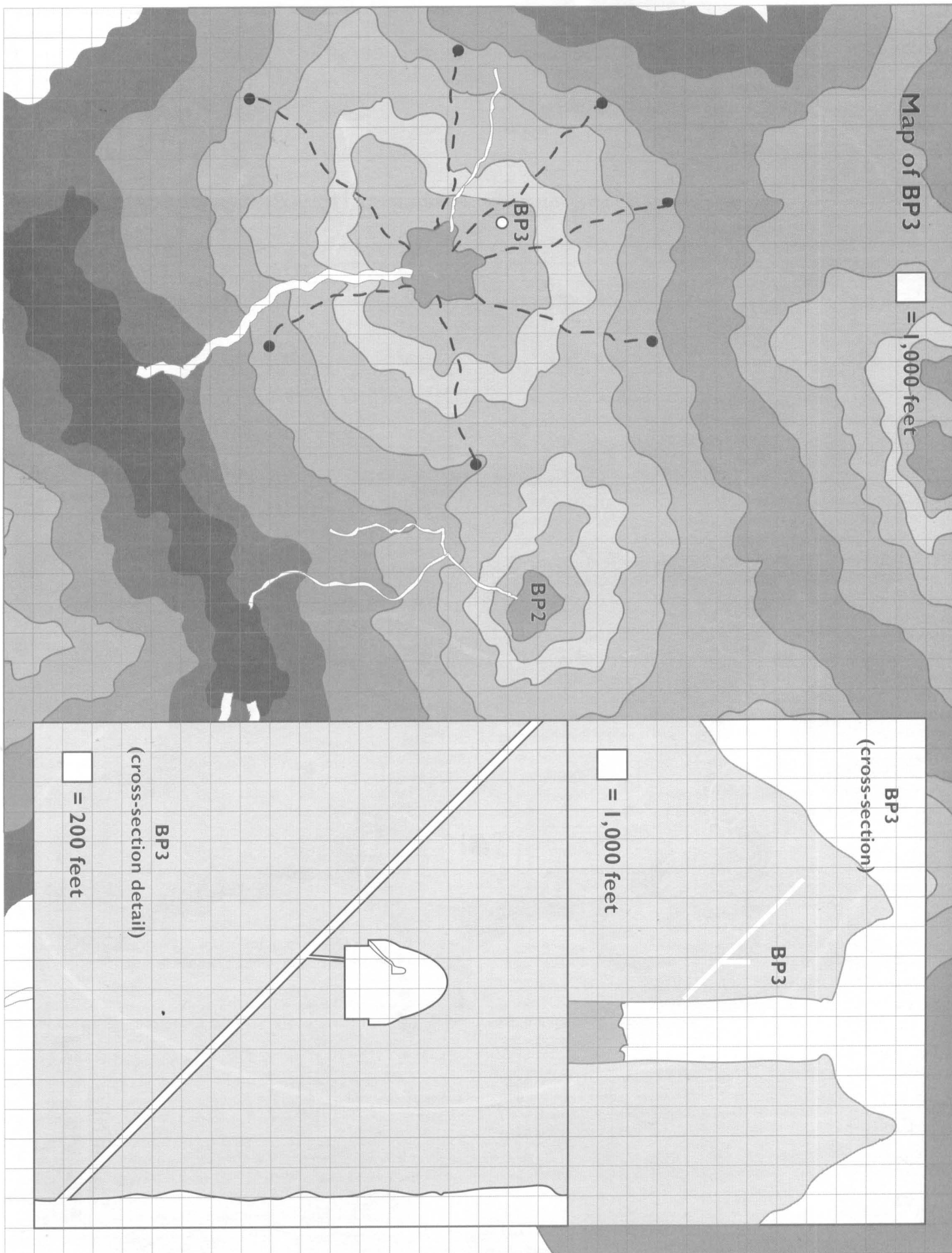
BP3. Mabrafrit (Brother's Fire)

A plateau and volcano higher than BP2 and feeding **Mabra's Pit** to the south. A pair of very old Slag-Brass Dragons live here. These dragons, Fray'zuur and Ny'all's are brothers and they get along surprisingly well for Slag-Brass Dragons. The entrance to their tastefully appointed lair rests high atop the mountain and is only accessible by those who can fly or who are willing to put up with a long and dangerous climb.

Fray'zuur is an contrary dragon with an abrasive personality who spends starts his day flying 10 laps around the volcano, stopping for breakfast as time allows. Breakfast usually consists of whatever helpless, but edible, creatures he may find while on patrol (preferably magic users with new books), but often end up being some sheep that keep mysteriously appearing in the crater. Every forth day he does a lap or two around the entire volcanic region. After his morning constitutional Fray'zuur ponders his latest manuscript or studies the tapestries to try to learn more about their history. This, of course, leads to him cleaning said tapestries until the ruckus wakes Ny'all's. While Ny'all's is out, Fray'zuur proceeds to clean the entire lair, paying special attention to the chapel and art collection to see if Ny'all's has secreted away any treasure, then helps himself to about a tenth or more of his brother's coins, stashing a tenth of them in a hole behind the tapestry of the wealthy Efreet. When Ny'all's returns, the brothers spend some quality time arguing about who stole more coins from the other's bed, how Fray'zuur's constant copper pinching will deny them any chance of developing long term investments, and countless other minor grievances, until Fray'zuur's nagging conscience gets the better of him and they finally settle down. After studying the latest books acquired from any mage he may have killed, Fray'zuur settles down to sleep and Ny'all's takes his watch.

Ny'all's is a taciturn, fairly even tempered dragon, but his scheming nature and natural loquacious lead him into many "discussions" with Fray'zuur, most of them subtle ploys to worm around the **Ring of Contrariness** Fray'zuur has stuck on the third talon on his right frontal claw. Manipulating Fray'zuur to do all the domestic work has led Ny'all's to sloth, except for his





worship of Tiamat. After a night of deep devotion and prayer and a hearty breakfast of sheep from the Backpack of Hefty Capacity, Ny’all’s moves about 11 percent of the coins his brother “abandoned” (minus the 1 per 10 coins he “tithes” into the backpack) to his own bed, gathers up the gnome sized **Plate Mail +10** as a pillow, and then forces himself to sleep as Fray’zuur returns. When the noise gets too much and he can no longer feign sleep, Ny’all’s is forced to go fly and “get some food and exercise” by his brother. Some lazy flying in the crater’s bowl, all the time within a wingspan or three of the crater’s edge and avoiding any more wide open spaces, a picnic lunch of sheep, “accidentally” losing a few in the crater, and Ny’all’s is ready to return to the lair and deny his brother’s accusations of stealing bed-treasure. His arguments that Fray’zuur does the same are angrily denied, so Ny’all’s calmly makes his case and convinces his brother that he, Fray’zuur, is the lazy one and not Ny’all’s. When this finally dies down and Fray’zuur starts his daily study of magic Ny’all’s sneaks “a drop” of any wines or spirits they might of acquired. Once Fray’zuur falls asleep, Ny’all’s sneaks into the reading nook to check on what, if anything, Fray’zuur has learned that day about magic. He checks on his “horticulture experiment” in his backpack, returning to the chapel before his brother catches him in the nook or finds out what the backpack does. He fiddles with a silver tea set taken from a giant (it was a gift for his daughter) in an attempt to actually brew some tea, which he then chokes down.

The dragons are dangerous in combat, Fray’zuur more so in the open, Ny’all’s in the lair, but as imposing as they each are alone, together they are practically unstoppable. If they are aware of opponents approaching, such as those using ropes and pitons to descend the lava tube, they will either quietly wait near the top of the narrow “breathe way” tunnel leading steeply up to the lair proper, or will separate with Fray’zuur heading down the lava tunnel to surround them while Ny’all’s waits in the “breathe way” below. The dragons coordinate using telepathic communication as per page 79 of the PHB. Fray’zuur prepares **Mirror Image**. Unless the party tries to parley, the once most, if not all, opponents are in range, the dragons oblige them by Fray’zuur starting with sleeping gas, then Ny’all’s breathing down the tunnel. If they attempt to parley, Ny’all’s does the talking to lure the party into a false sense of security, even so far as giving his word, and taking advantage of the **Ring of Contrariness** to pull, if necessary, a “good dragon, bad dragon” routine with himself as the “bad” dragon and Fray’zuur as the “good” dragon. This will go on until either the dragons have gleaned every scrap of information they can out of the party or the party tries to move into the lair proper at which time Ny’all’s tells his brother that it would not be a good idea to kill the party. In either case the dragons take turns using their breath weapons, and thus yield two rounds of every three containing breath weapons attacks, and gives each dragon two rounds of every three to do other insidious things, if not just engage in melee. Ny’all’s will **Command** any determined fighter to die thus probably inflicting falling damage and possibly ending with a lava bath. Fray’zuur targets any obvious spell caster with **Chromatic Orb**, then readies his **Brazier of Commanding Fire Elementals**. Ny’all’s uses **Web** to slow the party down, then readies the **Eversmoking Bottle**. If intruders easily shrug off these attacks and are making it into the lair, Fray’zuur uses the boulder/plug to seal entrance to their lair, dividing the party. The plug is used to temporarily seal the lair in case of eruption. If things look particularly grim the dragons will resort to using their scrolls. If that fails Ny’all’s will distract the invaders with the treasure, making particular note of the fine tapestries that any castle would do well to acquire, then uses the **Backpack of Hefty Capacity** as a last ditch escape route. Fray’zuur will follow once he realizes what is going on. The two of them have enough food and supplies squirreled away in the **Backpack of Hefty Capacity** to live for some time. Ny’all’s knows, from a “theoretical” discussion with his brother, about the “shift” problem and has set up a sheep ranch and horticultural community just outside the bag zone and has had the area fenced off. A few sheep at a time are sent into the central paddock as dragon chow, the oldest and sickly unbeknownst to Ny’all’s. The herders and farmers are 0-level NPCs “recruited” from slavers. The “recruits” honor Ny’all’s as “the bringer of rain, soil, and wealth who freed us from bondage” and are quite loyal to him. Ny’all’s considers them as emergency rations (he eats the sheep because happy rations are loyal rations).

If the **Ring of Contrariness** is dispelled and taken from Fray’zuur he will become downright cheerful and start extolling the virtues of intense daily exercise. This cheerfulness will bug Ny’all’s to the point where he takes his half of the treasure and leaves to create his own lair elsewhere.

Three suits of armor, propped up on stands and with two crossed scimitars over each, are between each tapestry or wall hanging lining the walls of the entry hall to the lair. The weapons and armor were taken off of defeated foes and are all slightly damaged, but well polished. This is the dragons’ art gallery. The center of the art gallery is clear for action. The whole lair is incredibly neat and clear thanks to Fray’zuur being a bit of a neat freak. Behind tapestry #8 in the art gallery is a hole burrowed into the wall. The hole is a secret stash Fray’zuur created to hide wealth from Ny’all’s. Directly above the entrance tunnel is the reading nook, to the left is the large ledge, or loft, where Ny’all’s sleeps. Opposite that is the one in which Fray’zuur sleeps. High on the wall directly ahead is the chapel to Tiamat.

If the PCs are out during the morning they will likely spot Fray’zuur at some point during his morning flight around the volcano. The PCs are only 50% likely to be noticed on the stark volcanic slopes unless they do something to attract his attention, so he will most likely continue with in his daily routine (if the party looks tough he may do this anyway and enter the lair from the crater side). Any character who uses the **Map Sense** or **Track** Game skills may attempt to follow the flight path of the dragon to its lair with average difficulty [+20%]. Even upon spotting the lair, the PCs will be in for quite a climb as the cave rests near the top of a peak (about a 6000-foot climb). Be sure to review the climbing rules on page 131 of the GMG. The slope is fairly gentle and are abundant handholds, but the surface is sharp and fragmented wreaking havoc on footwear and can lead to sudden sharp inclines that may require some climbing. The good news is that the ashen and copper streaked surface is non-slippery (unless it is raining in which case it will be slightly slippery). To save time, you may want to work out the modifiers and determine their chances of success beforehand. Your primary interest here is to see if they fall as there’s nothing quite like making an arduous trek to the lair of a beast only to have all of your armor hit points chewed up in the process.

Eight lava tubes, one actively flowing down the volcano, the rest inactive, confound this task. Half of them are blind alleys that Fray’zuur will use to his advantage if he has noticed the party. The rest lead directly to the lava lake and a fiery death (and the potential of the dragons attacking from two sides).

If they finally make it to any of the cave entrances to the lava tubes read the following.

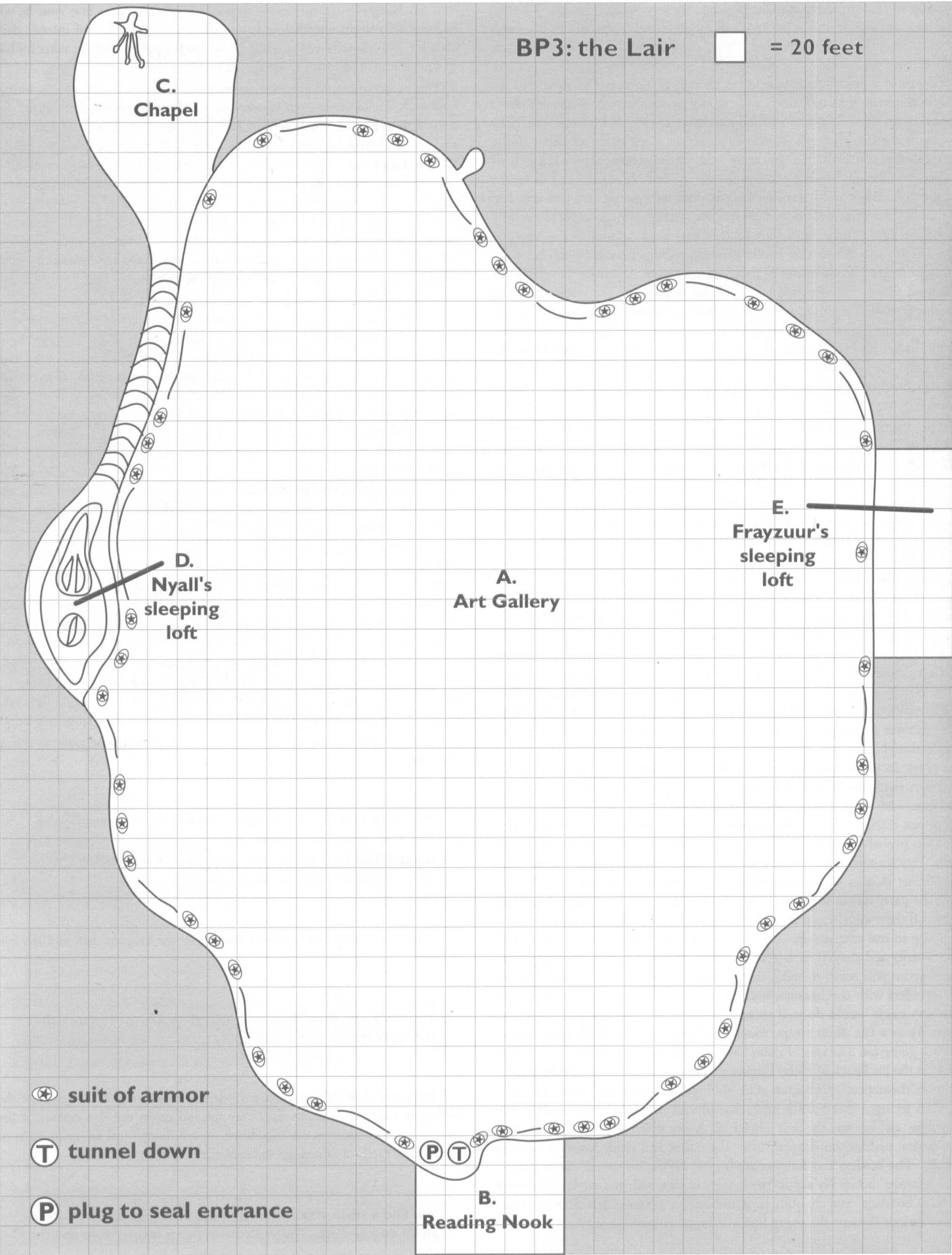
You find a cave about two thirds the way up the crater. Peering into the cave, you realize that your climb has really just started. The cave is the vent of a lava tunnel sloping sharply down, twice as steep as the climb you just made.

If they have located lava tunnel leading to the dragons’ lair, add the following:

The walls are smooth, almost like glass except for scratches and indentations in the ceiling.

The tunnel descends at about a 45 degree angle, and the dragons use the ceiling as a ladder to climb their way up and down the lava tunnel. If the party somehow survives the trip down, or are flying, and are using light or some other method of seeing, and spot the tunnel in the ceiling.

You find a small, round tunnel in the ceiling going up at about an 80 degree angle. The walls seem more rough hewn and the



indentations in the ceiling (or at least upper part of the tunnel) are deeper and more pronounced.

The tunnel ends suddenly into a large cavern lined with tapes tries and armored guards. A number of large, imposing dragons are in the cave, and they are not asleep!

At this time the party should not be aware of any other treasure in the room. If the dragons were aware of the party’s approach, then 6-8 very old Slag-Brass Dragons are waiting at the top of the hole to breathe fire on the party (Fray’zuur and his mirror images). If the party has surprised the dragons, then consult Table 4A: Dragon Sleep Cycle to help determine the whereabouts of each dragon.

Table 4A: Dragon sleep cycle

D100 roll	Dragons activity
1 - 31	Fray’zuur is out, Ny’all’s is awake and in the lair.
32 - 54	Fray’zuur is awake and in the lair, Ny’all’s is asleep.
55 - 62	Fray’zuur is awake and in the lair, Ny’all’s is out.
63 - 77	Both Fray’zuur and Ny’all’s are awake and in the lair.
78 - 100	Fray’zuur is asleep, Ny’all’s is awake and in the lair.

If Fray’zuur is out doing laps around the volcano, Ny’all’s is caught rum-maging through Fray’zuur’s sleeping loft. If Ny’all’s is asleep, Fray’zuur is busy cleaning the art gallery. When Ny’all’s is out in the crater, Fray’zuur is caught stealing treasure from Ny’all’s sleeping loft. When both brothers are in the lair Fray’zuur is in the reading nook and Ny’all’s is in the chapel. When Fray’zuur is asleep Ny’all’s is still in the reading nook.

Treasure:

Fray’zuur has on him a **Ring of Contrariness** (third talon on his right frontal claw), a dragon-sized gold and ruby ring [136,000gp] (second talon on right frontal claw)a chain suspended from which is a large pouch (**Potion of Invisibility**, **Potion of Speed**, **Scroll-Protection from Elementals**), has a **Staff of the Dark Mage** strapped to his right thigh, and wears a **Dark Cloak**.

Ny’all’s has on him a **Ring of Chameleon Power** (second talon on left frontal claw) and a **Backpack of Hefty Capacity** (opens to bag world; worn on back of left frontal claw like a glove), a multi-hued dragon sized clerical stole, and a chain around his neck from which hangs a platinum and gem encrusted holy symbol of Tiamat [10,000gp] and a giant pouch. The pouch holds a **Potion of Healing**, a **Potion of Rainbow Hues**, an **Eversmoking Bottle**, a small pouch containing **Dust of Sneezing and Choking**.

In the Backpack of Hefty Capacity:

- 14 gems (base values: 3x 100 gp, 6x 500 gp, 4x 1,000 gp, 1x 5,000 gp)
- 1,938pp
- 13,479gp
- dagger +1
- Lyre of Building
- 2,793 sheep
- 387 farmers (includes wives and children)
- 1 brewery of poor quality made from volcanic rock
- 8 oxen
- 982 tilled acres of barley
- 7 acres of hops
- 8,942 acres of fields (animal fodder)

- piles of volcanic ash
- a couple of split-rail fences
- a barn for the oxen

In Fray’zuur’s sleeping loft:

- 12x 10gp gems, 5x 50 gp gems.
- 3,624pp (4,298pp when sleeping)
- 20,726gp (23,670gp when sleeping)
- Anklet, wrought silver and gold [700gp]
- Pendant, gold with gems [5,000gp]
- Statuette, silver with gems [5,000gp]
- Pin, gold with gems [5,000gp]
- Small box, platinum with gems [6,000gp]
- Dagger +2

In Ny’all’s sleeping loft:

- 8x 10gp gems, 9x 50gp gems
- 3,599pp (4,273pp when sleeping)
- 20,835gp (23,779gp when sleeping)
- Choker, wrought gold [500gp]
- Chain, Silver with gems [3,000gp]
- Seal, platinum with gems [7,000gp, belonging to a Marid nobleman killed in the assault and worth 187,000gp to his family]
- Decanter, wrought gold [800gp]
- Plate Mail +10, gnome sized
- Potion of Attitude Adjustment

In the reading nook:

- Brazier of Commanding Fire Elementals
- Oil of Etherealness
- Scroll-Protection: Elementals
- Scroll-Protection: Gas
- Scroll with 5 magic-user spells (Shadow Monsters, Minor Sphere of Perturbation, Hyptor’s Total Recall, Chain Lightning, Wall of Ice)
- Iron sheet spellbook containing: (1st) Chromatic Orb, Dancing Lights, Firewater, Erase, Faerie Phantoms, Gabal’s Magic Aura, , Magic Missile, Read Magic, Sidewinder Factor 1 Fireball, (2nd) Invisibility, Levitate, Melt, Mirror Image, Web.
- Manual of Golems
- 75-150 year old ivory carving 650 gp [obscure artist, above average materials, average execution, worn, historical] (detects as magic due to Gabal’s Magic Aura)
- Less than 5 years old tapestry 70 gp [obscure weaver, awful materials, poorly executed, damaged, historical]
- Huge 5-25 year old cabinet 125 gp [unknown cabinetmaker, awful materials, below average execution, badly damaged, historical]
- Very Large 75-150 year old Urns 3,000 gp [nationally Renown, average materials, good execution, historical]

Gargantuan 26-75 year old manuscript on how dragons can use magic 12,500 gp [worldly renown Fire Gut, excellent materials, brilliant execution, badly damaged]

Huge 5-25 year old manuscript on magical theory 70 gp [unknown author, awful materials, poorly executed, badly damaged, abstract] (detects as magic due to Gabal’s Magic Aura)

In the chapel to Tiamat:

Potion of Diminution

Philter of Love

Nunchucks of SunWyrms Slaying

Scroll with 7 cleric spells (Plane Shift, Detect Ulterior Motives, Detect Charm, Exaction, Cure-all, Heal Light Wounds, Blade Barrier).

Large 75-150 year old Granite statue of Tiamat 200 gp [unknown artist, awful materials, awfully executed, in good condition] covering a hole containing “Jack”, **Scimitar +6**, **Frost Brand (+9 vs. fire creatures, 12 Int, semi-empathy, CN, Fly 120 feet – one hour per day, special purpose: Slay Efreeti, special power: Zarba’s Sphere of Insanity 1d4 rounds, on a successful hit, save vs. spells)**

Small less than 5 years old manuscript on devotions to Tiamat 1,000 gp [continentally renown, above average materials, excellent execution, damaged, religious]

Small, less than 5 years old, tapestry 400 gp [nationally Renown, good materials, average execution, badly damaged, religious] (detects as magic due to Gabal’s Magic Aura)

Large 75-150 year old silver tea set depicting giants playing catch with a human 1,500 gp [regionally Renown, below average materials, excellent execution]

In the art gallery:

7 suits of Full Plate, human sized (one is **Full Plate +2**, and another detects as magic due to Gabal’s Magic Aura)

2 suits of Full Plate, dwarf sized

2 suit of Full Plate, giant sized (H) (1 detects as magic due to Gabal’s Magic Aura)

6 suits of Field Plate, human sized

3 suits of Field Plate, elf sized (one is **Field Plate +2**)

5 suits of Plate Mail, gnome sized (1 detects as magic due to Gabal’s Magic Aura)

3 suits of Plate Mail, dwarf sized (one is **Plate Mail +3**)

1 suit of Plate Mail, human sized

4 suits Studded Leather armor, human sized

3 suits of Studded Leather, dwarf sized (one is **Studded Leather +3**)

8 suits of Leather, halfling sized (2 detect as magic due to Gabal’s Magic Aura)

4 suits of Leather, human sized (one is **Leather +1**)

3 suits of Ring Mail, human sized

3 suits of Scale mail, human sized

8 quivers of arrows (11 **Arrows +2** are scattered among the 67 sheaf arrows and 46 flight arrows)

8 axes (one is **Axe +2**, one is **Axe of Rapid Whacks +2**)

38 daggers (2 detect as magic due to Gabal’s Magic Aura)

3 cases of darts (36 darts and 9 **Dart +1**)

7 lances

5 long bows (1 detects as magic due to Gabal’s Magic Aura)

12 long swords (2 detect as magic due to Gabal’s Magic Aura)

1 military pick (**Military Pick +2**)

7 morning stars (one is **Morning Star +3**)

134 scimitars (a pairs of scimitars is mounted on the wall above each suit of armor, 26 are in scabbards, 1 detects as magic due to Gabal’s Magic Aura)

5 warhammers (one is **Warhammer +3**)

18 tapestries and wall hangings, defined as follows:

#1. Large 75-150 year old tapestry 4,000 gp [worldly renown, above average materials, above average execution, natural]

#2. Large 26-75 year old tapestry depicting a Gold Dragon fighting a Red Dragon 1,250 gp [continentally renown, below average materials, good execution, worn]

#3. Large 26-75 year old quilt featuring a star pattern 100 gp [unknown, below average materials, awfully executed, worn]

#4. Large 75-150 year old rug with an intricate pattern 125 gp [obscure, poor materials, below average execution, badly damaged, abstract]

#5. Small 26-75 year old tapestry of Brass Dragons fighting off Marid 2,500 gp [continentally renown, finest materials, average execution, in good condition] (detects as magic due to Gabal’s Magic Aura)

#6. Small 75-150 year old Carving in wood, bone, or ivory (woodwork) 1,250 gp [continentally renown, average materials, average execution, natural]

#7. Very small 5-25 year old tapestry of dwarves mining for gold 3,000 gp [worldly renown, unique materials, brilliant execution, badly damaged]

#8. 5-25 year old tapestry 150 gp [city Renown, awful materials, average execution, damaged, human or demi-human]

#9. Huge 5-25 year old tapestry depicting a wealthy Efreet 2,500 gp [nationally Renown, good materials, good execution, badly damaged]

#10. Large 5-25 year old tapestry 150 gp [regionally Renown, below average materials, poorly executed, badly damaged, monster]

#11. Large 5-25 year old tapestry 100 gp [city Renown, average materials, awfully executed, badly damaged, abstract]

#12. Massive 5-25 year old tapestry 125 gp [obscure, awful materials, awfully executed, badly damaged, religious]

#13. Less than 5 years old quilt 50 gp [obscure, below average materials, awfully executed, badly damaged, abstract]

#14. Large 26-75 year old tapestry 800 gp [nationally Renown, below average materials, good execution, badly damaged, historical]

#15. Large less than 5 years old tapestry 100 gp [unknown, awful materials, below average execution, worn, human]

#16. Very small 26-75 year old tapestry 150 gp [regionally Renown, average materials, average execution, badly damaged, abstract]

#17. Very small 75-150 year old tapestry 325 gp [city Renown, above average materials, average execution, badly damaged, natural]

#18. Large 26-75 year old tapestry 150 gp [regionally Renown, poor materials, awfully executed, badly damaged, historical]

In hole behind tapestry #8:

2,405pp

13,607gp

21 gems (8x 100 gp, 8x 500 gp, 3x 1,000 gp, 2x 5,000 gp).

Dragon, Slag-Brass, very old (age category 9) (2) (HF 117, EP 18,000, Int 13,14 (Highly), AL NE, AC -5, MV 12", Fly 30" (C), Burrow 6", HD 12, HP 680, 680, SZ G (89 ft. body, 79 ft. tail, 90 ft. body, 78 ft. tail), #AT 3+, D 1d6+9/1d6+9/4d4+9 (claw/claw/bite), SA breath weapon (sleep gas, blistering heat) 18d4 +9, spells, SD immune to fire and heat, Magic Resistance 30%, spells, Lang: common, Dragon Speak, Efreeti, and Brass Dragon. Ny'all's can communicate telepathically with all intelligent creatures, ML 17, TOP 340, Crit BSL: Def AC +15, FF 13, Reference HoB 2 p 70 and 82)

Spells Known, Fray'zuur (3/3 magic-user and 1 cleric, each once per day as an 15th level caster): magic-user (1st) Chromatic Orb, Magic Missile, Sidewinder Factor 1 Fireball, (2nd) Invisibility, Mirror Image, Levitate; cleric (1st) Cure Light Wounds.

Spells Known, Ny'all's (3/3 magic-user and 1 cleric, each once per day as a 15th level caster): magic-user (1st) Chromatic Orb, Gabal's Magic Aura, Melt, (2nd) Invisibility, Mirror Image, Web; cleric (1st) Command.

Spell-like Abilities (as an 15th level caster): Speak with Animals, Create/Destroy Water (3/day), Dust Devil (1/day), Suggestion (1/day), Control Temperature (3/day) 180' radius, Control Winds (1/day).

Fray'zuur has a nagging conscience and tends towards obsessive/compulsive behavior.

Ny'all's is near-sighted and has a mild case of agoraphobia which causes him to stay near a surface (whether vertical or horizontal) the brief times he actually leaves the underground lair.

Slag-Brass Dragons are identical to Brass Dragons in all respects except alignment and outlook on life. Their hobbies, interests and even reactions are similar, but the Slag-Brass Dragons pervert them with a malicious bent.

BP4. Xeenoph's Eye

A broad plateau named after one of the great generals of Brass who was born here, Xeenoph "Iron Claw". Named the "Eye" as it is said that Xeenoph had gawdly eyesight. The **Iron Claw** was his sword, which was forged at this site. There is a small shrine (and smithy) here dedicated to his memory, as he fell to Lord Pojar's attacks during the **Great Battle**. The sword "Iron Claw" was lost in the battle and never recovered.

BP5. Heferun's Breath

A sharp-rising plateau topped by a cindercone which has been known to spew multicolored ash. It is thought that this is the volcano of myth where Volcan, having captured his new wife, Heferun, descended to the depths of fire, creating this caldera. Heferun, still in a fit over her imprisonment, caused a great wind to be raised in the underworld, the result of which spewed forth great amounts of fiery ash imbued with her breath. Ever since that time the volcano releases ash of different colors. The Anubotan Channelers use this ash for planting things, as it is legended that whatever is

planted in Heferun's ash grows to be magical, and sometimes with an innate intelligence. During a day, several Anubotans will be seen combing the plateau for this ash.

BP6. Volcan's Spittle

This is the lava run bordering the Brass Plateau on the east. From this vantage it can be seen flowing down the northern slope and south. It is also fed by two ancillary runs flowing from **Mabra's Pit** (q.v.). It is a broad river, retaining a width of 200 yards until reaching the Lava Lake (Key #IS 1).

BP7. Kmilsh's Gaze

The volcano is named specifically after the third Sultan of Brass who used to stand on its lip, looking south across the Skar. It is at this very place that he was assassinated. His **Scepter of Fire** was never recovered from the volcano and had to be reformed by the Blood Cult for the new Sultan.

BP8. Isfrizzal's Stump

The renowned summit where the greatest of all orators of Brass, Isfrizzal, gave his rousing speech on the unity of the Efreeti Clans just before the **Great Battle**. A large brass stump still marks the spot where this speech took place.

BP9. Mawgrin's Fire

Twin volcanoes dedicated to the fire elemental Mawgrin, who was born here. Legend has it that his twin brother was also born of this volcano but that Volcan, displeased by the duplication, chained his unnamed brother to one of the summits, where he forcibly labors to break free. The volcano's eruptions are blamed on his constant attempts to escape and the upheaval caused by this. Mawgrin has spent his days, so it is legended, attempting to discover the magical means of summoning and controlling the incarnate form of Volcan, with the idea of freeing his brother from his torment in this manner.

BP10. Ngarkyl (Killer of Ice)

A very ancient summit with two caldera where the great White Dragon Hlooshspetuu perished along with its minions during the **Great Battle**. Its bones are said to still occupy the highest point of the summit but that a great curse resides there as well, ready to consume any that trespass upon its open-air grave.

BP11. Lagash-Laxc (Hottest Lake)

A small volcano which helps feed the sulphur lake, **Farzor's Fire**.

BP12. Volcan's Estuary

A large caldera feeding **Farzor's Fire**.

BP13. Huntwyn

A double volcano named after its vertical shape, which if viewed from either north or south appears to be a two-horned being holding an upright spear. Said to be a personification of Volcan, who is legended to hunt once yearly for food or sport. The spear's legendary name, **Huntwyn**, means "The two-pronged horn."

BP14. Jalorshic (Poison Breath)

The most southeastern volcano on the Brass Plateau. Its slopes are known to produce the legendary **phyranje** (q.v.) flower. This volcano is so named for the regular eruptions of sulphuric gas which roll down its sides, making the harvesting of the phyranje a deadly job. There is a 25% chance per day that the volcano will release a cloud of gas down its sides. Anyone caught on the face of the volcano during such an eruption must make a saving throw versus poison or choke to death within 10 to 60 minutes.

BP15. Mabra’s Pit

A large trough dividing the southern spur of Brass Plateau from east to west. The two dragons from BP3 can often be found flying here whilst feeding off of the local fauna (Fire Bats, Fire Beetles, etc.). Mabra’s Pit is considered bottomless. Efreeti hold it in awe and will not venture too near its bottom for fear of offending Volcan.

BP16. Vule’s Tail

The volcano here is a small and apparently inactive one ever since its birth. The Efreeti of Brass will always refer to it (even pointing to it if they are so positioned to do so) as a good example of beginnings without proper endings. They will often, and proudly, repeat this simple story:

Vule is a mythical figure who personifies the fickleness of Volcan. Volcan sent Vule, a large Red Dragon, to start minor volcanos with his tail. But Vule is not craftsman such as Volcan, and for fostering too many insignificant ones, Volcan recalled his errant servant. Thus the volcano lingers, never amounting to anything.

APPROACHING THE CITY OF BRASS

The City of Brass lies at the center of an enormous featureless disk composed entirely of the namesake metal. This ‘bedrock’ plate (some 126 miles in circumference) is constantly revolving counterclockwise completing a revolution every seven days. At its outer edge, it churns along at a slow 0.75 miles per hour relative to the plains surrounding it. It maintains a constant temperature of 120°F and thus poses a significant hazard to those traversing it on foot (see “Environmental Effects on Adventuring” in Chapter 2. It is otherwise featureless, uninhabited (except as noted below) and by far the most dreary episode that PCs will encounter in their trek to the City.

This region is uninhabited. However, there is a 1 in 10 chance per 24 hour period that anyone venturing on foot will encounter an Efreeti hunting party composed of the following numbers and types. There is a 70% chance of encountering 2 Efreeti irregulars along with 6 Fire Troll warriors (group A); otherwise, the encounter is with a single Efreeti noble (group B). In both groups the Efreeti will be mounted on Gouts.

There is a 60% chance that group A is a raiding party of brigands who are using the Plateau to hide in and attack from. Otherwise encounters A & B are patrols sent from the City. Unless given reason to interact with the party they ignore it after a spot inspection and move onward.

**ENTERING THE CITY OF BRASS
(COMPLEX ENCOUNTER)****The Ritual of Allegiance**

Unless he proves otherwise, any human or demi-human entering the city is considered to be a thief. The only way to prove otherwise is by invoking the “Human Compact.” (which is also a “Demi-human Compact”). This alliance dates back to ancient times when the human Mage Lords (see glossary entry) assisted the Sultan Isfrizzal against the assault of the Marid Lord Pojar. To invoke the security of this arrangement, an ancient pact which allows study and/or rest for human and demi-human mages aligned to the City, the petitioner must take an oath at the Hall of Allegiances (area EFT 2).

All the official gates into the city have the same design, and each time visitors enter, by any one of them, they must face the ritual defined by this archaic covenant.

As you approach the gleaming walls of the City, you feel many eyes upon you. From high above, in one of the gate towers, a deep, booming voice echoes. “What have we here, thieves? Or do you come as allies, invoking the ancient and honorable ‘Human Compact’? Speak now, or face the consequences.”

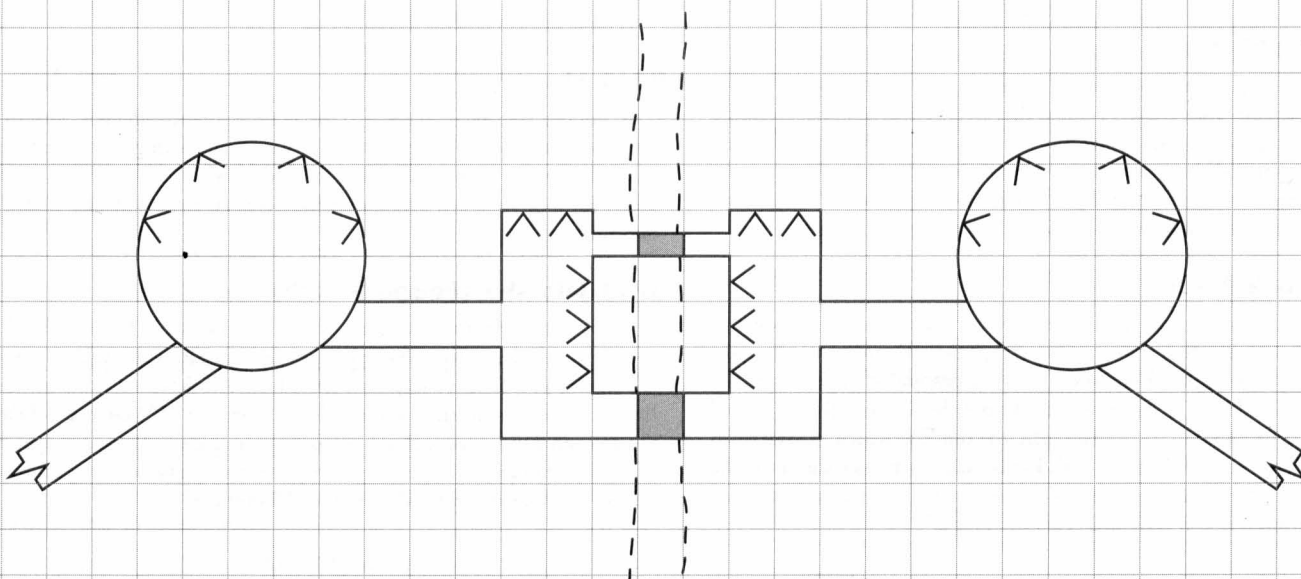
The consequence of not invoking the Compact, or even of hesitating too long, is death. Any other action brings down an attack by the guardian forces, proclaiming, “death to the human infidels!” Parties may gain up to two minutes to discuss matters among themselves, if they request the time politely. Attempts at spell casting also bring attack.

One option few parties think of is simply to walk away. The guards will not pursue beyond the entryways (unless attacked).

Only agreeing to invoke the pact allows safe entry, and the guards do not explain the details of said pact to the ignorant. On agreement, the Efreeti descends from the tower to stand behind the main gate. He has Fire Trolls arrayed next to him and all of his “on call” troops move into position, should they be needed.

Gate Map

□ = 20 feet



The ponderous metallic gates begin to swing open slowly. With eyes still upon you from above, you see several guards arrayed in ornate armor on either side of the entry courtyard. They watch, motionless, as you enter. Behind them you see another wall with a closed portcullis at the center.

An Efreeti in very ornate clothing, with a long red cape, steps forth. He peers into each of you, perhaps searching for some element of your nature.

If the visitors have already invoked the Compact and have the appropriate marks (the Efreeti is actually staring at each character's right temple or upper arm), the Efreeti (the Gatekeeper) states, "Hail and well met, allies of Brass. I Keep this Gate. By the Tithe of the Compact, you may present your treasure as a token of respect. Once each of you has done so, you may go about the City. In the names of the elders, speak not during this time. Thus is it written by the hands of those who have gone before."

The "treasure" is 100 gp or the equivalent per character and 10 gp (or equivalent) per slave/retainer, something anyone aware of the Compact would know. (Note that coins lesser than gold are not considered to have any value, but gems, magic items, weapons and so on are acceptable. The Gatekeeper completely ignores items that don't qualify as tribute.) Upon sufficient payment, the character must give his name and the Efreeti retrieves the Great Tome (a book held at each gatehouse, with additions copied weekly and made in each volume). He marks the character's new visit with the date and time. It takes him 1d4 minutes to find the name of a character. During this time, the visitors should be silent. If not, the Efreeti will ask, "Do you break your part of the Compact?" in a very intimidating voice (intimidation 105%) each time. If the response is ever "yes", he orders the individual slain.

Refusal or inability to pay results in the Casting Out of the group. The entire party of such a character finds itself herded toward the gate and told not to return. In fact, they may try again after 48 hours. The guards do not automatically attack in this case, though if threatened or attacked by the visitors they have neither restrictions nor qualms about killing the violators.

Those not properly marked are new to the Compact. The Efreeti writes the name and description of each character in the Great Tome, along with the date and time. He leaves space to mark when they have followed their initial invocation with an oath at the Hall of Allegiances witnessed by two members of different clans. These clan members will attest (under bribe, usually) to the arrangement as sound and of trifling concern. Characters have 24 hours to secure two clansmen to partake in this ritual. If encountered beyond this time period, they will be slain or taken prisoner. Fiarz's Grand Vizier, Hlottemp of the Blood Clan, judges prisoners. Hlottemp is the Arch-Blood Priest and disposes of characters in one of two ways: by ritual sacrifice or by simply throwing them into the Rift (q.v.).

At the Hall of Allegiances, characters are inducted as allies of Brass and learn the details of the Compact (as stated above). There, by candlelight, they must swear to abide by their side of the Compact. They are not to harm other allies or inhabitants of Brass (this one often goes by the wayside, of course; it's not a gawd oath) and to affirm their allegiance by paying tribute each time they enter a gate to the City (this one is unshakable).

Prior to leaving the Hall of Allegiances, new allies are dressed in red robes appropriate to their stations (more powerful characters, in the opinion of the Master of the Ceremony, receive more ornate robes). Each "mage" then receives a brand upon his right temple with the symbol of allegiance to Brass – a demonic hand gripping a large flaming broad sword. This branding causes 1-6 points of damage. His servants (if any) are tattooed upon their upper arms with flaming serpents indicating their stations as slaves/retainers. Note that the brand or tattoo is permanent – the character must hide it somehow if, at some later time, he does not wish to be identified as allied to the City. These symbols of the Compact are what the Gatekeeper seeks when he looks at each character. The Master of the Ceremony retrieves the robes once the ritual of allegiance is complete.

Thereafter, the characters may explore the City as visitors. The inhabitants of Brass all know what the brand or tattoo symbolizes. There is, however, no taboo against attacking these human allies if they get rowdy. The Compact simply prevents the inhabitants from the obligation of ousting human and demi-human "vermin".

A typical gate garrison includes 12 Fire Giants (hp 98 each), 24 Fire Troll Warriors (hp 60 each), 4 Salamanders (hp 62 each), two human or demi-human magic-users of 5th to 9th level, and 1 Efreeti (the Gatekeeper, who commands that gate, hp 70). The Fire Giants wield huge heavy crossbows, and are trained to stagger their attacks so that they do not all fire in the same round. Each also carries a huge spear (which two throw when combat begins while the others load their crossbows. The next round the spear throwers load while the others fire. Obviously, they can forgo the spear throwing if two have time to load crossbows before combat ensues.) All Fire Giants have a third weapon, as well, 50% wield a huge battle axes and 50% huge long sword. The Fire Trolls wield battle axes. If pressed to defend their city, the Fire Giants begin an assault with their crossbows while the Efreeti makes full use of his spell abilities. The Trolls rush forth to occupy the enemies of Brass in melee, while the Salamanders act as a strike team to hit particular troublesome individuals and/or leader types. Human or demi-human magic-users concentrate on enemy spell casters or support the other guards.

At any given time, there is a 50% of a second Efreeti posted at that gate as well, a sub-commander or Gatekeeper-in-training (with 70 hp and full Efreeti xabilities). Usually, at least 4 giants and 7 Trolls stand active watch, but the same number are "on call" (equipped and ready to join a fight immediately, if needed). A Gatekeeper can call on reinforcements from other gates, each set of 1 Efreeti, 4 Fire Giants and 5-8 Fire Trolls arrives in 1d4 rounds. If a single gate calls for reinforcements three times, the City begins to mobilize to protect that gate. The unlucky attackers will in short order face dozens of Efreeti, scores of Fire Giants, and hundreds of Fire Trolls. No gate has been breached in over 2,000 years, a fact that gives Brass' defenders much pride.

On the Gate Map, a Fire Giant stands watch atop each round tower and each gatehouse. At least 3 Fire Trolls stand ready between the main gate and the interior gate, while two roam the walls around the gate, ready to join battle or seek aid (if necessary). The Efreeti Gatekeeper flies about the area, observing all he can see. He greets known, welcome visitors and inhabitants and moves to the gatehouse on the right (as one enters) to make his announcements to human visitors. This is also where he keeps the Great Tome for that gatehouse.

Below the top levels, where towers have battlements and guards can see in all directions, the top levels have arrow slits. "On call" guards and reinforcements can use these areas to harass invaders and thieves.

The interior gate is essentially a 20-foot wide, 20-foot long tunnel with a huge portcullis at either end. The bars are four inches thick (half normal chance to bend bars/lift gates, round down) and only a foot apart. Each portcullis weighs more than 16 tons. Usually, the one closer in to the City is kept up.

GENERAL SECTION OVERVIEWS—A QUICK GUIDE TO THE CITY'S MANY SECTIONS

GM Note: The City of Brass is very large. The following is an overview that will give a basic idea of its layout, structure and design. This description, coupled with the sectional notes and maps, should provide a good overview of the city's many features.

First Sight . . .

Nothing can prepare the traveler for the sight of the luminous reddish-gold mountain of smoke, flames and brass in the distance. The foreboding City of Brass sprawls over a great volcano that retches forth a tongue of lava that flows steadily into the distance. The flames it expels reflect off of the haphazard brass walls and surrounding domes that loom upward dominating the skyline. In this wondrous fusion of nature and architecture is another marvel to behold. Soaring above the city, perched on the edge of three precipices, lies

the Sultan’s Palace. It soars high above the dark, toxic clouds that ring the volcano. It is flanked by lesser towers which rise above the city’s many enormous domes. It glows maliciously, as if it were a translucent vision of the mind.

A Technical View Amidst a History

The City of Brass sprawls over a large volcano that has 3 main caldera. This plateau is some 250 feet high and spreads over more than 4,000 acres. Ages of construction have left their impression on the capital of the Efreeti. Its marvels are many and are indeed the amalgamation of magic and nature. It is an ornate city; a product of legions of artisans weaving their stonemasonry, metallurgical and magical crafts into a wholly original architecture.

Foremost of these is the sacred onion-shaped dome. They exist in many varieties usually constructed of solid brass but others in tile-covered stone. It is always the centerpiece in any great building and signifies respect for the Eternal Flame, the Grand Sultan and wealth. In addition to the many conventional towers, the city sports a large number of minarets, slender towers with a but single purpose – that being to reach forever skyward. The temples use them to alert the populace of any public religious event. Other groups use them to be nearer to the gawds, to observe the city and its surroundings or to enhance their status.

The layout of the city is intricate and most inhabitants find it difficult to navigate parts of the city other than their own neighborhood. Wide boulevards terminate at important buildings like temples, district government buildings and palaces while any given side street might turn out to be a maze of shops, workshops and residential buildings.

Three Major Sites

Three sites dominate the city’s layout each housed in one of the three principal caldera. The first and most important feature is the huge lava flow named [in common] the **Tongue of Flame**. The Tongue has many legends tied to its origin and its ancient name is reserved for ceremonies by the Blood Cult. It is a continuous magma flow that never solidifies. It runs a straight course from the city, across the brass disc and empties at the edge. This magma flow serves to lubricate the juncture between the disc and the surrounding desert thereby preventing destructive seismic activity.

The Blood Cult’s priests manage the flow by use of their magic. Above its source, filling the bottom of the caldera, they have built a lavish inner city, the Eternal Flame’s Tear, tailored to the rituals necessary to keep the Tongue of Flames from stopping up the volcano and potentially causing the destruction of the mountain and thus the city. The only ones who know this secret are the highest priests in the Blood Cult, the Sultan, and a select few of his followers. In popular legends the flow is the physical manifestation of the Eternal Flame, an ancient idea which is all but extinct except in rituals practiced at Flame Tongue.

The second greatest feature is a large open caldera called Volcan’s Maw that constantly spews ashes and smoke skyward, ever adding to the ash-filled desert (Skar) surrounding the city. The fire creatures of the City of Brass are invulnerable to these mundane discomforts and the caldera and its slopes remain popular housing sites. From a distance, the ash plume appears to slowly twirl adding to its already ominous appearance.

The last major feature is Lake Kubastiz (named after the noble clan that ruled during the first great age of the city). It is filled with sulfuric acid that changes its color every other year in a great cycle ranging from deep reddish-brown to an almost luminous yellow. Sulfur dioxide and water vapor seep through the porous lava rock plug adding to the lake’s scalding acidic waters. Steam constantly evaporates from its surface and coupled with the bubbling of the escaping gases it leaves the impression of an enormous boiling cauldron. At times, rising subterranean energy activity causes the lake to become boiling hot and to shoot jets of water scores of feet into the air. These are known as Sultan’s Fits – so called as it is held in popular legend that when the Sultan is angry the Fits will rise from Kubastiz. These fits release a fine mist of swirling colors filled with acid lethal enough to cause quick death to those caught in its path. Fortunately most of the inhabitants residing near the lake are immune to its effects.

More on the Architecture...

All buildings have been built to withstand fire, lava and seismic activity. Most of the city’s ordinary buildings are constructed from stone, principally basalt and granite. Some have multi-hued facades set with copper-rich stones that have a deep green or blue coloration.

The volcano has also left its thumbprint on the city. Natural wonders are everywhere— from sheer cliffs edging a narrow street, to dazzling displays of color draped over curious rock formations, to a district of intermittent hot springs coupled with a terraced cascade down one flank of the volcano.

The Four Walls or Tiers of Defense

From the vantage point of the vast plain that surrounds the city, one can see the four formidable rings of fortifications, all made of brass or hewn from rock and sheathed in copper, that encircle Brass. The walls are at least 40 feet high and sport large towers at 200 foot intervals. Thousands of years of labor have gone into its construction and ceaseless building activity continues to add to its formidableness.

The tiers are named after the four varieties of fire. This most important facet of the City’s design thus reinforces the ideal of the Eternal Flame as encountered in its many forms.

The outer wall is the **Corona of Light**. With its many lighthouse towers it outwardly radiates the presence of the city.

The second wall is called the **Aura of Heat**. In the event of an attack penetrating the outer wall, all of the towers, bastions and walls can be filled with lava thus making it impossible to scale by any non-fire resistant creatures.

The third defense work is called the **Column of Flame**. Besides being a formidable obstacle to infantry, its walls are lined with holes that connect to a reservoir of flammable gasses. If the city is threatened with an aerial attack, the walls will act as a colossal upright burner. The flames will converge above the Sultan’s palace thus protecting the upper tiers with a dome of intense fire.

The last wall is the **Bastion of Plasma** and it protects the inner tier with a secret method supplied by the Elementalists’ Guild. As this defense has never been displayed, only educated guesses exist as to its makeup and effects but it likely utilizes plasma in some dramatic display of all-consuming flames. The Sultan’s personal bodyguard mans this vital defense. (see **Sultan’s Elite Guard** in Appendix C).

Great gatehouses serve as barracks for the garrison of each wall. These soldiers check every traveler that passes through the gates. In the event of an attack, the walls will swarm with troops of every kind. Fire Giants and goaded Fire Trolls form the basic line troops with the Efreeti serving as either shock troops or as commanders. The city also contains barracks for the Sultan’s army.

THE CITY SECTIONS—GROUPED OVERVIEWS

The City of Brass is divided into many distinct sections or districts, which, after thousands of years, are still based on clan and class divisions. All “Map Location” coordinates refer to the city overview map on the inside back cover of this book. Detail maps are provided here for specific location reference.

The Eternal Flame’s Tear

This is the religious section. Visitors who journey to Brass for fire elemental related religious practices many only get to see this part of CoB. Many fire gawds are revered here but the Blood Cult reigns supreme in this part of the city.

The Cult’s Great **Temple of the Eternal Flame**, located on the edge of the Lava Lake, dominates this tear-shaped plaza. The **Hall of Allegiance** is also located here as is the Hall of Transgressors. In addition, several minor temples dedicated to other fire gawds can be found here.

Between the temples are the homes of the priests and their minions as well as several of city’s rare inns. The plaza is used for religious gatherings, especially on the Eternal Flame’s most important holiday. On this rare occasion (once every century or so), the bulk of the city’s population flocks to the

Blood Cult district and every temple holds feasts dedicated to the Eternal Flame.

The **Eternal Flame's Tear** is one of the most visited districts in the City of Brass. Fire creatures of every kind make pilgrimages here to experience the Eternal Flame's presence. The Cult of Blood abides such visits with solemn disregard, housing the pilgrims from every plane inside special temples. This district is the most accessible to foreigners and also houses the College of Flame Invocation where many mortal mages, preparing for advanced studies in elementalism or just honing their fire skills, study the trappings of fire in all its forms. An attached gallery offers a history of Brass presented through illumined pictorials and specially designed glammers. This museum also displays Brass's greatest relic of the Eternal Flame, the **Scimitar of Kubastiz** (q.v.).

The Second Stratum

As one proceeds further into the city, the road leads up the steep side of the crater that holds the Eternal Flow through the second stratum into the area designated for the Gouts. These huge pens hold hundreds of the riding animals used by the elite and the cavalry. Many giant cavalry troopers and Efreeti are stationed here ready to gallop out of the gates and charge on to the plateau in front of the city.

The Third Stratum

A steep climb leads further into the city through the 3rd defensive stratum. This is the upper class district. Fanning around the inner city are the homes of the wealthy. The most sought after sites are adjacent to the inner city and the ridge on the upper side of the large crater called Volcan's Maw.

Inner Stratum

The heart of the City of Brass is checked by the Inner city's defenses. A single gate leads into the heart of this administrative district. Wide avenues leading up to the Sultan's Palace separate exquisite buildings built on their own plateaus. The roads within the inner stratum are composed of brass cobblestones whose polished surfaces give this area an air of unworldly opulence.

Inner Circle or Royal Quarter

At the precipice of Brass sits the Sultan's palace. With its many spires and domes, it towers magnificently above the city. Gold, brass, expensive stones, carved facades and artistry accumulated over the centuries make this palace the most lavish building in all of the City of Brass. It is no wonder, then, that the Inner City is always bustling with strife and conspiracies aimed at fronting each clan's own champion. The highest authority seemingly rests with the Sultan but the Blood Cult secretly holds the power. The Inner City contains buildings for the various ministries as well as the Pyramid of Fire maintained by the Blood Cult. There is also a society of mages aligned to the city, city guard's quarters and a special avenue containing a gallery of obelisks and statues honoring past Sultans.

Commonplace Features Amongst Sections . . .

Every district has one or more street or marketplace bazaars. The greed is palpable in these areas and the bidding and haggling has made or destroyed many of the large merchant houses of the city. Other features common to every district are small temples or shrines, statues of the Sultan and his servants, triumphal arches, and other public works such as the sewers (lava is used to dispose of all refuse). Some vegetation exists throughout the city (a human and addition), typically heat and drought resistant cacti, adding to the luster of the lava canals, pools and fountains on the squares and boulevards of each district.

One last notable custom should be described here. The Efreeti do not bury their dead but instead add their corpses to the **Tongue of Flames**. At an island in the Tongue of Flames they place objects of their beloved in the ashen soil, trusting the corpses to the flow and adding their ash to the Eternal Flame. The island is filled with the remains of weaponry, armor and tools as well as an occasional Gout skeleton and a few permanent edifices dedicated to long

forgotten heroes and Sultans. The island is unguarded as the dead are said to guard their own place of departure.

EFREETI SPECIAL GOODS AND SERVICES

The opportunity to trade for goods from across the TeraVerse draws many to the City of Brass. There are many markets and small bazaars located throughout the city, even the Fire Imps have their own open air market with which to trade goods to one another. As such, many possibilities exist for characters to purchase items that are unique to the City and its environs. Some of these items, many of which are enchanted, are detailed below.

PRECIOUS METALS

Blue Steel

A metal common to Morg and other places and also a metalcraft deriving from this, typically attributed to the Fire Giant smiths who reintroduced long abandoned tempering processes in mastering this. Blue steel fetches 10 times normal steel costs. It is normally available 75% of the time. Blue steel is not as rare as Volcanithril, nor does it require as much treatment as that other metal does. It never rusts or otherwise degenerates – a particularly useful feature as no maintenance need ever be performed on armor or weapons fabricated of blue steel. One out of one hundred blue steel swords is said to shine with the intelligence of the volcanic spirit from the location at which it was forged (see **Fire Spirits and the Gawd Volcan: Abridged List of Volcanos**). This often indicates an intelligent and highly egotistic sword of the same make that has some intrinsic attachment to the site where it was forged (see **Fire Brand** in the **New Magic Items** appendix).

Volcanithril and Aizrithil

These items are normally available on the black market only, such as from the Fire Naga Cult, q.v. Normally, one item of this type is available in the City of Brass per month. Bidding on this item goes very high and could very well double the base cost as listed above. Note the **New Magic Items** appendix for more information on these metals.

Precious Stones

As Brass is a place of many precious commodities, so too is it a place where gems can be found in great quantity. Many human merchants have enlisted mages to risk the perils of this realm in order to find the extraordinary wealth that the Efreeti take great interest in. Among the many stones sought out are **Rhad-jem**, also known as Blood Stone. Mined almost exclusively in the Land of Morg by the Fire Giants, this gem fetches +20% the value of ruby, which it favors in comparison. On the Prime Plane it is twice the value of diamond, but only to a buyer who can recognize it for what it is.

Other Services

The City of Brass is home to the strange, magical and unpredictable. Mages, demons, spirits, dragons and mythical beasts all make their homes in or about a realm filled with splendorous things. Take a look at **The Underground Bazaar** to note some of the available goods and services there. Also remember that the Efreeti normally will not trade for goods and services unless it is an exchange for same, as they value little the idea of coinage and other human value systems (see **Trade and Barter**). GMs should use the concepts derived from the presented text, and in combination with normal goods and services as presented in the GMG, devise unique good/services and costs for these when these occur as instigated through play.

Regular Goods: The City of Brass has a base availability of high for any item listed in the PHB and GMG. Goods that are produced in the city have a base cost of twice that listed, while goods that are imported have a base cost of three times the listed price. As is Efreeti custom, these prices can be haggled down by a saavy buyer (note, however, that an Efreeti merchant feels he is under no obligation to bargain honorably with mortal beings- they are far beneath his honor).



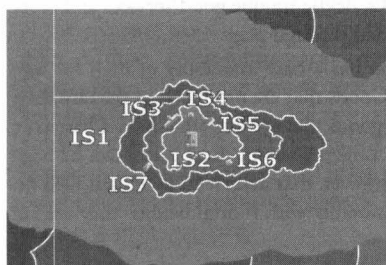
One particular note regarding characters from other planes: on the Elemental Plane of Fire, water is not easily come by, and when it is found it is often for sale and not cheap. The Aquafier's Guild has set the current price of water at 5 gold coins per gallon. This price tends to fluctuate up and down often (but always more up than down), for any reason the guild feels like. The ruling Efreeti try to keep a curb on excess price hikes by the Guild.

Magical Goods: Unlike many worlds on the Prime Material Plane, Brass has a large market for selling and buying magical wares. Prices for these items are at least twice that listed in the *GAMEMASTER'S GUIDE*. Good-aligned objects, or objects that are inimicable to fire (such as Decanters of Endless Water or Frostbrand Swords) are rarely found.

GM Note: Each section has a brief description followed by its keyed areas. Note that each section's keys relate to its map through abbreviated code, as in BP for *BRASS PLATEAU*, IS for *ISLE OF SWORDS*, etc. Keys start over at #1 for each section. Thus #BP1, #IS1, etc.

MAP IS. Isle of Swords

TONGUE OF FLAME — Map Location: A.3



This rocky promontory of basalt is shaped like an inverted horn and actually divides the Tongue of Flame. The Efreeti view this site as sacred and allow no individuals of any other race here without permission of an Efreeti family or clan. The Isle of Swords takes its name from the fact that the Efreeti

do not bury their dead, but merge their mortal forms with the Tongue of Flame while leaving the departed's sword or other personal weapons in the ashen soil of the island.

Atop the horn stands a large plateau bearing an altar, used to pray for the dead Efreeti. After an extended ceremony, during which friends and family recall the deeds of the deceased Efreet, mourners carry the remains to the steep cliff and dispose of the body in the Tongue of Flame. They then carry his/her sword to a suitable spot and with a grand ceremony stab it in to the soil or rock. Sometimes they hang the sword in a family rack or use the sword in some display connected to the family or clan. Exposed to the extreme environment, many swords have reached advanced states of decay. Especially important dead (such as any sultan) are commemorated with a mausoleum. The altar at the horn's summit has a secret entrance into the heart of the Isle of Swords. There, in ever-expanding caverns, stand the statues and brass plaques celebrating each past Sultan. Other great noble families have their own mausoleums and monuments.

GM Note: For every hour spent on the isle proper, roll 1d20. A 20 indicates an encounter; see Appendix B: Random Encounter Tables, Table-G6.

KEYED AREAS #IS1-IS7

IS1. Tongue of Flame.

This region is also known as Lava Lake, or the Lake of Lava, and by myriad other names suggesting its intricate ties with the Eternal Flame, a personification of Volcan. The Elementalists' Guild sees to it that the fiery plasma of this lake does not explode uncontrollably. Its main feature is the Isle of Swords, a burial ground and religious edifice.

IS2. Altar of Swords.

As the Efreeti do not bury their dead within the earth, they must consign the mortal remains to the flame of the Lava Lake, symbolically returning them to the Eternal Flame. Families of the deceased pay homage to the dead Efreeti here before consigning them to the Tongue of Flame.

The altar is a large, four-pillared structure crafted from marble. Countless swords can be found driven into the earth surrounding it. These are the swords of warriors slain in battle defending Brass. Numerous other personal effects lie scattered about the altar area, as well. These were artifacts held dear by the deceased, and they serve as a monument to the dead one's life.

A secret entrance here allows entry into caverns below, where monuments commemorate past Sultans and heroes of Brass. The fire spirit of an ancient Red Dragon confronts thieves attempting entry here with riddle contests involving excruciatingly difficult enigmas. Also, he cheats. Those failing the contest receive fierce blasts of his fiery breath. This fire spirit has all the powers and abilities of an ancient Red Dragon, but if somehow destroyed, it simply reforms (from the essence of its spirit and the Lake itself) in 1d3 hours.

IS3. Lower Crypts.

This extensive cavern area houses many sword displays of Efreeti belonging to the middle and lower class.

IS4. Shrine to Volcan and Fire Pits.

A small shrine commemorates the gawd Volcan here. Decorative fire pits here emit flames of various colors, some multi-colored, indicative of Volcan and his many temperaments.

IS5. Mausoleums.

Additional mausoleums have been built underground and alongside the ridgeline. These mostly belong to members of the upper class and lower nobility. Some of these mausoleums date back tens of thousands of years. In several cases, the nobles buried here can be traced back to the very founding of the City of Brass.

IS6. Shrine and Mausoleums to Kubastiz.

This area houses the many family and weaponry displays from those families claiming direct descent from the now broken Kubastiz Clan (q.v.). Even though claimants to that clan are currently recognized, those who make the claim are interred and honored here.

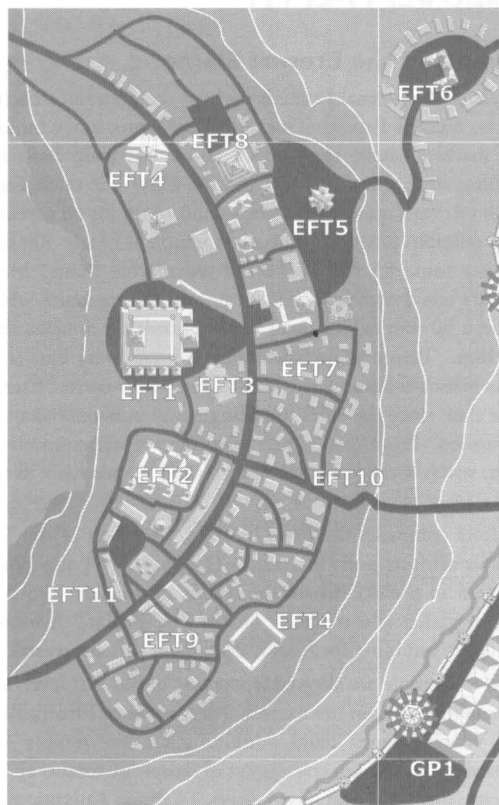
IS7. Alternate Consigning Area.

A small Altar of Swords and minor interment areas here permit the very poor or foreigners somehow granted clan or citizen privileges (fighting to death to save a Lord, or some such), to be interred with honor.

MAP EFT. Eternal Flame's Tear**Map Location: B.3**

The first true section of the city one enters is the religious section called the Eternal Flame's Tear. Most visitors come for fire-related religious practices and so many never see more than this section of Brass.

Though the Blood Cult reigns supreme here, visitors can find countless fire gawds worshiped in the City, and each gawd in turn is worshiped in many different ways. There are pyramids, column-faced temples, cave complexes and many other types of places of worship. The Fire Giants from Morg come to worship Surtr, Efreeti from deeper within the plane, along with many other types of fire creatures come to worship Imix. Shrines and small temples can be found dedicated to Skraad, Ikka Pataang (who resides on the plane from time to time), Girru, Brigit, Huheuttotl, Hastsezini, Lisar (dedicated to her fire aspect), and many others gawds long forgotten or never heard of (see the Gawds and Demi-gawds tome for more information).



But even with such a diversity of faiths on display, The Eternal Flame's Tear remains the Blood Cult's own. First and foremost it sports the Cult's Great Temple of the Eternal Flame, located on the edge of the Lava Lake in the focus of the tear-shaped plaza. This building dominates the section, and strict rules govern what and how other structures can be built in the area. None may match or exceed the great temple in size, scope or magnificence. Also on this plaza is the Hall of Allegiance, located on the lower part of the plaza, as well as the Hall of Transgressors.

Between the temples stand the homes of the Blood Cult's rank-and-file members, together with several of city's rare inns. Plazas are used for religious gatherings, especially on the Eternal Flame's most important holiday. At this occasion (once every century or so) the bulk of the city's population flocks to the Blood Cult district and every temple holds feasts dedicated to the Eternal Flame.

Being the most accessible section of Brass for foreigners, the Eternal Flame's Tear is one of the most visited districts in the City of Brass. Fire creatures of every kind come here to feel the presence of the Eternal Flame's. The Cult of Blood abides such visits with solemn disregard, allowing the pilgrims from every plane to practice their particular religious rites, making sure to collect the taxes charged for such a privilege. Entry into any temple not dedicated to Volcan requires the payment of a 2 gp "Temple Tax". When entering a temple of Volcan, visitors are pressured to make a small donation (2-5 gp) to the faith.

Apart from the religious aspects of the Tear, this section also offers the "University of Flame Invocation," where many mortal magic-users come to prepare for advanced studies in elementalism, or simply to hone their arcane use of fire. Some just like fire; they come to study the trappings of fire in all its forms. An attached gallery offers a history of Brass presented through illuminated pictorials and specially designed glamours. This archival site also houses Brass's greatest historical relic: the Scimitar of Kubastiz (q.v.). It shares this relic with the Gallery of Concordant History, each gallery displaying the scimitar for 6 months out of the year.

GM Note: For every hour spent in this section of the city, roll 1d20. A 20 indicates an encounter; see the Appendix B: Random Encounter Tables, Table 1EFT.

KEYED AREAS #EFT1-EFT11

EFT1. Temple of the Eternal Flame.

The temple of the Eternal Flame is perhaps the grandest structure in Brass outside of the Sultan’s Palace. This very large, three-story building is constructed of marble, basalt, brass and granite. Its main halls house small shrines, waiting areas, guest quarters and the like. The main Temple area is on the 2nd level, with quarters for priests and room for all aspects of temple business and religious practice. The main temple is nearly 300 feet long and its ceiling rises some 85 feet above the red marble floor. Massive basalt columns, many inlaid with brass runes, support the structure. At the far end of the temple, a 50-foot tall statue of Volcan scowls down upon all who come to worship him. Before the statue stands a huge brass brazier (12 feet in diameter), in which a flame burns constantly. This is the “Eternal Flame,” and it is said that, since the cult’s founding many millennia ago, it has never been extinguished. From this flame Holem’tapp is said to receive his visions from Volcan, wherein the Gawd of the Volcano reveals his will to the faithful.

The 3rd level comprises the main libraries, chambers of the Temple hierarchy, religious artifacts and treasures. The third level also boasts a grand courtyard, open to the sky, where the realms channelers who comprise the priesthood can gather and meditate on the Fire Realm. A fountain in the center, constantly bubbling forth lava, dominates this courtyard.

Visitors to the temple are allowed free access to the first level, and are confined to the main temple on the second. All manner of Efreeti, Blood Priests, magic-users, Blood Knights, and minions guard the temple at all times. Estimates place the minimum contingent of temple guardians at 6 Fire Trolls, 4 Blood Priests (specifically on guard duty), 12 Blood Knights, and 2 Efreeti. At least twice those numbers could arrive in 1d3 rounds. Rumor has it that

two Blood Assassins roam the temple halls at all times, should guards fail or invaders slip through. Anyone foolish enough to assault the temple will face the gathered might of the Blood Cult (either immediately or in retribution). (Some think those numbers tend to the low side, but the temple is in the heart of their power base and no serious assault has been made against it in seven centuries.)

The Cult’s High Priest, Holem’tapp, has offices in a suite on the 3rd level. These suites always have several levels of powerful magical protections, but the details of these spells change once (or more) each day.

EFT2. Hall of Allegiances.

Columns carved from large Gout tusks range across this marble and brass inlaid hall. They define a large inner court area where age-old custom dictates that allegiances to Brass be sworn. In fact, all allegiances sworn to the City take place in this sacred hall. At the far end, atop several steps leading to a large dais, lie rows of elaborate, expensive seats for officials and interested nobles. A 30-foot by 30-foot square in the center of the Hall is depressed. This is where petitioners stand while waiting to approach the huge altar and return to after their individual oaths. Balconies line the north, south, and east walls at 20-foot increments, though the Hall itself has a massive vaulted ceiling 80 feet high. Numerous smaller halls adjoin the space. Oaths are administered, records regarding these are stored and where the obligatory tattoos are dispensed on various levels that open the main Hall. The Blood Cult Priests (in large numbers) patrol the place.

EFT3. Hall of Transgressors.

Within this great colonnaded hall lies Volcan’s Seat, where religious law and rulings are rendered. Issues regarding the Blood Cult’s dogma and interpretations of that dogma are handled on rotating days of the week when



Holem'tepp is present. Several adjoining areas house lower courts where lesser rulings are made. This is a very active bureaucratic institution wherein laws of the Fire Realms are made and upheld.

EFT4. Blood Cult Garrisons.

The Scaled Regiments (Greater Firedrakes and Fire Lizards; see also City of Brass Military Organization) and other troops loyal to the Cult are stationed here.

EFT5. Plaza of Atonement.

Various reliquaries and small stands for purchasing artifacts of the Blood Cult are located here. There are also stands and shops for general goods, food and weapons made by the Fire Elementalists' Guild. The plaza has become more and more tourist-oriented in recent years, a fact some citizens of Brass lament.

EFT6. Sanctuary of Fire.

At this sacrificial site to Volcan a chained Efreet does penance, preaching the virtues of the Eternal Flame, recounting his own woebegone history and reviling blasphemers in Volcan's name. If asked of his history, he reveals only that he violated the temple of the Eternal Flame, but no more. He otherwise instructs believers to atone for their sins by offering blood and fire (q.v.) to Volcan.

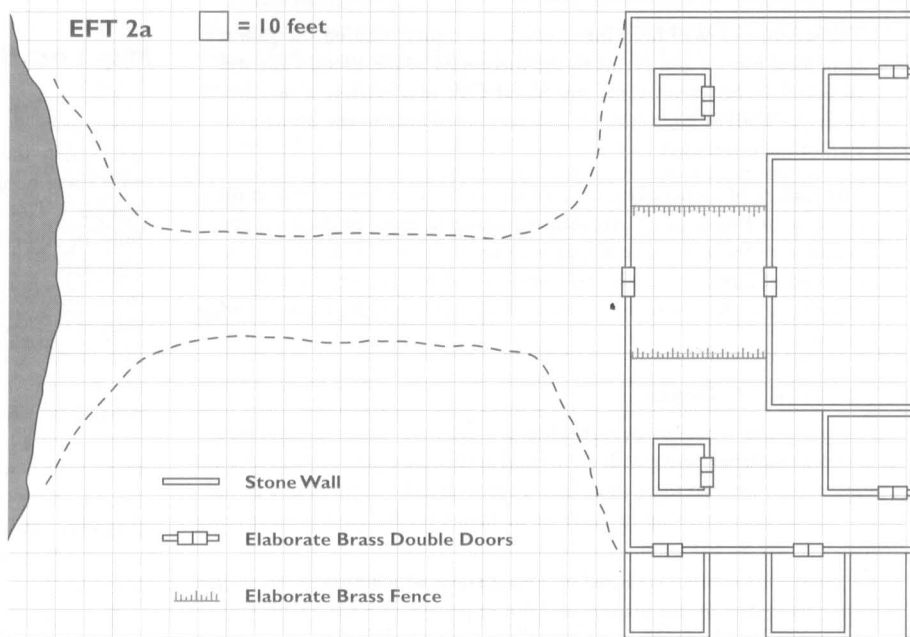
EFT7. College of Flame Invocation/Gallery of Concordant History.

This large building contains several areas of interest:

- The College of Flame Invocation allows human and demi-human magic-users to study the art elemental fire magic, as well as spells from the school of Invocation/Evocation. This advanced form of study is only for visiting human and demi-human magic-users, and is available only to the wealthy (i.e. well connected). Magic-users who wish to train for levels here may do so at double the usual cost for their BBI, but upon completing the course, may choose three spells to learn, as opposed to one. These spells must come from the fire elemental spell list (as described in the Spellslinger's Guide to Wurld Domination).

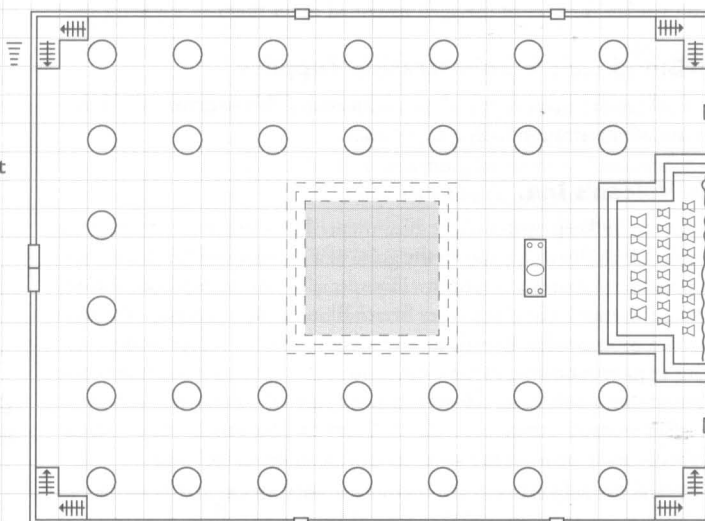
If the GM rolls a result of "18" or better during the Special Events table, there is a 30% chance, plus 5% per level, that the character has made a contact with someone in the Elementalists' Guild. This could be an opportunity for the savvy PC to get his character a membership in that elite organization.

- The adjoining building is the main hall of records for the city: the Gallery of Concordant History. Besides containing many curiosities concerning the City's varied history, it houses a detailed rendering of the Clan History of Brass as indexed by the current High Priest of the Blood Cult, Holem'tepp. It also has an adjoining area named Nosheikh's Walls of Fire. The Walls of Fire here are unique storage forms for knowledge created by the master fire elemental, Nosheikh (q.v.). The fire is referred to as the Eternal Memory and within it are kept the memories of the ages here, as imparted by thousands of Efreeti who have added to it. The fire has a special psychic bond to the Efreeti, and they may add their accumulated memories to the Walls of Fire by means of a special

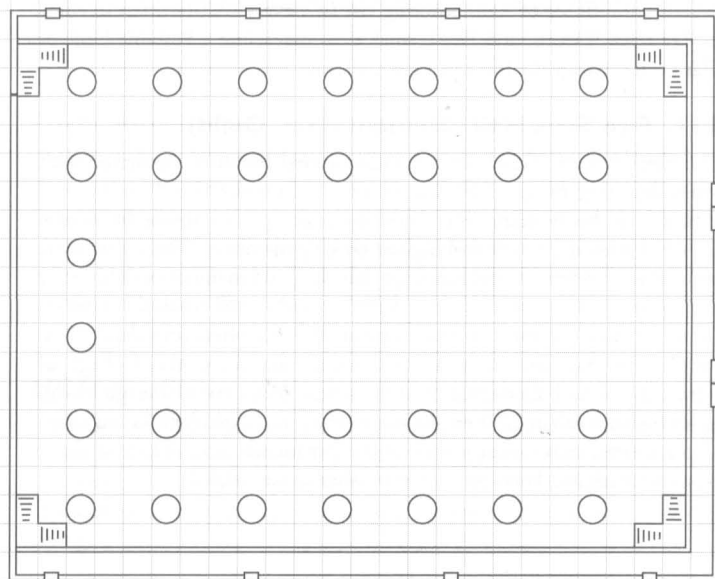


EFT 2b

□ = 5 feet



EFT 2c



ritual. This ritual may last for a day or more, depending on the age of the Efrete and his total lifetime experiences.

The sections of Wall hold information on topics running the gamut from local history and events to the theosophy of the Blood Cult and all points in between. Only the Blood Cult may retrieve a memory from the Walls of Fire, through a ritual known only to the upper echelon of the priesthood.

The Gallery of Concordant History also contains a special section on the City of Brass’s many artifacts, including separate displays for the Scimitar of Kubastiz (here for six months of the year and then at the Pyramid of Fire for the other six months) and for the Helm and Visor of Piercing Light. Note the appendix for these items’ descriptions and histories.

EFT8. Nonar’s Graces.

Nonar’s Graces is a large specialty shop dealing in all religious paraphernalia as well as materials and scrolls for clerical spells. The proprietor, Nonar, is a human cleric (known to be of at least 13th level) who appears in a ghostly form. He accepts anything of value in exchange for his goods, but prefers gems, especially Rhaed-Gem.

His ghostly appearance is caused by a magic item which projects his image, as he prefers to deal in this manner and not in person. He has a large collection of scrolls inscribed with clerical spells for sale (spell levels 1-5). As he inscribes these scrolls on special thin metallic sheets (i.e. fireproof), they cost two to four times the cost of the spell inscribed upon them.

EFT9. Blood Cult Administration/Supplies.

This is where the main supply depot is located. This structure also houses the main administration halls and rooms.

EFT10. Volcan’s Inn.

Hvostac the Innkeep owns this establishment. He is an Efrete who uses his Polymorph Self ability to appear in the guise of a red-skinned human of sublime temperament and mannerisms. His specialties are sumptuous rooms, perfume and women. His services are free to Blood Cult members; otherwise he requires a promise that he will receive a boon, one service performed for him at his request sometime in the future. In exchange, a guest can rent one of his rooms for a full year. Hvostac takes a special interest in human or demi-human women (regardless of Comeliness or Charisma), and he maintains a goodly assortment of the same on one or more secret levels.

Volcan’s Inn actually exists in an interdimensional space, and Hvostac can alter its form to extend into a pocket area of his making, thus gaining more rooms. The inn can never be truly “filled.” Hvostac keeps this a secret. However, a multitude of signs covering virtually every wall (written in common, Dwarven, Efrete, and Fire Giant) warn that using a Portable Hole or similar device within the Inn can have disastrous consequences.

EFT11. Fire Seek Hall (Elementalists’ Guild).

The Elementalists’ Guildhall is a multi-storied building, decorated with carvings depicting many of the legendary members the Guild has boasted over time. In this building, the Guild maintains private rooms for several dozen of its most important and highest ranking members. These rooms are often used for rendezvous and meetings that the guild members would prefer to keep quiet. A large common hall, complete with a well-stocked bar, serves the same function for lower ranked Elementalists, but offers considerably less privacy. The hall also contains volcanithril foundries, the College of Thaumaturgical and Elemental Studies (where members of the guild can train for higher levels at 20% off the normal fee), an Aertificers Guild chapter, research rooms, secret storage areas and experimental labs. There is also a large corridor located here connecting to Map & Key #UC7.

Map GP. Gout Pens

Map Location: C.3 — Keyed AREAS #GP1-GP4

The area containing the Gout pens also houses the noble clan most associated with these noble beasts: the Kyopas. Gouts (described fully in Appendix C: New Monsters), are large mammoth-like beasts that warriors of the Kyopas clan ride into battle. These animals are housed in large open pens, bordered by 10-foot deep moats and 10-foot high stone walls. The Kyopas have metal ramps that they use to bridge the moats when they need to lead their Gouts across.

Two regiments of Kyopas fighting Efrete are housed here: the “Chargers” and the “Tramplers.” Each has their own separate barracks, and there is much rivalry between them. The Gouts of each regiment are branded with that regiment’s symbol. A favorite trick is for one regiment to steal a Gout from the other.

The regiment houses are long, unadorned buildings made of metal. They are hot and cramped inside, and there are very few windows to allow air or natural light in. The Kyopas believe that living in such conditions builds character. The other noble clans believe the Kyopas are a clan of masochists.

GP1. Gout Barracks 1.

Two-hundred fifty Kyopas “Chargers” are housed here. Pens to the southwest of the barracks are used to house their trained Gouts.

GP2. Gout Barracks 2. “Tramplers” (Sultan’s Regiment).

A further 190 Kyopas are housed here. Their Gouts are kept in pens just to the west of the barracks.

GP3. Isfrizzal’s Gate.

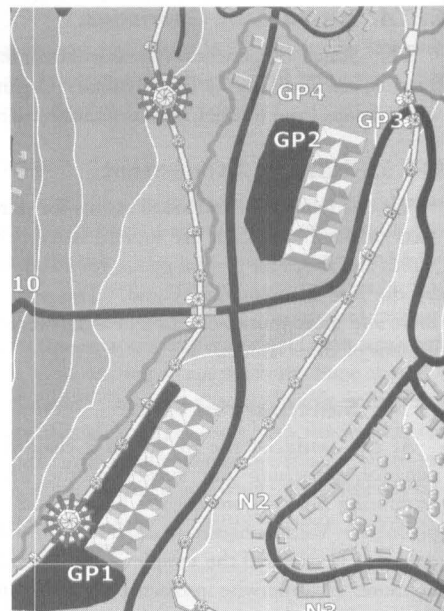
This magnificent gate leads into the third tier of the city, and the road to the Sultan’s palace (Map SP). As such, the Kyopas keep it heavily guarded at all times. There are never fewer than eight Kyopas on duty here at any given time, and another two wait nearby, their Gouts saddled up and ready for any pursuit. One of the guards waits near a large brass gong, which he will sound to alert the Kyopas should anyone attempt to start trouble.

This gate marks the boundary of the original wall surrounding Brass at the time of Isfrizzal’s victory in the Great War. They say to have marched his armies through this very gate to accept the Water Lord’s surrender. A magnificent, though unattributed, bas relief depicts on the interior of the gate’s arch depicts this triumphal procession.

GP4. Small Bazaar.

This small collection of shops and stalls serves as the border between the Gout pens and the artisans district to the north. Two noteworthy shops here are Phaltoonz’s Tools of Destruction and Myomae’s Outfitters.

Phaltoonz is an Efrete weaponsmith. His weapons tend to be much more intimidating than practical. He adorns them with additional chains and spikes, adding a great deal of weight without adding any significant combat



value (increase the weapon's weight by 50%). His signature item is a large battle axe with a pair of axe blades on either end of the shaft. Anyone actually attempting to use this weapon in a fight fumbles on a roll of 1-3 (unless they actually manage to gain a proficiency in use of the weapon, requiring at least a 13/51 Strength and a 12/01 Dex). A wielder who fumbles with this device hits himself 50% of the time. Still, the weapons look very impressive, and many an upper class Efreet has one hanging on his wall.

Myomae, a female Efreeti, runs an adventurer supply shop where she sells such items as 10-foot poles, rations, iron spikes and rope, which she can cut to just the right length adventurers require. Her shop is geared towards the well-to-do adventurer, and her prices reflect this fact (double normal prices). Inside the spacious shop, adventurers will find a rough rock wall where they can practice climbing, a weapon training area, and classes on successful adventuring. Characters looking for training can often find a willing instructor lurking about in this area.

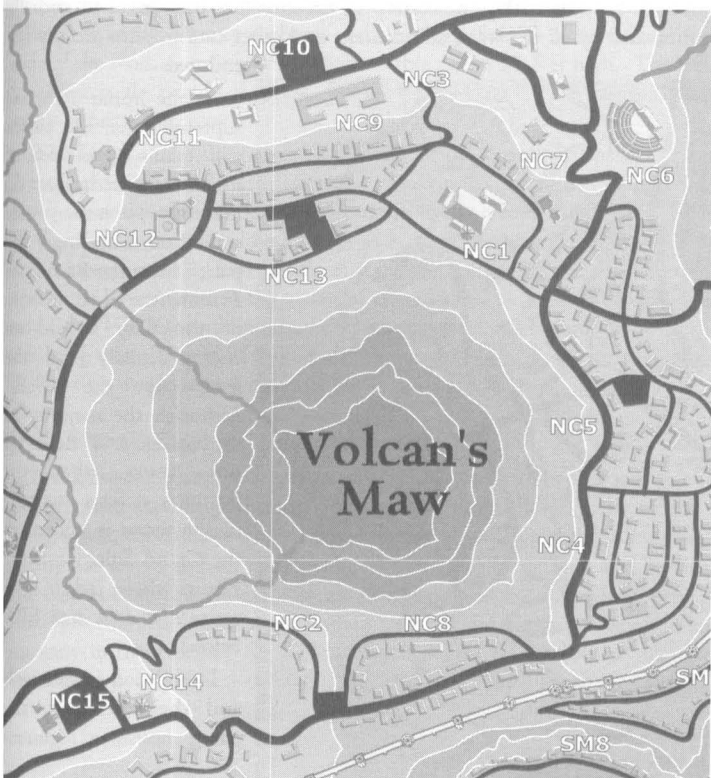
Map NC. Nobility/Clergy

Map Location: D.3 – E.4 — Keyed AREAS #NC1-NC15

Around Volcan's Maw is the last district – a mix of nobles, clergy and officials make their homes here. Several major buildings and palaces can be found here as well as a few tributes to former Sultans. If there's any section in the city that defines the City of Brass, then this district is it. Here live the Efreeti that hold the power. As the Sultan lives in the Inner City, the Efreeti also live in a city within the city. All facilities are present inside their district, including several exclusive restaurants, shops that sell luxury goods and even a theater (NC6, to the east of the district).

This area ringing the top of Volcan's Maw is the home of the richest and most powerful nobility in the city. This district, more than any other save the palace, is really a self-contained city within the City of Brass. Here the nobles can have all of their needs met, and few of them see any need to ever lower themselves to mingle with the lesser beings that populate the rest of the city.

Most of the Noble Clans have members living in this section. Two of the most notable exceptions are the martial Kyopas, who guard the entrance to the Sultan's Palace, and the Flaming Claws, who have not given up their colorful tents beneath the walls of the palace.



NC1. The Iron Sanctum.

This is the tomb-museum of the great elementalist Nosheikh. It is part of his estate in several levels, open for tours to those with written permission from administrators at Fire Seek Hall (Key #EFT11). The tours cover the general history of his participation in guild affairs, such as his final and successful manipulation of volcanithril, the rise of the Elementarists in Brass due to this and as guided by him, etc. No outsider can enter his tomb proper; instead, an outer shrine dedicated to him lies directly outside the tomb where visitors can pay respects. Legend has it that Nosheikh took many secrets to his grave and that several of these "secrets" somehow guard his tomb even today.

NC2. The Scarred Brow.

This row of manor houses is home to several high-ranking figures of the Scarred Brow Clan. Although the majority of the clan lives outside of the city, these clan members felt it important to remain within the walls and keep up the Scarred Brow presence among the noble houses. Horri, the Scarred Brow's seat on the House of High Flame (see the Clan Council, area SP10, below), lives in this section. These manors stand out in the district due to their oversized scale.

NC3. Mornack's Residence.

This is the home of Mornack, an 8th level diviner who refers to himself as "The All-Seeing." On his native Prime Material Plane, Mornack was a royal astrologer for some minor dukedom. When his prediction of favorable weather for an upcoming battle proved wrong, he fled for his life. Mornack ended up in the City of Brass, and rapidly developed a reputation as a seer of extraordinary accuracy. Mornack has become quite the hit among the noble ladies in Brass, and this allows him to live a rather lavish lifestyle as the semi-official advisor to several noble families. Mornack is currently "kept" by Lady Hooslip. She makes sure he has everything he needs to live comfortably (so that stress and worry do not cloud his visions), and he in turn supplies her with exceedingly vague, but somehow comforting visions. (His improved accuracy seems to have come with increasingly vague predictions.)

Overall, Mornack is very pleased with his comfortable lifestyle, and he wouldn't have a care in the world were it not for his excessive gambling debts. Perhaps trusting his own press a little too much, Mornack got involved in some very high stakes games, thinking that his powers would grant him an easy win. Unfortunately he was very, very wrong about that, and now owes a substantial sum of gold to Fender Grizz, the closest thing the City of Brass has to a true crime lord. Grizz allows the poor diviner to make monthly payments (but charges heavy interest and a large "service fee" each month, with brutal late fees), and the magic-user is growing desperate. He thinks he has a plan whereby he could bilk Lady Hooslip out of enough coin to not only pay Grizz back, but to fund his own flight from Brass to settle down somewhere more quiet. All he needs is a little help from a brave party of adventurers

NC4. Residence.

Yemmizz, an Efreet barrister of great renown, resides here. He is often not home, having been summoned to one plane or another to help out his numerous clients. Rumor has it that Yemmizz represented the Devil Lord Gargruss when the nefarian was sued for defamation of character by his fellow Devil Lord Thraar. When he is away, a pair of juvenile Red Dragons protects Yemmizz's house and grounds. He won custody of these dragons when he defeated their mother at a debating contest some years back.

NC5. Tea Shop.

This cozy little tea shop is a favorite place for nobles to stop in the afternoon for a refreshing cup of tea. The front of the shop is small and quaint, decorated with various styles of pots gathered from around the TeraVerse. In back are small rooms that are rented out to those wishing a more private gathering.

NC6. The Cone Amphitheater.

The most prestigious theater in the City of Brass. The managers of the Cone hate taking a chance on new material, preferring instead to stick to the classics. The Cone’s patrons, however, never seem to mind, as they go more to see who else is in attendance (and to catch up on their gossip) rather than see the performances themselves.

NC7. Hoolizym’s Bazaar of Unearthed Rarities.

Hoolizym sells fine reproductions of ancient arts and crafts for the home. He offers distinct, casual home furnishings at a price he sets and his wealthy clients can afford. Hoolizym imports his stock from nearly every plane of existence – the wicker furnishings from the Plane of PanDemonium have proved to be quite a popular seller. What’s less well known about Hoolizym is that he also has quite a brisk trade in ancient artifacts, most often stolen forcibly from the culture that created them. He never keeps any of these at his Bazaar, but rather has contacts in the Underground Market who do most of his legwork for him.

NC8. Tao’s.

This is an upscale restaurant. The owner and head chef, Tao, serves what he calls “Elemental Fusion” cuisine, which combines aspects of all four Elemental Planes. One of his most popular dishes is made with fried pieces of battered chicken in a spicy ginger sauce. The prices for meals here are at least 10 times their price listed in the *Player’s Handbook* (page 111), and if those who don’t make a reservation at least six weeks in advance can forget about getting in (unless they happen to be named “Fiarz”). Tao was a general during the Great Battle, but a wound left him unable to continue serving in the military. He retired with full honors and soon after opened his restaurant to great acclaim.

NC9. Academy of Royal Engineers and Builders.

This large building is the home of the Royal Guild of Encarphs, who constructed magically-enhanced buildings and fortifications throughout the city. For more information on the Academy, see their heading under The City of Brass Power Groups section. Strangely, the building that houses the academy is fairly bland and uninteresting considering the specialty of its occupants. Visitors to the academy expecting to see a marvel of architecture and engineering are often disappointed, though it is well constructed and sturdy.

NC10. Residence.

Lord and Lady Hooslip live here. They are members of the Long Fang Clan. Lord Hooslip’s grandfather made some very wise investments in some ventures on the Elemental Plane of Earth some time ago, and the Hooslip family have been counted among the wealthiest in Brass ever since. Lord Hooslip represents his clan in the House of High Flame, and is often engaged in some sort of business or political activity. His lady often remains bored at home with little to fill her time. Lady Hooslip would make an excellent patron for a party of adventurers, as she has plenty of spare coin and a willingness to spend it on pet projects that she might find amusing.

NC11. Guild Hall of the Eternal Order of Extraplanar Explorers.

This club is comprised mostly of Noble Efreeti who have been summoned to the Prime Material Plane at one time or another to grant Wishes to the mortals. The Guild meetings consist mostly of swapping tales of perverted Wishes and getting tips on the best ways to screw over the mortals. There are currently 27 members of the Guild. There was quite a stir not so long ago when one of the Guild’s most esteemed members accidentally granted a Wish in the full spirit of what the wisher intended. Although he was expected to resign, he refused to do so, and now sits alone in a corner at all Guild functions, bitterly nursing his drinks and muttering to himself.

NC12. Piercing Death Estate.

This manse houses the leaders of the Piercing Death Clan, a major noble clan of Efreeti who often serve as peacemakers and deal-brokers between the other noble households.

NC13. Ullamma’s Scents and Fine Powders.

Ullamma owns the most prestigious perfumery in all of Brass, and indeed, perhaps in all of the inner planes. Customers from across the TeraVerse come to his shop to purchase the latest fragrances distilled by experts who work for the effete Efreeti. Prices on his bottled essences start at 1,000 gp for three ounces, and he looks down in disgust any one so cheap as to purchase *that*. Adventurers might find a willing patron in Ullamma, if they are willing to help him pursue his endless quest for the next exotic fragrance. Ullamma’s shop is open by appointment only, and there is often a long waiting list.

NC14. The High House (Temple to Volcan).

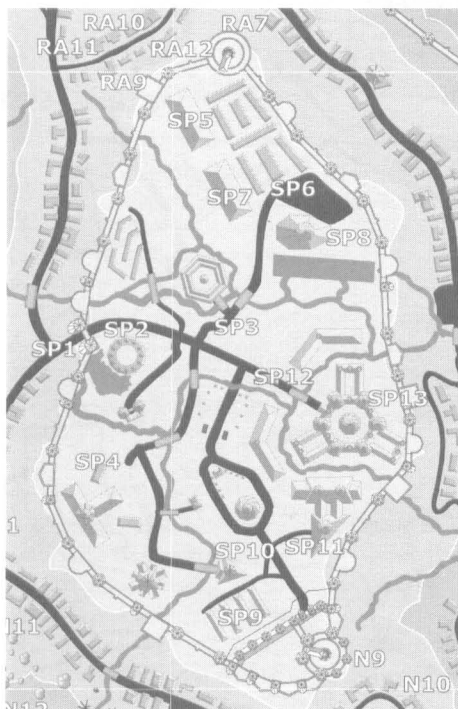
Although temples to many gawds can be found scattered throughout the city in every sector, this is one of the few temples devoted to Volcan that resides outside of the Eternal Flame’s Tear. The priest in charge of the temple, Nom’ashynn, ranks highly within the Blood Cult, but is rather unambitious. Whispers say that he received this plum assignment from Holem’tapp for precisely that reason.

NC15. Fiarz Statue.

A 50-foot tall obsidian statue of Fiarz stands atop a three-story pedestal. The statue faces towards the Isle of Swords, his arms crossed over his chest, a large sword planted in the ground by his feet. An inscription carved on the base of the pedestal, written in Ancient Efreeti, reads “EVER VIGILANT.” The statue replaced an earlier 30-foot statue of Fiarz’s father Ek-Byr.

Map SP. Sultan’s Palace**MAP LOCATION: D.3 — KEYED AREAS #SP1-SP13**

Overlooking the City of Brass, high atop the volcano upon which the City is built, sits the Sultan’s Palace. Kubatiz, the first true Sultan of Brass, built this palace on top of the old Citadel of Brass. The Palace and the palace grounds have been the one section of the city that has remained virtually untouched by all the wars, adventurers, and other catastrophes the city has endured.



As the home of Brass’s supreme ruler, the palace still retains a great deal of its fortress heritage. As mentioned earlier, the walls surrounding the palace form the Bastion of Plasma, the final defense of the City should an enemy actually reach the foot of the walls. Although the majority of the citizenry of Brass do not know what the Bastion’s defense actually is, the secret is known to the Grand Sultan and the Efreeti whose task it is to activate it (see area SP1, below).

In addition to the walls and their defenses, the palace houses a regiment

of Fire Giants (numbering 200), and a regiment of Efreeti Warriors (also numbering 200). These troops are responsible for patrolling the walls surrounding the palace and the palace grounds, as well as acting as elite soldiers in wartime. Fiarz's own personal bodyguard, in addition to a regiment of Kyopas Gout Riders (see area SP9), also reside within the palace walls.

At one time, the palace could supposedly house the citizenry of the city should the unimaginable occur and Brass find itself under siege. The expansion and growth of the city in recent millennia has made this emergency plan unfeasible. Still, the palace grounds are designed to be self-sufficient enough to withstand an extended siege.

Casual visitors are not allowed within the palace walls. Only those on official state business (and with the proper credentials to prove it) can enter the fourth stratum of the city. Even then, gaining an audience with the Grand Sultan of Brass can prove difficult and usually entails much bribing of lower officials and bureaucrats.

SP 1. The Bastion of Plasma.

As mentioned previously, the walls surrounding the Sultan's Palace are known as the Bastion of Plasma, a reference to the special defense mechanism they contain. The truth of this defense is that it is really a "self-destruct" mechanism to ensure that the wealth of Brass will never again fall into the hands of the enemy. It takes the Sultan and two specially trained Efreeti (who were commanded to put out their own eyes to show their devotion to the city) to activate the Bastion. Once this is done, a series of powerful explosions deep within the bowels of the volcano will split open the city and collapse it into the fiery magma below. The Efreeti and other natives of the Plane of Fire will most likely survive this, although they might be crushed beneath falling stone or drown in the lava. Any invaders from other planes of existence, however, will not. As the destruction of their greatest city would be a terrible inconvenience to the Efreeti, this defense is to be used only as the ultimate last resort.

The gates leading into the Sultan's Palace are nearly 40 feet tall, and are flanked by two mammoth statues of Efreeti guardsmen – their scimitars held before them at the ready and their heads bowed down in respect and fear for their ruler. The gates themselves are constructed of brass and have the great history of the city (up through the Great War) carved on them in bas relief.

SP2. Avenue of the Lords/Tower of the Eye.

The road leading from the palace gate to the Tower of Fire is known as the Avenue of Lords. Twenty-six busts of the previous Sultans of Brass line either side of the road, scowling down from marble pillars 25 feet high. The only exception to the parade of past leaders is Ek Byr. Fiarz has not allowed a bust of his father to be erected.

The Tower of the Eye (on the south side of the avenue just past the gate) is the highest spot in the City of Brass. From the heights of this 200-foot tall tower the entire city can be seen, as can the lands surrounding it for miles in all directions. Trained soldiers are on guard here watching for signs of enemy troop movements day and night. A strict dietary regimen of magical roots and herbs have increased the vision of these guards by a hundredfold. It is said that a Fire Rat could not approach the city within a hundred miles without being seen. That is, of course, an exaggeration, but certainly that an army of Fire Rats would have trouble catching Brass unawares.

SP3. Fiarz's Seat of Governance.

A colonnaded hexagonal structure surrounds a large brass platform. Upon this platform sits a huge throne. This is where Fiarz rules the City of Brass. In ages past, the Sultans would have their thrones within the Tower of Fire, which also served as their residence. Fiarz broke with tradition and had this site constructed. He holds court for three hours each day, beginning three hours after sunrise. Nobles, government officials and dignitaries begin lining up early in the morning for a chance to be heard by the Grand Sultan of Brass.

SP4. Old Temple.

This was an old temple dedicated to the fire gawd Imix, built by the city's eighth Sultan. Since he forged his alliance with the Blood Cult, Fiarz has closed the doors to this temple and allowed it to fall into disuse. The Cult has asked him repeatedly why the Grand Sultan doesn't just tear it down, but Fiarz refuses to do so. The reason may be because many of the other noble households (particularly the older ones) still worship Imix and Fiarz does not wish to alienate them.

SP5. Dignitary Quarters.

When very important personages from other planes of existence come to visit the Grand Sultan of Brass, they are housed in these grand apartments for the duration of their stay. Built to accommodate up to three visiting officials and their entire retinues at once, there is rarely more than one faction here at any given time. Currently, a Dao princeling, 50 of his personal servants (including footmen, dressers, cooks, etc), and 150 of his personal guard occupy this building. He is on an extended tour of the elemental planes, but seems to show no signs of wanting to leave the City of Brass. Fiarz often wonders whether insulting the earth genies would be worth throwing out his tiresome guest.

SP6. Barracks.

This is where the Sultan houses his personal army. For details on the troops housed here, see City of Brass Military Organizations.

SP7. Magic-User's Barracks.

This building houses the magic-users that serve in the Sultan's army. Any member of one of the various magicians' guilds in the city must perform military service for not less than one year. During that time, these spacious accommodations house the magic-users are, and they gain access to the well-stocked libraries and laboratories found therein. At any given time, 100 or more magic-users can be found here completing their service.

SP8. Ek Byr's Tomb.

This is the supposed resting place of Ek Byr, the previous Grand Sultan of Brass. It is a monumental structure of polished brass, topped by an onion-shaped dome. Inside stands a simple 12-foot high marble monolith with Ek Byr's name carved on it. There are no statues or other representations of the former Sultan to be found (indeed, any likeness of Ek Byr are illegal in Brass).

Many of the nobles thought it ill form to construct such a monumental tomb to one who proved as unpopular (to the nobility at least) as Ek Byr. Fiarz's only response to those complaints is that while indeed Ek Byr was a monster, he was still Fiarz's father, and to not honor one's own ancestors is to invite disaster upon the household. Fiarz makes sure that the tomb is well maintained, though it is said he never visits.

SP9. Supply Storehouses.

Every individual strata in the City of Brass is meant to be self-sufficient in the case of an extended siege and on no other level is this more important than on that of the Sultan's Palace. The stores here are kept full of emergency supplies and rations to help ensure that whatever happens, the Sultan and his palace remain strong and that the eternal flame of Brass is never extinguished. Supplies here can sustain 300 Efreeti and 200 Fire Giants for a period of up to one year.

Just south of the storehouses are pens for raising Gouts. In times of crisis these animals can supply the palace with milk, blood and meat. The prevailing winds on this level of the volcano ensure that the hideous stench Gouts can often produce never bothers the inhabitants of the palace grounds. The nobles who live south of the Bastion of Plasma, however, are not so lucky.

SP10. The Clan Council.

In this stately hall representatives from each of the noble clans of Brass gather to discuss the rule of the city with the Grand Sultan. In the days

before Ek Byr, the Clan Council wielded almost as much power as the Sultan himself. They could override any of the decisions he made, or could force a law on him that the Sultan did not particularly want. Ek Byr dissolved the Council altogether. It has been reestablished under Fiarz, although it exists primarily as an advisory council and holds no real governing power.

The council is divided into two houses: the House of High Flame, where the representatives of the 11 major houses sit, and the House of Low Fire, where the representatives of the minor noble houses sit. In the days when the Council had power, only the House of High Flame was actually allowed to vote on any measure put forth. The House of Low Flame could argue for or against any particular item on the Council’s agenda, but had no say in the end.

The Council these days also includes representatives from other groups outside of the normal clan structure. As mentioned previously in the section on the History of Brass, Fiarz granted major noble status to the Scarred Brow clan of Fire Giants. There are several other giant clans that sit in the House of Low Flame. The Blood Cult also has a seat in the House of High Flame, and the House of Low Fire counts many wealthy merchants as members.

The pyramidal construction of the Council chamber is unusual for Brass. A minaret was added some time after the building was complete, almost as an afterthought. The Encarphs often complain that the minaret spoils the clean lines of the building, and is completely out of character in any case, but no one seems inclined to listen to them.

The building is reached by crossing an ornate bridge. This bridge is carved with the symbols of all the major noble clans that make up the House of High Flame.

SP11. Pyramid of Fire.

This is a temple dedicated to the many fire gawds worshipped in Brass. It has shrines within it devoted to Imix, Surtr, and (the largest of them) Volcan. Although it is an impressive building, it is rarely used except during important holidays. During such times, Holem’tapp himself presides over the ceremonies.

SP12. Sultan’s Guards’ Barracks

Encircling the palace are barracks that house the members of the Sultan’s Guard (to the north of the palace), and barracks housing elite members of the Blood Knights (to the south). The Sultan’s Guard, which numbers 100 strong, are a unit of elite Fire Giant warriors loyal only to Fiarz (not to his position). Although the Blood Knights, under the auspices of the cult, have sworn to defend the Sultan (whoever he may be), Fiarz knows that they are loyal only to Holem’tapp and despite assurances to the contrary Holem’tapp is loyal to no one but himself. Fiarz relies on his personal guard more than the Blood Knights, but he allows the Knights to maintain a regiment in the palace grounds to keep the Blood Cult from feeling slighted. Some 200 Blood Knights living in these barracks.

SP13. The Grand Sultan’s Tower of Fire.

This is the royal palace of Fiarz. A brass bridge crosses a moat of lava that surrounds the palace. The palace itself is a tall tower seemingly

constructed of brass. It is topped by a huge minaret, at the tip of which burns a bright flame that is never allowed to go out – a symbol that the city will shine on across the elemental planes and endure for all eternity.

Large stone walls surrounding the Tower, thick enough to hold several rooms, house various government departments and bureaucracies. These departments run the various day-to-day operations that keep the city government running smoothly and efficiently. It is necessary and vital work, but work that Fiarz (and every Sultan before him) finds quite tiresome.

In a break from Brass’s tradition, Fiarz himself does not govern from the Tower of Fire. The tower has been fully converted over to living space for Fiarz and his concubines (he has not yet formally taken a wife).

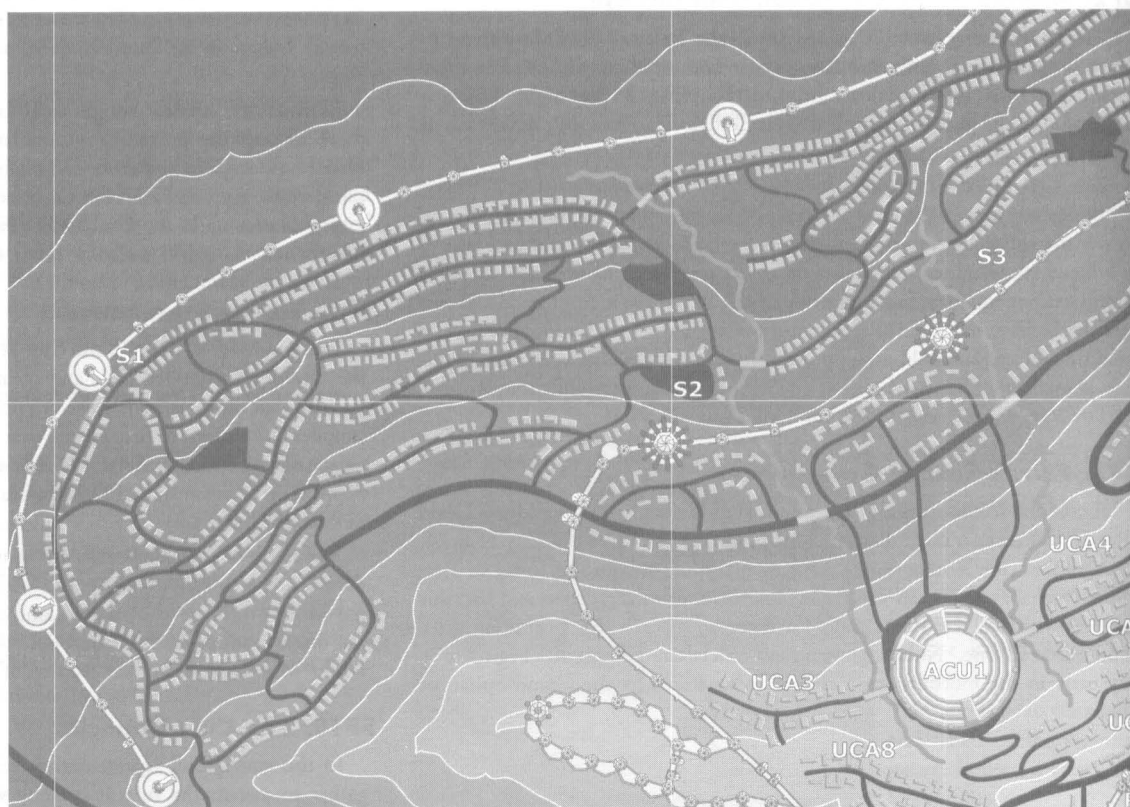
It is said that the great treasures of Brass can be accessed from a secret doorway somewhere within the Tower. Even in the most unlikely event that a would-be thief could get within the Tower of Fire to search for such a door, powerful Illusions and Abjuration magic guard it. After a particularly hard day being the absolute ruler of the City of Brass, Fiarz likes to relax by lying atop the huge mounds of gold, platinum and gems that lie within this vault.

Map S. Slums

MAP LOCATION: B.1 – C.1

The Slums District runs along the northernmost section of the City of Brass. This densely overcrowded district lies between the first and second defense strata – it houses servants, miners and ordinary citizens living in area with a look and feel slightly above total squalor. Extraordinarily narrow streets wind and twist their way between ramshackle buildings, making navigation for the visitor difficult at best and downright impossible at worst! A large number of locals are always more than willing to serve as guides to the area – for a price. As with any city, often times these guides are just con men or members of a thief gang who lead the unwise into a trap.

The aged buildings in this section have fallen into disrepair. The constant rumbling of the volcano upon which the city rests frequently causes buildings to collapse, and newly made ruins often block once open routes through the area. Many of the buildings that remain standing are held together with little more than spit, rope, and a lot of luck.



A rebellious, chaotic collection of Imps, Fire Giants, humans, half-breeds, other fire creatures and the occasional Fire Troll add their personalities to the bustling streets of the slums. These districts are home to the City of Brass's riffraff, those who eke out their existence from activities that are not quite legal or considerably less than legal. Marid agents sometimes sneak into the slums and attempt to foster rebellion among the poor and desperate of Brass. Fiarz's guard put down the last such inspired riot swiftly and brutally, but the ever-ready powder keg of the slums always simmers at the edge of a new explosion.

The slums are divided into two basic sections, the northern section (which actually lies in the easternmost portion of this district), and the southern section (which lies more to the west). The northern section is the oldest remaining part of the city. Its population is primarily human, and visitors from the Prime Material Plane find much here to bring to mind elements of home. Giants populate most of the southern section. Many of the buildings have been crudely retrofitted to be more comfortable to their new, oversized inhabitants. The lava flow just east of the open-air bazaar near "Fragizz's Gate" (see Area S2, below) marks the boundary between the north and south sections of the city.

The inns in this district are of predictably poor quality. Many have but a few dirty rooms available, with pest-ridden mats to serve as beds. The accommodations are cramped and hardly secure. Anything left unattended for even a little while is sure to get stolen (probably to turn up again at one of the many market stalls in the "Fragizz's Gate" bazaar). In fact, thievery is by far the most common means to earn a living in this part of Brass.

The streets bustle with various types of trade during the day, but at night the crowd changes. Instead of trading, dealing and hustling for a living, the inhabitants seek fun. They visit every open establishment seeking this fun – at any expense. The city guard spends much time putting down brawls and duels here.

KEYED AREAS #S1-S3

S1. The Commoner's Gate.

Actually a "secret" entrance into the city, this section of the wall was severely cracked due to a recent seismic event. Any being Man-sized or smaller can slip through here without having to go through the main gates leading to the Eternal Flame's Tear. Although the authorities do not know of this "gate's" existence (they would surely shut it down if they did), the crack is an open secret among the populace here. So important is it now to the district that a group of men have set themselves up as gatekeepers. They control passage in and out of the gate – charging any who wish to pass a hefty fee for the privilege (10 gp per head and up to 50 gp per head if it seems the visitor can afford it). They use a portion of this money to keep the guards in the nearby watchtower suitably bribed. The giants who live near this gate cannot use it and would not be inconvenienced at all were it discovered. Thus, they also demand a cut of this money. Members of the Thieves Guild can pass through for free if they show their badges. On the outside of the wall, near the 4th tower north of the main gate, the gatekeepers pose as beggars. If paid well enough, treated properly, asked, and in fairly good cheer, they will take a visitor through the gate into the city.

S2. Fragizz's Gate Open Air Bazaar.

The remnants of a great stone gate stand on the northeast corner of the square. This gate dates back thousands of years and legend has it was once part of the old city wall, before the expansion to its current size under Isfrizzal following the Great War.

The bazaar that occupies the square is always busy. Merchants come here to sell produce, meat and various other sundries to the inhabitants of the slums. The goods for sale here are much lower in price than in many other bazaars throughout Brass, but the quality is also much lower. Buyers will not find truly exotic merchandise for sale here.

Just to the east of the bazaar is the "Seven Strides Bridge", a long stone structure so named because it is said a giant can cross it in just seven strides. Actually, it takes 12 good strides for a giant to cross this bridge (it is nearly 90 feet long). Some sages theorize that the average height (and therefore stride length) of giants has declined over the years, though these theories offer no explanations as to why such a thing would have occurred.

S3. Rooftop Market.

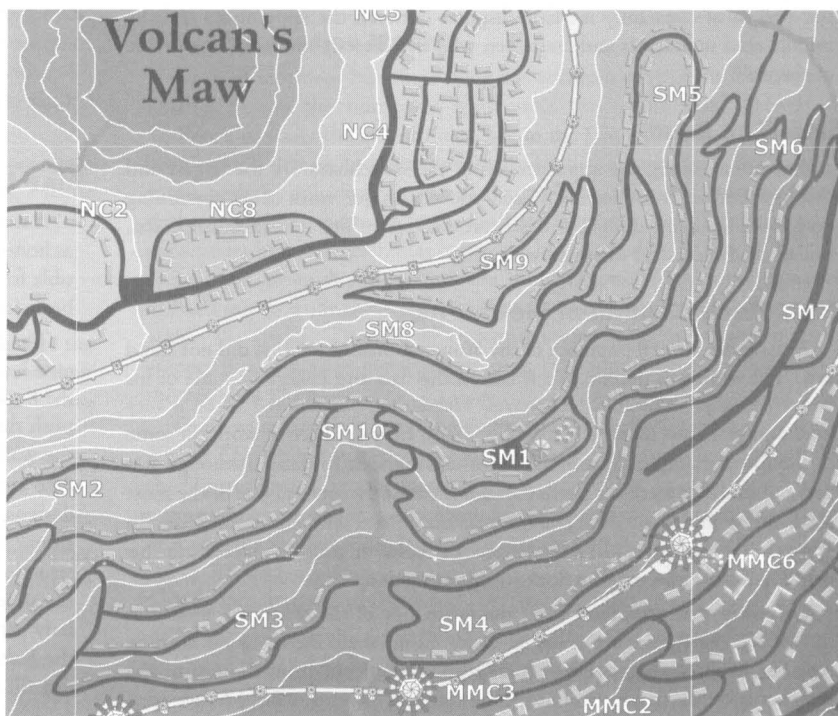
This area is also known as the "Giant's Market." It consists of a series of market stalls built on top of a series of rooftops. Makeshift bridges (in constant danger of collapse, though no more so than the buildings they connect) connect the rooftops. But, for those willing to brave the fall, this market often has some very interesting wares to sell. Giants travel up from the Southern Slums to shop and trade in this market, and there are many giant-sized objects for sale.

Map SM. Stonemasons

MAP LOCATION: E.4 – F.4

This district is the home of the highly esteemed stone workers. These artisans expertly shape rock in all its forms: lava, brick, cut stone, gems and statues. They choose to live on the steepest side of the volcano, and through their skills they have cut an impressive collection of rock dwellings with stunning facades. The largest building in this part of the city is the guild hall of Rock Hewers and Lava Challengers (Petra-Hall). A collection of homes made entirely of worked stone and cooled lava fills most of the area. This section of the city is quite beautiful. All who gaze upon search for the proper superlatives to describe the sight.

One of the more striking aspects to this section, at least to those who study the culture of the Efreeti, is the number of tombs to be found scattered across the hillside. Normal Efreeti custom is to cast the deceased body into the lava from the altar on the Isle of Tears (see Isle of Tears). The Stonemasons, however, have their own custom. They encase the bodies of master masons in a column of stone, shaped by the powerful skills of those who learned at the master's feet. The pupils then carve these columns intricately, showcasing the life of the master and some of his great works. Some of these columns rise up to 40 or 50 feet (or more), while most top out at around 25.



KEYED AREAS #SM1-SM10.**SM1. Petra Hall (Stonemasons’ Guildhouse).**

Sages on Aldraaar have proclaimed Petra Hall one of the great wonders of the City of Brass. It is a huge building, made all the more remarkable due to the fact that it is carved out of a single, gargantuan block of stone. The great hall measures 40 feet wide and nearly 150 feet long, with a vaulted ceiling (the vaults all carved from the stone) rising to a height of 67 feet. This architectural wonder truly showcases the skills of the Stonemasons of Brass.

The members of this guild weave an air of mystery around their guild’s activities. Some even go so far as to suggest that the Masons hold the real power in Brass and that Fiarz is simply their puppet. This is, of course, utter nonsense. Stonemason meetings are little more than opportunities for their members to gather and consume a great deal of alcohol. They also tend to complain a lot about the Metalworkers. Each of the two main rival sub-branches of the Stonemasons, the Lava Challengers and the Rock Hewers (both described below), keeps to itself during the guild meetings.

SM2. Tomb Column of Hazzarizz.

The largest and most impressive of the many tomb columns dotting the landscape in the Stonemason sector, this 57-foot tall structure commemorates Hazzarizz. The Stonemasons credit him with discovering the secrets of Earth Magic. Dedicated sages have not turned up any real evidence of this, but all the same a Stonemason often invokes the name of Hazzarizz to bless him and guide his hand when embarking on a new project.

SM3. Lava Challengers’ Workshops.

These studios along the southwestern end of the section belong chiefly to the Lava Challengers, a sub-branch of the Stonemason guild. Lava Challengers do not carve their goods out of rock; rather they shape raw magma into the desired form, holding it in place through their carefully guarded ancient secrets. The Lava Challenger’s homes are less decorated than those of the Rock Hewers, but they have a flowing, organic quality to them that many find quite aesthetically pleasing.

SM4. Apprentices.

The row of buildings lining the southern edge of the sector is a series of apartments where the apprentices who have come to study the art of masonry live. This area gets quite rowdy at night, particularly during the weekends. The guards who man the walls and watchtowers at this stretch of the second tier wall must constantly mediate disputes between the apprentices and the middle class merchants and craftsmen who live directly on the opposite side of the wall.

SM5. The Bend.

The homes along the upper stretch of the switchback are the largest and most impressive in the section. Each one is a unique work of art containing both bold, sweeping designs and delicate craftsmanship. The most respected, skilled, and successful masons live here.

SM6. Tomb Column of Nekdar’ha.

Among the general populace of the Stonemasons, Nekdar’ha did not stand out. His work was decent, but it lacked the flair and energy of some of his better-regarded colleagues. However, Nekdar’ha was reputed to be a very kind and generous mentor. Upon his death, his pupils set to work on some of the finest examples of tomb-column carving seen to date. Although not very tall (only 23 feet), his tomb column is routinely listed as one of the most outstanding in the section. The carvings on it burst with energy and life. In short, it’s nothing at all like the Efreeti the column commemorates, nor his work. All the same, visitors flock to this attraction.

Carved in the lower section on the north side of the column is a curious row of strange figures. On casual observation, there seems to be nothing remarkable about them; they certainly don’t stand out from the rest of the carvings and decorations that adorn the tomb. However, a Read Magic spell

cast while viewing the carvings would reveal a most curious message. The carvings are actually words written in an ancient arcane tongue. They read: “Follow Hefrun’s Tears for her Giant to the Seat where Queens Once Ruled. Follow the Tunnel North and Head towards the Isle of Flame to Where the Queen Rules Now.” This is a reference to the current location of the Queen of the Fire Trolls, who still lives despite Fiarz’s attempts to destroy her. None know who might have carved these words into Nekdar’ha’s column, or even precisely how he might be connected to her.

SM7. Stonesellers’ Row.

The masons set up this collection of shops to sell their ornamental wares to the citizenry of the city. Vases, statues, fountains, lawn ornaments, and even furniture are all for sale along here – each sculpted or shaped out of rock (some of the furniture is surprisingly comfortable).

SM8. Rockhewers’ Workshops.

The Rockhewers are the more numerous of the two sub-branches of the Stonemasons. They work in the traditional stonemason style – carving or shaping solid stone. Most live in highly ornamental homes lining the upper portion of the section. The Rockhewers never stop working on their own homes, and over the years their houses become more and more elaborately carved.

SM9. The Upper Bend.

The Upper Bend is a quiet community among the Stonemasons where many old masons live upon retiring and selling their shop. Their position at the top of the section affords them a splendid view of the stonemasons below them. Retired masons spend most of their time sitting on their porches, looking down at the rest of the section and complaining about how nobody “does it right, anymore.”

SM10. Lava Fountain.

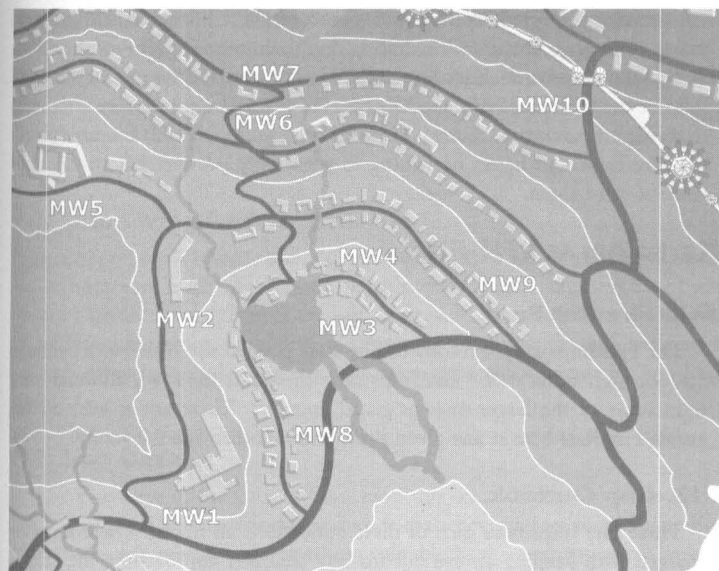
A large river of molten rock bubbles out of the side of the mountain here and flows down the mountainside outside the city gates. During the day numerous Lava Challengers would normally be found here, “harvesting” the lava for use in their workshops. Recently, though, Ashen Prowlers from the Undercaverns have been making their way to the surface at this spot, causing the Lava Challenger apprentices some consternation. They have refused to collect any lava until the problem has been corrected. The Stonemasons have appealed to the government for help, but so far none has been forthcoming.

Map MW. Metalworkers/ Lake Kubastiz District

MAP LOCATION: E.2

Among the many artisans and craftsmen within the City of Brass, few are as honored as the Metalworkers. Through their craft, they are largely responsible for most of the distinctive look of the City of Brass – they built the great brass tower that the Grand Sultan now calls home.

The Metalworkers district centers around Lake Kubastiz. Thus, the artisans have direct access to acid for the decoration of metal. They have made the buildings closest to the lake largely acid proof. The Metalworkers accomplish this by simple means: only the hardest rocks are used in the creation of the walls, and the roofs are constructed of brass with a high silver content. Also are the roofs heavily decorated, using embossed, engraved and filigreed designs. This section of the City of Brass contains some of the largest workshops, meant to house the brass domes of the city for during repair or construction. The busy tumult of the day starkly contrasts the silence that befalls the streets at night, as the mists rise from the lake. If the volcano is particularly active, the lake forms a dense acidic fog. The inhabitants call this fog the *Sultan’s Fits*, assuming his angry outbursts cause the fog to arise. This fog can fill a volume anywhere from 5 to 50 feet around the lake. Vegetation



exposed to it dies in 1d6+1 rounds. Creatures not immune to acid damage suffer 1 point the first round, 2 the second, 3 the third, and 5 on the fourth and succeeding rounds. There is no saving throw. Victims can move through the fog at half speed; moving faster doubles the damage for that round. Efforts such as Gust of Wind or burning away some of the fog only remove it from a given area for 1 round.

KEYED AREAS #MW1-MW10

MW1. The Hammered Halls (Metalworkers Guild).

The Hammered Halls form the great meeting house of the Metalworkers Guild. Here the workers gather once a month to swap techniques, show off their latest projects, or bask in the glory of projects long completed and much admired.

The Metalworkers Guild is stratified into several different levels – the higher the level of the guild member, the more precious the metal he may work with. At the lowest level are the apprentices. These come from not just the City of Brass, but from all across the TeraVerse, as the skill of the Brass smiths is said to be unparalleled. After earning his journeyman status (a task that can take years, even a lifetime in the case of the mortal smiths), the smith is permitted to work in tin. After many years of work, and passing a test overseen by three masters, the smith graduates to the use of copper and brass. From there, the smith may continue upward into either steel (for weapons and armor) or silver. From silver, he may progress into working with gold. Rare indeed is the mortal man who could complete the requirements needed to become a certified goldsmith in the City of Brass!

The Metalworkers are rivals of the Stonemasons, whom they consider a rather stuck-up bunch. The Stonemasons joke that the guildhouse's name refers less to the art of beating metal and more to the inebriated state of the hall's occupants.

MW2. The Silver Halls of Volcan.

This structure is a great temple built by the Metalworkers to celebrate the works of the Great Smith. Metalworkers gather here to pay homage to their gawd and his many works. No one who is not a Metalworker is allowed into the building for any reason.

MW3. Lava Lake.

Two streams of lava flowing down from a fountain near the edge of the third tier feed this large pool of molten rock. The lake in turn feeds two more streams that wind their way down the mountainside to collect in pools at the edge of the second tier.

MW4. Goldworkers.

This row of buildings contains the homes and workshops of the goldworkers, the elite within the Metalworkers Guild. Many shops and galleries display their intricately carved and worked creations.

MW5. Lake Kubastiz.

This large, supernaturally occurring lake of sulphuric acid is the central feature of the Metalworkers District. Metalsmith apprentices can often be found on the banks of Lake Kubastiz gathering the acid for the engravers to use in their craft. Rumors persist of ruined buildings lying beneath the deep and deadly acids of the lake. If these rumors are true, scholars would obviously be greatly interested in learning more.

The origins of the lake are not known for certain – many legends surmise the creation of the lake was the act of a vengeful gawd. Perhaps whatever lies in the depths holds a clue to the veracity of this tale. If a party of adventurers were to attempt to explore the lake, they would need strong precautions. The lake consists of type C acid (see page 207 in the GMG), and swiftly and painfully dissolves exposed flesh. If buildings and other structures still exist in the bottom of this lake, they would surely have to be comprised of some fantastic material or have powerful magic protections (that could, perhaps, be removed by the nefarious or unwary).

Attempts by the Efreeti to discover the truth of the rumors have failed – all expeditions sent suffered attacks from strange creatures beneath the surface of the lake. Some sages theorize that these monsters could be "Acid Elementals," creatures much like Water Elementals. No modern planar theory incorporates an Elemental Plane of Acid, however. If such creatures did exist, they would take the forms of more common animals (such as sharks, shrimp, tuna, and Narwhals) and would combine those abilities with those of a Water Elemental, dealing an additional 1d6 points of damage on contact from acid burns).

MW6. Tinsmiths.

In this section of the Metalworkers District, the lowest ranking members of the guild live and practice their craft. The tinsmiths mostly produce work of a practical nature – pots, pans and other household goods. Tinsmiths need a skill mastery of 90% or better in metalworking before they can even petition for advancement.

The houses and shops of the tinsmiths are solid, yet unremarkable dwellings. The population of this section is mostly Efreeti, although there are a few humans, giants, and Duergar living here as well.

MW7. Apprentice Homes.

A row of tenement buildings along the northern edge of the Metalworkers District houses the numerous apprentices that come from all over the TeraVerse to study the arts of metalcraft in the City of Brass. This section is both racially diverse and overcrowded. Of all the apprentices that come to study, perhaps only five percent of them will actually demonstrate enough skill and ability to move up to the rank of Tinsmith. For the majority of the apprentices here, however, that is not much of a problem. Many of them are human and gnomish smiths from the Prime Material Plane who have come to Brass just to study the metalworking techniques, not seeking advancement within the Guild. The idea of a lifetime spent struggling to rise in station among Brass's master metalcrafters does not appeal to most members of shorter-lived races.

Those who dwell here keep their tenement houses quite clean and in good repair. Though overcrowded, the area is a much nicer and safer section than the Slums (Area S, to the north of the second wall). Some officials, at the prompting of the Guild and residents here, have discussed expanding this section towards the Fire Gawd's Vomit to the southeast.

MW8. Weaponsmiths and Armsmiths.

To the north of the Lava Lake lie the homes and shops of the weaponsmiths of Brass. The weaponsmiths are artisans of high renown, not just in

Brass but across much of the TeraVerse. These smiths supply the Grand Sultan’s armies with fine weapons and armor.

In game terms, the weapons forged here are never less than extraordinary quality. They cost at least 20 times as much as the normal prices found in the *Player’s Handbook*. These weapons are so finely crafted and balanced that they allow the wielder a +1 to hit. Note that this is not a magical bonus, these are still mundane weapons. Thus, they cannot strike creatures requiring a +1 weapon to hit. Armor purchased here has an extra set of armor hit points at its best AC, as if it were +1 magical armor. It offers no benefit to the base Armor Class, however and costs 1,000-6,000 gold pieces over the base price found in the PHB. The smiths in this section do not deal with padded, leather, or studded leather armor. All of these armors and weapons bear the distinctive markings of the Metalworkers Guild. Any knowledgeable armorer or blacksmith on other planes of existence (skill rating of 80% or better) can recognize the mark as coming from the fabled City of Brass.

Among the weaponsmiths and armorsmiths, some specialize primarily in ornamentation. These engravers are usually coppersmiths who underwent joint training with the weaponsmiths, armorsmiths and goldsmiths.

MW9. Coppersmiths.

The Coppersmiths stand one rank above the Tinsmiths in the Metalworkers Guild. Members of this rank may work on more decorative projects, as well as continuing the practical work they labored at as Tinsmiths. Coppersmiths need a skill mastery of 115% or better in metalworking before they can petition for advancement. Those allowed to advance have the option of becoming a goldsmith, weaponsmith or an engraver (straddling both of the other specialties).

MW10. Seven Victories Gate.

This gate commemorates a series of victories that the Efreeti won in a single day during the Great Battle. Efreeti armors hit seven battalions of Marid simultaneously. In each case, they attacked so hard and swift that the Marid armies found themselves in total retreat before they knew what had happened. Although this was only a temporary setback for the water genies (who quickly regrouped and staged a counterattack with devastating effect), the memory of this day quickly passed into Efreeti legend. Even today, a dramatization of the events leading up to this battle remains one of the most popular plays performed in Brass.

Map FI. Fire Imps’ Refuge

MAP LOCATION: F.3 – G.3

The last district in the first layer comprises the Imps’ Refuge. A strange lot of Fire Imps have taken up residence here inside a jumble of ruins, buildings and open minarets and towers. Recently, an Elemental Barrage [see item 18 under Table 7REP in Appendix B: Random Encounter Tables] has pummeled this district.

The Imps living here are suspicious and do not like outsiders coming into their refuge. The Efreeti once sent guards to clean out the Imps every other month or so, but the Fire Imps harassed the guards so much and re-established another outpost quickly enough (within a few days), that the Efreeti have given up (for the most part). Fiarz makes a show of cleaning out the Imps every so often, usually when he’s under pressure from some other problem and needs to create a diversion. These half-hearted raids are not very effective, however. Generally, so long as the Fire Imps keep to their refuge, the Efreeti are happy to leave them alone.

If befriended, the Imps might prove valuable allies. Their refuge

falls outside the eye of the otherwise ever-watchful Efreeti, and they know many secret areas of the city, including the “Commoner’s Gate” of the slums, and several secret tunnels leading to the Undercaverns. Though they have no love for the Efreeti, the Imps will need a lot more than just empty assurances to divulge these sorts of things. Anybody attempting to claim friendship with the Fire Imps had better be willing to repeatedly prove it before the Imps come to trust them.

KEYED AREAS #FI1-FI10.

FI1. Fire Rat Pens.

The Fire Imps keep a colony of Fire Rats penned up in this area behind a 10-foot high stone wall. The Imps raise these rats for food, although they train some of the larger ones as guard animals. There are at least 20 full grown Fire Rats here at any given time, with another 5 to 10 young.

FI2. Imp Outlook.

Three Fire Imps man each of these outlooks at all times. These Imps are charged with keeping an eye out for any attackers approaching the refuge. The Imps defining an “attacker” as being anyone who is not a Fire Imp. Should anyone attempt to enter the refuge, two of the three Imps stationed at an outlook will fly down and try to slow the attacker’s advance through the use of their spell-like abilities, while the third flies to warn the rest of the Fire Imp populace.

These look outs post themselves in old towers, each 30 feet high and open at the top to all directions. The Imps have supplies enough to keep them comfortable throughout their shift. All male Imps in the refuge must take an 8-10 hour shift as a watchman every few days.

FI3. Ruined Building/Sinkhole.

A mostly collapsed building lies here over a sinkhole that drops down into the Undercaverns of Brass. Anybody exploring these ruins has a 30% chance to fall into the sinkhole (a 50-foot drop for 5d6 points of damage). After that, he has a 5% chance of pulling what’s left of the building down on top of him (an additional 227d6 points of damage, save versus paralyzation for half damage).

FI4. Ruined Temple.

This temple was once dedicated to Imix, the gawd of evil fire creatures. The Efreeti traditionally worshiped Imix, but with the rise of the Blood Cult, many temples to the fire gawd were either abandoned or converted over to the new faith. This temple is one of the few remaining in the City of Brass dedicated to the Elemental Lord of Fire. Since Imps primarily use it, the cult has left it alone. The Imps will attack anyone attempting to ransack the temple, as it is a place sacred to them. At least three Fire Imps lurk here at any given time.

FI5. Imp Outlook.

This outlook is actually a weak spot in the Imps’ defenses. While it is manned (or “Imped”) just as the others are, the tower produces a blindspot that the guards cannot readily see. If a party should approach this tower from the east, they might be able to get right up to the base of the tower without alerting the Imps. So far, no one has found this weakness or thought to use it against the Imps. Once the Imps discover the weakness, they will surely take effective steps to correct the situation.

FI6. The Boss’s Tower.

The leader of the Fire Imps lives in this mostly intact tower along with his guards and concubines. Once a slave, Bennazritt (“Benny the Great”) managed to escape his master. Hiding out in this ruined area alone, he began to gather his fellow Fire Imps around him. In short order they had established a small community complete with a marketplace, a mostly self-sustaining agriculture (the Fire Rats), and an organized militia. Benny (officially titled “Boss Imp”) has a very “hands-off” style of rulership, preferring to let things

just run themselves. As Fire Imps are (mostly) lawful creatures, they've done just fine with this system. Benny's guards, who also serve as a de facto constabulary, do have to step in from time to time when disputes get out of hand. Benny is a tough little Imp: he has 5 Hit Dice and 48 hit points. His guards each have 3+1 Hit Dice and wear scraps of armor that mark them as guards (they don't gain any AC benefit).

FI7. Imp Living Apartments.

A series of small towers, each 20 feet high and 10 feet in diameter, serves as the homes for many of the Imps living in this refuge. The Imps have built 4-foot high levels into these burnt-out shells, suited to their stature. At least three Imp families live on each level. An open shaft rises through the center of each tower up to a hole in the roof, allowing a quick escape for any Imp inside.

FI8. Imp Bazaar.

The Fire Imps of the City of Brass keep this area of hollowed out ruins as an area to trade the many odds and ends that they manage to scrounge up. Sometimes one might find something valuable here – perhaps gems, badges of office, or important talismans, but most of the time the stuff being traded in this bazaar is worthless junk that happened to catch some Imp's eye. The Fire Imps have developed their own system of trading over the centuries, wherein an offer must be ritually made and rejected three times before the true haggling can begin. They do not inform outsiders of this.

FI9. Imp Outlook.

From this outlook, guards keep watch on the area to the west of the Imp Refuge, watching for any signs of attack from along the ridge near the second wall. Unlike the other two outlooks, the Imps here do not have a single, tall tower in which to keep watch. Rather, the guards set themselves up on the western wall of this once very ornate manse. Inside the walled compound lie fountains, intricately tiled floors and stunning mosaics, testifying to the wealth of those who once lived here.

FI10. Fire Rat Pens

This area serves the same purpose as area FI1, above.

Map FGV. Fire Gawd's Vomit

MAP LOCATION: F.2

Also known to the Efreeti as the "Lakes of Fire," this is a secondary cindercone that slowly releases a stream of multicolored sulphur, colored by the various underground minerals and chemicals. Local merchants harvest this for use in pigmentation and dying processes. City engineers keep these fumes in check to prevent them from spilling down into the Great Market that lies immediately to the south of the Vomit. The Blood Cult also secretly harvests specific sulphurous compounds here for use in their alchemical experiments, especially those having to do with breeding Firedrakes. A devout sect of the Cult placed a statue of Volcan in the middle of the patch and makes every effort to keep it as intact as possible.

The area known as the Fire Gawd's Vomit is a popular spot for Efreeti to come to get away from the bustle of City life without actually having to leave Brass. They enjoy basking in the warmth of the volcano's furnace, picnics on the sulphur-ridden slopes, and taking refreshing dips in the slow flowing lava. Strangely, the human population of Brass has yet to discover this prime recreational area.

KEYED AREAS #FGVI-FGV5

FGVI. Volcan Statue

This huge (150-foot high) statue of the gawd Volcan stands facing out over the plains of the Fire Realm, his left hand clenched in a fist, his right raised

high as in blessing. The Blood Cult erected it shortly after Fiarz came into power. It was thought at the time that the Cult was to be given the Forest of Fyrblezon to serve as their home, and they wished to have their gawd looking out over them. Fiarz nipped this idea in the bud fairly quickly, and the Cult was left with a very expensive statue on the far side of the city from their main temple. All the same, the Blood Cult does its best to ensure the statue remains clean (dragons are a messy nuisance) and in good repair.

Within the base of the statue is a stairway that leads down into the Undercaverns of Brass (see Map UC and Area UC4). Efreeti Guards (71 hp each) posted at either side of this stairway protect a Blood Cult Acolyte (20 hp) who collects admission fees from those wishing to head down into the Vaults of Radiance. Admission is 12 gp for adults, 5 gp for children. As the Efreeti aren't familiar with the various subraces of mortals, halflings and gnomes (and even the occasional dwarf!) often get in at the reduced price.

FGV2. Picnic Grounds.

This particular lava lake has become the favorite spot for the Efreeti to come and enjoy the natural wonders of Brass.

FGV3. Amphitheater.

This was going to be the sight of a spectacular amphitheater designed by the Encarphs. With the great statue of Volcan in the background and the awesome beauty of the lava flows all around, it was destined to be one of the grandest features in Brass. As work began on it, however, volcanic activity opened up new fissures in the mountain side. One of these cracks spewed lava right down onto the construction project. The idea of building in the area was abandoned shortly thereafter.

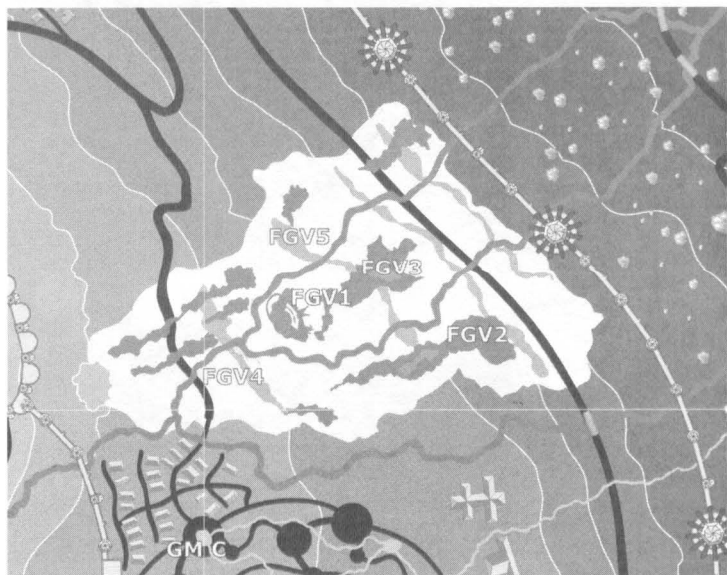
Remnants of the project can still be found here – the three-quarters-completed theater itself still rests on the site and is accessible on the days when the lava flow is at low ebb. Tools, decorations (some made of precious metals), and other souvenirs still lie about, some apparently abandoned in mid-use.

FGV4. Observation Deck.

A large platform has been built here overlooking the spectacular lava flows and many small calderas that comprise the Fire Gawd's Vomit.

FGV5. Hermit Caves.

A series of eight shallow caverns is found in the mountainside here. In one of these lives a hermit – a crazed old Efreet (65 hp) who claims to receive visions from Imix warning of the destruction of Brass. He rails loudly at any passerby, although the donations of a few pieces of gold (that he insists are for Imix) are enough to shut him up for a time.



Map MMC – Merchants and Middle Class (Southern)

LOCATION: E.4-F.5

Between the 1st and 2nd strata are the Middle Class Districts, where the artisans shop owners live. The houses in this area are all in good repair, and compared to the slums, are fairly luxurious and large. Most houses have shops or workshops attached, where the inhabitants sell their wares. In addition to these outlets, many artisans and some shop owners have stalls on the great market, the **Underground Bazaar** (q.v.) or on one of the smaller market places. Most of the eating establishments are restaurants, though there are a few taverns, and these diners serve the various specialties of the City of Brass.

On the lowest part of the lower Middle Class district is the great Stadium of Fiarz. Historically, each Sultan has staged large spectacles to be enjoyed by the thousands who gather here. There is a strict seating policy and only the rich, the privileged and the famous get the prime seats near the ring. The spectacles range from gladiatorial fights to stage plays and the odd parade. Large celebrations utilize the Stadium of Fiarz to enhance the festivities. It has recently hosted a gathering of magic-users who used the space to show off their newest spells and other magical tours de force. It is also rented on a yearly basis by the largest travelling magic show to grace the planes of existence: El Kayern’s Penultimate Arcana.

KEYED AREAS #MMCI-MMC8

MMCI. Stadium of Fiarz

A grand structure that was completed just a few decades ago, the Grand Stadium is one of the most popular entertainment venues in Brass. Currently running a series of gladiatorial bouts, the stadium also hosts sporting events, circuses, and the aforementioned Penultimate Arcana.

El Kayern’s Penultimate Arcana is a show in which magic-users from across the inner planes come to show off the spells that they have developed over the past year. Judges who watch the event rate the spells on their utility, impact, uniqueness and flair. The judges give the winner of the contest 25,000 gp and they record his spell in the Great Brass Spellbook – a tome whose pages are made from sheets of brass – which is kept in Fireseek Hall. Such notori-

ety grants the winner a +10 bonus to his Honor, and an additional +5 bonus to his Fame. The stadium usually hosts the show in the early months of the year (often coinciding with Fiarz’s birthday).

MMC2. Animal Trainer

This shop deals primarily in dawgs and other dawg-like creatures, specializing in guard dawgs and dawg companions. In addition to the normal dawgs, hounds and wolves for sale here, there is a 10% chance that there will be a special creature such as a HellHound, Hound of Brass, or Blink Dawg offered for sale.

MMC3. Two Giants Bakery

The Two Giants is reputed to be the best bakery in Brass. The Fire Giants who run the place (Olag and Smurg) make good use of their secret ingredient – human bones – which they grind up and mix into their flour. The giants often gather their “ingredients” late at night in the slums, where people are not likely to be missed. Many of the patrons have no idea the giants do this. The ones that have figured it out like the taste so much that they’re willing to overlook it.

MMC4. Begger’s Gate

A small community of squatters have set up a camp outside the city at this spot. They are far enough away from the main gate that the city guards do not bother them. In all there are 12 humans (seven adults and five children), four Duergar, and two Fire Giants. They live in makeshift tents and beg for gold from any passerby they meet, though there aren’t many this far away from the gate. One of the Duergar, Jaegal Stonewart, has explored the Undercaverns of Brass quite extensively. He knows of the forgotten lab in area #7 and of the Dragon in area #8.

MMC5. Flea Market

Residents of this section of Brass gather here once a month to trade their unwanted possessions. Booths and kiosks are erected beneath colored tents and the event is as much of a community gathering as it is a market. Savvy shoppers at this market can often find an incredible bargain. There’s a 10% chance that there will be a magic item for sale here (roll randomly from the tables in the GMG) for less than the listed price.

MMC6. Seven Fires Inn

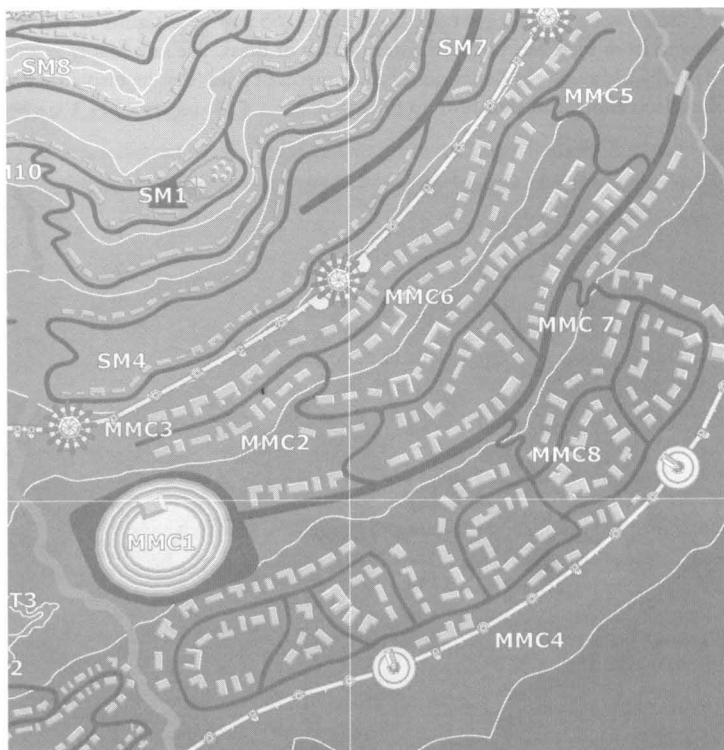
Patrons of this inn can expect a clean, quiet room for a relatively high price (twice that listed in the PHB). The bar is well-stocked and usually busy in the evening, but one will find only the most die-hard drinkers earlier than the afternoon. The inn gets its name from a string of bad luck that the owners had when it was first opened.

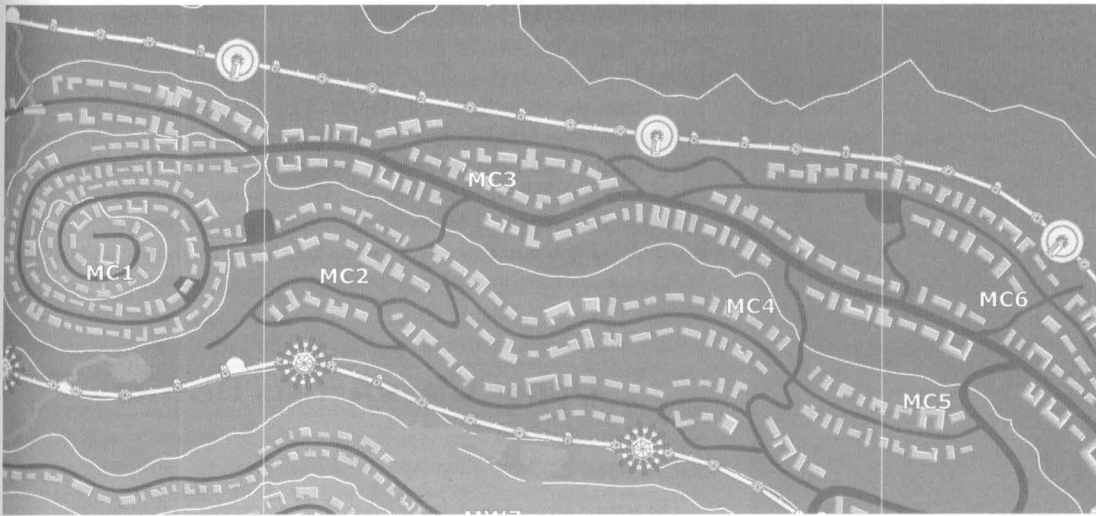
MMC7. Glassblower

This craftsman’s skill has earned him the rightful reputation as one of the best glassblowers in Brass. His work is delicate and precise and he has pieces on display in many of the noble houses.

MMC8. Spice Merchant

Visitors can buy spices from across the elemental planes at this establishment. The merchant is an overweight Efrete named Volduzz Pom. He is constantly on the lookout for the newest spice for his patrons. Pom also deals in the illegal export of the phyranje pollen (see Flora of Brass) to the other Elemental Planes. This trade has made him quite wealthy, but also terribly paranoid. Pom never travels anywhere without his bodyguards: a pair of large Fire Giants, both of whom have 98 Hit Points (treat as 17-HD monsters) and have the Art of Beating skill at 87%.





Middle Class District (Northern)

(LOCATION: D.1-F.1)

Like the slums to the west of this district, the northern middle class section is comprised mostly of humans. The residents are free servants, and as a result have a better standard of living, minor government bureaucrats, and small business owners. Although this section has its share of exciting sites, the folks who live here are seeking a quiet life, a comfortable place to stay, food on the table, and neighbors who mind their own business (but don't mind sharing gossip now and again). For the most part, they achieve all these things living here.

KEYED AREAS # MC1-MC6

MC1. Volcan's Glen Estates

This is a private gated community. The humans who lived here have placed gates across all of the roads leading into this small neighborhood. They consider themselves to be a higher class than the rest of the population living in this district. Though the residents consider themselves almost nobility, the true nobility scoff at such a notion. Juvenile giants living in the district often vandalize the gates.

MC2. Hounds and Trolls

This tavern is a comfortable place, but the selection of drinks is limited (availability for anything other than ale is half the normal value). It maintains a loyal following, however, as its patrons swear that the ale is the best to be found anywhere. The owner of Hounds and Trolls, a human named Gar Delor, brews the ale himself from a secret family recipe.

MC3. Cartographer

This proprietor of maps specializes in maps of the city and the immediate surroundings. Maps of nearby uncharted territory or revised maps of known areas are of particular interest to him. He will pay for any such maps he can find, provided the price is reasonable.

MC4. Mamma's

This popular eatery is owned and operated by Fender Gizz, a 15th level human thief, who has started up his own thieves' guild in Brass. Although Gizz has a finger in all sorts of criminal activity, he likes to keep his operations relatively quiet. He knows the Efreeti have no patience for lawlessness and that their justice is often swift and deadly. Because of this, he maintains his control only throughout the northern part of the city. Since it is comprised mostly of humans and Fire Giants, the Lords of Brass pay little attention to it.

Gizz currently has 27 human thieves working for him, ranging in levels from 1 (making up over 66% of the guild's membership), to 10 (only 2 thieves in the guild are of this level). He also has a group of 15 Fire Giants that he uses as thugs, enforcers and bodyguards. The membership of the guild rarely assembles in one place; instead, they remain spread out, working on their various protection rackets, extortion rings, cons, individually or in small groups. Gizz demands 50% of each member's "take" as guild fees.

MC5. Brothel

This establishment is also owned by Fender Grizz (see MC4), and he gets a cut of every transaction that takes place here. There are human, giant, and Duergar prostitutes available. The madam is a Jann that Brizz has enslaved, and her displeasure is evident in every interaction with a customer.

MC6. Public Bath

This public bath considers itself very exclusive, though it does not have any special amenities. Prices are double what one might find elsewhere (twice the listed price in the PHB).

Rich and Affluent Households and Estates

LOCATION: C.2 - D.2

The richer merchants and workshop owners live together in this exclusive quarter. It is a collection of big houses and impressive estates, and most merchants of Brass aspire to live here one day. This is as idyllic as it gets in the city of Brass, and because of this, the district attempts to separate itself from the rest of the city as much as possible.



KEYED AREAS # RA1 - RA12

RA1. Efreeti Cultural and Heritage Museum

This building boasts a small but impressive collection of artifacts and relics from throughout the history of Brass. Its most recent acquisition is the sword and cloak that Fiarz wore when he marched his army into the city at the start of the last civil war. The oldest items date back to the Citadel of Brass (old weapons, a horn and a jeweled button). There is a small admission fee to get into the museum (5 gp a head).

RA2. Sage's Residence

The sage who lives here, a human named Kesserat Jaldar, is a specialist in ancient languages. He has become extremely wealthy deciphering old texts and maps for the bureaucrats and the clergy. He has an extensive collection of ancient texts from many planes, and would consider purchasing a sufficiently exotic text.

RA3. The South Shore Inn

The South Shore Inn is not located on a shore, and isn't particularly south either, but this didn't stop the owners from giving it a pretentious name. This is a larger than average inn with comfortable rooms, but because of the neighborhood the prices are too high. The rates for the rooms and meals are five times the values listed in the *Player's Handbook*.

RA4. Gallery

This building houses a small art gallery. The pieces on display here are mostly sculpture: the likeness of some of Brass's most notable figures. Prices for the artwork displayed here range from 1,000 to 50,000 gold pieces, depending on the quality and size of the carving. Characters who make a successful art appraisal: sculpture skill can tell that the pieces are overpriced by a factor of 10.

RA5. Locksmiths

The back room of this locksmith's shop serves as a secret meeting place for the sigilists. The locksmith himself is not a member of the group, but he is paid a hefty sum of gold for the use of his space, and he makes sure that no intruder disturbs the meetings. Otherwise, the shop is unremarkable.

RA6. Gate of a Thousand Watchers

Ten Kyopas man this gate at all times, their gouts grazing nearby. The gate is named for the women who would gather here during the Great War, looking for any signs of their men returning from that conflict. Local legend states that the ghosts of the women widowed in the war still haunt the walls at night.

RA7. Public Baths

The fee for the use of these baths are four times that listed in the *Player's Handbook*, but the price is well worth it. The baths are immaculately clean and ornately decorated. The staff is very friendly and helpful, and the bath house offers many services, from massage to holistic medicine.

RA8. Brothel

This is a high-class establishment that serves the very well-to-do in Brass. The fee for a companion is 250 gp for four hours, plus an additional 50 gp per hour after that. The prostitutes who work here are mostly human, with some giants and Duergar rounding out the selection. Hazgaar Flamehorn, a jolly Efreet, runs the place.

RA9. Vida's

Vida's is a nice restaurant and inn with a casual dining atmosphere. It hosts many of the visitors who come to this district to see the shops and museums. Locals tend to avoid it for precisely that reason, and several pickpockets and cutpurses can be found there every night.

RA10. Library/Archives

This building holds an extensive collection of historical books, maps, ledgers and documents. There is a small fee to enter the library (2 gp), but those who come in through the cultural museum can enter for free. Scholars wishing to study any of the particular works found here must submit a written application for a license. The fee for the license is 50 gp, plus 10 gp per tome the sage wishes to examine. The exact tomes need to be specified in the application, which can take from 2 to 8 weeks to approve.

RA11. Temple of Imix

This temple is dedicated to Imix, the gawd of fire. It recently had to dismiss its head cleric when an acolyte discovered that he had been dealing fire pollen seeds on the side. The central church sent one of their crisis experts to lead the temple, and he has proven to be liberal with the civil aid projects, most notably the healing services.

RA12. Clothier

This shop sells some of the most distinctive outerwear in Brass. Geera Ham, the shop's owner, designed all the clothes to reflect a blending of styles from across the four Elemental Planes. The designs haven't caught on in Brass yet. Many of the Efreeti don't see any of the other planes as having anything useful to contribute to fashion, and to human eyes the weird blend of colors and materials just looks garish. Geera continues to try and sell her clothes as best she can. She is often able to dupe tourists into buying an ensemble (-2 honor to anyone who wears her clothes for more than two hours in Brass, as they are immediately pegged as a "tourist" by locals who know better).

Upper Class/Artists District

LOCATION: C.2

The second layer of the City of Brass, in between the second and third strata, is reserved for the more wealthy citizens. The centerpiece here is the second large stadium, called Varipoz (meaning 'many colorful people'). The artists that live around it stage their plays and dances here, as well as some martial arts displays. There is a permanent gallery here featuring masterworks from the past as well as fine arts from today. The artists' section is fairly placid, although one can find many beautiful female specimens here. Bars and taverns help the artists concentrate on their work, or take their mind off it, whatever the case may be. Many artists also find employment as engravers and embossers, helping the industry retain a high level of craftsmanship.

Although this district's population is comprised primarily of Efreeti, large numbers of affluent humans have been moving in due to the cheap property values. This has begun to gentrify the area.

**KEYED AREAS # UCA1 - UCA8****UCA1. Varipoz**

Varipoz is the great arena for exhibitions, artists and plays of renown. Just about every week there is an artistic demonstration featured in the arena. Performances are the most common, such as dance, poetry recitals or concerts, but visual arts are also present. Admission for a performance will range from 10 to 80 gold pieces, depending on the notoriety of the performer. During the days when there are no performances scheduled, the arena is open for painting and sculpture exhibitions.

UCA2. The Monastery of Flame's Beckoning

An order of realm channelers resides in a series of low stone houses surrounding a small crest on the volcano's side. This is the Monastery of Flame's Beckoning, and these channelers are Anubotanists, an order of realm chan-

nelers that study the unique flora of Brass (see Appendix F: Flora and Fauna of Brass). The monks tend colorful and vibrant gardens that grow along the hillside. They are also known for their potent Haajik Berry Wine, which they sell at the Market to support their order.

Deep within a grotto in one of the larger gardens is a cavern blocked by a large iron gate. This cavern leads down to the Undercaverns.

UCA3. Rainbow Row/Drowned Man’s Bridge

The artsy inhabitants of this section of the district have taken to expressing themselves on the buildings in which they live, making this one of the most colorful streets in the City of Brass. Each building is painted a different color, and upon each building are large murals, some stretching across three or four different structures!

The bridge on the eastern side of this section is known as the Drowned Man’s Bridge. Condemned prisoners were led across this bridge to meet the executioner waiting for them in the old commons, where the present day Varipoz Theater stands. In those days, the most common form of execution for an Efrete was by drowning. The Efrete would have his limbs broken or removed, and then the executioner would dunk his head into a tub of water three times. On the third dunk, the executioner would hold the Efrete’s head under until the condemned was dead. The bridge is adorned with cruel carvings of gargoyles and twisted fish-like demons, each serving to remind the doomed Efrete of the fate that awaited him in the afterlife.

UCA4. House of the Fire Gawd

This former temple to Imix is now a popular restaurant, and the religious carvings and frescoes still decorate the walls. The food sold here costs three times that listed in the *Player’s Handbook*, and is quite tasty.

UCA5. The Human Quarter

The majority of the human population of this district lives in a compact section of the district. Because of this it is known as the human quarter, and it is characterized by upscale restaurants and trendy boutiques.

UCA6. Hama’s Outfitters

The fine silk clothes sold here cost 10 times the listed price in the *Player’s Handbook*. The inhabitants of Brass consider them to be both tasteful and classy, and anyone wearing clothes from Hama’s will command respect. In addition, he will earn 2 points of Honor for every week spent in the city in such clothes, provided he frequents the upscale neighborhoods.

UCA7. Lower Nobility Section.

The lower nobility section is where many of the petty lords live. It is also known in AE as Lufyr (“Low Fire” in common). The neighborhood is clean and safe, and relatively quiet. Most of the lords keep to themselves and do not meddle in their neighbor’s business.

UCA8. Music Shop

This shop sells traditional Efrete musical instruments. All are made from materials of the highest quality. The shop also offers classes to those wishing to learn the techniques required to play the instruments. These classes are double the cost listed in the *Player’s Handbook*, but the class size is always small, and the instructors are never less than excellent quality.

There is a 10% chance that there will be a specific magical instrument for sale here (roll randomly on table A16 in the GMG, p. 218). Check each time the characters enter the shop, as the merchandise comes in and out frequently.



Nobility District

LOCATION: C.3 - D.4

The third and fourth strata hold the high class district. Nobility, the extremely wealthy and some clergy live here in splendor. Only the opulence of the palace of the Sultan exceeds the wealth displayed in this district. Although technically it is a single district, there are several distinct areas inside. The division is as follows: The rich and famous that can afford to live here live above the Inner City (the area inside the fourth stratum). Most of them are Efrete, but a small portion are Fire Giants who have risen far above their rank. Then there is the area below the Inner City: the nobility live here. Also in this area is a park, planted for the benefit of the nobles. Trees and plants do not live long here, but a small army of gardeners keeps the park in as good a shape as possible.

KEYED AREAS # N1 - N15

N1. Festival Area

The nobility uses this part of the hillside for one of their most important festivals. Every other month the nobles have what they refer to as a “Kmlidditch,” or “gathering” in the common tongue. The pavilions are decorated with colored banners, musicians are hired, and large pits are dug for Gout roasting. The noble families from the top strata of Brass gather to renew acquaintances, meet new nobles, spread what gossip they know, and attempt to further their own political standing. For anyone who wants to be someone in Brass, this is the place to be. The Grand Sultan and the lords of the major noble houses rarely come to the Kmlidditch.

N2. Clockmaker’s Shop

This shop sells large mechanical clocks and clockwork devices of every kind (such as music boxes, and mechanical banks). There is a 20% chance of a magical clock or clockwork device appearing in the shop, but since merchandise moves in and out quickly, it is likely not to last for long.

N3. House of Half-Cleaver

This famous restaurant claims to serve authentic Fire Giant cuisine, though that is not quite the case. The owner and head chef, Bunrog Half-Cleaver, is a fire giant whose rose to prominence when his culinary skills attracted the attention of Fiarz. Because of the Sultan’s patronage, the giant quickly grew in fame and wealth and was soon able to open up his own restaurant, which enjoys immense popularity among the upper class to this day. In truth, what Bunrog serves is traditional Giant fare, but cooked and spiced to an Efrete’s tastes. His patrons don’t care whether or not it is really authentic (in fact, they would prefer that it wasn’t); all that matters is that the Sultan likes the food, and therefore so do they.

N4. Sage’s residence

The sage who lives here specializes in the creatures native to the Elemental Plane of Fire. He doesn’t like to be disturbed, but he will agree to talk to someone if they can give him information on new or unusual creatures from the Elemental Plane of Fire.

N5. Art Plaza

The plaza set next to the park is bordered on three sides by a low wall made of brass. Every twenty feet along this wall stands a small pedestal with a bust of some famous Efreeti artist, craftsman, or playwright placed upon it (again, all in brass). It is customary for those visiting the park to jump up on the wall and speak their mind for all to hear. As there are often city guards waiting nearby to arrest any who speak out against the city or the sultan, wise speakers tend to stick to non-controversial material.

N6. Central Temple to Imix

One of the oldest temples still dedicated to the Fire Gawd left standing in Brass, this temple serves as the headquarters for the clergy of Imix. This temple is also noteworthy for the magnificent mosaics decorating the floor and walls of the worship area.

N7. Government Building

This building is the repository for all deeds, records and notices granted by the government of Brass. Underneath its stately halls there are several sub-levels containing hundreds of thousands, if not millions, of records covering all manner of governance, from the most mundane bureaucratic minutia, to official state secrets. The record clerks chosen to work here all have the photographic memory talent.

N8. Bird Trainer

This shop sells rare and exotic birds. The prices range from 100 gp to over 50,000 (for a Giant Banded-Tail Fighting Cock, kept on a sturdy chain in a back room). If the PCs spend more than a few minutes browsing in the shop, there is a 5% chance that they will catch some form of tropical disease.

N9. The Summit

The summit is a fancy upscale restaurant. This quiet, dimly lit establishment is where Efreeti go when they do not want to be seen. The servers and wait staff are known to be very discreet, and there are numerous private rooms in the back for meetings of all kinds.

N10. Apothecary

An alchemist has his shop here and he sells his mystical potions and reagents to the wealthy members of the community. He has most magical potions in stock (75% chance to have any specific type of potion worth 1000 EP or less, 20% chance to have any other type), and sells them for triple the listed cost in the GMG. He does very good business, and is quite unlikely to haggle on a price.

N11. Park

This park was established for the nobles. One of the few “green” areas of Brass, the park boasts desert-adapted plant life from across the Inner Planes.

N12. Royal Gardens of Wondrous Zoology

At the edge of the park there sits a series of buildings containing a large and diverse collection of creatures from across the known planes of existence (concentrating mostly on the inner planes). There are six buildings, one for creatures from each of the four elemental planes, one for monsters from the Prime Material Plane, and one for creatures of the outer planes. There is an entry fee of 10 gp per head for each building, or patrons can buy a single ticket for 50 gp that will get them into all six.

N13. Goldsmith

This goldsmith sells works of impeccable craftsmanship. His forte is small miniature reliefs of important scenes from Brass’s history, often carved on areas no bigger than a standard gold coin. He sells these for 500 to 5,000 gold pieces, depending on the quality of the work involved. His work is known and recognized across the inner planes.

N14. The Inn of Brass

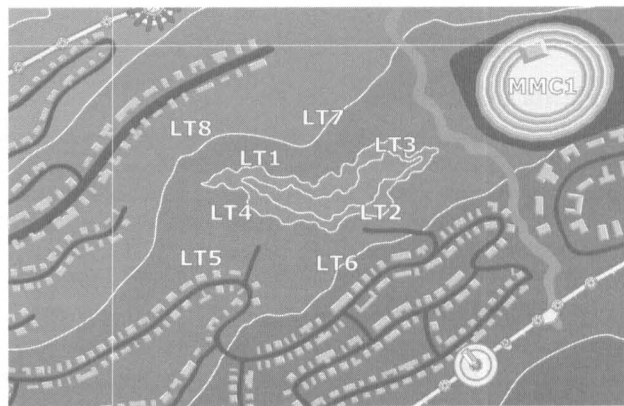
This inn offers very opulent lodging at a cost of twenty times that of the price listed in the *Player’s Handbook*. Only the most exclusive guests stay here, usually visiting diplomats or extremely wealthy merchants.

N15. The New Gate

This gate is guarded by ten Kyopas, whose Gouts are left in nearby pens. This gate is a replacement for one that was destroyed during the last civil war.

Map LT. Lava Tubes (Main Entrance)**MAP LOCATION: E.5**

These house the enslaved Fire Trolls. A huge rent just west of *Fiarz’s Stadium*, this gorge is surrounded by ramshackle huts, mounds of dirt and rocks, and cave holes by the thousands which pockmark the ground around and down the inside of the wall. Thousands of Fire Troll workers scramble up and down this great entrance and exit to and from the underworld of Brass, whilst using scaffolding and naturally chiseled defiles and ledges to make it easy for them to bring forth the product of their labors. Dark Gnoll slave masters hover nearby with whip and magic to enforce their governorship of this forsaken race. For more on Brass’s Underground, the Fire Trolls and other related articles, see *The Undercaverns of Brass*, below.

**KEYED AREAS #LT1-LT8****LT1. Volcanithril Processing Area**

Volcanithril ore taken from the mines is brought to this point in railed carts, where its purity and strength is examined by the elementalists. The purest ore is then sent along to the foundries (area 8, above), while the ore that doesn’t pass inspection is collected here. Although superior to regular iron, the impure ore, also known as Efreeti Iron, is not as strong as true Volcanithril and does not have the same enchanted properties. Efreeti Iron is often traded by the guild to the other Elemental Planes.

Some of the Elementalists processing the ore are actually working for the Blood Cult. One piece of pure ore out of five is deemed “impure” by these spies, and the ore is then handed over to the cult for their own purposes. In this way the Blood Cult has secretly been able to stockpile its own store of Volcanithril weaponry, granting them an armory far in excess of what the city government suspects.

LT2. Main Entrance to Work Site

A heavily guarded road leads into the Lava Tube section at this point. Gnolls, elementalists apprentices, and city guard all patrol this area. Not only are they to make sure the Fire Troll slaves do not attempt escape, but that unauthorized visitors do not get in as well.

LT3. Fire Troll Caverns

this series of caverns houses most of the Fire Trolls who work in the mines below. The caverns are separated into sleeping areas for the adults, juveniles, and the young trolls. During the day, the young remain behind to be cared for by the matrons, women trolls who are too old or infirm to do any physical labor in the mines.

LT4. Fire Troll Caverns

this is a series of caverns which is nearly identical in makeup to those found in area LT3.

LT5. Elementalists' Homes

The Elementalists who take an active day-to-day part in the mining, processing, and forging of Volcanithril live in this series of small homes. Most of these are apprentices (1st or 2nd level elementalists), who are often put to work supplementing the guards with their magical skills. The larger homes house elementalists from levels 3-7. These are the overseers and managers of the mines. The highest ranking elementalists (levels 8 and up), who do most of the enchanting necessary for the forging of the wondrous metal actually live in the upper class districts.

LT6. Southern Gnoll Barracks

These barracks house the Dark Gnoll troops which act as guards and taskmasters for the mines. The Dark Gnoll legion boasts nearly 1000 members, plus 200 trained "war hyenas" (20 of which are actually Hyenadons). The hyena pens lie between the barracks and the mines.

**LT7. Northern Gnoll Barracks**

These barracks are similar in makeup to the southern one. Several large bunkers house the sergeants and leaders of the Dark Gnoll Legion. There are no hyena pens found here.

LT8. Volcanithril Foundries/Blacksmiths

The volcanithril taken from the mines is brought here where, under the auspices of the elementalists guild, it is forged into the weapons and armor that the armies Brass require. Like the other areas of the Lava Tubes, the foundries are all heavily guarded.

MAP GM. The Great Market

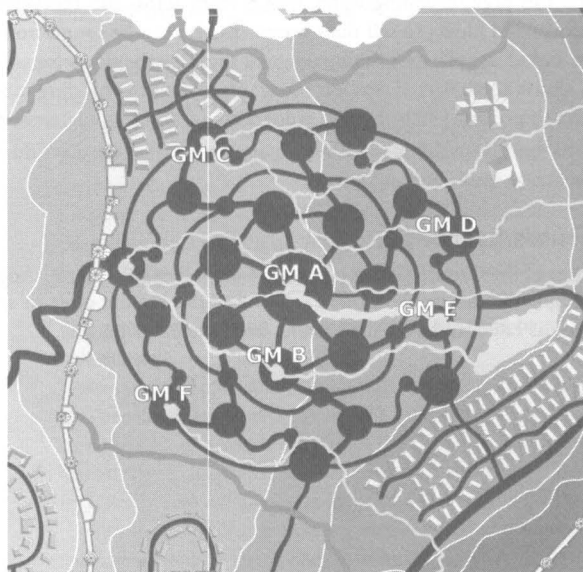
MAP LOCATION: E.3 – F.3

One of the major features of Brass is the Great Market. Several round plazas connected by wide roads form a pattern sprawling across a plateau on the side of the volcano. Seeping around and across the plazas are streams of boiling water, channelled from several hot springs to flow into the lower forest. The water present in City of Brass is a testimony to the ironic stance of its rulers towards their place in the elemental hierarchy.

The Great Market is a place of endless haggling, deal-making and underhanded business. It is said that anything can be bought and sold here, for a price. Surrounding the plaza pattern are many warehouses, used by the merchants to store their goods until the next day. On a bluff just above and to the right of the Great Market are the buildings of the market officials.

The Great Market is made up of many locations spread throughout a tangle of roads, stalls, alleyways and cul-de-sacs. Anything can be purchased here, and merchants, peddlers, thieves and otherwise honest-to-goodness hucksters and interplanar con-men are in abundance about this area's many stands, stalls, shops and luxurious stores. Every race is here represented, as is every imaginable product. For those wanting a real taste of variety, magic, and the strange, as well as to make contact with those travellers who are hiring adventurers to find valuable items or legendary beings, then the Kebir Al Maharib (Area A) is the place to go. In fact, this underground bazaar dominates the Great Market, and all roads and byways lead to it.

Random Encounters in the Great Market: The PCs could become targets of gangs, thugs, thieves, and other schemes both nefarious and stupid. For every hour spent in the Great Market roll 1d10. A 1 or 2 indicates an encounter of some sort. Consult the encounter table 5GM in Appendix B: Random Encounter Tables.



GM Note on Merchant/Patron Levels: The Great Market draws customers and business-people from all walks of life, especially from among the affluent. Thus the levels of these personages can vary immensely and should by no means be considered “Common”. Brass is a magical city, and that in itself means that citizens of, and visitors to, the city are likely to be at a high level, both in status and in actual skill. GMs must be creative with each situation, but Table 4B:Great Market Denizens provides some guides.

Race: Most merchants are Efreeti masquerading as humans or actual human and/or demihumans/humanoids. 1-40 % disguised Efreeti; 41-80% human; 81-100% demihuman/humanoid (note guides for types in the **Races of Brass** section). Disguised Efreeti are specially dual-classed in this case being of the level noted for regular Efreeti (Reference HoB2 p 127) with the extra class abilities as specified by the type as rolled above. Thus an Efreeti may have 10 HD (which it cannot exceed) but might fight as a 12th level fighter, or cast spells as a 14th level mage, etc.

Retainers: Merchants and patrons can have retainers. Refer to the appropriate HoB or to the GMG for specifics. Efreeti can have many retainers of the fire variety, such as Hell Hounds, Fire Imps, Greater or Lesser Firedrakes, etc. GMs must decide on appropriate numbers and types.

KEYED AREAS GMA-GMF

GMA.The Kebir Al Maharib

This is the entry point for the Underground Bazaar. For more on the Underground Market, see the section in the Undercaverns chapter.

GMB. Mezir Plaza

Merchants from the Elemental Plane of Earth have booths and kiosks along this part of the market. They sell everything from rare ores to colored sands, special muds infused with elemental essences (great for reducing facial wrinkles!), and precious metals and gems.

GMC. Marag Way

Merchants from the Elemental Plane of Water sell their wares in this section. Strange fish (for pets or food), corals, pearls of fantastic sizes, and mineral salts can all be found here for sale in abundance.

GMD. Lava Drop Gardens

This area is set aside for merchants from the Prime Material Planes. All manner of goods can be purchased here. Anything from the Player Handbook can be found for sale here, but at 2 to 8 times the normal price.

GME. Blood Square

Around this pool of boiling water, slavers from across the TeraVerse have set up booths and kiosks to sell their wares. Buyers can be found from both the Inner and Outer planes, offering up great sums for the slaves for sale here. There is always some sort of auction taking place, and the bidding can grow quite fierce, especially when the two bidders are of differing planar origins.

Many of the slaves sold by the Efreeti come from either the city’s dungeons or were taken as spoils of conquest.

GMF. Fiarz’s Exchange

This area of the Great Market is given to food sellers of all sorts. Anything edible imaginable can be found here. Some of the booths cater to specific tastes (such as raw soul larvae for patrons from the outer planes).

Table 4B:Great Market Denizens

Roll 1-20 twice to establish level and Class.

First Roll	Level of Merchant	Second Roll/Class
1-4	8th level	1-7 Fighter
		8-12 Thief
		13-15 Assassin
		16-18 Mage
5-7	9th level	19-20 Cleric
		1-6 Fighter
		7-10 Thief
		11-12 Assassin
8-10	10th level	13-16 Mage
		17-19 Cleric
		20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1-5 Fighter
11-13	11th level	6-9 Thief
		10-11 Assassin
		12-16 Mage
		17-18 Priest
14-16	12th level	19-20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1-4 Fighter
		5-8 Thief
		9-10 Assassin
17-18	13th level	11-15 Mage
		16-17 Priest
		18-20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1-3 Fighter
19	14th level	4-7 Thief
		8-9 Assassin
		10-14 Mage
		15-16 Priest
20	15th level	17-20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1-2 Fighter
		3-6 Thief
		7-8 Assassin
		9-13 Mage
		14-15 Priest
		16-20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1 Fighter
		2-5 Thief
		6-7 Assassin
		8-12 Mage
		13-14 Priest
		15-20 multi-class with 5 extra levels, or a special class (choose one from appendices)
		1 Fighter
		2-4 Thief
		5-6 Assassin
		7-11 Mage
		12-13 Priest
		14-20 multi-class with 5 extra levels, or a special class (choose one from appendices)

Chapter 5

The Undercaverns of Brass

The Undercaverns of Brass comprise a volcanic terrain of rivers, lakes, gas pockets and large open galleries. The Fire Trolls live here while mining for the Efreeti. Their products are raw minerals and gems as well as Blue Steel and Volcanithril. The galleries themselves are huge, comprising large areas with many other grottoes and sub caves, streams and ponds of lava, and other areas wherein the Fire Trolls live and mine. This ancient place is uniquely still the Fire Troll's own. They have known these tunnels and rivers for thousands of years, guided at all times by their Queen. More on this race can be found in the **Race Descriptions** and in Appendix C: New Monsters.

There are numerous entrances to the Undercaverns throughout the city. The well known ones are Maps and Keys LT#1-4, EFT#11 and FGV#1.

An area unique to the Undercaverns is the *River of Tears*. The River of Tears is so named after the lamentation of the Trolls for their fallen Queen, Garzeilda. Noble Efreeti opposing the mixing of the Troll race with the pure citizenry claim that the river is named for Heferun's Tears that she sheds for the Fire Trolls who are slaves to Volcan. The Blasted Vault is located within area UC #5 (The Queen's Step). This is where the Fire Troll Queen is located. See **Adventures and Side Missions: The Mystery of Ek Byr**.

One of the most common dangers to the Undercaverns is the threat of cave-ins, particularly in the wilder areas to the north. The volcano is constantly rumbling, and although this isn't felt as often on the surface, down below it can be quite the event. In the built-up areas, such as the warrens (area 1), the Vault of Radiance (area 2), and the Queen's Step (area 3), the inhabitants have taken precautions to keep any major collapse from occurring, except in the most violent of eruptions. The Fire Trolls, in particular, as long time residents of the Undercaverns, have developed many clever ways to shore up their structures and ensure their stability. All the same, new rents and fissures are being created all the time, and a passageway that is open and clear one day, may be sealed off completely the next.

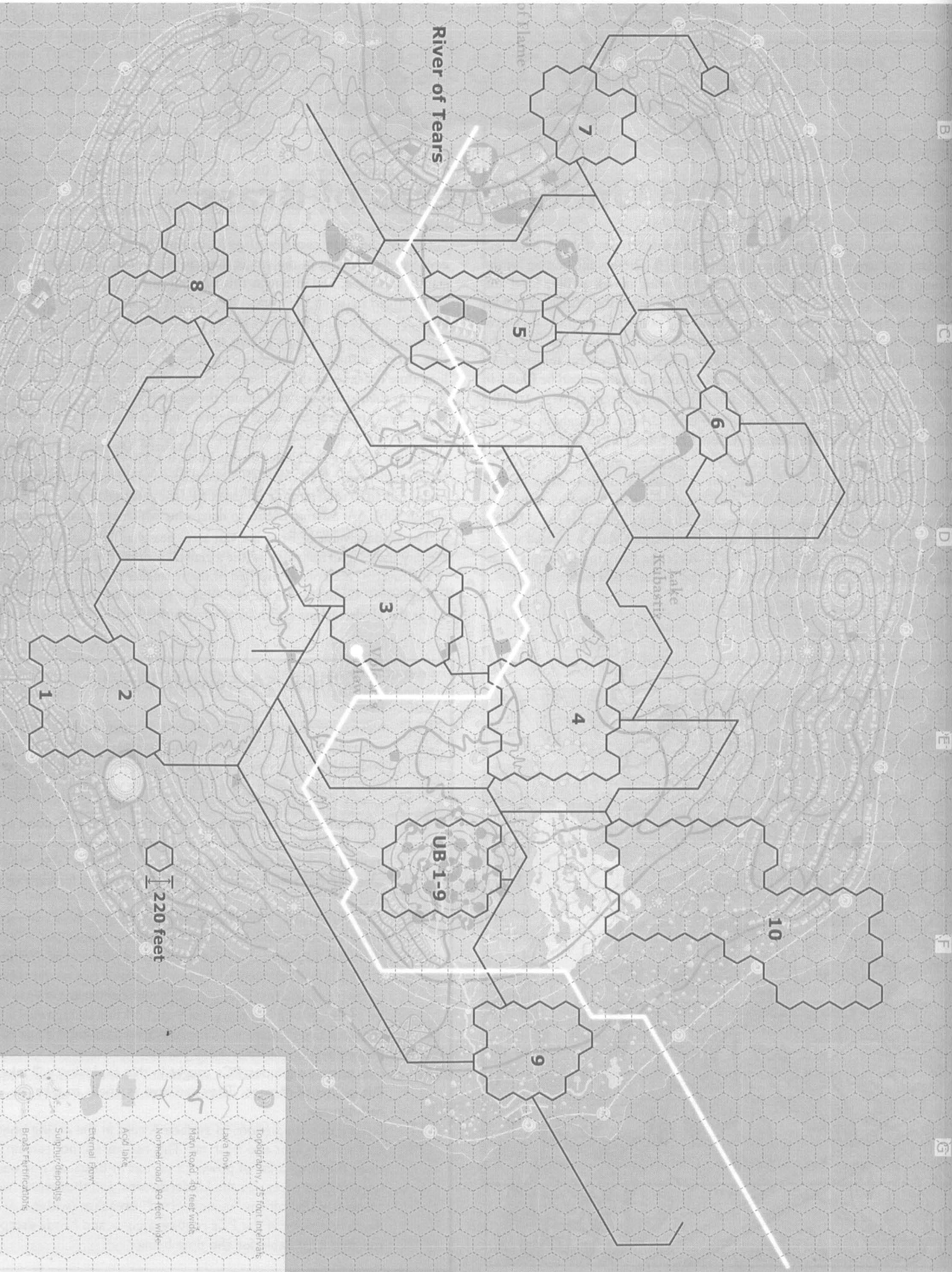
While exploring the Undercaverns, there is a 5% chance per day that volcanic activity will have a major effect on the undercaverns. If an event should occur, roll 1d10 to determine the exact area the event takes place in, and then roll on Table 5A: Seismic Events to determine which event takes place.

The Undercaverns of Brass is a vast area- nearly as large and spread out as the city itself. The following is just a general overview of the major sections of the caverns- each one comprised of many smaller galleries, chambers, and passageways. GameMasters are encouraged to flesh out these areas as needed, as the Undercaverns are an ideal adventuring locale. Great danger, trea-



Table 5A: Seismic Events

2d6	Event
2	New caverns open up: The quake rips open a new series of caverns to explore. These might lead deeper into the undercaverns, or provide the party a way back to a "safe" area (GM's choice). There is a 50% chance a wandering monster will be found therein.
3-4	Lava vent opens up: The floor rips open releasing a flood of lava. PCs who don't wish to find themselves hip-deep in molten rock had better get a move on. It is the GM's choice whether this rent prevents the PCs from going forward or back.
5-8	Cave-in/collapse: If the PCs are caught in this, allow each to make a saving throw vs. wands. Success indicates the character jumps clear of the collapse. Failure means they take 3d10 points of damage, and must be helped out of the rubble by their teammates. There is a 25% chance that the cave in will be severe enough to completely seal off the passageway/ chamber the PCs are in. Characters who fail their saves in a major cave-in will suffer 6d10 points of damage.
9-11	Gas pocket explodes: PCs caught in this explosion will take 6d6 points of damage. They can save vs. spells to take half-damage.
12	Fissure opens up route to surface: A rent in the ceiling opens up revealing light and fresh air. This fissure will not remain open for long- a lot of powerful parties in Brass do not want unrestricted access to the Undercaverns, and they work hard to quickly seal off any "unauthorized" breaches (within 1d3 days). However, if the PCs require a quick and handy escape, this one is available for the time being.



sure and secrets are buried beneath the surface of Brass for any party brave, or foolish, enough to look for it.

FIRE TROLL WARRENS

The Fire Troll warrens are the easiest section of the Undercaverns of Brass to access from the surface of the city. It is here that Fire Troll slaves mine volcanithril and transport it to the surface. However, because of their importance and their location, the warrens are also one of the most secure areas of the Undercaverns. The Elementalists, who oversee the work in the mines, are rightfully paranoid about the volcanithril, for it is the life-blood of the City of Brass. They brutally punish any transgression, regardless of how severe it is.

The Fire Troll warrens are located under the great gorge in the Lava Tubes (area LT). The primary entrance to the warrens is through this gorge, and at the beginning of every work day the Fire Trolls descend into the warrens from above. At the end of the day, they return to their huts on the rim of the gorge. There are also three underground exits from the warrens, but the Gnoll guards prevent anyone from entering or leaving through these routes.

During the daytime, the warrens are full of activity. Fire Trolls are hard at work mining the volcanithril that the City of Brass relies on for much of its weapons and armor. The male Fire Trolls and strong females dig the raw ore from the caves using picks and hammers. They place the extracted ore into rail carts that juvenile trolls push along a track. The ore is brought to the rift, where it is lifted to the surface via a rope and pulley system set up along the Lava Tubes (see area LT1).

The juvenile trolls perform other important jobs as well. Since they are smaller and more agile than the adults, they must climb the walls of the caverns and tubes to secure ropes, hang light sources, etc. Juvenile Fire Trolls have a climb walls mastery level of 88%. They also clean away the detritus created by the mining by tossing the debris into a convenient lava flow. While all this activity is going on, the weaker female Trolls wander through the area bearing jugs of water for the workers. Older female trolls sometimes accompany them with rolls of hard, tasteless bread.

If the Trolls should be caught up in any violence, they can defend themselves with their tools (their pickaxes do damage equal to a military pick, and their hammers are equal to footman maces). Failing that, they can rely on their cruel teeth and sharp claws.

Watching and controlling the trolls are Dark Gnoll overseers. They have set up guard posts throughout the caverns where they watch for signs of trouble. Each guard post has 5 armed gnolls and 2 hyenas. In between the guard posts 5 Gnoll patrols operate. Each patrol consists of 3 armed Gnolls and 1 hyena. They travel from guard post to guard post in a random pattern, covering both the north and south halves of the warrens. The guards serve two purposes. The first is to ensure that none of the Trolls attempt to escape, and the other is to make sure no one enters who is not supposed to be there. Anyone caught here without the proper credentials will be attacked.

Gnoll Guard Post

Gnoll Guards (5) (hp 31, 30, 30, 28, 27)

Hyenas (2) (hp 35, 30)

Gnoll Patrol

Gnoll Guards (3) (hp 35, 33, 30)

Hyena (1) (hp 40)

I. Fire Troll Warrens South

The southern half of the Fire Troll warrens is almost always calm and orderly. The guard posts in this half are spread pretty far apart, concentrating on the five main mining areas and the five transport areas. The Fire Trolls that work here have grown used to the easy, laid-back life they have. With the gorge opening close by, they have a short commute and they don't need

to transport their volcanithril very far. And though the volcanithril veins on this side of the gorge are not as pure or high quality, they are easier to mine.

The guards, too, have adopted an easy-going attitude. As long as the trolls work steadily, they let them sing or talk to each other, and they give them occasional rest breaks. They believe that a less stressful atmosphere actually promotes productivity, but this is up for debate. Of course, they can do this because the pressure to produce is on the northern half of the warrens, where the volcanithril is purer and stronger.

Ia. Mining Area South A – “The Clubhouse”

This area was one of the first volcanithril veins found in the warrens. It is nearly exhausted, and the volcanithril that remains is almost entirely impure. However, it is also exceptionally easy to remove, and both the guards and the trolls that work this area have been doing so for a long time. Mining area south A is the veterans area, and neither the guards nor the workers are going to shake things up. They like their light workload, and are going to milk the volcanithril vein for as long as they can. There is one guard post in this area, and the patrols rarely bother to visit it.

Male Fire Troll Workers (63) (hp 60, 59 x2, 58 x2, 57 x2, 56 x4, 55 x13, 53 x14, 52 x14, 51 x6, 50 x5)

Female Fire Troll Workers (12) (hp 56 x8, 55 x2, 53 x2)

Juvenile Fire Troll Workers (20) (hp 49 x5, 48 x5, 47 x5, 46 x5)

Ib. Mining Area South B

Mining area south B is overseen by an ambitious young Gnoll called Snarl, and in order for his superiors to notice him, he has been working the Trolls as hard as he can. It helps that this area has two strong volcanithril veins, and because of that, the Snarl has a large contingent of workers. The relatively unpleasant working conditions that Snarl has created means that most of his workers are new. The guards here take great pleasure in pointing out the ineptitude of their workers.

Male Fire Troll Workers (86) (hp 64, 62, 58 x2, 57 x2, 56 x5, 55 x15, 53 x10, 52 x28, 51 x12, 50 x10)

Female Fire Troll Workers (23) (hp 61 x2, 58 x11, 53 x10)

Juvenile Fire Troll Workers (40) (hp 51 x5, 50 x5, 49 x8, 48 x8, 47 x9, 46 x5)

Ic. Mining Area South C

There is nothing exceptional about mining area south C, and that is one of the reasons it is popular with the workers and the guards. There are rarely any difficulties and almost never any trouble, the work is consistent and predictable, and the day passes quickly.

Male Fire Troll Workers (70) (hp 66, 64 x5, 63 x10, 61 x10, 59 x13, 57 x12, 54 x6, 52 x5, 51 x7, 50)

Female Fire Troll Workers (15) (hp 56 x8, 55 x4, 53 x3)

Juvenile Fire Troll Workers (25) (hp 53 x4, 51 x8, 50 x9, 46 x4)

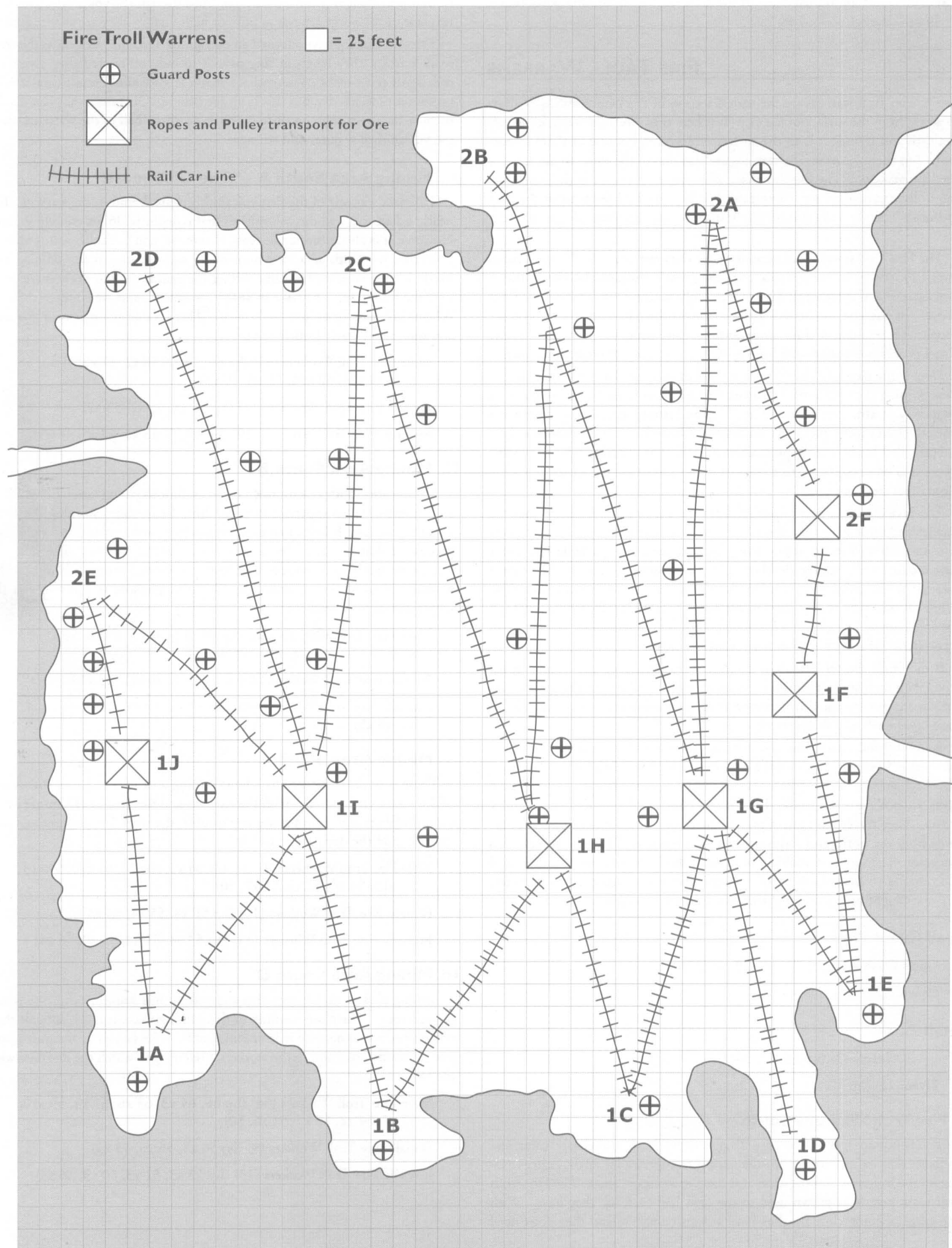
Id. Mining Area South D

Mining area south D is another old volcanithril vein, but this one is still going strong. The close confines of this mining make it more difficult than other sites, but otherwise it is unremarkable. The guards at the guard post pay almost no attention to the workers, preferring to watch the juveniles with the rail cars.

Male Fire Troll Workers (54) (hp 66, 64 x3, 63 x6, 61 x5, 59 x10, 57 x7, 54 x8, 52 x7, 51 x6, 50)

Female Fire Troll Workers (9) (hp 56 x3, 55 x3, 53 x3)

Juvenile Fire Troll Workers (13) (hp 53 x3, 51 x3, 50 x3, 46 x4)



1e. Mining Area South E

Mining area south E is where most first-time miners work, and so it has known among the trolls and gnolls as the “Training Area.” As such, work here is slower, the guards are more demanding and meaner, and the amount of cursing and fighting is greater. Generally, once a troll has demonstrated sufficient skill and has spent enough time in Mining Area E, they’ll be transferred to another area. This is not always the case, but it usually is.

Male Fire Troll Workers (44) (hp 66, 64 x3, 63 x6, 61 x5, 59 x10, 57 x5, 54 x5, 52 x5, 51 x3, 50)

Female Fire Troll Workers (12) (hp 56 x5, 55 x3, 53 x4)

Juvenile Fire Troll Workers (28) (hp 53 x7, 51 x7, 50 x7, 46 x7)

1f-1j. Transport Posts

Each transport post is manned by a crew of Fire Trolls, but since they’re handling the extracted ore directly, they are under the watchful eye of a Gnoll guard post. The Fire Trolls unload the volcanithril from the rail car and load it into containers. The containers are then attached to a rope and pulley system so that they can be hoisted up to the surface. Any troll caught stealing volcanithril is killed immediately.

Male Fire Troll Workers (10) (hp 66, 64 x3, 63 x3, 61 x2, 59)

2. Fire Troll Warrens North

This area is similar in make up to the southern warrens, but work here is much more strict. The trolls of the north are more uppity and upset with their slavery, and they routinely try to overthrow their masters. As a result, there are twice as many guards in the north half as the southern half, and punishments are handed out for even the most insignificant transgressions. In addition, it is further from the rift, so all of the ore must be sent along long rails to the south. Gnolls guard these railways to prevent theft, and they do not allow any unauthorized personnel to come near the cars. In addition, the railcars are weighed at four different spots along the track (once at the start, twice along the route, and again at the terminus). Any guard station next to a rail track also acts as a weigh station. In addition to the Gnolls and hyenas, these stations have a Guild Elementalist, who does the actual weighing through the use of a *weighstone*, a magical device which can accurately gauge the weight of anything and impart this information to its wielder (see the description in the new magic item appendix). Any discrepancies in weight are quickly (and magically) investigated and the party or parties determined responsible is punished accordingly.

Life in the north is much more stressful and difficult than life in the south because the volcanithril there is much higher in quality. As a result, it is in higher demand, and all that work in the north feel the pressure from the surface. As a result, the guards press harder, and the trolls must work harder. Many trolls will try to switch the side they work on, but it is nearly impossible to do.

2a. Mining Area North A - “Hell”

A vein of extremely pure volcanithril has recently been discovered in this location, and as a result, the Elementalists have been demanding higher and higher output. The Gnoll guards are brutal, and the trolls that work here are angry and exhausted. Only a week ago, the Gnolls had to put down a troll rebellion, and the skirmish that took place killed almost half of the workers. Now, life is even worse for the remaining trolls, and the elementalists are scrambling to replace the lost workers.

Male Fire Troll Workers (47) (hp 60, 59 x2, 58 x3, 57 x4, 56 x5, 55 x10, 53 x10, 52 x5, 51 x4, 50 x3)

Female Fire Troll Workers (12) (hp 56 x7, 55 x2, 53 x3)

Juvenile Fire Troll Workers (18) (hp 49 x3, 48 x5, 47 x5, 46 x5)

2b. Mining Area North B

Mining area north B is where the first vein of pure “northern” volcanithril was discovered. Since then, it has consistently produced some of the finest

volcanithril to come out of the mines. The trolls here work hard, and because of their consistency, the guards are more lenient with them. Unbeknownst to the guards, however, the trolls have begun organizing behind a charismatic young worker. They intend to stop working unless their conditions improve. They hope the disruption in the dependable supply of volcanithril from their location will force the elementalists to bargain.

Male Fire Troll Workers (88) (hp 60 x3, 59 x5, 58 x12, 57 x15, 56 x15, 55 x10, 53 x10, 52 x5, 51 x4, 50 x4)

Female Fire Troll Workers (24) (hp 56 x5, 55 x12, 53 x7)

Juvenile Fire Troll Workers (36) (hp 49 x9, 48 x12, 47 x10, 46 x5)

2c. Mining Area North C

Mining area north C provides a good quality volcanithril with a relatively small amount of effort. The ore in this area is very close to the surface and is easy to extract, and as such, mining area north C has the highest output of any area. The workers here have only revolted once, and the guards are becoming more complacent as a result. Trolls from mining area north B are trying to get the trolls from mining area north C to join their work stoppage, but so far, they have not succeeded in convincing anyone. The Fire Trolls believe that if any uprising is to succeed, it must start in mining area north C.

Male Fire Troll Workers (98) (hp 60 x3, 59 x5, 58 x10, 57 x20, 56 x20, 55 x10, 53 x10, 52 x8, 51 x7, 50 x5)

Female Fire Troll Workers (43) (hp 58 x7, 56 x7, 55 x17, 53 x12)

Juvenile Fire Troll Workers (51) (hp 50 x10, 49 x9, 48 x12, 47 x10, 46 x5, 45 x5)

2d. Mining Area North D

This area is the furthest from the gorge, and the trolls who work there are very aware of that. They have tried several times to use the rail cars as a means of transportation, but naturally, the Gnolls and elementalists did not approve. There is bad blood between the workers and the guards here, and it will likely erupt in violence very soon.

Male Fire Troll Workers (77) (hp 60 x3, 59 x5, 58 x10, 57 x20, 56 x20, 55 x10, 53 x10, 52 x8, 51 x7, 50 x5)

Female Fire Troll Workers (8) (hp 58 x1, 56 x3, 55 x2, 53 x2)

Juvenile Fire Troll Workers (26) (hp 50 x6, 49 x7, 48 x5, 47 x4, 46 x2, 45 x2)

2e. Mining Area North E

Mining area north E is something of a mix between the southern and northern cultures in the mine. The volcanithril is still as pure as the other northern mining areas, but because the trolls are close to the gorge and the pulley stations, they don’t feel the same time pressure. Still, the guards push them hard, and they are required to produce significant amounts of ore. The other trolls from the north have tried to win the support of the mining area north E trolls for their rebellions, but they have yet to succeed.

Male Fire Troll Workers (58) (hp 60, 59 x2, 58 x5, 57 x10, 56 x15, 55 x15, 53 x5, 52 x2, 51 x2, 50)

Female Fire Troll Workers (13) (hp 58 x3, 56 x6, 55 x2, 53 x2)




Juvenile Fire Troll Workers (18) (hp 50 x3, 49 x6, 48 x4, 47 x2, 46 x2, 45)

Transport Post North F

Like the other transport posts, transport post north F is used to hoist the extracted ore to the surface. It is run by 10 Fire Trolls under the observation of a guard post with an elementalist. However, the trolls here have been smuggling weapons from the surface to the trolls at mining area north A. When those trolls rise up again, the trolls at this post plan to climb the rigging and hijack the transport post. At this point it is only a matter of time before fighting breaks out.

Male Fire Troll Workers (10) (hp 66, 64 x3, 63 x3, 61 x2, 59)

Volcan's Pit

 = 30 feet Cave-in, collapse Guard PostMain
Artery
Tunnel

Lava Lake

3. VOLCAN'S PIT

This is the very heart of the volcano, and indeed, the very heart of the City of Brass. All along the tunnels leading into this cavern, one finds rows of colorful rocks sitting on the ground. These are prayer stones written by those who worship Volcan. The prayers are painted on the rocks and brought to the Blood Priests, whose job it is to present these rocks to their gawd. When Volcan rumbles, his hot lava floods these passageways, absorbing the rocks as part of itself. This is how the prayers reach the volcano gawd.

As Volcan's Pit is the most sacred site in all of Brass, visitors are not at all welcome here. The Blood Cult posts guards throughout the tunnels that lead into this vast gallery. They turn back any who attempt to approach it.

Typical guard posts include four Blood Knights (7 HD, 60 hp each), one Blood Knight Lieutenant (11 HD, 80 hp), and one commanding Blood Cult Priest (5 HD, 50 hp). Each post can call on others if need be. If significant assaults have recently been made towards the central Pit, Blood Assassins roam the tunnels and guards are as much as doubled. Each post can call on at least two adjacent two it. Rest assured that the Blood Cult will send reinforcements if truly dire need arises. (If a Blood Priest sees a major threat, he'll warn his brethren via magical means immediately.)

Should any make it past the guards, they will find themselves in tunnels that grow ever hotter as they wend their way towards the center. Dwarves and gnomes might notice that the tunnels slope downwards as they spiral in. Towards the center, in smaller galleries, other fire creatures, elementals and salamanders, will be encountered.

These tunnels lead into a gallery of tremendous size, which is dominated by a vast lake of molten lava. Overhead, the ceiling of the gallery disappears into the volcano's cone. Here the unwise trespassers will encounter Volcan, a bad-tempered fire spirit of enormous size and power.

Volcan resides deep within the lake, where he spends most of his time sleeping and trying to ignore the outside world. He is vaguely aware of those that worship him as minor annoyances that interrupt his sleep from time to time. If he knew that these creatures worshipped him as a gawd, he would be even more annoyed by them.

Volcan always has from 1-4 Fire Elementals of the largest size (16 HD) in attendance to dispatch of unwanted intruders. Should it become necessary for Volcan himself to enter a fray, he brings all of his power to bear on his opponents immediately, attempting to finish the fight as quickly as possible so he can get back to sleep.

Should the unthinkable happen, and the PCs actually manage to defeat Volcan, his spirit returns to the elemental pool to be born anew in a decade's time. As he is a creature made of the essence of the plane itself, there is a very good chance (90%) he retains all of his memories from his current incarnation. If he does, his slayers have made a powerful enemy who can hold a grudge a long, long time.

In the meantime, life would run as normal for the Blood Cult. They won't be happy that the object of their worship has been killed (or temporarily dispatched). However, as the priesthood does not gain powers and spells from Volcan, but from the elemental plane itself, it won't make much difference to their operations. Most of the time, Volcan's worshipers in Brass don't think of their gawd as something other than an abstract conception anyway, so whether or not he has a physical form doesn't matter.

4. VAULT OF RADIANCE

As Volcan tends to kill those who worship in his pit, this site was set up by the Blood Cult as the holy site where worshipers and pilgrims can bask in Volcan's glory without being turned into charcoal. The central feature of this series of galleries is a magnificent underground "lavafall" (something like a waterfall), nearly 130 feet high. This fall spills into a large lake, which then empties into the "River of Tears," a lava flow sacred to the Fire Trolls who inhabit these caverns.

Worshipers gain access to these caverns from the surface through the great statue of Volcan found in the "Fire Gawd's Vomit" section of the city (see Area FG1 on Map FG). The Blood Cult controls access to these chambers, and only those professing faith in the supremacy of Volcan (in their opinion)

are allowed in. Even they must pay the Cult a substantial entry fee (100 gp per head, as a donation the "truly faithful" will be happy to make, of course).

Once inside the Vault area, movement throughout the galleries is tightly restricted to just a few main caverns. The Cult has constructed a number of solid brass doors that they keep guarded. A guard contingent here consists of at least five Blood Knights (7 HD, 60 hp each), one Blood Knight Lieutenant (11 HD, 80 hp), two Blood Priest brothers (3 HD, 37 hp each), one Blood Priest (5 HD, 50 hp) and a Blood Assassin (5 HD, 62 hp), usually disguised as a blood Knight. The walls the Cult set the solid doors in have steel reinforced brass cores at least six inches thick, slotted into the surrounding stone. Six inches of molded stone on each side of this wall sandwich the central wall.

Besides the main vault containing the fall, there is a lesser gallery where minor spirits who serve Volcan can be petitioned. As described in Area 3: Volcan's Maw (above), supplicants are encouraged to carve or write their prayers on stones, and then toss the stones into the lava flow. Those not immune to flying lava are advised to keep their prayers short, as they must drop them into the lava flow themselves and splash back is an issue.

The Blood Cult also allows unrestricted access to a small café, which sells ridiculously overpriced food and drink (three times the prices found in the PHB), and a small gift shop. Here one can purchase mementos, trinkets, small relics and other holy objects. Visitors may also find miniature replicas of the grand temple in The Eternal Flame's Tear (25 gp), the great statue of Volcan (10 gp) and the Sultan's palace (20 gp). Inexplicably, one of the best-selling items here is a highly polished, solid brass mug with the words "I lost my ass in the City of Brass." engraved in the Efreeti tongue on the side (50 gp). All proceeds of the cafe and gift shop goes directly into the Blood Cult's coffers.

The rest of the Vault galleries are used solely for the Blood Cult's own purposes. It is in the secret places down here that the cult keeps its hidden stores of weapons and armor (currently enough to equip 300 men with scale armor or better and at least on weapon each, and constantly growing). There are magical laboratories to help Cult priests to research new spells and craft magical items, caches of coins and gems, and libraries containing the cult's hidden knowledge (including Holem'tepp's journals, which describe in surprising detail all of his nefarious deeds and dastardly plans).

The Blood Cult also keeps their political prisoners down here as well – far away from any help on which they might be able to count up on the surface. Currently seven prisoners rot away in the darkness three humans (Faraz, Tula, and Shennet), two male Fire Giants (Fubar and Kubar), and one male Efreet (Asaddin). Each was once a powerful figure in the city (Shennet is a 13th level double specialist invoker), but they crossed the Blood Cult once too often. Now they sit entirely at the Cult's mercy, awaiting word of their final fate (most likely to be sacrificed to Volcan), and hoping somehow that word of their predicament reaches someone with the power to intervene.

Naturally, the Vault of Radiance is well guarded. Helpful "guides" in the main chambers attempt to keep the curious in the allowed areas, but should anyone get past them and wander away, they could find themselves in a world of trouble. The Blood Knights who guard this section are the most fanatical about the Cult and its teachings. They have their orders to kill all non-Cult priests found outside of the designated areas. The guards cannot be bribed, and attempting to fast-talk one will get the offending party nothing but one or more swords in his gut.

One big problem the Blood Cult has in the Vaults are the monsters that sometimes wander in from the wilder areas to the north. The Blood Cult guards are trained to handle these incursions, but such events can be disruptive and have cost many a well-trained warrior his life. Attempts by the Cult to seal off these passages have met with only marginal success. Many creatures can tunnel right through the rock, and iron gates are little more than an inconvenience. What's more, the volcanic rumblings often open up new fissures in the caves, making yet another avenue for monsters that wish to intrude.



5. THE QUEEN'S STEP

Also called the Blasted Vaults by the Fire Trolls, these caverns are the ancestral home of those Trolls, who have since been removed and relocated to the warrens to the southeast. The most significant feature of this area is a large gallery, located in the southern part of the area, along the River of Tears, that boasts the ancient seat of the Fire Troll's queen. This large stone throne is set atop a 30-foot high, sheer rock wall. Large steps (each two feet high and two feet deep) lead up to the throne, from which the queen once ruled her people. [This area has been left open for the GM to develop.]

When Fiarz "cleansed" the Fire Troll caverns shortly after coming into power, he drove the Trolls from these caverns and had the area sealed off, trapping their queen inside and leaving her to starve to death. The death of their beloved ruler and the destruction of their home seems to have cowed the Trolls into submission once and for all, although the rumblings of revolution arise now and again.

In truth, however, the queen is not quite dead. She still sits in a forgotten side chamber along the banks of the River of Tears. Although Fiarz had her tortured and mutilated before sealing her in to starve, she clings to life even now. Some revolution-minded Fire Trolls still believe that one day she will return to lead the slaves to freedom. See the adventure seed "The Mystery of Ek Byr" for more information on the queen of the Fire Trolls.

Though volcanic activity and lava flow frequently re-arrange these tunnels, the remaining galleries from that time show the signs of the Fire Trolls' long history here. Wall carvings, statues, and other decorations abound in each of these obviously worked chambers. The Trolls also left many personal effects behind, either because they could not carry it or because their new masters would not allow it. Although there isn't much here in the way of obvious treasure (Fiarz made sure his warriors cleaned that out), there are many Fire Troll artifacts that a collector or scholar of the culture would find valuable. The Trolls would want their heritage returned to them, of course, but being slaves the Fire Trolls have little to offer but gratitude. Good-aligned PCs who return the Fire Troll's items gain 3 points of honor per item.

The caverns are returning to a wild state in the Trolls' absence. Monsters from the north have moved in, and many have made comfortable lairs out of the Troll's former home. One group of monsters in particular, a pack of Ashen Prowlers, have claimed a fairly large section of the Step as their hunting grounds. These Prowlers are descendants of the animals used the Trolls used as guards and pets. They have quickly reverted back to their wild state, and are now completely untamable.

The Anubotanists maintain a small grotto that can be found in a series of chambers off the main passage between the Step and the Green Maw (Area 6). The grotto is filled with fungus and cave molds of every imaginable sort, grown and harvested by the plant scholars for their use in the Anubotanists' alchemical studies. Although the botanists allow small tour groups down into the grotto for a brief time, they strictly limit the number of visitors to the area (as is the case in many parts of the Undercaverns of Brass). The Grand Sultan and the Blood Cult placed these limits on the Anubotanists, who have no clue as to the secrets the Undercaverns conceal, but obey for as long as they wish access to the caves.

In the passageways from the Queen's Step to the area known as the Old Fire (Area 6), a Great Lucid Impeder has taken up residence along the main passageway. This aged fellow has been sitting here for as long as he can remember (which isn't that long – he's more great than lucid these days). The chance of finding him asleep is 30%. How he came to the Undercaverns of Brass is an entertaining tale, or it no doubt would be if he could remember it, that is.

6. THE GREEN MAW

The area known as the Green Maw is known for its outstanding and sometimes deadly flora. The highly acidic rock that forms the walls of these caverns supports a bewildering array of fungus and mold growth (the same conditions support the Anubotanists' grotto down the passage to the southwest).

Shimmer Moss grows in abundance here, and the magical nature of the Elemental Plane of Fire heightens the Moss's potency. The save to resist the

moss's hypnotic allure has a -4 penalty. Unfortunately, the acidity of these caverns has made the Moss deadly to any who attempt to smoke it. The caustic fumes cause an immediate 3d8 points of damage to the smoker's lungs, and they must make two saves versus poison. If the first save fails, they die immediately. If the second one fails, their lungs are permanently scarred and they gain the "asthmatic" flaw. This condition lasts until they receive a Cure Critical Wounds spell (or more potent curative magic, such as a Cure-All spell). If one of the clerics native to Brass casts this spell on them, they will have to sit through a half-hour lecture on the dangers of smoking as well.

Large patches of Brown Mold form the other significant danger to travelers in these parts. The presence of so much elemental heat (or perhaps the interference of rogue Anubotanists) has caused the Mold to grow rapidly, and some very large patches have achieved a rudimentary sentience. These patches have the same powers as sentient Yellow Mold, and will use them in the same manner (molds are not the most original of tacticians, see the *Hacklopedia of Beasts*, volume 5, page 36, such Brown Molds are worth 65 EP each).

All of this fungal growth has attracted its share of monsters to dine on it, as well as the monsters that dine on the monsters that eat the fungus. This is truly a wild section of the caverns; the chances of a wandering monster encounter rise to 4 in 10. The most common sentient beings encountered here are either rogue Fire Trolls (escaped slaves foraging for food) or Anubotanists studying the wild flora (and perhaps collecting spores for their experiments). The anubotanists also try to keep the Brown Mold in check.

The most common type of fauna encountered here are Fire Toads that feed on the oversized worms and cave crickets that eat the fungus, and the Pyro Snakes that eat the Toads. There is also a Greater Basilisk wandering about these caverns – an escapee from the Royal Zoological Gardens.

7. OLD FIRE

This is an area of the caverns that somewhat cooler than the others. The lava flows here are more sluggish, the air is less stifling (though at a mere 95°F it's still extremely uncomfortable to those not native to the plane), and there isn't much flora or fauna populating the area (1 in 20 chance to encounter a wandering monster).

What does distinguish this area from the others is the presence of a forgotten magic-user's laboratory. Established decades ago by an elemental mage who greatly valued his privacy, this lab and its contents are still mostly intact. The elemental mage himself was killed during a particularly violent rumble (he was not only a recluse, but a lazy miser and skimmed on the construction of his lair. Let this be a lesson for you little leaguers.). Now only his Imp familiar and two Flesh Golems remain to wander the corridors, trying to find something to do and periodically going berserk.

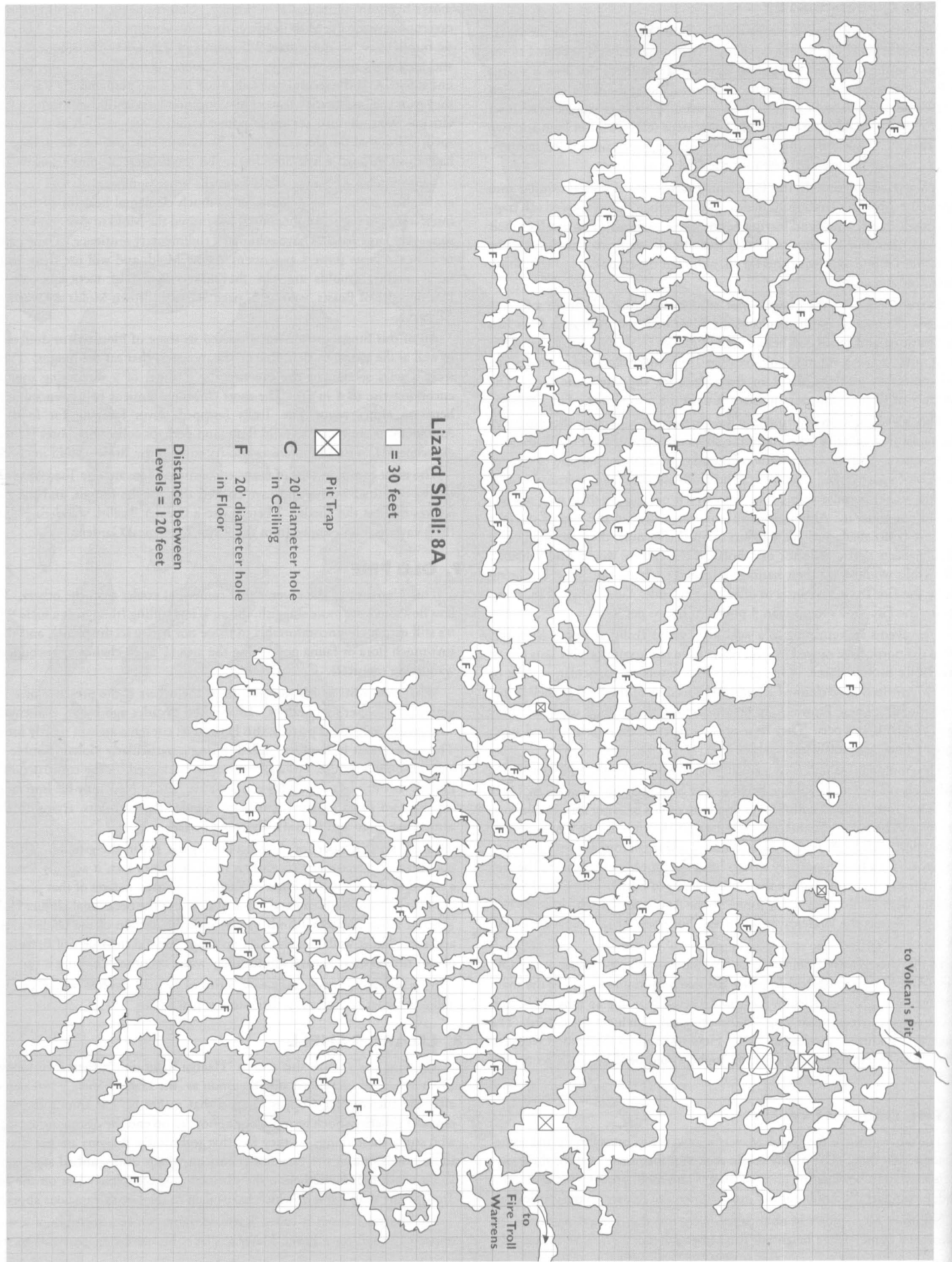
In the northern part of this area lies a great rift in the ground. This rift goes deep – in fact many consider it bottomless. In fact, it actually serves as a portal to the Elemental Plane of Earth. Not many natives of that plane use the rift to access the Elemental Plane of Fire, but the occasional Umber Hulk, Xorn or Earth Elemental finds its way into this section of the Undercaverns and some like it well enough to set up shop. Should the rulers of Brass learn of this rift's existence, they would surely waste no time in closing it up.

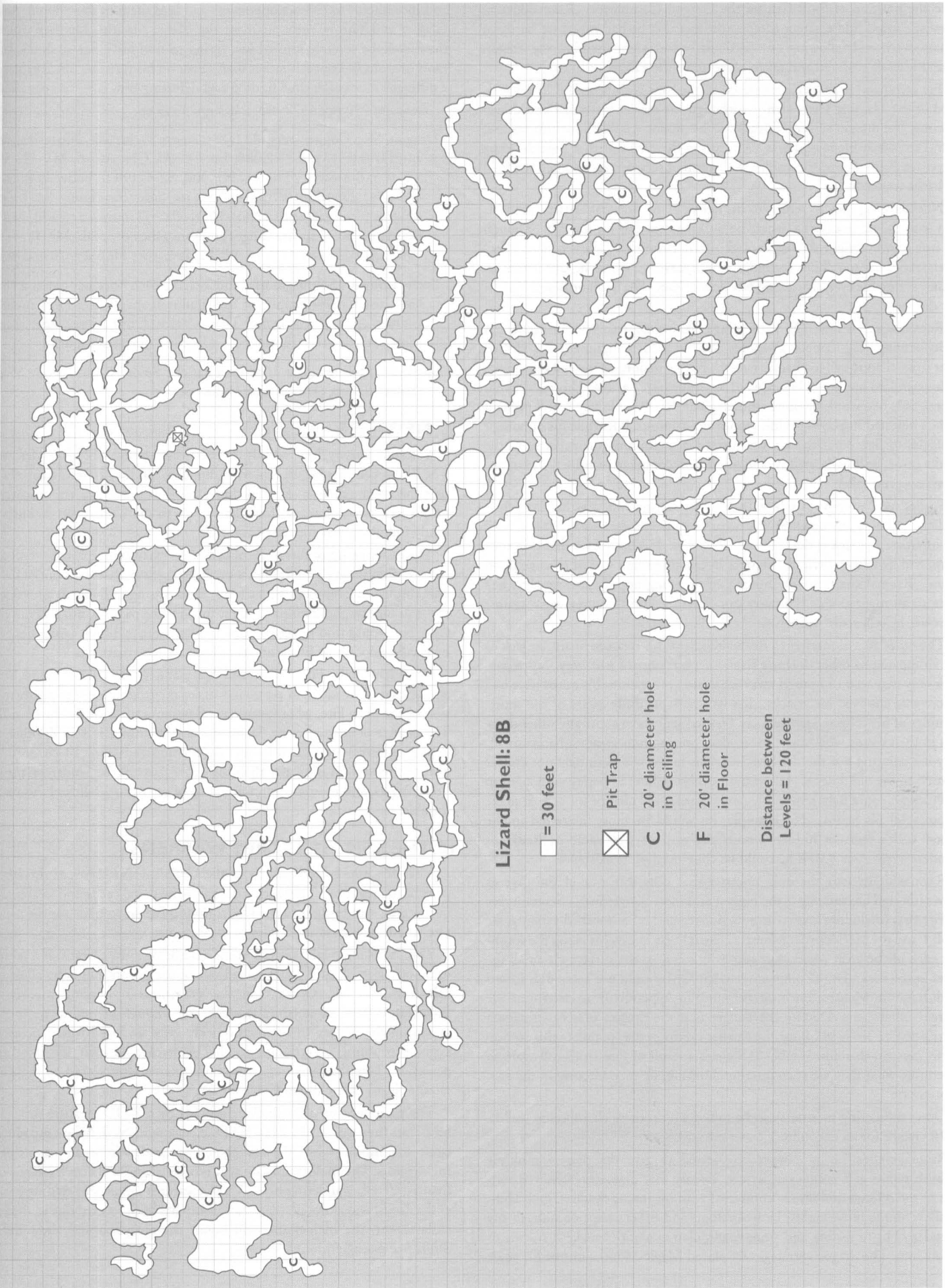
A secret side passage leads to a series of twisted caverns where the Fire Thieves gather and worship their strange gawd.

8. LIZARD'S SHELL

The Fire Trolls know this area as "Haarga Krumlin" in their own tongue. The term loosely translates into common as "the Lizard's Shell." It is named after the ancient Slag-Copper Dragon that makes his lair among the westernmost galleries. Such terminology annoys to no end the distinguished sages who study these things, as they feel that technically, dragons are not lizards. In fact, it is one of the very few points on which distinguished sages agree about anything! Nonetheless, the distinction is completely lost on the Fire Trolls, more than a few of which have fallen to the beast's voracious appetite.

The dragon himself is called Raamakizzirr. Once a member of a well-respected brood on a Prime Material Plane, he was being groomed to step





into the position of Swill Gut on the Dragon Committee. Raamakizzirr, however, loved riddle games (despite the fact that he had no talent for them whatsoever), and following one particularly bad night for him, the dragon found himself enslaved and taken off to serve the Efreeti in Brass.

For centuries, Raamakizzirr served as a mount for a powerful Efreet warlord of the Flaming Claw clan. Although his master was cruel and domineering, the dragon served faithfully, as his honor would allow him no less. However, when his master was slain during the civil war that brought Fiarz to power, Raamakizzirr considered his term of service over and fled the field of battle to freedom.

Not knowing how to return to his native plane, Raamakizzirr found his way into the undercaverns, where he set up a cozy lair for himself. Though he isn't terribly bright, he has enough native cunning to allow him to effectively sneak his great bulk around the undercaverns, where he can snatch an unsuspecting (or even suspecting but slow of foot) Fire Troll or Blood Knight for dinner.

Raamakizzirr is now 717 years of age (very old), with 900 hit points. A rarity among Slag-Copper Dragons, Raamakizzirr's alignment has shifted over from chaotic evil to chaotic neutral, but he maintains the evil tendencies of his standard brethren. His years of servitude have hardened his resolve that there's only one word for those who play fair: "loser." He might still pretend to be interested in playing riddle games and contests, but while his opponent struggles to figure out the answer, instead of examining the nuances of the riddle game, he'll strike swiftly, and often with complete surprise (-4 to opponent's surprise rolls).

Parties who attempt to talk with the dragon find him a rather impatient audience. There are, however, two areas of conversation that catch and hold his interest. The first is the Flaming Claw clan. His hatred for that clan runs deep, and he takes a definite interest in exacting some sort of revenge upon them. Raamakizzirr hasn't thought of anything appropriate yet, but he's open to all suggestions. If a party can convince him that they work against the clan, he will spare their lives.

The other area of interest to Raamakizzirr is his treasure hoard, or lack of it. Compared to other dragon's Raamakizzirr's hoard isn't very impressive. He's only managed to squirrel away what little possessions his meals have had (those that survived his attacks, that is). He's painfully aware of the shortcomings of his collected treasure, and is glad that there aren't any other dragons in the caverns who might see it, thus causing him great embarrassment. Anyone pointing out the deficiencies in his hoard will definitely not endear himself to the old dragon. He would be most willing to parlay with a group of PCs who could help him locate new treasures to enhance (or at least make respectable) his hoard. For example, he would be most interested in the Blood Cult's treasure hidden within the area of the Vault of Radiance (Undercaverns Area #3), if he could be convinced of its existence.

Raamakizzirr isn't the only monster that calls this area of the caverns home (though he certainly is the biggest and most dangerous). Several types of Fire Bats (including known arcane, sinister, and sabre-toothed variants; see HoB 1 and the Hacklopedia Monster Matrix) nest in caverns along the southern edge of the area, where they can gain access to the surface via small fissures in the rock. For all other caverns the GM should use Table 8LS Lizard Shell Random Monster Encounters, found in Appendix B, to determine the current inhabitants. Despite the danger that the dragon presents, foraging parties of Fire Trolls still hunt the smaller creatures that populate this section of the caverns, therefore if table 8LS yields a result of Fire Trolls roll again to determine what they are encountering, hunting, or encountering in the specific cavern.

Other wandering monsters can be found within these chambers as well (2 in 10 chance for an encounter) as per table 8LS.

Raamakizzirr's lair is a maze engineered to give the dragon multiple ambush points and avenues of retreat. Twenty foot diameter burrowed tunnels in the ceilings and floors, combined with his innate Spider Climb ability, allow him to move rapidly between floors and either escape or ambush any intruders. His tunneling and stone manipulation abilities make it suicide to follow him. The dragon's strategically placed Magic Mouths mimic his voice

and movements to distract opponents and lead them to their doom. Audible Glamer and Throw Voice augment the Magic Mouths. His foes will more than likely be severely injured just trying to find his inner sanctum. Unlike most dragons he conceals rather than sleeps on his treasure. Since he sleeps in a different room each time finding and defeating him is even more arduous.

Treasure: 990 pp, 4577 hsp, 2183 gp, 3359 ep

Dragon, Slag-Copper, very old (age category 9), Jurassic Burrowing variant, (1) (HF 139, EP 22,088, Int 7 (), AL CN, AC -6, MV 12", Fly 33" (C), Burrow 4", HD 16, HP 900, SZ G (99 ft. body, 79 ft. tail), #AT 3+, D 1d6+10/1d6+10/5d4+10 (claw/claw/bite), SA breath weapon (slow gas, acid) 18d6 +10, spells, SD immune to acid, Magic Resistance 30%, spells, Lang: common, Dragon Speak, ML 16, TOP 450, Crit BSL: Def AC +16, FF 16, Reference HoB 2 p 70 and 86)

Spells Known, (3/3 magic-user and 2 cleric, each once per day as a 16th level caster, 10% chance of spell failure): magic-user (1st) Audible Glamer, Aura of Innocence, Throw Voice, (2nd) Forget, ESP, Magic Mouth; cleric (1st) Flutter Soft, Darkness (reversed Light).

Spell-like Abilities (as a 16th level caster): Spider Climb, Stone Shape (2/day), Forget (1/day), Transmute Stone

9. NEW FIRE

Volcanic activity has recently opened this section of the Undercaverns. The Blood Cult has begun exploring this area, but they haven't reached much past the outer galleries. Should they explore it fully, they will discover not only a passageway leading from the surface to the Undercaverns, but a currently unknown way into the City itself!

The eastern edge of this series of chambers extends out past the walls of the city. Within these chambers lies a small passageway that leads out of the caverns through a fissure on the surface. Enterprising individuals who discover this entrance might attempt to use it to gain free passage into and out of the City, but would find navigating the Undercaverns without being discovered by the Blood Cult or Elementalists' Guild a tricky matter.

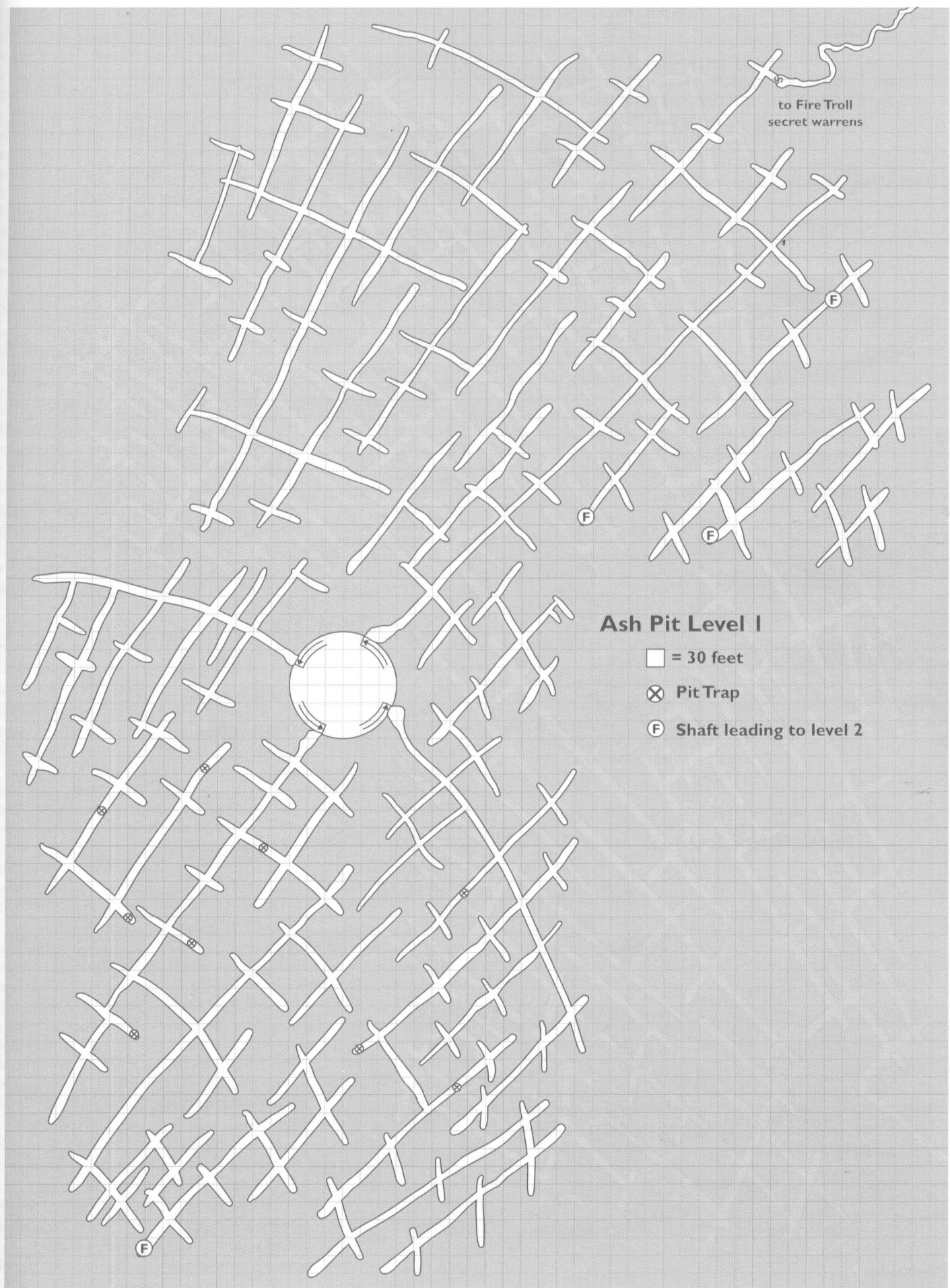
Fire Elementals, Fire Mites, and Salamanders can all be found here in abundance. The latter in particular make their lair along the northern section of the New Fire, where small lava flows join up with the River of Tears. The chance of encountering Salamanders in that area is 1 in 8; other wandering monsters are not so frequently encountered (1 in 10 chance). The heat of this section is greater than the other parts of the Undercaverns (save Volcan's Pit), and most creatures not born of the plane itself find this uncomfortable.

10. THE ASH PIT/SECRET WARRENS

This dry, ash-choked section of the Undercaverns serves as the lair of a pack of Incinerators. These creatures mine the metal ore found in abundance in this area, and bring it to the Underground Bazaar to trade for the paper or rare wood these creatures so desire to consume.

The pack's main lair, located in the middle of these caverns, is a great pit, some 60' deep. Crude stairs carved out of the pit on four sides allow rapid exit from the lair. Other than the occasional wandering monster, the Incinerators have no enemies down here. Though viewed as terrible nuisances on the surface (the Efreeti quickly grow annoyed when Incinerators begin consuming everything), in the Undercaverns their life is relatively peaceful. Like the Dragon in area 8, the Incinerators would be most interested to learn of the Blood Cult's library.

The pack consists of 60 Incinerators led by a 7-HD creature that has 62 hit points (he's worth 975 EPs). Half the pack remains in the pit guarding the latest acquisitions while the rest mine the caverns in small groups of 1-6 Incinerators. The Incinerators are very territorial and will attack anyone other than Fire Trolls wandering here. These creatures are ancient trading partners of the Trolls, and although that relationship has been severed due to the Troll's enslavement, the Incinerators still honor the old pacts and allow the Fire Trolls free passage through here.

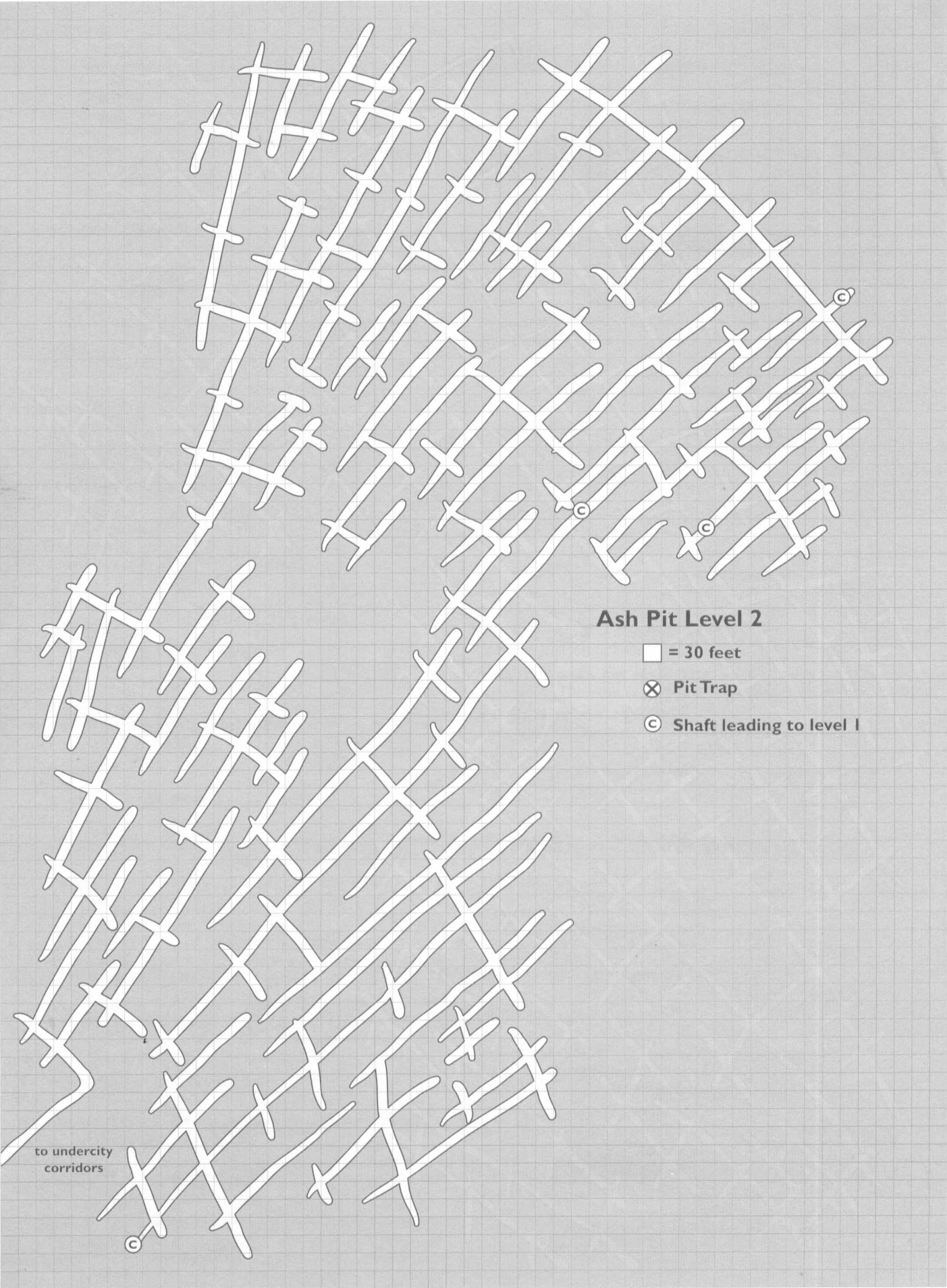


Ash Pit Level I

□ = 30 feet

⊗ Pit Trap

ⓕ Shaft leading to level 2



Wandering monsters of various sorts are also encountered within these caverns (3 in 10 chance for an encounter; on a 1 use Table 4UC, on a 2 or 3 it is a pack of 1-6 Incinerators engaged in mining). Any incinerators encountered as wandering monsters must be accounted for by deducting them from the grand total of 60.

To the northeast of the Ash Pit, families of free Fire Trolls live in a series of secret warrens [for the GM to develop]. The path leading to this section from the known parts of the Undercaverns is winding and twisting, and is not marked. Young Fire Trolls are taught from early on the specific method of finding the path, and this knowledge is never passed on to anyone who is not Fire Troll- no matter how much the Trolls trust the other party. So a Charm spell will not get the troll to lead someone there, nor will an ESP spell prove effective, as the trolls know the route almost instinctually and cannot consciously relay this information by telling.

The trolls here are formed from those who escaped Fiarz's cleansing, and those slaves they have helped escape since then. There are around 250 adult trolls living here, with half as many juveniles and young. Their clan leaders have been gathering weapons and armor and plan one day to have a massive revolt, whereupon the slaves all rise up and destroy their Efreeti masters for good. When this day will come, no one knows. None of the clan leaders is willing to risk discovery and total defeat by launching the revolt prematurely. The time is growing near, however, as more and more of the younger Trolls are growing impatient with their elder's patience.

The Efreeti know these secret warrens exist, they have caught too many free Trolls attempting to help others escape not to have put two and two together. However, they have met with no success in their attempts to find this hidden enclave. As mentioned above, the Trolls will never reveal the path to the warrens, either consciously or not, and they have developed effective methods to discover and shake any would-be pursuers who try to follow them through the caverns. The Incinerators in the Ash Pit also serve as a deterrent.

THE UNDERGROUND BAZAAR

Located beneath the Great Market, the Underground Bazaar, also known as Kebir Al Maharib, was built in tunnels cut by enslaved Fire Trolls. A series of hallways leads between grand halls and tributary caves. The whole complex is set up like a maze and only those in the know can easily find their way through the twisting and winding market streets.

The Kebir Al Maharib is notable for its range of diverse goods and services, and for the types and numbers of travelers who visit its halls. It is well known throughout Brass that if you seek anything or anyone in particular, start looking in the Underground Bazaar. Patrons can enter the Bazaar by way of one of two wide corridors, well lit with brazier-based lamps. Each leads down below the city to an outlet on the main level below (Area UB1). In all it's a comfy place – somewhat quieter than the markets above and demanding more patience from its patrons.

Efreeti guards are posted at intervals throughout the Bazaar. They defend the merchants against attacks and will generally quell disturbances. They will not interfere in altercations that the caused by PCs or other patrons unless a merchant or another guard is involved. They merely watch, and if the situation threatens to get out of hand, they intercede to either attack those who started the mess, or to simply eject all offending parties from the Bazaar. Resistance against any one guard brings the attention of others, 2 to 5 of whom arrive (flying) in 1 to 4 rounds, depending on current locations. Some merchants might react with hostility to such disturbances (note those near keyed areas), as these threaten their patrons and potential future profits.

When they do take action, these guards do not hesitate to use their full abilities to dispatch troublemakers – they know that their (quite generous) compensation comes from the continued smooth flow of business.

Patrons of the bazaar who perennially cause trouble (even if the guards don't intervene directly) will find life increasingly difficult. More and more merchants refuse to deal with them, other patrons are likely to assault them (perhaps in the employ of one or more merchants), or even, perhaps, the Blood Cult, Fire Thieves, or a guild takes offense and comes after their heads.

Efreet Guard Stat Block:

Efreet Guard (1) (HF 23, EP 8,233, Int 12 (Very), AL LE, AC 2, MV 9", 24" Fly, HD 10, hp 75, SZ L, #AT 1, D 3-24, SA illusion, Produce Flame, Pyrotechnics, SD immune to normal fire, resist magical fire (-1 per damage die), Gaseous Form, Enlarge, Polymorph Self, Wall of Fire, Lang: efreeti, giant, common, Hon: Average, ML 16, TOP 35, Crit BSL: Def AC +8, FF 7, Skills: brawler 100, intimidation 110, kidney bruiser 95, HoB 2 p 127)

Aside from the true bazaar itself, a handful of stalls can be found in any hall in this region. Here lesser merchants sell items of questionable legality (and quality). Such merchants might set up a temporary stall for 1-4 days before moving to another area. Guards, visiting nobles, and anything or anyone with some sort of authority often tell them to move out, as these areas are meant to be clear and open. Sometimes authoritative types make these orders stick, sometimes these merchants just don't want to be found easily and so move to another location. Some of these types only have a limited supply of items to sell and will leave the bazaar when that is gone. Some are actually nobles from Brass who wish to hide their identities. Experienced travelers call this ever-changing selection of smaller stalls found throughout Kebir Al Maharib the Little Bazaar. All the lesser merchants know how to reach Area 7, but many will insist a visitor buy something before sharing that information. Inquiring about the location of the main Bazaar (Area UB7) marks a patron as a newcomer, and dealers are much more likely to approach such travelers with hard sell tactics.

Any significant merchant can be found in Area 7 (a few major operators have areas to themselves). The vast majority of merchants in this area are Efreeti (though a few stragglers from other planes have set up shop). Merchants are interested in money, not fighting, but will defend themselves if need be.

Efreet Merchant Stat Block:

Efreet Merchant (1) (HF 23, EP 8,120, Int 12 (Very), AL LE, AC 2, MV 9", 24" Fly, HD 10, hp 70, SZ L, #AT 1, D 3-24, SA illusion, Produce Flame, Pyrotechnics, SD immune to normal fire, resist magical fire (-1 per damage die), Gaseous Form, Enlarge, Polymorph Self, Wall of Fire, Lang: efreeti, giant, common, Hon: Average, ML 16, TOP 35, Crit BSL: Def AC +8, FF 7, Skills: appraise 109, haggling 120, barter sense, HoB 2 p 127)

Map UB. The Underground Bazaar: Kebir Al Maharib

KEYS #UB1-UB9

GM Notes: Unless otherwise noted, ceilings are 25 feet high, vaulted to 35 feet in the center of most rooms.

An asterisk (*) on the map marks the location of a single Efreet guard (70 hp).

Buying Magic Items

Goods sold in the bazaar come at high prices but are also of high quality, or at least not shoddy or poor (for the most part). Everything should cost more than the highest cost listed in the GMG or other guide, though how much more varies considerably. Almost any magic item short of an artifact can be bought and sold here. In fact, the availability and selection of magic items is one of the main reasons characters brave the hazards of the Elemental Plane of Fire to reach Brass.

That said, it's not like some version of a grocery store with **Long Swords** +4 lined up on a rack for easy pick up and weekly specials on **Daggers of Venom**. This is a bazaar, a marketplace where a huge variety of buyers and sellers congregate to see what business can be done. Merchants everywhere

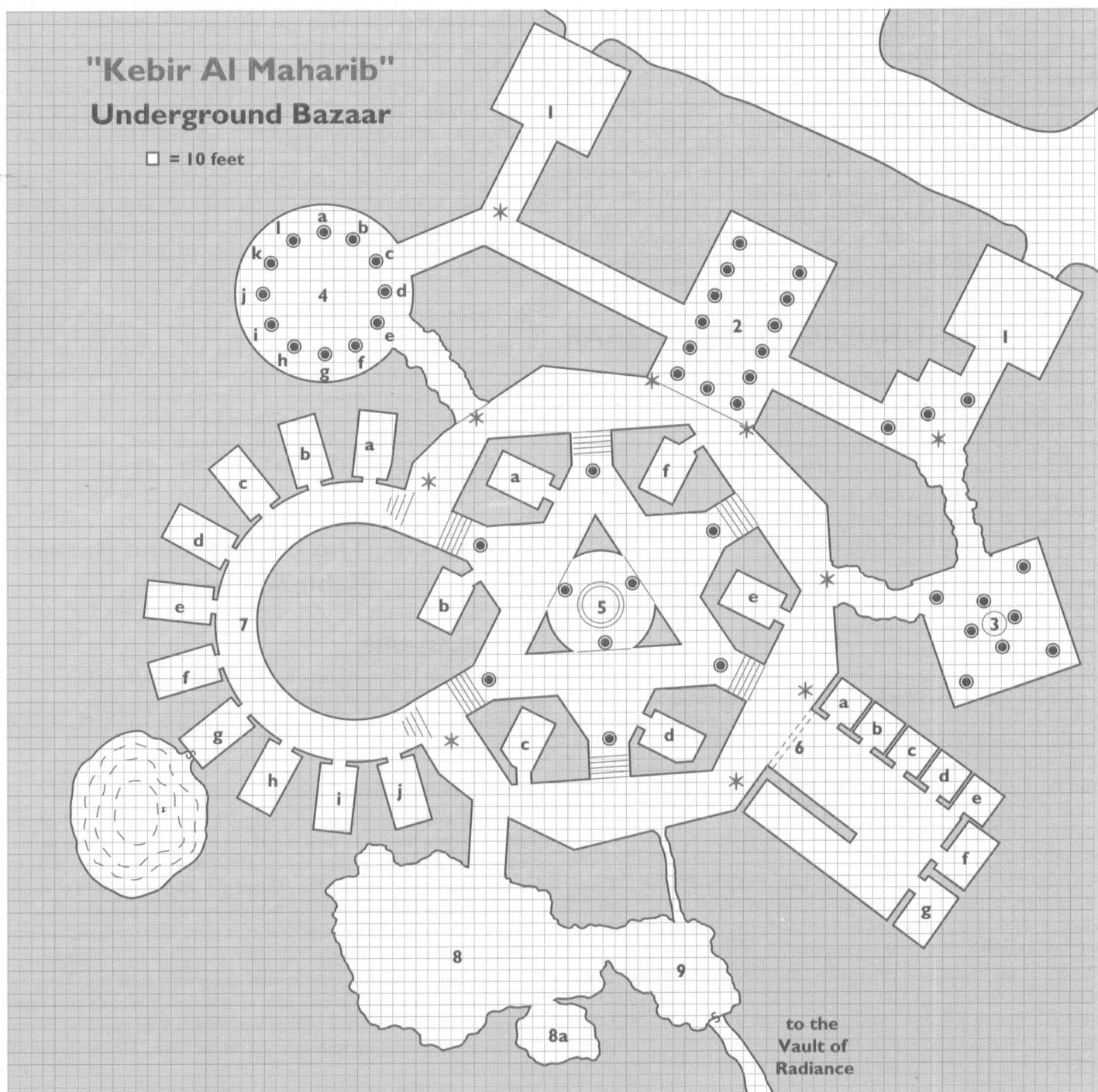
love to haggle, and the merchants of the City of Brass are the best of the best. Merchants dealing in magic items here are the best of the best of the best.

Nonetheless, even a magic item merchant of Brass cannot haggle over the price of an item he does not have in stock. The base chance of a merchant having a particular magic item depends on how appropriate it is to his specialty (see the individual description for the more stable merchants). For obviously appropriate items, such as a Plate Mail of Etherealness from an armor merchant, the base chance at any given time is 40%. For tangential items (a weapons merchant may have a shield or two in stock from time to time and a ring merchant might sometimes have Bracers of Defense AC 8; the GM must determine what is tangentially appropriate) the base chance is 15%. This chance is modified by a simple formula: base chance \times [(5,000-EP Value)/5,000]. Thus, characters would have a 32% chance [40% \times (5,000-1,000)/5,000] of finding a Chime of Opening at a musical instrument stand. The GM should not check for an item's availability more than once every four days. For items obviously appropriate to a particular merchant (but not tangential or high EP value items), add 1% (cumulative) for

each previous check that indicated that specific item was unavailable. However, the chance can never exceed 90%.

Any item with an EP value higher than 10,000 is never for sale. There is a lowly 1d3% chance of an item with an EP value from 5,001 to 10,000 (such as a Vorpal Sword) being available.

If a weapons merchant has no **Long Swords** +1, he might have a **Long Sword** +2, or a **Scimitar** +1, or even a **Cursed Berserking Sword** -2. For oddballs and oddities, such as **Dust of Appearance**, supplies are ever in flux. Furthermore, the number and types of magic item dealers varies quite a bit. GMs who don't want to see PCs buying up hoards' worth of magical treasure should not place anything more than potion stands in the fluctuating smaller stands. Even the larger, more stable merchants change over time. The current situation has (as described here) been in place for about 20 years, but the more successful merchants may retire, sell out, or even go under for one reason or another.



The cost of any magic item in the bazaar starts at 1d4+2 times the listed book price (see the GMG). Haggling begins at that point. No merchant in the bazaar will ever sell any magic item for less than twice its listed value.

UB1. Rooms of Plenty.

(Each entry room measures 80 feet by 80 feet.)

These large rooms sport several tables offering meats, cheeses, fruits and wines. Several beautiful damsels covered in silken robes and veils, their faces indiscernible, glide between and about them, refilling the feast from decanters and baskets.

These damsels do not interact with patrons beyond silently encouraging the consumption of the food offerings. Their baskets are in fact magical items that act as Bags of Holding (Type I) and their decanters are Decanters of Endless Libation (as Decanters of Endless Water, but they pour only fine wine and never faster than a stream (one gallon per round).

When not replenishing snacks, the women recline on sequined pillows behind the tables. They are Ouri, a form of Huri, who have elected to serve here in Brass. They emit a formidable calm that keeps anyone from assaulting them, and in fact they seem very pleasant indeed. They act friendly, but say nothing.

Anyone seeking to harm an Ouri must first succeed at a saving throw versus apology with a –4 penalty. Assaulting one of these women results in the loss of 12 points of Honor. Guards will watch closely, but not interfere unless drawn into the fray. Merchants will be uncivil to such rude individuals and at least triple all prices. Patrons may be rude to such people (40% of the time), ignore them (40%), or attack them (20%).

UB2. Hall of Barter

This long hall holds rows of elaborately carved columns. It echoes with the sounds of several voices, some raised a bit higher than others, some apparently frustrated, others calm, many business like. Assorted types of people (human, demi-human, Efreeti, Fire Giants, and often others) stand near some of the pillars, mostly in pairs but sometimes in small groups.

This is the hall where the merchants and their prospective customers come to settle a bargain that is not making headway at one of the many stalls and shops here. There are 2-8 sets of bartering people bartering at any given time.

Several personal slave attendant-Djinni stand near these separate groups, ready to provide refreshments, summon other entertainment or supply provender as the merchant or customer requires. No guards are apparent in this room.

Anyone who moves to less than 15 feet away from a bargain in progress receives a warning look – first from the servant Djinn, and then from the merchant. The guards near the southwest entrance will come to the aid of merchants or patrons that are attacked in this area.

UB3. Farbozon's Fire Magics.

A large brass sign hangs above either entrance to this large hall. In glowing, fiery letters it reads "Farbozon's Fumes" in the efreeti tongue, and beneath that in common tongues. Inside, multi-colored smokes rise from nearby urns and censers. Behind a large table made of red-veined black marble lie a large number of bubbling and fuming alembics with various fiery elements recently decanted into them. This appears to be a large alchemist lab of some note.

Farbozon is a three-eyed Efreet who wears various colored silks woven through with volcanithril threads, demonstrating that he is a merchant of more than a little wealth. Unlike some of his competition, Farbozon himself does not bargain. He may offer an Efreet Noble some minor deal, but for the most part his underlings do all the haggling. They will never sell anything for less than triple the GMG's listed price. Farbozon has made his reputation based on exceptional quality and service. He offers the following goods for sale or trade:

*Any fire related potion found in the GMG, at triple listed cost, but with 5-30% extra potency (duration, damage, etc.).

*Any of the fire poisons noted in Appendix D: New Magic Items and Poisons.

*A special concoction called Farbozon's Elixir. This restorative potion can heal fire damage at double normal rate. Each vial holds 4 doses (for a Man-sized creature, eight for Small and 2 for Large). He makes different strengths of the elixir, so prices range from the 800 gp for a half-strength potion, to 1,500 gp for a full-strength one.

His shop contains three of every potion or poison type; he restocks his inventory every four days. Farbozon also knows where to acquire ingredients for fire spells, fire-related potions and so on. He may part with such information if treated politely, respectfully, and paid well.

Farbozon despises rudeness. He takes no responsibility for what customers do with his goods after they take ownership. He regularly carries 10,200 gold pieces in his **Portable Hole** and a **Flame Tongue Scimitar +2** at his belt. He is also widely known to be extremely lucky.

UB4. Nemorik's Eye.

Nemorik, a private detective for hire, occupies this circular chamber. A cyclopean Efreeti, he wears a black eye patch over the remnants of his right eye. When first encountered, he appears to be in a trance.

The columns here only reach halfway to the ceiling. Upon each of these 12 columns surrounding him dances an illusion of a scene as described below. He claims that these are real encounters and/or scenes from cases he solved for past clients.

- A) A slave Efreet stealing a case of red gold.
- B) Two lost Fire Giant children.
- C) A Dao prince's volcanithril and gem-studded armlet lost in Farzor's Fire.
- D) Two dozen human slave women being abducted.
- E) A newborn volcano discovered before arising.
- F) A dragon becoming a Great Red Wyrms near the River of Tears.
- G) The Rhaed-Gem mother lode found for the Fire Giants of Morg.
- H) A copper-red summoning gong retrieved for the Crafts Guild.
- I) A family weapon stolen from the Isle of Swords by a rogue Efreet.
- J) A bronze urn encrusted with emeralds
- K) Two fire-breathing horses with golden hooves
- L) A metal case containing three flaming daggers, each of a different metal

Nemorik reveals that he finds things for his clients, though he will not investigate intra-family deaths, suicides, or anything to do with governmental or royal business in Brass. Nemorik is a 17th level thief with the sleuth package (see the Griftmaster's Guide). He also claims to be the greatest seer in Brass, and that the pictures the PCs see are but a sampling of his many solved cases over a 200-year period. Nemorik is, in fact, an actual seer with some special psionic abilities (these let him know where to begin when seeking information). If he solves a particularly exciting, interesting, or difficult case for the PCs he may replace one of those twelve images.

Prices depend on the difficulty involved, and are never set with oaths until the end of a job, though his estimates are usually only 11-20% low. Use Table 5B: Nemorik's Fees as a guide to setting the costs of jobs.

GMs must assign the difficulty level and the time to complete. Generally speaking, locating a specific individual (such as a kidnapped relative) is an Average task. Locating someone who doesn't wish to be found (such as a spy) is High difficulty, an expert spy in deep cover would be Very High.

The more difficult the request, the more likely that Nemorik can only furnish incomplete or unclear answers. The Percentage Completed column represents how much of the information sought Nemorik is able to supply. For

Table 5B: Nemorik's Fees

Difficulty	Time to Complete	Percentage Completed
Simple	6 hours to 7 days	100%
Low	7-28 days	91-100%
Average	5-10 weeks	81-100%
High	3 to 6 months	71-100%
Very High	6 months to one year	60-90%
Near Impossible	1 or more years	10-80%
Shouldn't Have Asked	2 or more years	10-40%

example, if the PCs approach Nemorik seeking the locations of the “Three Artifacts of the Demon Senders,” (which the GM decides is a Near Impossible task for the seer), the GM checks the appropriate Percentage Completed column. He finds that Nemorik has only discovered 30% of the information, which probably means he knows where one of the Artifacts lies. He may not know everything about its guardians.

Nemorik is considerably more straightforward than his Efreeti brethren. He tends to get right to the point and begins discussing payment early. His costs are high, but his work is good. Though no stranger to violence, he always seeks to avoid combat. Only two things can draw him into melee: self-defense and the need to complete a job, and only the first is sacrosanct. With his **Ring of Teleportation** (part of his clients' fees include a “recharge adjustment compensation”), he can escape pretty much any situation he wishes to avoid.

UB5. Mlakais' Magick Exchange

Wide stairs lead up about ten feet to this elaborately carved and decorated area. The stairs between room 5a and 5b and between 5b and 5c actually lead steeply downwards to massive halls (below the primary level's hall, indicated by dotted lines) that lead into the bazaar proper. The vaulted ceiling in Area 5 rises to 30 feet in the center, the ceilings on the smaller rooms (a-e) are about 23 feet high and relatively flat.

This “Exchange” is more like a factory filled with various magical craftsmen (and some strange ones at that) such as disenfranchised magic-users, clerics, elementalists, Aethificers of note, human alchemists, sages and craftsmen, as well as a few demonic half-breeds and other planar beings. Under the guiding hand of Master Mlakais (pronounced: Mah-lae-Kis), this agglomeration of intellects, eccentrics, mavericks and whiz-kid geniuses constitute one of the strangest guilds this side of the Abyss. None can enter the actual Exchange itself; this is just an outpost of the guild's main halls. The main halls of this Guild can only be accessed by a special cross-dimensional entry-door that requires a code that only Guild members know. On rare occasions, they may take a patron or guest there for a brief visit.

This Guild has been responsible for many discoveries over its 300-year existence and has produced some mighty inventors as well. Many of their lesser ilk (and not a few of the great ones) have passed into oblivion courtesy of an experiment or two gone awry, but some still work here and elsewhere in the city.

The central area holds a huge round table with dozens of high-backed chairs spaced around it. Here Guild members periodically meet to discuss the finer points of their research, recent advancements, and receive direction and input from fellow members, when they don't mind observation by the public (though the area is often protected by a cone of Silence that prevents noise from getting out. More frequently, they entertain important customers and potential customers here. Though rumors abound of the table sitting atop an unique magical nexus, no outsider has ever confirmed that the Guild uses the area for spells or construction.

- a. This is the coded door to the main hall of the Guild. To pass this door, a character must speak a special code kept secret by members of the Exchange on pain of a slow and especially excruciating death. Those who do not know the code and attempt to enter find themselves in what amounts to a large closet area, full of esoteric items ostensibly

used for arcane research (decanter, beakers, vials, special candles, newt's eyes, brass tacks and so on).

- b. In this area, craftsmen construct armors and shields of all sorts. A handful of smiths work in this area most of the time, and it always appears cluttered and confused (with greaves and collars strewn about the floor, cooled spots of molten metal, and various tools). Most actual armor making occurs in the main hall, however. Working in this area is considered an honor among Guild members, as the “public” can look right in. Partial and completed suits of armor for purchase are located near the entrance (and often standing just outside as a kind of sign and advertisement). They even have mundane examples (usually failed experiments).

The supervisor of the area is a permanently Polymorphed Fire Giant smith named Alsid. Through an accident (it is believed) he ended up in half-ogre form and so far efforts to dispel the magic by known means have failed.

- c. In this area, crafters construct bizarre magical items, some as yet uncatalogued and perhaps unclassifiable, some versions of well-known magical oddities (for examples, see the GMG Table A17: Miscellaneous Magic: The Weird Stuff). Any item on a Miscellaneous Magic Table is at least tangentially appropriate here. Shelves line the walls, bookcases stand in relatively organized rows, and tables cover almost every available remaining floor space. Finding a specific object can take 1d3 hours, though the supervisor can mysteriously locate anything here in but 2d4 minutes.

Many of the crafters here actually prefer not to deal with patrons. Outsiders believe that they work in this area because the rest of the Guild does not want their weird stuff and peculiar, sometimes spectacular, failures in the main hall.

The supervisor is an elderly, very formal, but somewhat absent-minded Efrete named Nelim. He always sports ink stains and has been known to wear round wire-rimmed lenses for reasons no one adequately understands.

- d. **Wali's Weapons.** Here Wali, an 18th level dwarven cleric of Skraad supervises the sale of various melee weapons. As far as he's concerned, the weaponsmiths work for him. Though none outside the Exchange can be sure of his true standing, anyone can see the result of his work: racks of weapons line the room lengthwise. Neatly arrayed devices are elegantly displayed and there are even a few areas left more open to try a swing or two. Though Wali has several underlings (on whom he keeps tight reins), he always seems to know everything about the weapons available. Some are not magical, some are. The dwarf himself deals with any customers after a weapon of +4 or better enchantment, or anything over 2,000 EP value. He has a haggle skill mastery of 125%.
- e. **Magical Containers (“Don't put that bag in that other bag!”)**

Here a 19th level human magic-user called Briggat supervises the construction and sale of magical containers of all sorts, from scabbards to Portable Holes. He is obsessed with keeping the various extradimensional devices away from each other, and thus makes sure his people can always see every product for sale here. They walk the aisles and keep a close, if usually discreet, eye on all visitors.

Most of the items are displayed on tables or hanging from racks, never closer than six inches to a neighboring device. There are also two large marble tables where craftsmen work on making containers. Briggat spends about half his time making sure these people are as far apart from each other as possible.

- f. **Bows, Ballistae, and 12-gauge Crossbows!**

An Efrete named Gosay, who seems by all accounts to resent the job dealing with “wuss” projectile weapons, supervises this area.

Bowyers/fletches and crossbow makers work wherever they feel like it, in between rows of arrows, bolts, bows, and crossbows. There is a base 70% chance that any particular non-magical missile weapon is available here at any given time. Gosay will take orders for large missile weapons such as ballistae (magical or otherwise), but insists on having them delivered to customers at least one day after the order (for a mere 100 gp fee). He claims such things need to be constructed to exact specifications, but frequent visitors believe that he has a fair amount of such stock secretly stowed away in some of the magical holding devices at Area 5e.

Given the unique approach (some call it “fast and loose”) of the Guild to magic, there is a 30% chance that any item purchased here comes with a “bug” (some call the style “bug be damned!”) of some kind. Such effects are part of the magic infusing the item, not curses, and cannot be removed from the item without destroying it. They are simply properties of the item that may be considerably less desirable than its primary function. See Table 5C: Magic Item “Bugs” for specifics. The Guild sells all goods “as is”, of course.

UB6. Fate’s Temptation.

Fate’s Temptation is a favored hangout of the nefarious and nefarians who visit Brass. Perceptive characters might notice that the current sign has replaced the remnants of another word (“O’Freet’s”, written only in the efreeti tongue) over the doors. The wall open to the hallway is a massive Glassteel thing four inches thick. The double doors are usually open, but one of the three bouncers (Efreeti who are also 13th level fighters) stands there to check customers’ “look”. If he doesn’t like it, they’re out. He also informs visitors of the very strict two-drink minimum.

Demons, daemons, devils, very unpleasant humans, and all sorts of creatures from the lower planes can be found here having a drink, gambling, and renewing old agreements (and hatreds). On the walls hang the bodies of thirteen dead paladins as a decoration – unfortunate beings who wandered into the bar seeking directions. Rumors that one was tricked into drinking a **Potion of Poison** as this bar’s gutbuster have never been confirmed.

Although they consider many of the regular clientele to be somewhat seedy, Noble Efreeti can sometimes be found here, as the games of chance at Fate’s Temptation are among the most entertaining and highest stakes within the City of Brass (1,000 gp ante games occur about twice a week). The devils will of course attempt to rig these games in every manner possible, but a wily Efreet can win often enough to stay satisfied – and eager for more.

The central area holds a large number of tables at which loud groups of patrons collect. An almost ludicrous assortment of beings from all over the TeraVerse can be found in this establishment. The side halls can be reserved for private entertainment or nefarious (double) dealing. Each area has a mechanism to magically silence it and a locking door – not guaranteed security but at least it’s a start. Interested parties can reserve one of Rooms 6a-6e for a mere 100 gp/hour. Room 6f or 6g goes for 125 gp/hour. That does not include food or entertainment, of course.

Food here is excellent, and costs 2.5 times the standard amounts. Just about any drink in existence can be purchased here, for three times standard cost. By all accounts, this place provides excellent fare and has never been proven to serve cooked up sentient creatures.

UB7. Merchant’s Stalls

A collection of stalls here house merchants selling a wide variety of items at 2-5 times the prices listed in the *Player’s Handbook*. Herbs, spices and rare fruits are especially popular. More successful merchants work in one of the rooms opening onto the central curve. Most merchants have a table or two set up in the broad sweep called “The Promenade”. Just walking through this area can be an ordeal, as tables and patrons crowd every makeshift “aisle”, and each merchant is always trying to stake out just a bit more space for his own goods.

Most of the merchants with their own shops are Efreeti, as are most of the merchants in the Promenade area.

a. Prickly Potor’s Potions, Oils, Elixirs, and Unguents

Table 5C: Magic Item “Bugs”

Id100	Effect of “Bug”
1-10	Mild headaches 0-3 hours after using the item
11-22	Toenails tingle for 1-12 minutes after each use
23-35	Carrier is doubly susceptible to intoxication
36-40	After use, users eyes cannot focus properly for 1d4 hours
41-45	Each use of the item causes all hair to grow one inch
46-50	Carrier shows symptoms of a disease (at stage 1-3), but is not actually ill and cannot be cured; symptoms clear up after 1d6 days without carrying the item
51-55	-1 to random Ability Score (1d8: 1-Str, 2-Dex, 3-Con, 4-Int, 5-Wis, 6-Cha, 7-Com, 8 – roll twice) for 1 day after use
56-60	-1 to random Ability Score (as above) as long as the item is carried
61-70	Carrying the item doubles the chance of random encounters
71-75	Carrier is surprised 4 in 10 times and over 1d12 weeks acquires a permanently startled expression
76-81	After use, user becomes absolutely, unshakably convinced for 1d3 hours that left is right and right is left
82-88	Carrier feels as if he weighs double normal; though he gets no penalties he constantly claims to need rest and makes exhausted “sighing” noises
89-93	Carrier’s tastes are inverted – if he once hated strawberries and loved pineapples, he now can’t get enough strawberries and finds pineapples disgusting. 25% of the time, he also drastically changes his taste in clothing, living conditions, and women.
94-97	Carrier can only speak by singing (+25% chance of spell failure for spells with verbal components that are not already songs)
98-99	For 1d6 days after use, user believes his Comeliness has increased by 7 points
100	Item always returns to the character who purchased it from the Exchange within 1d6 days, unless destroyed

The name says it all. There is a 90% chance that Potor has any particular potion in stock, a 70% chance he has two, and a 50% chance he has three. Prices start at 3-6 times list and never go below twice the book value. If patrons upset Potor, however, there is a 60% chance that he replaces at least one of their purchases with a **Potion of Delusion**.

b. Vaklav’s Cloaks, Robes and Clothing of All Kinds

Vaklav is noted for his acerbic wit, which sometimes amuses no one but him. Still, he has an impeccable reputation for never cheating a customer.

c. Skrin’s Scrolls

Paper and other flammable scrolls can be found here 80% of the time for four times the book price. For six to ten times book price, characters can find hammered metal sheets rolled into bone tubes that act as scrolls. Note that these scrolls have not been tested (which is exceedingly difficult) so spell failures and mishaps are always a possibility. Each spell scrolls is written by a magic-user 0-5 levels (1d6-1) above the minimum level needed to cast the spell (for a non-specialist). GMs take note: if you don’t want a PC magic-user to simply buy a particular spell from a scroll, increase the chance of failure to 95+%.

d. Billan’s Bargain Basement Bashers (weapons)

Billan is a stout Efreet partial to dwarves. He sells all sort of melee weapons, but relegates hacking weapons to the back shelf and makes no effort to organize them. He constantly preaches the virtues of crushing weapons – “No Skeleton is taking half damage from that!”

e. Crazy Gehir's Spell Component Extravaganza

Here characters can find virtually any spell's material component, from colored sand to 5,000 gp diamonds (that cost 15,000 or more). Gehir, an 20th level human magic-user, goes to great lengths to keep every spell component he knows of in stock. Such selection comes at a premium though, and his prices are 4 to 100 times what most people would expect to pay. Material components with listed gold piece values (particularly gems and gem dust) begin at 5 times that price, but are guaranteed to meet all criteria for a spell or your money back.

When annoyed by rude patrons, Gehir or his underlings may insist on seeing copyright information on spells. He only cares about such things enough to send anonymous tips to interested parties.

Gehir also happens to be black market providers of many of the special fire poisons that can be found in Brass. They will not sell these poisons to anyone so crass as to simply ask for them (vehemently denying they have any such items for sale, of course). The guards will be summoned to deal with any patrons who get too pushy over the matter. Assassins will know the proper method of approaching these merchants. One of the merchants is a member of the Fire Thieves' Cult, and will make note of anyone who does business with the poison sellers.

f. Elik's Enchantments and Charms

Elik is a typical Efreet merchant, if more successful than many. He deals in all sorts of medallions, amulets, necklaces and the like. Everything he sells is magical, though some of it simply has Gabal's Permanent Magical Aura (see module D-1 Descent Into the NetherDeep).

g. Oluke's Ceramics

Oluke, an Efreet with connections to the Sigilists, sells pottery and ceramic decorations ranging from a mere 5 gp bowl (fairly ornate) to a three-foot high ceramic statue of a dragon complete with ruby eyes (100,000 gp). He and his underlings are known for their extremely adept haggling (125%). (Note that those prices are the lowest he'd ever accept, no one has even haggled him down to less than 20% above those prices!)

In the back room of this seemingly innocuous pottery shop is a small arena where Oluke hosts beast fights once a month. Owners of special creatures bring them here to wager on the outcome of these brutal contests. Typical fights pit similarly sized opponents against one another (such as two Small or two Man-sized creatures), or up to three smaller opponents against one larger one. Occasionally, slaves armed only with clubs are forced to fight the creatures. During the fight, there are usually from 1-10 Noble Efreets present, along with 1-4 Fire Giants. The other spectators are typically lesser Efreets, humans and demi-humans.

h. Ilyen's Exotica

Ilyen is an old Efreet with a taste for the truly fantastic. He sells not only extremely weird and occasionally dangerous magic items, but anything of interest to him from across the known TeraVerse. The only consistent thing about his inventory is that it's never the same. Even jaded dimension travelers often come here to see what exotic item might have just come in from remote corner of some forgotten Prime Material Plane. Those with something to sell who don't know where to go (or what it is) come to Ilyen's first.

i. Utray's Boots, Gloves, Slippers and Such

Utray sells coverings for the extremities (magical and mundane), as well as some rings and bracers. He is a boisterous, middle-aged Efreet who moves his arms a lot when he talks.

j. Jasmine's Jewelry (Rings, necklaces, magic and mundane!)

The only female Efreet merchant with her own store, Jasmine enjoys taking human form and fancies herself some sort of royalty. She sells magnificent jewelry, both mundane and magical. Being vain, she responds well to flattery, but that does not affect her haggling at all.

UB8. Ulamerzz's Golem Rental.

Throughout the city, a character might occasionally encounter a Stone or Iron Golem wandering about with a strange sigil carved upon its chest. Such a golem comes from Ulamerzz's Golem Rental. Ulamerzz is a retired enchanter (18th level true neutral male human) who thought up this idea shortly after coming across a **Manual of Golems**. With the help of the other members of his adventuring party (who are all investors in his shop), he constructed a small band of Stone Golems and began renting them out to interested parties. As his business grew ever more successful, he was able to add several Iron Golems to his stock. Ulamerzz doesn't rent Flesh Golems anymore – they're just too messy. Also, their tendency to go berserk caused insurance trouble.

The going rate for a Stone Golem is 2,000 gp per day, 5,000 gp per day for an Iron Golem. For customers too cheap to rent one of these "top-of-the-line" models, Ulamerzz has a small selection of Gristle and Blood Golems in a back room that he may begrudgingly bring out. Gristle Golems rent for 500 gp per day and Blood Golems will rent for 250 gp per day.

Each golem has a special enchantment laid upon it. When a customer informs Ulamerzz for how long they wish to use the golem (and pays up front for it), Ulamerzz activates the enchantment that allows the customer to control that golem (and only that golem!). When the rental period is up, the golem immediately ceases all activity and heads straight back to the shop – the customer cannot prevent this without physically restraining the golem (who no longer responds to the customer's commands). The golem only stops its march back to the shop to defend itself if attacked.

Although Ulamerzz does his best to maintain the condition of his stock, the golems for rent here all show signs of significant wear. Each has an AC worse than a normal example of its kind (thus a Stone Golem rented from Ulamerzz has AC 6), and each starts with 5-20% fewer hit points than normal, as well.

In addition to the Stone, Iron, Blood, and Gristle Golems he keeps on the premises, Ulamerzz has two Guardian Golems protecting his shop. They flank each entrance to the cave, and two more flank the main entry to his store room and laboratory (Area 8a). The latter two have permanent orders to slay anyone other than Ulamerzz who attempts to enter the lab.

UB9. Shrine to Volcan.

This is a small shrine dedicated to the fire gawd Volcan. An old, blind Blood Cult Priest, who asks for donations from any passer by, maintains the shrine. He collects the coins in a brass bowl that typically holds 3-36 copper pieces, and 2-12 silver pieces found therein, donated by travelers who have recently realized that gold is the least value coin anyone in Brass accepts. There is a 60% chance of 1 to 3 Blood Knights being present, as well.

The priest, Malenyo Nur, is not actually blind. He serves the Cult as their eyes and ears in the Underground Bazaar (where many denizens of the city head to avoid just that sort of thing). In addition to his sharp senses, Malenyo also possesses a **Ring of ESP**, although he tries not to use it on any Efreets, as he did so once and it took several weeks to recover from the beating. His ring is specially created, designed to look like nothing more than a thin wire of tarnished copper braided into a small circle.

At the southeast part of the shrine stands an eight-foot tall statue of Volcan, flanked by a pair of burning braziers. Behind the statue is a secret door that leads deeper into the Undercaverns of Brass – particularly the Vault of Radiance area.

Chapter 6

Adventure Hooks and Side Missions

Narshuan's Comet

A mini-adventure, in which the party must solve the quandary of the "Runaway" Comet.

SYNOPSIS:

For the past several weeks, a strange device has been sighted rocketing around the skies of Brass in a seemingly random pattern. This device seems to be some sort of meteorite or comet, but its erratic behavior quickly dispels any sort of notion that it is an entirely natural phenomenon. Unbeknownst to the majority of Brass's populace, the mysterious object is actually a strange vehicle built by a member of the Fire Elementalists' Guild. The citizens know that the Guild has been busy attempting to study and stop the device, but not that they were behind its creation in the first place, which is just fine with the Elementalists, as this sort of bad publicity they do not need. If the PCs ask around regarding the device, they are sent to Fire Seek Hall, the Guild Hall of the Elementalists. If they can convince the Elementalists of their intentions, they will be briefed by Huwar-Blas, assistant director of the Guild. He relates a story as summarized below:

The Guild of Fire Realm Elementalists is in a quandary over the device raging about the City of Brass's skyline. The Fire Elementalist, Narshuan (NAR-Shoo-On), constructed the *Comet* using aetherficing skills and then empowering it with fire. On his first flight there was a terrific on-board explosion, the cause of which remains unknown. The *Comet* has been circling about the City's skies for weeks following this accident, just barely missing collisions with buildings, almost as if some intelligence guided it. It is not known, however, when the fire will degenerate and cause it to crash upon the city. Brass's government fears that a direct impact with the Lava Lake or with Volcan's Maw, might in fact trigger the volcano, with devastating results!

The Elementalists' Guild has attempted to stop the *Comet* themselves. All parties that sought entry into the *Comet* itself have been stifled by its magical dampening fields, strange polarity shifts, and by its excessive speeds, which have caused no fewer than ten magic-users attempting to board it to be flung against its hull and crushed. Narshuan's notes concerning the *Comet* have not been of much help, as he kept most of the pertinent information in his head. It is not known whether Narshuan or his apprentice Gewgawsh, who accompanied the veteran Elementalist, still live.

The party must board the *Comet* and pilot it outside the City, then guide it to a landing (or crash) upon the Skar. If they can keep the Elementalists' involvement in this little fiasco from becoming public knowledge, so much the better. The Fire Realm Elementalists' Guild will reward success with a knighthood. Good luck!

BEGINNING THE ADVENTURE.

GM BACKGROUND:

Narshuan built the *Comet* to be almost completely automated. He designed the major systems and operations of the fantastic vehicle so that a single artificial brain known as a Control Trobe could operate it. Passengers inside the *Comet* could then simply relax and enjoy the ride. Narshuan's skill

at constructing Control Trobes, however, was lacking, and the Trobe running the ship malfunctioned shortly after lift-off. This caused an energy overload leading to an explosion that destroyed the engine. This in turn killed Narshuan who was controlling the thrust and direction of the *Comet* at the time.

The brain, part sentient elemental force and part contraption, is still malfunctioning. The contraption part is stuck in full throttle and the elemental force is expending itself. The device perceives any intrusion on its operation at this point as an attack, as Gewgawsh, misinterpreting the events, assumed that they had been attacked and informed the brain to take precautions. These precautions also resulted in the Fire Trobes incinerating Gewgawsh (see Area 7 and Area 9), as they animated to protect the ship.

There is one functioning service Trobe still attempting to work the control panel once occupied by Narshuan. To date, its attempts to fix the problem have been unsuccessful. However, it will respond to human (or demi-human) commands, and those who look through the view port on the port side of the ship (see the southern part of the map), Trobe #5 becomes aware of the party. It will respond to telepathic or other commands issued by them. Still, the best that it can do is to slow the movement of the *Comet* (to about 24"), allowing the party to board through the upper hatch next to the cooling spine. This gets them to the top of a 50-foot drop to the floor below, but does allow entry onto the ship. Otherwise, the *Comet* moves at 300", making entry exceedingly difficult. Magical attempts to gain access will not work, as Narshuan made certain to proof the *Comet* against Teleportation.

Although the *Comet* is ostensibly out of control, the Control Trobe is still functioning well enough to actually avoid hitting any buildings within the city. However, this often means that the whole vehicle occasionally swerves sharply to avoid any oncoming obstacle. While the PCs are on top of or within the device, it does this once each turn, roll one 6-sided die. On a 1 or 2, the *Comet* quickly alters its trajectory (1 it swerves left, 2 it swerves right). Anything on the surface of or within the *Comet* (i.e. not flying) must make a Dexterity check to avoid stumbling over and falling when the swerve occurs. A roll of a "6" indicates the *Comet* has actually performed a very tight loop, throwing all grounded creatures to the ceiling, which now becomes the floor. This cannot occur more often than once per hour. Anything hitting the ceiling takes damage based on the fall (usually 1d6, as most ceilings within the *Comet* are 10 feet high, exceptions are noted). The *Comet* then performs barrel-roll to correct its orientation, causing everything to fall back to the floor.

KEYED ENTRIES

I. UPPER HATCH/COOLING SPINE

The upper hatch on the top of the *Comet* is unlocked. Narshuan, so intent on using his magical powers to enter, never once thought to simply open the door.

One major obstacle PCs will encounter trying to gain access this way, however, is the extreme speeds of the *Comet*. Any PCs moving about the surface of the vehicle without a tightly secured rope or cable (or some similar ingenious notion), must make a check against half his Dexterity score. Failure means the character is whisked off the *Comet*'s hull. If the character is not secured to the hull, he plummets to his doom. If the rope fails (it must save

versus crushing blow), the character is smashed against the hull for 5-20 points of damage (and you better believe it penetrates!).

The hull of the *Comet* is also superheated, in part due to the friction with the air at its ludicrous speeds of travel and in part to its thermal control mechanism, which displaces the heat through hull. PCs who do not take the proper precautions take 1-6 points of damage per round they remain on the surface, just from the ambient heat. Touching the surface with bare skin will cause 2-12 points of burn damage, and has a 5% chance per point of damage of resulting in permanent scarring.

On the surface of the *Comet*, magic does not function properly. The unique gravity distortion and magical effects that power the *Comet*'s flight mechanism warp and disrupt any attempts at spell casting. This field extends to five feet above the surface of the hull. Spells cast within this field will automatically fail (10% of the time they result in a spell mishap instead) and magical devices simply do not function.

The hatch is simply a trap door with a spoked wheel atop it. A lever next to the wheel serves as a locking/unlocking mechanism for the door. Pushing the lever back and forth is a simple matter. Once unlocked, turning the wheel counterclockwise opens the hatch, but the surface heat has caused the metal of the door to expand, making it difficult to turn. PCs attempting to open the hatch must make a successful "open doors" check to get the wheel moving.

You pull the lever and spin the wheel counterclockwise. Soon a gush of pent-up heat rushes forth from the seams of the hatch, scalding you like a burning wind.

Anyone standing near the hatchway must make a successful save versus breath weapon or suffer 1-4 points of damage from the heat blast. Once this heat clears, it is safe to enter. The distance to the floor below is 50 feet.

2. MAIN CORRIDOR

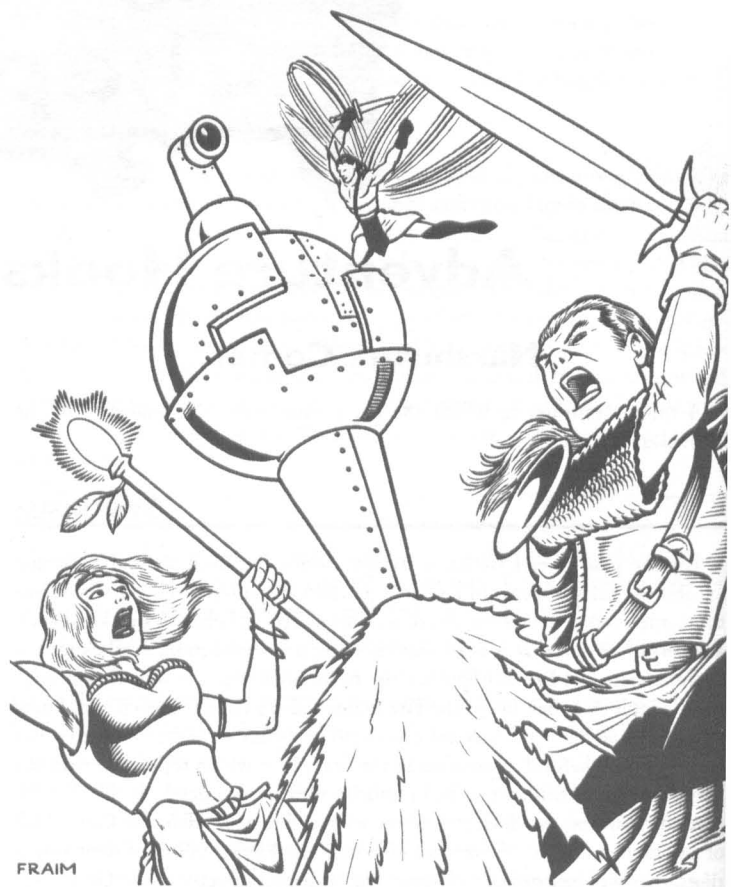
You stand on floor that seems to be made of solid metal. A faint red light illuminates the area. The light comes from several bulbous orbs set into the walls above your heads at various intervals. The walls appear of rougher make than the outside of the comet. These appear to be made of iron with obvious riveting. Several smells assail you also: burnt flesh, acrid, familiar chemical smells and some not so familiar that hint (quite strongly) of burning.

Even with the internal cooling systems activated, the *Comet*'s environment is very hot and most uncomfortable for any PC not accustomed to such extreme temperatures. Temperatures reach over 160 degrees Fahrenheit, and parties must either use spells or powers to counter the heat, or immediately begin to take 1 point of heat damage per round. Dehydration can also be an issue.

The magical lighting inside the *Comet* functions, but at reduced power. This obvious drain must surely be caused by the fact that most of its energies are currently going to achieve its extreme velocity. Range of sight without other light sources is 20 feet. The ceiling height of the main corridor is 50 feet down the center, arching down to 30' on either side.

Once inside the *Comet*, spells and magic items will function normally.

The interior appears to be vacant. You hear noises – clanking, whirring, and scraping noises of metal upon metal. You are not alone here!



FRAIM

Fire Trobes. These are wandering about the *Comet*'s deck, chaotically moving here and there without purpose. Their original purpose was to repair and defend the vehicle. The Brain's malfunction has altered their orders to attack and defend. Upon detecting the opening upper hatch, the Master Trobe dispatches a pair of Fire Trobes to the area to investigate.

Fire Trobes (2) (HF 12, EP 2,000, Int 0 (Non-), AL N, AC 2, MV 9" Fly (D), HD 6, hp 47, 55, SZ M, #AT 2, D 3-12/3-12, SA fire nozzles, SD immune to fire, half damage from puncturing and hacking weapons; ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a). See Appendix C: New Monsters.

3. STATEROOM

This was once a richly appointed chamber, with a large canopied bed, a pair of armoires against one wall and an ornate writing desk. This furniture, however, now lies jumbled all over the floor, smashed to pieces. A single metal object dashes about this room trying to restore it to order.

Through a small porthole on the far wall you get a good, if blurred, view of the City rushing by.

This was to be Narshuan's stateroom. He had it appointed with the finest furnishings his money could buy, but the *Comet*'s wild flight has reduced this finery to splinters.

The metal object is a Service Trobe, a device similar to Fire Trobes only smaller (3 feet in diameter, 2 HD, 30 hp), and lacking any sort of offensive ability. It never attacks, although if it is attacked it sends a warning to the Control Trobe, who then dispatches more Fire Trobes to deal with the intrud-

ers. The Service Trobe tries to keep this room clean, as per its orders, but the Comet's erratic flight ensures that it can never quite keep up.

Service Trobe (1) (HF 0, EP 12, Int 0 (Non-), AL N, AC 2, MV 9" Fly (D), HD 2, hp 30, SZ M, #AT 0, D n/a, SA n/a, SD immune to fire, half damage from puncturing and hacking weapons; ML 20, TOP n/a, Crit BSL n/a, FF n/a).

Picking through the ruined furniture, the PCs will find several of Narshuan's scrolls (with the following spells on them: Comprehend Languages, Detect Illusion, Burning Hands, Firewater, Fire Telekinesis, Infravision, Fire Trap, Wall of Iron, Flame Chase, Incendiary Cloud) and an Efreeti-sized Robe of Useful Items. This robe has two sets of workman's tools (hammer, tongs, prybar), and two small mirrors on bent rods (for peeking into hard-to-see areas) in place of the two daggers, lanterns, and a large mirror found on typical robes of this type.

4. STATEROOM

This small room seems to have once been a sleeping chamber of some sort, as the ruined bed and mattress can attest. A small but comfortable-looking chair sits on its side in one corner, not far from the remains of what might have been a writing desk.

You see a porthole in the far wall.

The starboard stateroom was meant for Narshuan's apprentice. He never lived to make use of it, however. The port stateroom was meant either for visitors, travelers, or spare storage (Narshuan hadn't thought that far ahead before his first test of the Comet). There is nothing of interest or value in either.

5. LOUNGE

Jumbled piles of broken furniture, smashed potted plants, and ruined throw pillows lie scattered about this room. Heavy curtains hang down from the ceiling in places.

Narshuan intended the curtains to be used to partition areas of the lounge off for privacy.

Lying beneath some of the broken furniture is a stonework jug that has amazingly not been broken by all the battering about. It contains half a gallon of Orluian Mead, worth at least 50 gp. The cork on the jug remains firmly in place.

6. GALLEY

This room holds cabinets against the north and south walls, the dented metal doors now hang open. Metal tables are bolted to the floor near the center.

A large, badly dented spherical object hanging in mid-air comes straight at you.

Narshuan intended to have servants prepare small meals, lunches or light snacks in this area. It is not a fully stocked kitchen, nor was it ever meant to hold a huge larder. Currently, there are no food stores on board the Comet –

Narshuan did not expect the maiden voyage of his fantastic craft to take all that long.

A Fire Trobe was trapped in the galley when things began to go wrong. Since that time, it has banged into the walls repeatedly as the Comet hurtles along its wild course. This beating has caused the Trobe to malfunction. It attacks any non-Trobe that enters.

Malfunctioning Fire Trobe (1) (HF 12, EP 2,000, Int 0, AL N, AC 2, MV 6" Fly (D), HD 6, hp 41, SZ M, #AT 2, D 3-12/3-12, SA fire nozzles, SD immune to fire, half damage from puncturing and hacking weapons; ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a). See Appendix C: New Monsters.

The damage this Trobe suffered as it banged around in the galley gives it a -2 to hit. It also acts randomly at times. At the beginning of every round, roll a d6. On a "6", treat the Trobe as if it suffers from a Confusion spell.

7. OBSERVATION GALLERY

A huge glass bubble on the front wall looks out over the landscape racing by hundreds of feet below. This room in the forward most section of the ship is dominated by.

The body of a dead Efreet lies here, his arm reaching out towards a cabinet on the wall. Near the corpse stands a large statue of an Efreet warrior, seemingly constructed of iron and holding a great sword, his head bowed in a gesture of solemnity.

The dead Efreet is Narshuan, and the statue is his Iron Efreet servant. After the explosion, Narshuan managed to crawl to this gallery before finally dying from his wounds. He was trying to reach a **Potion of Cure Serious Wounds** he had placed in the Gallery's bar, but didn't quite make it.

The Iron Efreet's last orders were to defend the master at all costs. If anyone approaches Narshuan's body, it interprets the action as hostile and immediately attacks. The Iron Efreet only ceases attacking once all the interlopers are dead or have fled the room. This done, it returns to its vigil, not moving again unless a creature approaches Narshuan. Note that it is not possible to get close to the bar without also approaching Narshuan, and therefore activating the Iron Efreet.

Iron Efreet (1) (HF 43, EP 11,000, Int 0 (Non-), AL N, AC 0, MV 8", HD 15, hp 80, SZ H, #AT 1, D 2-16+14, SA steam blast, SD immunity to fire and lightning, +2 or better weapon to hit; ML 20, TOP n/a, Crit BSL: Def AC +13, FF n/a). See Appendix C: New Monsters.

If anyone falls against the bubble-shaped window during the fight, the glass must save versus normal blow (with a +5 bonus to its roll – Narshuan designed window could withstand the stress of high-speed flight). Failing this roll, it shatters, sending the unfortunate one sailing off to his death, or at least 20d6 points of damage, multiplied by 2-5 if the Comet still moves at 300" (he could crash right into a building or monument in the City of Brass). If the Iron Efreet falls against the window, it automatically breaks. Any PCs within ten feet of the broken window during that round must succeed at a Dexterity check or sail out of the Comet along with the Iron Efreet.

The small cabinet on the wall serves as a fully stocked bar. The glass bottles and vials within the bar were firmly secured, and so all remain intact. In addition to the normal compliment of alcoholic beverages, there are two Potions of Cure Serious Wounds. Why Narshuan thought to place these in the bar is anybody's guess.

Narshuan himself wears a **Ring of Stone Passage** with 13 charges left. He has nothing else of value on him. His face and upper body still bear the scars of the explosion that ultimately killed him.

8. COCKPIT

Three large levers are set into the floor at the far end of this room, in front of a small window that looks to the fore of the ship.

This is the room where Narshuan could manually control the speed, elevation, and direction of the Comet. These controls are all still here, but until the Master Trobe relinquishes control of the ship, they are inoperable.

The first lever on the left (as one faces the window) controls the speed. Markings in Efreeti next to the level correspond with "Reverse," "Stop," "Medium," "Fast", and "Damn Fast." The second lever controls the elevation. Pulling it back causes the ship's nose to rise, pushing it forward causes the ship's nose to sink. The final lever (right, facing the window) controls the direction. Pulling it backward turns the ship right, pushing it forward turns the ship left, leaving it in the center position means the ship travels on a straight course.

If the Master Trobe is destroyed, the levers all become operational once again, save for the one that controls the ship's speed. After the destruction of the Control Trobe, the ship's engines no longer receive the power they need to propel the ship, so the speed cannot be altered.

9. ENGINE ROOM

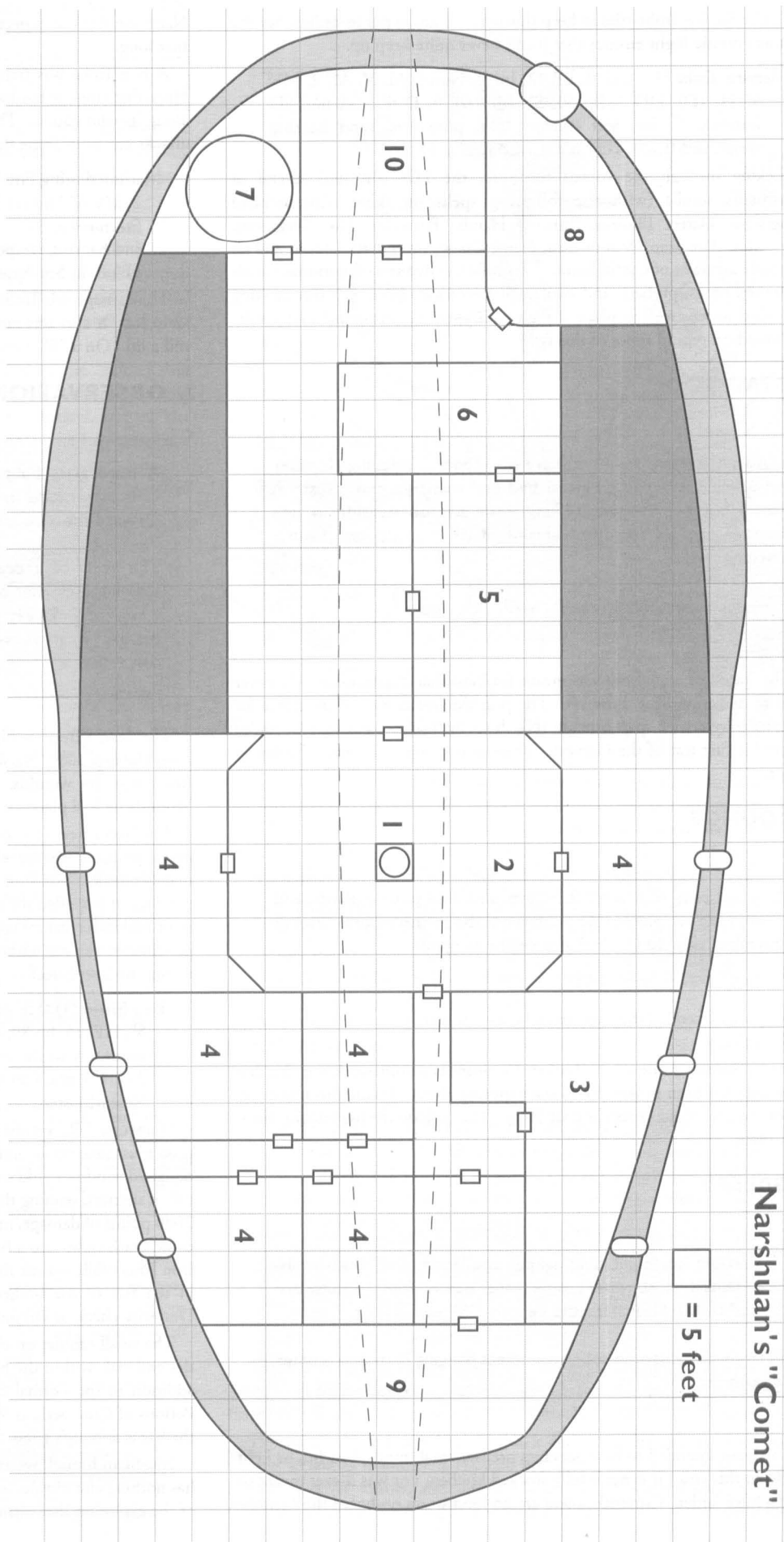
Scorch marks line the walls, floor and ceiling of this room.

There will be evidence of an explosion in this room. Some of the pipes leading into the ship's engines have ruptured from the inside from pressure overloads.

Two Fire Trobes patrol this room, keeping an eye out for intruders. If the Service Trobe in Area 3 alerts the Master Trobe, these Fire Trobes are dispatched to investigate. If the PCs already faced and destroyed them, this room is empty.

Fire Trobes (2) (HF 12, EP 2,000, Int 0 (Non-), AL N, AC 2, MV 9" Fly (D), HD 6, hp 57, 5 $\frac{3}{4}$, SZ M, #AT 2, D 3-12/3-12, SA fire nozzles, SD immune to fire, half damage from puncturing and hacking weapons; ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a). See Appendix C: New Monsters.

The remainder of this room is hot, dark, and greasy. There is nothing of any particular value here.



10. MASTER CONTROL ROOM

A large, riveted iron shell with numerous dials, vents and pipes extending from its surface dominates this room.

This is the room where the Master Trobe has been installed. A Fire Trobe serves as a guard, and it can defend itself with its own powers.

Fire Trobe (1) (HF 12, EP 2,000, Int 0, AL N, AC 2, MV 9" fly (D), HD 6, hp 56, SZ M, #AT 2, D 3-12/3-12, SA fire nozzles, SD immune to fire, half damage from puncturing and hacking weapons; ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a). See Appendix C: New Monsters.

Master Trobe (1) (HF 45, EP 11,000, Int 16, AL CN, AC 0, MV n/a, HD 12, hp 80, SZ L, #AT 1, D 4-24, SA suggestion beams, SD immune to fire, mind-affect spells, death throes; ML 19, TOP n/a, Crit BSL: Def AC +10, FF n/a). See Appendix C: New Monsters.

If they defeat the Master Trobe, the PCs suddenly find themselves on an out of control missile. The Comet's speed and trajectory at the time of the Trobe's demise ensures that it will crash safely outside of the city's walls, sparing Brass's inhabitants, but this will be small comfort to any creatures (such as the PCs aboard it at the time). They will have to think and act quickly, if they are to avoid becoming a stain on the great Brass plateau. The *Comet* crashes 4-10 rounds after the Master Trobe's demise.

The controls in the cockpit can be used to help guide the ship down. Using the direction lever keeps the ship from spinning, using the elevation lever helps keep the nose up, and using the velocity lever (by pushing it all the way to "reverse") helps brake the ship's speed. Players who think they are clever might try jump-starting the engines. Let them try. While they are figuring things in the engine room out, the ship will crash and explode – whereupon you can hand them a clean record sheet. The Elementalists Guild will honor their sacrifice.

ENDING THE ADVENTURE

If the players survive this adventure, the Elementalists' Guild rewards them with knighthoods. This grants them passage into certain areas, allows them to request or purchase goods otherwise not for sale, and discounts on Guild services and goods. Members see them as friends of the Guild. This knighthood does not come with any special regalia or advance in social status.

Mystery of Ek Byr

Overview

The PCs come into contact with an ancient mystery involving the Queen of the Fire Trolls and can instigate her part in unravelling the mystery about Ek Byr's imprisonment.

The River of Tears, north of area UC #3 on the **Undercavern Map**, reveals the Blasted Vaults. Therein, along the bank of the river, can be found the remains of the Fire Troll Queen. What happened to her when the former rulers of Brass cleansed the Fire Troll Caverns, and information she alone can relate, are both revealed here.

Players see a blind crone sitting alone on a rock. This apparent "crone" is in fact the last queen of the Fire Trolls, a race which was brutally disposed of by the Efreeti and enslaved. She is horrific in appearance, but she is also the source of many reliable visions. She is befret of all senses: her eyes and ears were pierced by fiery rods; and her hands and tongue were permanently removed. Her skin was flayed from her and her nerves shattered by acidic solutions, thus she has no sense of touch. Her condition is the result of the many tortures heaped upon her by the conquering Efreeti. As she is immor-

tal and cannot die, she wandered to this spot and has for years sat, contemplating her void and ordering the many visions and abilities which have awakened within her. Her innate ability to foresee events in detail has otherwise filled her days of abject silence and near insanity and has given rise to a desire for expression. However, she is limited to contact and communication through two spell-like abilities only—magic jar, and detect life. The detect life is continuous; however, the magic jar is activated

only by touching her; she will magic jar into that character's body, no saving throw possible. She will then speak through that person, relinquishing control when asked to do so. Her first sentences will be:

"I can hear through you,"

"I can see through you,"

"I can feel through you,"

"And I can speak through you,"

"To guide the willing,"

"On their way."

She alone knows of the prophecy regarding Ek Byr and Jak-Abar—this is why she was tortured, as Fiarz's mages foresaw that she alone could reveal such knowledge which could threaten Fiarz. She will tell all if the PCs communicate with her. Ek Byr is kept in a magical cell filled with illusions of grandeur. The cell is located in the donjon beneath Fiarz's Tower of Fire (q.v.). Jak-Abar, an Efreeti, is held captive on the Prime Material Plane. He is the only being which can lift the key (kept by Fiarz) to open the door to Ek Byr's prison.

GM Usage: There are many political movements afoot in Brass that would see Fiarz ultimately disposed of for his usurpation of his father's throne. The Efreeti Clans that were exterminated had few friends, but this act caused many of the other Clans to fear for their future safties. The continued importation of Fire Giants into the City also greatly concerns the ruling elite. Thus one or more of the Clans might support a move to reseal Ek Byr if they thought that there was a chance to do so. GMs should use this past history as a point to move forward from with this particular scenario.

Morgund's Quest: Recover the Ice Crystals

Izz Fleek's Ice Crystals are in the Veiled lands, or are they? This is a simple quest to recover a powerful magic item made by the great Ice Elemental, Izz Fleek. GMs must decide who wishes this item and how much they are willing to pay for its recovery. This new magic item is described in **Appendix D: New Magic Items**.

THIEF! THIEF!

A magic-user approaches the party. A Fire Imp has stolen something of great import to him, and he wishes to hire the PCs to retrieve it. The Imp will take the item back to the refuge and attempt to trade it at the bazaar. The PCs challenge is to get access inside the refuge and either successfully bargain for the item in question (which is some kind of magic amulet of indiscernable powers, but worth not less than 20,000 gp), or steal it back and fight their way out. Obviously the best route to success in this case is through bluff and diplomatic ledgerdmain (Fire Imps can be most valuable allies in Brass), but players being what they are . . .

Appendix A: Abridged List of Volcanoes

The following list offers details on 25 volcanoes located throughout the Fire Realm. These particular volcanoes (and there are literally thousands of these located throughout the Fire Realm, and all have given names) have been chosen for the many spirits born in them who later became associated with the City of Brass in some shape or form.

ABBREVIATION SUMMARIES

ASSOCIATIONS

- A Birth place of Narshuan the Great, Fire Elementalist.
- B Forging place of the Scimitar of Kubastiz.
- C Birth place of Ek Byr (in the secondary caldera, Hafiarz).
- D Known birth place of many Sigilist Mages.
- E Birth place of Farajaazuuk, greatest of all Red Dragons.
- F Birth place of the Master Elementalist Zimmr of Gorgom.

PRIMARY ATTRIBUTES

AM: Ancient Manifestation. An ancient manifestation is associated with this site—one that does not occur often, or one which occurred so long ago that it is considered but a legend now with little or no credence being given it, or one which is still active in some immediate sense. Ancient manifestations are usually workings of a primal nature not fully understood even by the Efreeti. They are normally Uncontrollable Spirits (US; see below) working on some higher level, or they have given way to a newer order and are thus static.

DR: Known to have produced great lines of Red Dragons or other serpents of fire.

EL: Known to produce exceptional Elementalists.

F: Has spawned superlative fighters.

GE: Greater Essence. In game terms, a being born of immediate power and recognized as such by other spirits both inferior and equal. This translates to a very high level being (12th level minimum, to 16th-20th to begin with) with an extraordinary power or powers, besides those usable by its class or type. An extraordinary power is something that the class or type usually does not possess to begin with, like psionics, etc. In terms of Charisma, this being is seen as a magnetic leader whether it portrays itself as such or not. These beings can be reincarnations of great spirits of the past, having been reintroduced by the spiritual cesspool, or they can be an Eruption of Volcan's, in essence a new, "great birth."

G: Great Spirit. This area produces greater beings of noble, or better birth. Reckoned among the

greats that exist in the Fire Realm.

LE: Lesser Essence. These spirits exhibit a level of power of the low range. This translates in

game terms to a being of 1st-6th level.

M: Held in high regard for the **magical beings**--including those of arcane spell-casting ability--that are born here.

OM: Otherworld Manifestations. These include demonic and devilish intrusions into the prime matter of the Fire Elemental Plane from which they claim to draw powers and some substance. These claims are rejected by the Efreeti who acknowledge no kinship with this kind, equating them to humans in that regard (i.e., foreign; also see the glossary entry for Hellspawn).

P: The area is known to have produced great beings of **psychic** or **psionic** capabilities.

SE: Super Egoistic. These beings are normally chaotic in nature, or have biases fed by such drives that they cannot cooperate with anyone and usually accomplish their goals on the Fire Realm through fear, subjugation and blood-letting. These beings are often associated with a very strong volcano and usually one in full eruption.

StE: Standard Essence. These spirits exhibit a level of power of the medium range. This translates in game terms to a being of 7th-11th level.

US: Uncontrollable Spirit. Born of a fire so intense and so unique that these spirits are untamable, egotistic and freedom loving. Many ancient dragons exhibit these traits, preferring death to control. Fire elementals are for the most part uncontrollable, refusing subjugation except by spells which control them. Rigid and fixed, these represent a good part of the chaotic spirits encountered in the Fire Realm. Example: Ashen Prowler.

V: A known major source of **Volcanithril**. These volcanoes have been known to produce some great spirits that are invincible in combat and which require specially forged weapons in order to slay them.

Volcanoes throughout the fire realm

Volcano Names	Location	Primary Attributes	Associations
1. Narsh-Unuk-Hazeer	Morg	GE, OM, US G, P, SE, EL	A
2. Hunanka	Flame Tongue	GE, StE, US, AM G, M, DR	
3. Zeer-Rym	Skar	GE M	
4. Kubastiz	Plains of Fire	GE, SE, StE SE	B
5. Volcan's Maw	Brass Plateau	F	
6. Grogamer (Gorgom)	Morg	GE G, DR, EL	F
7. Jubal-Itz			
8. Yamrclaw			
9. Birfyt's Summit			
10. Frang's Cleft			
11. Aquershurz			
12. Zof-Phryn			
13. Ifrit-Baen			
14. Caf-el-Braz	Plains of Fire	GE (V), G	
15. Guldmuth			
16. Ak-el-Bykh			
17. Mabar-Ka-Roanesh			
18. Ek Byr's Crown	Plains of Fire	GE, StE G, L	C
19. Roflatung			
20. Q' Es-Shabar			
21. Horfuu's Crest			
22. Bah-leh-Nazz			
23. Haqqar's Sihr	Morg	US, GE, StE, OM G, SE, EL, M	
24. Harooza	Skar	OM, StE M	D
25. Aerythnul	Flame Tongue	GE (V), G, DR	E

Appendix B: Random Encounter Tables

Note that some of the listed monsters are new and need to be referenced in Appendix C: New Monsters. Also note that the number occurring is the default for the listed creature or being unless otherwise specified. Consult the extracted HoB condensations in the appendix.

CITY RANDOM ENCOUNTERS

Table 1EFT: Eternal Fire Tear Encounter Table

Roll 1d20

1	1-4 Blood Cult Priests (Levels 6-8) seeking donations or converts
2	20-80 Efreeti commoners going to temple
3	Hell Hound patrol (2-5 plus 'Hound Master)
4	2-8 Fire Imps materialize and attack from surprise
5	Fire Thief (8th-12th level) scouting out area (GM assigned target)
6	2-8 Fire Troll Workers (Street Cleaners) clearing ash and lava-runs from streets
7	Travelling merchant stops to hawk goods (GMs must create the encounter using Great Market encounters as a guide)
8	3-12 fire newts/magma para-elementals, newly arrived, seeking a random guild, merchant or citizen
9	2-5 fire elementals (16 HD) (1= ignore party, 2-5= attack, 6= avoid)
10	Minor fissure
11	Random clan or guild/society magic-user attempts to hire party for a side mission (see Adventure Hooks/Side Missions)
12	Troop of fire jugglers (random race) performing for gold.
13	Duel in street (Roll twice on this table)
14	Blood Cult greater firedrake/hell hound, wounded/enraged/and/or loose. Saving it nets small favor from temple (GM choice)
15	Random Elemental Phenomena (roll on table 7REP)
16	Surveyors (see Encounter Details)
17	2-8 fire giants (newly arrived, no clan) taking in sights
18	Dao, Efreeti or Jann Princeling (use HoB stats x2) with 4 guards of same type en route to Temple of the Eternal Flame (Map EFT)
19	Random clan heading out of Brass (20-40 members)
20	GM choose encounter from list, HoB, or craft from appendix or other city/realms material

Table 1EFT Encounter Details

Minor fissure: A minor fissure opens in the street and flames spout forth; 4d6 Dex checks to avoid falling in for 10-60 points of damage; encounter #6 occurs 30 minutes after this to clean up area and seal breach

Duel in street: Roll on this twice on table 1EFT (rerolling results of 10, 13, and 20) and match encounters for fight that is in progress as PCs appear. GMs must craft reasons, etc., while ascertaining whether the party can or should be involved

Surveyors: Two groups of surveyors (low level fire elementalists and city engineers) using planesopes to fix descent of Narshuan's *Comet* relative to Lava Lake and Volcan's Maw (volcano). If the PCs have not completed the Narshuan's *Comet* mission, then speaking with either of these groups will reveal that the Fire Elementalists Guild is looking for someone to undertake that mission (see **Adventure Hooks/Side Missions**). Otherwise, these surveyors are doing general work

Table 2RQ Royal Quarter Encounter Table

Roll 1d100

01-20	Fire Giant Guards (2-4)
21-40	Gout Rider Troop (6 Fire Giant Riders)
41-43	Fire Elementalist (Level 11-16th)
44-50	Blood Cult Priests (2-20, 5th-8th levels)
51-55	Sultan's Elite Guard (2-5 Fire Giants)
56-60	Encarphs (1-4, comprising assistants and one 8th-10th level elemental)
61	Important Personage (GMs decide; greater personages are always accompanied by strong guards and will always be well defended)
62-70	Merchant Agent
71-75	Human Con Men, pretending to be nobility
76-78	Corrupt Governmental Bureaucrat attempts to tax the PCs for something trivial.
79-84	A noble approaches the PCs attempting to hire them for a special mission
85-94	Blood Knight Patrol
95	Beggar accosts the PCs
96-98	Slaves (30% chance of being accompanied by Dark Gnoll guards, otherwise they are considered "house slaves," and are loyal to their noble masters).
99-00	Random Elemental Phenomena (roll on table 7REP)

Table 2RQ Encounter Details

Merchant Agent: Roll 1d6: 1-2 Attempting to sell something of significance to the Sultan, or to the Sultan's men, or, 3-6 about acquiring something for same and in need of assistance doing so; GMs must sculpt encounter.

Table 3S Slums Encounter Table

Roll D100

01-02	Fire Thief
03-04	Regular Thief (8th-11th level)
05-10	Fire Imp ambush (2-16)
11-14	Fire Bats (4-40)
15-16	Dao Merchant (6th-12th level magic-user sells goods, 2-5 buys goods, 6-8 steals)
17-18	Fire Giant Brigand Band (1-6 rogue giants)
19-20	Efrete Merchant (Illusion set up; Djinn Illusionist)
21-22	Adult Slag-Brass Dragon (1 in lair nearby, 2-8 searching for treasure, 9-10 rogue killer)
23-24	Lord of Chance (human, 12th-16th level fighter)
25-28	Fire Troll Workers (Street Cleaners)
29-32	Fire Beetle Wagons (brass wagons which haul volcanic debris/clean up magma)
31-34	Mercenary Group (human or demi-human; up to 35 levels, no single member higher than 10th)
35-36	Pyro-Hydra (9-15 heads)
37-38	Hell Hound Patrol (25% for HH Master)
39-40	Typhon (a.k.a. Lava Spitter)
41-44	Blood Cult Priest seeking converts making rounds
45-46	Jann Guildsman (Craftsman Guild)
47-48	Dark Gnoll Slaver Patrol (Press Gang for Under-Caverns)
49-50	Clan Member 1-9, 10-20
51-52	Human magic-user (8th-12th level)
53-54	Blood Assassin (7th-10th level)
55-56	Efrete Killer (Rogue Brigand)
57-58	Fire Lizard Transport (Merchant En Route)
59-60	Rogue Fire Elemental
61-62	Pyro Snakes

63-64	Mawsnip Lair nearby (see appendix F)
65-67	Small Clump of Phyranje (see appendix F)
68-69	Sultan's Elite Guard patrol (1-2 Fire Giants on patrol)
70-71	Travelling Magic Shop (Potionry). 1-2 Efreets own and guard
72-73	Minor Poison Shop (radigrant and virilance). 1-2 Efreets own and guard
74-76	Fire wort garden (50% abandoned, otherwise must bargain with a random Fire Cult member; see appendix F))
77-78	Fire Trap (delayed spell of 12th-15th level)
79-80	Mounted Fire Giant Patrol (3) (1-2 Gouts, 3-6 Fire Lizards)
81-82	Gemner (2-5 6th-8th level Dao guards)
83-84	Fire Orb (an Elementalist looking for something, like a crystal ball but an actual fiery eye). There's a 35% chance that the Elementalist will contract the party to find something (note Side Missions and Adventures)
85-86	Random Elemental Phenomena (roll on table 7REP)
87-88	Encarph-men (1-4 engineers, planning)
89-90	Efreeti Noble seeing how "the other half" lives
91-92	Human con men
93-94	Fire Giant thugs looking for marks to shake down
95-96	1 or 2 Prostitutes (see table 3S Encounter Details)
97-99	1d4+1 Human Beggars (1 of which will be a skilled- 80%- pickpocket)
00	Marid Spy

Table 3S Encounter Details

Prostitutes: Roll 1d20: 1-2: Giant, 3-7 Human, 8-9 Duergar, 10 a polymorphed Efreeti on some other mission, 11-15 pickpocket (human), 16-20 Prostitute (roll d10 for race) attempts to lure one of the PCs into a back alley where she has a gang of 1-4 thugs (of same race) waiting to mug anyone foolish enough to take the bait.

Table 4UC Under-Caverns Encounter Table

Roll D100

01-05	Ashen Prowler
06-10	Dark Gnoll Patrol (2-8 Dark Gnolls, plus 25% chance of 1-2 Hounds of Brass)
11-12	Dark Gnoll Shaman (6th level and d6+4 warrior guards)
13-17	Efreeti Patrol (1-2 Efreeti guards)
18-19	Elementalist (9th-12th level)
20-27	Fire Bats
28-33	Fire Beetles
34-36	Fire Beetles (50% loaded with random metal or gemstone)
37-41	Fire Elemental
42-43	Salamander
44-48	Fire Thief (8th-11th level)
49-53	Fire Troll Warriors
54-58	Fire Troll Workers
59-63	Fire Trolls Workers and Fire Beetles
64-65	Fire Trolls Workers, Fire Beetles and Dark Gnoll Guards
66	Fire Trolls Workers, Beetles, Warriors and Firedrakes)
67-74	Firedrakes
75-78	Greater Firedrakes
79-81	Mine Inspection (Patrol with Blood Knight, Blood Priest and 2 Fire Giants)
82-86	Pyro Snakes
87	Phantom Stalker
88-89	Incinerator
90-96	Slave Group, Other (1 human, 2 demi-human, 3 humanoid, 4 other (GM assign))
97-100	Random Elemental Phenomena (roll on table 7REP)

Table 5GM Great Market Encounter Table

Roll D100

01-04	Random leveled thief attempts to pick pocket.
05-10	Dishonest merchant. Reference HoB5 p 12. Double levels and bodyguards.
11-15	Blood Knight asks for "Allegiance" proof (shakes down party for 100-600 gp under threat of expulsion from Brass).
16-18	Prostitute (see table 3S Encounter Details)
19-21	Human Mage/or Fighter (9th-12th level) seeking escort to random volcano/area.
22	Runaway cart: PCs are right in the path. They must make a saving throw vs. rods or take 2-12 points of damage.
23-27	Street Vendor selling exotic creatures (roll randomly using 1d4000 on table XC in GMG- reroll if result is a sentient being, there is a 20% chance that the creature will escape and attack a random PC)
28-32	Street Prophet (roll 1d6 on a 1 or 2 he will notice the PCs then proceed to follow them around yelling at them to "give up their infidel ways" until they either throw some money at him or kill him).
33-40	Food Merchant (if the PCs buy and eat any of his wares, there is a 25% chance the food will make them violently ill for the next 1-4 days).
41-42	Merchant accuses the PCs of stealing from him (this is a case of mistaken identity. The guards will respond quickly to his cries, and only a lot of diplomacy, and the exchange of coin will ameliorate the situation).
43-50	A group of Street entertainers perform for the crowd. There is a 20% chance that a trained pickpocket is working for the entertainers.
51-60	A merchant attempts to buy something off one of the PCs
61-70	A brawl breaks out between (roll 1d6) 1-3: two competing merchants, 4-5: two customers who want to purchase the same item, 6: a merchant and a customer.
71-76	The PCs witness a group of Blood Knights arrest a commoner. The commoner loudly proclaims his innocence
77-78	Prostitute(see table 3S Encounter Details)
79-82	A group of beggars accost the PCs.
83-90	Monster Encounter: roll another d100:
01-15	Slag-Brass Dragon Roll 1d10: 1-2 Juvenile 3-6 Young Adult 7-8 Adult 9 Mature Adult 10 Old
16-22	Fire Elemental roll 1d8: 1-3 Small 4-6 medium 7-8 large
23-30	Pyro-Hydra
31-40	Hell Hounds
41-58	A pack of ghouls (3-12 ghouls)
59-67	Pyro Snake
68-70	Rampaging Incinerator
71-80	out of control Fire Trobe
81-90	Rakasha
91-00	Fire Beetles
91-98	Rampaging Animal (Roll 1d4: 1: Greater Firedraker, 2-3: Gout, 4: Firelizard; The owner will pay a reward if the animal can be caught and brought back under control-usually 1d6000 gp)
99-00	Random Elemental Phenomenon

Table 6G General Encounter Table

(Applies to all other sections without specific sectional encounters)

Roll D100

01-02	Random Elemental Phenomenon (see following table)
03-20	Efreeti Commoners
21-30	Fire Giant Commoners
31-40	Slaves (roll 1d10: 1: Efreeti, 2-3: Fire Giants, 4-7: Human, 8-9 Duergar, 10: Jann)
41-50	Efreeti Nobles
51-65	Human Commoners
66-70	Human Merchants
71-75	Human Adventurers (roll randomly for character class and level)
76-80	Dwarf, Hill or Mountain
81	Gnome Engineer
82-83	Encarph
84-85	Anubotanists
86	Demon or Devil
87-92	Fire Troll (roll 1d6: 1-2 Workers, 3-6 Warrior Patrol)
93-94	Fire Elemental (roll 1d8: 1-3 Small, 4-6 medium, 7-8 large)
95	Brass Dragon (Roll 1d10: 1-2 Juvenile, 3-6 Young Adult, 7-8 Adult, 9 Mature Adult, 10 Old)
96	Efreeti Guards on Patrol
97	Thieves, (roll 1d4 1-2: looking for a mark, 3-4: running from the law)
98-99	Blood Knight Patrol (2-5 Blood Knights)
00	Random Elemental Phenomenon

Table 7REP Random Elemental Phenomena Table

Hereafter follows a listing with some detailed descriptions of the possible elemental phenomena which can and will be encountered in the City. To many of Brass's residents these occurrences are commonplace. Not that they are not worthy of notice and avoidance, it is just that most citizens have learned to live within the City's hostile and ever-changing environment as part of their day-to-day lives. As a majority of the city's populace are immune to heat and fire, they are inconvenienced by the mess the phenomenon creates at worst.

Roll 1-20

1	Flame Storm
2	Ash/Molten Rock Shower
3	Poisonous Gas Eruption
4	Sulfuric Geyser
5	Fissure
6	Giant Fire Ball
7	Lightning Strike, small
8	Lightning Strike, large
9	Acidic Cloud
10	Lava Spray
11	Cruxus Mound
12	Errant Spell Form
13	Demonic/Deific/Elemental Sending
14	Ground Swell
15	Fire Mote Inversion
16	Landslide/Collapsing Architecture
17	Small Meteor Shower
18	Elemental Barrage
19	Gravatic Pulverization
20	Elemental Extrusion

Table 8LS Lizard Shell Encounter Table

Roll D100

01-05	Ashen Prowler
06-07	Dark Groll Patrol (2-5 Gnolls, plus 25% chance of 1 or 2 trained Hounds of Brass)
8	Efreeti Patrol (1 or 2 Efreeti guards)
09-13	Fire Bats
14-21	Fire Beetles
22-23	Fire Elemental
24-35	Firetoads
36	Fire Troll Warriors
37-40	Fire Trolls Workers, Fire Beetles, and Fire Troll Warrior Guards
41	Fire Trolls Workers and Fire Beetles
42-44	Fire Trolls Workers, Beetles, Warriors and Firedrakes
45-48	Firedrakes
49	Greater Firedrakes
50	Incinerator
51-52	Phantom Stalker
53-64	Pyro Snakes
65-66	Salamander
67-74	Slave Group, Other (1 human, 2 demi-human, 3 humanoid, 4 other (GM assign))
75-90	Faux Dragon (Magic Mouth)
91-98	Raamakkizzirr (Slag-Copper Dragon)
99-100	Random Elemental Phenomena (roll on table 7REP)

Description of Random Elemental Phenomena**1. Flame Storm**

The affect of this phenomena is similar to the Flame Strike spell, but with double the area of effect and +2 points of damage per die. After the initial strike, treat as an Incendiary Cloud spell for the succeeding 10 rounds.

2. Ash/Molten Rock Shower

A shower similar in shape and form to a Meteor Swarm spell though causing 2 points of damage per die and causing double listed values for structural damage (fire as a base). These showers quickly dissipate and are usually caused by the many subterranean pressures placed on the lava tubes, vents and pools apparent throughout the city.

3. Poisonous Gas Eruption

An eruption of a wall or pocket of gas similar in shape and dimension to a Stinking Cloud spell. The gases contained with can be a variety of those known to man and associated with volcanic reactions and/or fiery elements, such as argon, carbon monoxide, sulfuric, etc. Roll 1d8 for poison concentration in the cloud: 1: trace (saves at +2); 2-5: normal (no +/- to saves); 6-7: above average (-1 to saves); 8: volatile (-2 to saves). Missed saves equal death; otherwise above average and volatile amounts cause 11-20 hp physical damage even if the save is made. These clouds move only slightly according to prevailing wind, but usually no more than 0-2"/turn. They can last quite a long time (10-40 rounds) until dispersed or absorbed into the ground.

4. Sulfuric Geyser

A concentrated jet of sulfuric acid shoots forth, spraying 1-3 medium-sized targets in 10' radius area for 10-30 hp of damage. Victims also suffer 1-6 hp of sustained acid damage for 2-8 rounds thereafter, or until the target(s) is immersed in water.

5. Fissure

A substantial rift or grotto opens in the ground, causing all those within a 10' radius area to make saving throws vs. paralysis or fall within. Roll a d10 for depth (in 10's of feet), with a 10 meaning that the fissure opens up into the undercaverns below the city and the fall is 300 feet or more. Those

falling into the caverns suffer 20d6 points of damage unless the victim has a means of flying or breaking the fall. Otherwise 1d6 of damage is sustained per 10 feet plummeted.

6. Gigantic Fire Ball

A huge gaseous fireball roars from some part of the surrounding terrain, impacting a 50' radius area for 20-80 points of fire damage. The intense, sulphurous flames cause 3/4 damage, not half, upon a successful save vs. spells.

7. Lightning Strike, small

The pent up energy of the City's brass disc discharges a small lightning bolt, causing 10d6 of damage, save vs. spells for half.

8. Lightning Strike, large

An immense discharge of lighting impacts a 30' radius area with several simultaneous strikes. Count as 2-4 small strikes, as in #7, above.

9. Acidic Cloud

A cloud of acid settles upon a 40' radius area, causing 10 hp of damage per round to beings remaining within it. The cloud slowly dissipates, losing its efficacy in 8 rounds, but in run creating a 20' radius, acid-soaked ground area which for the next 10-20 rounds causes 1-3 hp to those walking across it.

10. Lava Spray

Several concentrated jets of lava shoot forth from the ground or nearby vents or cracks, spraying 2-4 medium-sized targets in 20' radius area for 15-30 hp of heat damage. This also creates a magma in the same affected area, which cools in 4-9 (d6) rounds, but during that time causes 2-20 hp of heat/fire damage to those walking in it.

11. Cruxus Mound

The cruxus mound is only common to the Realm of Fire. It is essentially a magma slide which never fully cooled, but which attached itself to another piece of terrain where it remains semi-dormant, fed by a small tube beneath to keep the magma heated. These mounds expand with gas buildup, creating crust resembling a mushroom-like effect and look. In fact, whole "forests" of these mounds exist near some volcanoes, like **outré** land forms of shaped and sculpted crust beneath which are volatile gases, heat and magma. Touching one of these mounds bursts its crust, causing a simultaneous release of gas and an outward explosion of the lava. These can also be set off when a land shift causing a vibration occurs, thus breaking the mound that way, with the same results as outlined above. Damage and intensity of the poisonous cloud are both dependent upon the size of the mound.

Roll a d4:

- | | |
|---|---|
| 1 | 5' radius—3-12 points of burning damage; poison gas (save at +1) |
| 2 | 10' radius—4-16 points of burning damage; poison gas (no +/-) |
| 3 | 15' radius—5-20 points of burning damage; poison gas (save at -1) |
| 4 | 20' radius—6-24 points of burning damage; poison gas (save at -2) |

12. Errant Spell Form

The City of Brass is a haven for many magic-users, Elementalists, Nefarians, and many other creatures with spell-like powers. With this prevalence comes the occasional errant spells, or the like, which at times find their way into the streets or buildings. Whether these are experiments gone awry, or attacks gone astray, no one really inquires about, unless of course a dignitary or someone of equal stature is injured and makes a complaint, in which case a local Blood Cult priest will make subtle inquiries and investigations using such spells as necessary to reveal the story. Otherwise the GM must "wing" the story and the spell, though it is recommended that nothing less than 3rd level be used if it was a damaging spell, and the level of the caster should start at no less than 9th.

13. Demonic/Divine/Elemental Sending

This is a more complicated form of #12, above. Most of these "powers" will be sending something of import, meant to damage, constrain, or otherwise investigate—or communicate with—a being of substantial power or resources. These sendings need not be attack oriented. If by chance the PCs interfere with some process as indicated, then the "sender" (Lord, Demigawd, High Priest or Arch-Wizard of note) might become put-out or enraged, depending upon the import of the sending. This might involve the party in something political, or it might involve it in defending themselves from an attack as retribution for interfering, or perhaps otherwise involving them in making good by restoring the situation or in doing something (a quest or geas) for the offended party. GMs sharpen your imaginations here! Remember that Brass is a political and magical city with lots of intrigue, and this could very well be your opportunity to thrust the PCs into its internal machinery!

14. Ground Swell

A local disturbance produced by shifting pressures and vibrations beneath the city which causes the ground to appear to run amok, swirling at one point, sinking and sliding at another, rising and pitching at another point, etc. Much like an out of control tremor which liquefies the ground, making it swamp-like and unnavigable. A ground swell usually covers a great amount of land. Roll a d10. This represents the number of combined 20' square areas that a ground swell can cover, to a maximum of 200 square feet on a roll of 10. Ground swells immediately impede movement upon taking effect. Movement is reduced to 1/10 speed and at the end of each round is randomized for direction (roll a d8 for cardinal point directions) as each PC is pitched and tossed and thus unable to maintain true courses on foot. There is a 50% chance per round that any 20' square section of ground liquefies, sucking those PCs on it down into it, like quicksand. The affected PC is allowed one Dex save to avoid being swallowed up in this manner, and then only if there is a nearby PC who is not similarly effected who is within range to offer assistance in pulling him out of the sink hole. Roll 6d6 for the save. PCs failing saves end up beneath the ground. If they are not rescued in 4-6 rounds, they suffocate to death. Such local ground swells last for 2-24 rounds unless they occur during earthquakes, in which case they last as long as the earthquake does.

15. Fire Mote Inversion

Motes are magical elements comprising the firmament of the elemental planes; as such they can be influenced by many other inputs, both naturally occurring and otherwise induced, such as through magic. Mote inversions are common, especially in the Rift Lands. A fire mote inversion appears as a fine rain of fiery dust, which doesn't emit heat but which reacts in stranger, and oftentimes, more horrible ways with those physical or magical things it contacts. Note the list of possibilities below and the strength range of the inversion; GMs should use these as guides. Mote inversions mutate substances, causing them to change, implode, degenerate, or vanish, etc., depending on the circumstances and the strength of the inversion.

D% Strength Ranges (1-3)/Names Saves

- | | |
|--------|---|
| 01-50% | 1: Minor permutation Yes, vs. Disintegration +4 |
| 51-97% | 2: Average Elemental Shift Yes, vs. Disintegration +2 |
| 98-00% | 3: Greater Transformation None (MR does apply) |

- **Minor Permutation.** This could change water into steam, wood into leafy material, or into a harder wood, heat into light or energy, hard rock into softer rock, little fire into a substantial fire, etc. Flesh remains unaffected, though brain matter can be confused, memories affected for short time periods, and metals made more pliable or strengthened, depending. The overall effect of minor permutations is to either strengthen or weaken what already exists. Minor permutations are only 10% of the time permanent. All non-held substances must save vs. Disintegration +4 (see table 8Y, PHB p 104). Failed saves equal transformation. Effects last for D% x 1.00 turns and then return to normal.

- **Average Elemental Shift.** This transforms between elemental ranges, making substances shift by degrees related along an evolutionary path backwards or forwards, comparable with the degree shifts realizable from a Polymorph Any Object spell (see PHB). There can be minor shifts in time and space accompanying this (aging, physical displacement, etc.). Thus a large wooden ship could become a large forest or a small ship; a human could become a mound of protoplasm or of gigantic size; a pile of dirt could be transformed into a stone building, or a stone building into a pile of wooden beams, etc. A raging fire could indeed be transformed into a fire elemental for a short time period, or be reduced in size to a torch fire.

All non-held substances must save vs. Disintegration +4 (see table 8Y, GMG p 104). Failed saves equal transformation. Effects last for D% x 4.00 turns and then return to normal upon making another save at disintegration +4. Items or beings permanently changed (failing the second save) cannot be transformed again except by a ritual involving four elementalists, one from each element, and then at a cost of time and the sacrifice of another elemental essence to take the transformed being's or thing's place. GMs must decide the possibilities of this happening.

- **Greater Transformation.** This can affect any substance at any time, replicating or utterly destroying the form or material in question. Roll D% twice to get an idea of the power of this particular inversion—a high percentage first roll indicates the elemental strength of this inversion; the second roll is the time span it effects the material. A 100% would in both cases equal the strength to change range mountains into dust or a great river into a dry gulch, a great wizard into a speck of insignificant energy, etc., whereas the time would be permanent. A 01% might change that same mountain range into an older range, worn down, but still a range, and the time would not be permanent but could still be substantial such as in weeks, months or possibly a year. These extremes should be a good guide towards the middle ground where the main changes will occur.

Mote inversions are tracked and oftentimes contained by elementalists, but sometimes these rare phenomena occur none-the-less, sneaking through a crack in the elemental time sphere and then just as suddenly disappearing. It is not known what causes mote inversions, though the record of them has increased ever since the creation of the Rift so many years ago. Up until that time they were a phenomenon only seen under controlled circumstances in magical laboratories.

16. Land slide/Collapsing Architecture

A tremor causes an avalanche or a building to collapse. PCs sustain 5-50 pints of damage each from falling debris and materials. For every 1 point of damage sustained, there is a corresponding percentile chance of being buried (12 points of damage equals a 12% chance of being buried, etc.). Buried PCs suffocate to death in 4-6 rounds unless rescued.

17. Small Meteor Shower

Treat this as a limited form Meteor Swarm (1/2 number of fire balls).

18. Elemental Barrage

An elemental barrage is a combination of volatile effects which have melded for a short time, usually through a mote inversion becoming extruded. The resulting chaotic explosions and energy storms caused by this can sometimes level a city block, and this is indeed what happened to the

Imps Quarter in Brass (q.v.). The inversion is departicalized by the extrusion and explodes at once, causing a momentary rift in the elemental and ethereal planes. Energies rush to the point of disintegration, and as these are pulverized they in turn release their resulting destruction. The reaction can be best described as a combination of all elements balled or grouped together, appearing to move through an all encompassing aether, with embellishments of lightning, high heat, ice shards, sulphurous discharges, acid rain, twisted and heated metal—all of the known gamut of min-

erals, chemicals and energies seemingly being thrown together and violently decomposing at once. Parts of this greatest of all elemental storms are flung off from this static mass at tremendous speeds, hitting nearby objects or beings. Fortunately, these barrages are often short-lived, though still destructive. Note duration times, area affected and attack types below.

Roll a d10:

1-6	50' Diameter Sphere
7-8	75' Diameter Sphere
9-10	100' Diameter Sphere

Diameter of Barrages

50' Diameter Sphere 75' Diameter Sphere, 100' Diameter Sphere

Duration 2-8 rds 2-5 rds 1-3 rds

Damage 100 hp/rd 150 hp/rd 200 hp/rd

Special Damage 1-10, 17 (x2) 1-10, 17 (x3) 1-10, 17 (x4)

Special Damage Notes: The ranges in each case indicate the possible phenomena which cause damage as listed on the Phenomena Description List above. There are eleven (11) possibilities, so roll a d12 each time to assess which ones from the group occur, re-rolling on a 12. Example: A 50' diameter elemental barrage has two special attacks rolled for from the above list. The GM rolls a 1 and a 5, indicating that for the duration of the barrage's presence it will additionally spew forth Flame Storms (#1) and create Fissures (#5) each round.

19. Gravimetric Pulverization

This event works like a reversed Reverse Gravity spell with a magnified effect, crushing objects within its radius. Beings of less mass than exerted pounds of force are laid flat upon entering the area, and at the least any movement is immediately curtailed. The difference between the exerted force and the mass of the creature as expressed as a percentile is the % of movement that the target is slowed for instances where their momentums are not stopped. Roll D% to ascertain exerted force, area of effect, the duration, and damage dealt.

Roll D%	Force Area	Duration	Damage
01-20	Minor-400 lbs 40' r x 60' h column	1-4 rds	20 hp/rd
21-40	Average-600 lbs 50' r x 80' h column	1-6 rds	30 hp/rd
41-60	Considerable-1,200 lbs 60' r x 100' h column	1-8 rds	40 hp/rd
61-80	Major-1,600 lbs 70' r x 120' h column	1-10 rds	50 hp/rd
81-00	Titanic-2,000 lbs 80' r x 140' h column	1-12 rds	60 hp/rd

20. Elemental Extrusion

An elemental extrusion is a left over effect of a previous spell or elemental attack. Great Elementalists can perform essence attacks, causing material substance to animate for select periods of time. These times are usually provided for by a sequential formula called in the Fire Realm vernacular, an "Eruption." These eruptions are triggers brought about by intense local essence activity, either through the prime element, such as experienced through volcanic activity spurring magma flow, or by planar shifts (through earthquakes), by magical shifts (concentrated spell or ritual activity)—anything where energy in the rawest sense is rising beyond the norm. Normally, a spell creating an extrusion attaches itself to a significant portion of topography, whether a building or a natural rock mass, though any non-living object is a viable target. The spell-results actually form more than what might be considered merely animation. The extrusion causes a tear in the elemental substance drawing in the previously inert essence (spirit) and at the same time providing a structure for it. An example of this could very well be a tower loosening itself from its base and animating, growing appendages of elemental substance in conjunction with its base, beginning substance, and actually taking a step, stopping, forming eyes, etc. Note the scale and table below for possible ranges and use this as a guide:

Roll D100

The following is a guide for ground and structure types. GMs should feel free to extrapolate, using the **Extrusion Types Addenda** which follow these listings.

01-60%: **Small Scale.** A ground section up to 40' square or a single small building (30' square) animates (50-100 hp, AC 5, Move 6" Atk 1, Dmg 2-20), Forms: Elemental fire, Air Earth, Ice. This extrusion is immune to its own element.

61-97%: **Large Scale.** A ground section up to 80' square or a single large structure up to 60' square animates (100-200 hp, AC 2, Move 9" Atk 2, Dmg 4-40). Forms: Elemental Fire, Air, Earth, Ice. This extrusion is immune to its own element and resists (as spells by the same names, Resist Fire, etc.) the remaining elements.

98-00%: **Gargantuan Scale.** A swath of land 100' square or a single edifice up to 80' feet square (200-400 hp, AC -2, Move 12" Atk 3, Dmg 6-60). This extrusion is immune to its own element and resists (as spells by the same names, Resist Fire, etc.) the remaining elements.

Extrusions can take upon complex forms, thus affecting the example base stats, above. Use the following guides.

Extrusion Addenda—Types and Differentials

Differentials

Extruded From AC ToHit HD/HP GMG Move SpA SpD

Fire/Lava x x +2/+20 +10% x f i

Pumice x -2 -/- -10% +2" x s

Stone, soft d x -1/-10 -5% x x m

Stone, hard x x x/x x x x m

Stone, Hardest u +2 +3/+30 +15% x c m

Acidic x x x/x +10% +1" ac psm

Steam u x x/x +5% x h psm

Ice x x +1/+10 +5% x c i

Metal, Iron u +3 +4/+40 +20% x c m

Metal, Gold d -2 -2/-20 -10% x x x

Sand d -4 -4/-40 -20% +3" x mp

Wood d -1 -1/-10 -10% +1" x mp

Magical Metal u +5 +5/+50 +25% +3" sv ab

Heat/Energy u x +1/+10 +10% +3" h im

.....

AC—Armor Class adjustments

ToHit—Pluses or minuses to hit

HD—Hit Dice additions

HP—Hit Point additions

GMG—Damage (per attack)

Move—Move additions to base (in inches)

SpA—Special Attacks

SpD—Special Defenses

.....

x—no difference from base

d—AC goes **down** by a possible -10 of base, depending on substance (GM judge)

u—AC goes **up** by a possible +10 of base, depending on substance (GM judge)

f—additional fire damage or attack

i—immunity to element that it consists of

s—immune to slashing attacks/weapons

ac—acidic damage range of 1-10 additional points per scale size

h—additional heat damage or attack

c—additional crushing damage

sv—severing attack as vorpal weapon

p—immune to piercing attacks/weapons

m—immune to missile attacks/weapons

ab—absorbs spells or magical powers 10% per scale category

.....

Extrusion spell-forms are based off of the idea of para-elemental substances; a merging technology among elementalists, it is considered dangerous, as the life forms it creates are inimical to all and as chaotic as the many para-elements can be.

Appendix C: New Monsters

A Note on Fire Spirits: Anything created of fire on the Elemental Plane of Fire is considered a fire spirit. Most monsters or beings that have fire immunity are also spirits of fire. Spirits in this sense means, "created of fire," having an essence composed of the great fire spirit thought to have created the race of spirits that populate the Realm of Fire.

Birth Places: Spirits of lesser to greater origin have birth places, physical locales, usually attached directly or indirectly to the volcanic flow from which they derive. The volcanoes (or nearby/attached tributaries, such as lakes and rivers) from which they are born evinces their total essence. This is a combination of **physical essence** (hit points, physical traits, overall constitution, resistances, etc.), **mental essence** (magical ability, intellect, traits and quirks, psionic abilities, mental fortitude, etc.) and **perceived station**. The latter has less to do with actual power than its counterparts do. It involves the perceptions other beings associate with a particular place of birth.

Blood Assassin

AKA: Red Shadow
HackFactor: 12 (32 for leaders)
EP Value: 750 (5,000 for leaders)
Climate/Terrain: Any
Frequency: Rare
Activity Cycle: Night
Diet: Omnivore
Intelligence: Average to High
Alignment: Lawful Evil (neutral tendencies)
No. Appearing: 1
Size: M (6')
Movement: 12"
Psionic Ability: Nil
Attack/Defense Modes: Nil
Morale: Brave (14)
Armor Class: 6 (10)
No. of Attacks: 1
Damage/Attack: By weapon
Special Attacks: Assassination, backstab
Special Defenses: Poison resistance
Magic Resistance: Nil
Hit Dice: 5 (12 for leaders)
Fatigue Factor: 4
Threshold of Pain: Yes

DESCRIPTION: Blood Assassins are the silent killers used by the Blood Cult to keep their enemies in line. When on a mission, they wear cloaks of dark crimson over black leather armor. Dark crimson masks cover their faces.

COMBAT/TACTICS: Blood Assassins have all the abilities of a 6th level assassin. Their move silently and hide in shadows scores are 60% and 55%, respectively, and they can backstab for two extra damage dice. In addition, they may roll on the Assassination Table (GMG page 102) if circumstances permit.

Blood Assassins attack with their weapon of choice, usually a sword covered in a contact poison such as **radigrant** (see Fire Poisons). Because of their direct link to the political hierarchy, they must receive orders from a Blood Cult superior to perform a planned assassination.

The leaders of the Blood Assassin sect have 12 Hit Dice and have the skills of a 14th level assassin. They max out their move silently and hide in shadows skills at 95% each. They backstab for four extra damage dice.

HABITAT/SOCIETY: The Blood Assassins form a special force within the Blood Cult. All of their orders ultimately come from Holem'tepp himself. A Blood Assassin can achieve no greater than to die on a mission for the Cult.

The Cult recruits assassins when they are very young – often before the age of six. Often they take such recruits from the local orphanages, and sometimes they take them from the ranks of the cult's own followers. On rare occasions, desperate families actually sell their children to the Blood Cult for money. As they are indoctrinated to the Cult's teachings from such a young age, the assassins are the most fanatical sect the Cult has. They are ready to kill anyone at Holem'tepp's command – even themselves should he desire it.

In addition to their native tongue, Blood Assassins speak a secret language known only to members of their sect.

ECOLOGY: Blood Assassins typically make use of the leaves of the pumice vine plant in their religious rites. Among sages, this plant is reputed to release a narcotic when the leaves are burned. This induces a trance-like state in the Assassin, in which he gets visions of the rewards he will have in the afterlife, should he complete his mission successfully.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Blood Cult Priest

AKA: Blood Priest, Tenders of the Flame
HackFactor: See text
EP Value: See text
Climate/Terrain: City of Brass
Frequency: Uncommon
Activity Cycle: Day
Diet: Omnivore
Intelligence: Very to Exceptional
Alignment: Lawful Evil (neutral tendencies)
No. Appearing: 1-4
Size: M (5'-6'4")
Movement: 12"
Psionic Ability: Normal chances
Attack/Defense Modes: Normal chances
Morale: Average (11)
Armor Class: 9 (10)
No. of Attacks: 1
Damage/Attack: By weapon
Special Attacks: Spells
Special Defenses: Spells
Magic Resistance: Nil
Hit Dice: 1+
Fatigue Factor: 5
Threshold of Pain: Yes

DESCRIPTION: The Tenders of the Eternal Flame are the spiritual leaders in the City of Brass. These humans typically dress in long, flowing red robes with the holy symbol of Volcan emblazoned across the chest and back.

Title	Hit Dice	Spell Caster Level	HackFactor	Eps
Acolyte	1	2	2	35
Brother	3	6	11	257
Priest	5	10	24	975
Bishop	8	16	57	3,000

COMBAT/TACTICS: In combat, Blood Cult Priests rely on their spells to deal with their foes. Blood Cult Priests have access to any elemental fire spells appropriate to their spell caster level.

Priests and Bishops also arm themselves with appropriate magic items, which they will not hesitate to use if necessary. Priests have a 50% chance of having each of the following items (roll once for each item, if an item is indicated roll on the appropriate GMG table until one usable by clerics results): Scroll (roll on GMG Table A3: Scrolls), Ring (roll on Table A4: Rings, Wand/Staff/Rod (1d6: 1-2 use Table A5: Rods, 3-4 use Table A6: Staves, 5-6 use Table A7: Wands), and Miscellaneous Magic (1d10: 1 Table A8, 2 Table A9, 3 Table A10, 4 Table A11, 5 Table A12, 6 Table A13, 7 Table A14, 8 Table A15, 9 Table A16, 10 Table A17). High Priests have an 80% chance to own a magic item from each of the indicated categories.

HABITAT/SOCIETY: The Priests enjoy a favored status in Brass. Due to the pact the Cult forged with Fiarz, their religion has grown to become the dominant in the city. The highest-ranking priests and bishops often live like minor nobility, and Holem'tepp, as the Most High Priest, enjoys a lifestyle rivaling that of the major clan lords. Holem'tepp even has a seat on the council of clans where he can make his voice heard to the rulers of Brass. With that kind of political clout, and the strength of the Blood Knights and the arms of the Blood Assassins behind them, there are very few unwise enough to challenge the Keepers of the Flame.

ECOLOGY: Although they refer to themselves as priests (and a majority of the population treats them as if they were), the Keepers of the Flame are not clerics. They are drawn by the cult from the ranks of the Realm Channeler's Guild.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: L, N, Q (Individuals), B, F, Q (x10) (at temple)

Other: Nil



are followed to the letter. They are often great captain-generals in the forefront of campaigns and battles, and are fanatically loyal to the cause of the Eternal Flame. In their volcanithril trappings they present themselves as one of the most favored groups of servants that exists within the city.

Blood Knight

AKA: Blood Avenger, Scarlet Avenger

HackFactor: 14/29/54

EP Value: 975/4,000/7,000

Climate/Terrain: City of Brass

Frequency: Rare

Organization: Military units

Activity Cycle: Any

Diet: Omnivore

Intelligence: Average to Very

Alignment: Lawful or Neutral Evil

No. Appearing: 5-50

Size: M (6'+)

Movement: 6" (or by steed, if mounted)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Morale: Confident (12)

Armor Class: 0 (10)

No. of Attacks: 1

Damage/Attack: By weapon type (+5)

Special Attacks: Minimum 17/01 Str, flaming sword

Special Defenses: Volcanithril armor

Magic Resistance: Nil

Hit Dice: 7/11/15

Fatigue Factor: 5

Threshold of Pain: Yes

Rank	EP Value	HackFactor
Knight	975	14
Lieutenant	4,000	29
Captain	7,000	54

COMBAT/TACTICS: Because only the most promising candidates are recruited, Blood Knights never have a Strength score less than 17/01. This grants them a +2 to hit and a +5 to damage. Blood Knights often ride normal or nefarious horses, usually medium or heavy war horses. All have a land-based riding skill mastery of at least 90%.

The typical Blood Knight is encased in plate mail armor made from volcanithril and carries a medium shield. This grants them a base Armor Class of 0, and the special property of volcanithril renders them immune to mundane fire and heat. Magical fire, including breath weapons, causes only half damage. Blood Knights are armed with special long swords that can burst into flame upon command, causing an additional 1d6 points of damage with a successful hit.

For every 10 Blood Knights encountered, one will be a Lieutenant with 11 Hit Dice, and an Armor Class of -2 (their armor and shields have a +1 enchantment upon them). Lieutenants may make 2 attacks per round with their melee weapons and 50% have great Honor, giving them +1 on all die rolls and one free mulligan per game session.

Every unit of 50 Blood Knights is led by a Captain with 15 Hit Dice. These Captains never have less than 18/62 Strength, giving them a +3 to hit and a +6 to damage. Captains have Armor Class -4 (their armor and shields are +2), and wield special **Flaming Long Swords** (as above) +2.

DESCRIPTION: Blood Knights are the warriors of the Blood Cult. They are its servants and captains in the field, making sure that the religion's dictates

If a Blood Knight is also a Half-Troll, he has an additional 1+2 Hit Die, and is naturally immune to fire (see Half-Troll, below). Add 200 to his EP value and 3 to his HackFactor.

HABITAT/SOCIETY: Blood Knights are recruited from every walk of life. Humans, demi-humans, humanoids, and even Half-Trolls (q.v.) fill out their ranks. Blood Knights are fanatically loyal to their cult and will not betray it for any reason. Attempting to bribe a Blood Knight is a fast track to a swift death.

ECOLOGY: In order to retain its fiery enchantment, a Blood Knight's sword must be bathed in the blood of a Red Dragon once per month in a special Blood Cult ceremony. Failure to do so causes the enchantment to wear off, and renders the sword forever non-magical.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Blood Knights wear volcanithril armor (see Volcanithril).**Treasure:** 20 pp/level**Other:** Nil**Efreeti, Kyopas****AKA:** The Hunters of Brass, The Eyes of Brass**HackFactor:** 20**EP Value:** 2,000**Climate/Terrain:** City of Brass**Frequency:** Rare**Organization:** Clan**Activity Cycle:** Any**Diet:** Omnivore**Intelligence:** Very (11-12)**Alignment:** Lawful Evil**No. Appearing:** 1-6**Size:** L (12' tall)**Movement:** 9"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil**Morale:** Foolhardy (16)**Armor Class:** 1**No. of Attacks:** 1**Damage/Attack:** By weapon (2-16)**Special Attacks:** Nil**Special Defenses:** Immune to fire**Magic Resistance:** Nil**Hit Dice:** 10**Fatigue Factor:** 8**Threshold of Pain:** Yes

DESCRIPTION: The "Kyopi," (singular Kyopas, meaning literally "brave-doers") are at once the scouts and shock troops for the Lords of the City. Their clan has sworn to defend the city and its Grand Sultan to the end. They are Efreeti, but they lack many of the spell-like abilities of their more common brethren.

COMBAT/TACTICS: In battle, Kyopi wear highly decorated leather armor and typically carry long spears.

The elite hunters of Brass ride specially trained Gouts into battle. When encountered alone, a trooper relies on an initial lance charge and then dismounts for combat. When grouped as a unit of one troop (6 Gouts) or more, then they employ shock tactics, seeking to destroy initial lines upon impact. They then spread the field to harass the divided lines while fresh units move up to trample reserves and expand the breach. The charge of a Gout regiment is fearsome to behold, as it is usually accompanied by pyrotechnic displays.

HABITAT/SOCIETY: Like many other aspects of Efreeti culture, Kyopi society is rife with ceremony and honor. Perhaps the most important ceremony they observe is their coming-of-age ritual known as **Hunresk**. This is the ceremony whereby a young Kyopi earns his Gout. The Kyopas is taken out of the city to the plains where wild herds of Gout roam. He receives a small brass manacle and is charged with going amongst the herd and placing this manacle upon his future mount. This is a dangerous prospect, as Gouts are large, frequently aggressive creatures. Gouts who perceive the Efreeti youth as a threat can easily kill him with a charge. If the Kyopi succeeds, however, the magic in the manacle forever binds the two of them together in an empathic link, not unlike that shared between a paladin and his mount.

ECOLOGY: The Kyopas tend to remain outside of the normal political structure of Brass. They see themselves as the city's ultimate guards and wardens, they do not serve its ruler.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Kyopas bone can be used to craft a **Ring of Mammal Control**.**Efreeti, Wailing****AKA:** Thajazzi's Wailers**HackFactor:** 24**EP Value:** 2,000**Climate/Terrain:** City of Brass**Frequency:** Rare**Organization:** Clan**Activity Cycle:** Any**Diet:** Omnivore**Intelligence:** Very (11-12)**Alignment:** Lawful Evil**No. Appearing:** 1-6**Size:** L (12' tall)**Movement:** 9"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil**Morale:** Fearless (19)**Armor Class:** 5**No. of Attacks:** 1 or 2**Damage/Attack:** By weapon (2-16)**Special Attacks:** Battle frenzy**Special Defenses:** Immune to fire**Magic Resistance:** Nil**Hit Dice:** 10**Fatigue Factor:** 8**Threshold of Pain:** Yes

DESCRIPTION: Wailing Efreeti are members of the Thajazzi's Wailers clan. On the whole, members of this clan stand shorter than the typical Efreeti. They tend to have a wild gleam in their eyes, which often unnerves Efreeti from other clans.

COMBAT/TACTICS: Wailers throw themselves into melee combat with abandon, attacking with a near-berserk frenzy. On the first round of combat, they begin to wail. Starting on the second round, their wailing rises in pitch and intensity. At this point they gain an extra 20 hit points, +1 on all to-hit rolls, and +1 on all damage rolls. As long as they can hear themselves wail, the to hit and damage bonuses increase by 1 each round. Thus on the 3rd round of combat, the Wailing Efreeti has +2 to hit and damage, on the 4th round this increases to +3 to hit and damage and so on. If there is an upper limit to a wailer's propensity for battle-frenzy, it has never been reached. All

damage taken in battle by a Wailing Efreet comes off the bonus hit points first.

In combat, Wailers eschew missile weapons, despising the cowards who resort to such devices. They most often wield scimitars. Some Wailers prefer to arm themselves with two weapons (and suffer the standard -2/-4 penalties). No Wailers wear armor, nor do they employ a shield. There are very few elderly Wailing Efreets.

It is suspected that if a Wailing Efreet lived long enough, he might gain access to the standard spell-like powers of the standard Efreeti. It is not known whether any have ever lived that long; if so, they very rarely make use of these abilities.

HABITAT/SOCIETY: The Wailers are still a nomadic clan, wandering the plains surrounding Brass. They visit the city every so often to trade and catch up on news, but much to the relief of the Efreeti who live in Brass, they do not stay long.

ECOLOGY: The Wailers hunt the free dragons and other beasts that live on the Elemental Plane of Fire. They use these creatures for food and the remains for trade goods. They frequently raid Salamander enclaves for goods and slaves.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Fiarz, The Grand Sultan of Brass

AKA: Protector of the Eternal Flame

HackFactor: 87

EP Value: 16,488

Climate/Terrain: City of Brass

Frequency: Unique

Organization: Ruler of the City

Activity Cycle: Any

Diet: Omnivore

Intelligence: Genius (18)

Alignment: Lawful Evil

No. Appearing: 1

Size: H (17' 2" tall)

Movement: 9", 24" fly (B)

Psionic Ability: Nil

Attack/Defense Modes: Nil

Morale: Confident (12)

Armor Class: 2

No. of Attacks: 1

Damage/Attack: 3-24

Special Attacks: Spell-like abilities

Special Defenses: Spell-like abilities, immune to fire

Magic Resistance: Nil

Hit Dice: 18 (116 hp)

Fatigue Factor: 7

Threshold of Pain: Yes

Languages: Efreeti, Common, Fire Giant

Quirks and Flaws: Bad Back, Vision Impaired (nearsighted)

Notable STPs: Administration (92%), Haggle (125%),

Basic Leadership (96%), Leadership, Committee (87%),

Skilled Liar (99%)

Honor: Great (+1 to all die rolls)

DESCRIPTION: As mentioned elsewhere, Fiarz was born of an Efreet father and a Fire Giant mother. Like his giantess mother, Fiarz stands just over 17 feet tall. His skin is coal black, and his hair, which he wears straight and long,

glows reddish-orange. Ceremonial tattoos of the Blood Cult, marking him as the Protector of the Flame, adorn his left breast.

Fiarz dresses richly as befits his station. He has a flawlessly cut red ruby (worth no less than 10,000 gp) inserted into his right cheek as a beauty mark. Such displays of wealth, though extravagant, serve as reminders to the other noble houses of the prosperity that Fiarz has brought to them. Fiarz knows that the support he has from the other noble houses depends upon his ability to keep the gold flowing into the coffers of the city.

If anything, peace and prosperity have proven themselves over time to be more harmful to Fiarz's personal health than open warfare. Years of living the good life have caused him to put on a few pounds and his eyesight isn't what it once was. Although he has an extended lifespan, Fiarz knows he does not have the tremendous lifespan of a true Efreet, and these ailments serve as an all-too constant reminder of that fact.

COMBAT/TACTICS: Fiarz is always attended by 2-20 Sultan's Guards (q.v.), elite Fire Giants totally fanatical to him. He sets these upon opponents and then judges weaknesses and chances for melee himself. Although Fiarz is sure of his abilities in battle, he is not foolhardy. If faced with certain death he will flee to regroup.

As part-Efreet, Fiarz shares many of that race's magical abilities, including the ability to grant 3 Wishes to others, turn Invisible, assume Gaseous Form, Detect Magic, Enlarge, Polymorph Self, create Illusions, and cast Wall of Fire. He also shares the Efreeti's immunity to fire (see Efreeti in HoB 2, p 127).

If pressed into melee combat (something Fiarz tries to avoid nowadays) he wields "Fire Fang," a huge two-handed sword (speed factor 5, D: S-2d6-2, M-2d10, L-6d6). **Fire Fang** is normally a +2 sword, and can immolate itself when Fiarz speaks the command word. When ignited, the sword's magic bonus becomes +4, and it inflicts an extra 1-8 points of fire damage with a successful melee attack (the victim can negate this extra damage with a successful saving throw versus wands).

Grand Scepter of Fire

The Protector of the Flame wields the Grand Scepter of Fire. The title was bestowed upon Fiarz shortly before he usurped the sultanhip in Brass. The Scepter allows its wielder to cast all fire-related spells of up to 3rd level, once per day at will. The wielder may also conjure and command Fire Elementals. He may conjure a total of 24 HD worth of Fire Elementals per week. This could be three 8 HD Fire Elementals, two 12 HD, or one 8 HD and one 16 HD. These Fire Elementals obey the Protector of the Flame without question to the best of their ability, and never mouth off about their service.

For more on Fiarz, see the City of Brass Ruling Elite section.

Fire Imp

AKA: Phytful

HackFactor: 12

EP Value: 1,400

Climate/Terrain: Fire/Lava

Frequency: Uncommon

Organization: Small band

Activity Cycle: Any

Diet: Carnivore

Intelligence: High (11-12)

Alignment: Lawful Evil

No. Appearing: 2-7

Size: S (3')

Movement: 6", 12" Fly (B)

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (10)

Armor Class: 6

No. of Attacks: 3

Damage/Attack: 1-4/1-4/1-6

Special Attacks: Fire poisonous bite, spells

Special Defenses: Silver or magic to hit, spells

Magic Resistance: 25%

Hit Dice: 2+2

Fatigue Factor: N/a

Threshold of Pain: Yes

DESCRIPTION: Fire Imps resemble small humanoids with oversized heads and grotesquely distorted features. Small bat-like wings adorn their backs, and they sport a tiny pair of horns atop their bald heads. Their skin ranges in color from a deep red to a bright orange, frequently with a yellow mottling.

COMBAT/TACTICS: Fire Imps attack with their claws and poisonous bite. Any character bitten by an Imp must succeed at a saving throw versus poison or else his blood actually catches fire. The victim suffers 3-12 points of damage every round until he either receives a Neutralize Poison spell or gets cooked to death from the inside out. Draining the victim of all of his blood also stops the damage. (Note that a creature must have blood to suffer this effect.) Creatures immune to magical fire suffer no damage, while those with some sort of fire resistance suffer half damage (the total damage still applies to the maximum for a Protection from Fire spell or the like).

In addition to its melee attacks, a Fire Imp can use the following spell-like powers, as a 10th level magic-user, at will: Affect Normal Fires, Fire Telekinesis, Invisibility, and Pyrotechnics. The Fire Imp can use a Confusion spell up to 3 times per day. Fire Imps can only be harmed by silver or magical weapons.

Sometimes, bands of Fire Imps produce exceptional individuals. These Fire Imps are exactly like their lesser cousins, but have more Hit Dice and get more respect. These tougher Fire Imps have 3+1 Hit Dice, and a few very tough Fire Imps have been known to have 5 Hit Dice. Rumor persists of even tougher Fire Imps in remote areas, but such tales are sporadic and suspect.

HABITAT/SOCIETY: Fire Imps are mean-spirited and cruel. They love to play practical jokes on the unwary – especially the kind of jokes that leave their victims writhing in pain. Other denizens of the Elemental Plane of Fire do not tolerate them. In fact, many residents of the plane will go to great lengths to clean up a Fire Imp infestation before it gets too far out of hand.

In the wild, Fire Imps gather in small bands, where they prey upon solitary travelers. Imps never attack any force they deem too powerful, although they might secretly follow along to play their evil-hearted “jokes.”

In the City of Brass, the Fire Imps have set up a refuge for themselves among a series of ruined and abandoned buildings (see the section on the Fire Imp Refuge for more information).

ECOLOGY: Evil elementalists sometimes summon Fire Imps as familiars. As a familiar, a Fire Imp can grant its master a Telepathic bond with itself (range up to 1 mile), and the ability to cast all fire-related spells as if the caster were 2 levels higher when the Imp is nearby (within 60 feet). Most elementalists come to regret the summoning however, as Fire Imps make poor servants, constantly complaining and always trying to do as little work as possible. Should his Fire Imp familiar die, the master immediately loses 4 experience levels.

YIELD:

Medicinal: Although it has a wonderful, smoky flavor,

Fire Imp flesh is poisonous, causing mild sickness and vomiting when consumed.

Spell Components: A Fire Imp's tongue makes a valuable alternative component in Confusion spells, increasing the duration of such spells by 10%.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Fire Imp feet can be used as an ingredient in making footwear that increases stealth or allows silent movement.

Fire Mite

AKA: Stoker

HackFactor: 0

EP Value: 7

Climate/Terrain: Fire/Lava

Frequency: Common

Organization: Group

Activity Cycle: Any

Diet: Elemental detritus

Intelligence: Low (5-7)

Alignment: Neutral

No. Appearing: 2-24

Size: S (2')

Movement: 6"

Psionic Ability: Nil

Attack/Defense Modes: Nil

Morale: Unsteady (8)

Armor Class: 7

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Nil

Special Defenses: Fire immunity

Magic Resistance: Nil

Hit Dice: 1/2

Fatigue Factor: N/a

Threshold of Pain: Yes

DESCRIPTION: Fire Mites look like little red humans with heads wreathed in flame. They sport a somewhat vacant expression.

COMBAT/TACTICS: Fire Mites tend to avoid combat, preferring to flee if at all possible. If pressed or cornered, however, they usually use their numbers to overbear their foes. Characters overborne by the Fire Mites automatically suffer 1-4 points of fire damage per round from the flames around these creature's heads.

Like all creatures native to the Elemental Plane of Fire, Fire Mites are immune to normal fire and fiery breath weapons, and take only half damage from other forms of magical fire (none if they make a successful saving throw).

HABITAT/SOCIETY: Fire Mites usually end up used for menial labor, and they aren't good for much else. They can frequently be found working alongside the Fire Trolls in the Undercaverns of Brass. On the plus side, they perform their chores tirelessly and are happy to have something to do.

ECOLOGY: Fire Mites are minor manifestations of fire spirits, which are not quite powerful, independent, or smart enough to become Fire Elementals. They are spontaneously generated by the spirit pool, and they exist only for a brief time (just a few years) before their physical form disintegrates and the spirit returns to the essence of the plane, only to reform anew at a later point. Fire Mites seem to be caught in this endless loop of birth, death, and rebirth with no chance to alter their station in the elemental planes. Luckily, they aren't intelligent enough for this situation to bother them very much.

YIELD:

Medicinal: Fire Mites create massive heartburn when consumed. Most creatures of animal intelligence or better avoid consuming Fire Mites.

Spell Components: Freshly ground Fire Mite makes an excellent base for many fire-related potions.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Fire Mite blood is added during the firing process to finish many metal-crafted goods, adding +10% to longevity of product (the time between required maintenance) and a brilliant sheen to it as well. This increases overall product value by 10-20%.

Fire Naga

AKA: Blood Ancient
HackFactor: 38
EP Value: 10,000
Climate/Terrain: Fire/Lava
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Carnivore
Intelligence: High (13)
Alignment: Lawful Evil
No. Appearing: 1
Size: H (20' Long)
Movement: 15", 9" Swim (in lava or any liquid)
Psionic Ability: Nil
Attack/Defense Modes: Nil/nil
Morale: Elite (14)
Armor Class: 1
No. of Attacks: 1
Damage/Attack: 1-6 plus poison
Special Attacks: Spells, deadly poison
Special Defenses: Fire immunity
Magic Resistance: Standard
Hit Dice: 15
Fatigue Factor: 4
Threshold of Pain: Yes

DESCRIPTION: A Fire Naga is a copper-red, gigantic snake with a grotesque human head seemingly enwrapped in multi-colored flames. It has two solid eyes that appear to be faceted Ruby Cusps, lacking both irises and pupils. The Fire Naga emits an odor like bitter acid, which can be detected up to 20 feet away.



COMBAT/TACTICS: A Fire Naga prefers using guile and tact to influence outcomes, controlling and directing those creatures that worship it (see Fire Thieves and Fire Cult). When attacking it bites for 1-6 points of damage, plus poison (save or die immediately). A Fire Naga can cast spells as a 7th level magic-user, with fire spells inflicting an extra +1 point of damage per die. It also has a better chance of affecting victims with charm or mind-affecting spells (targets get -2 on their saves).

HABITAT/SOCIETY: Fire Nagas normally live underground in the Elemental Plane of Fire, near a great concentration of heat, such as a river or lake of lava. They encourage the formation of cults that worship or preserve them, as they are formed from nearly extinct Fire Spirits. Many considered the Fire Naga the closest living representation of the Ancient Fire Spirit personified by the eternal flame (see Blood Cult, Fire Cult and Flame Tongue). However, Fire Nagas disdain Efreeti and most other living creatures. Each pursues a private goal brought about by some secret insight or profound mystical reasoning which has biased or even entirely warped its thought process.

ECOLOGY: Fire Nagas do not reproduce (which might explain why they are endangered). Most reputable sages believe that they are born from a single volcano located somewhere on the Elemental Plane of Fire. No one is terribly concerned about the crackpot theories of disreputable sages.

The eyes of a Fire Naga can be removed to become the Ruby Cusps used by the mysterious Fire Thieves (q.v.). During the first 3 weeks after the cusps are removed, the Naga is blind and terribly vulnerable. However, after that period, the cusps begin to regenerate and the Naga's eyesight begins to return. By the time 6 months have passed, the Naga's sight is fully restored. Fire Thieves only harvest these cusps once a year, with the Naga's permission, in a special ceremony.

YIELD:

Medicinal: Drinking the Fire Naga's blood is dangerous, as it produces the lava drops used by the Fire Thieves (q.v.).

Spell Components: The eyes of the Fire Naga can be used to produce magical cusps. When removed, set in a solution of regenerating lava (q.v.) and breathed upon by a recently born Fire Serpent, they become a pair of Ruby Cusps. A single pair of magical cusps can be made in this way every year.

Hide/Trophy Items: Fire Naga scale armor provides a light (1/2 weight of leather) covering equal to scale mail and providing a +2 save versus poison.

Treasure: Nil

Other: Nil

Fire Rats

(Fire-variant Giant Rats)

HackFactor: 0

EP Value: 13

These creatures are exactly like normal Giant Rats (see HoB 6 p 114) with the fire type variant (see the Hacklopedia of Beasts: Monster Matrix).

They are immune to all fire.

Three times per day, the Fire Rate can ignite an aura of flame around itself affecting all creatures within a 5-foot radius. Anyone caught in this fire suffers 1-10 points of damage (save versus breath weapon for half).

Certain inhabitants of the Elemental Plane of Fire use Fire Rats as low-grade herd animals.

Fire Thieves**AKA:** Scarlet Hand**HackFactor:** Variable**EP Value:** Variable**Climate/Terrain:** Any**Frequency:** Very Rare**Activity Cycle:** Any**Diet:** Omnivore**Intelligence:** Variable**Alignment:** Neutral Evil**No. Appearing:** 1-6**Size:** M (6')**Movement:** 12"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil**Morale:** Average (11)**Armor Class:** 4 to -2**No. of Attacks:** 1**Damage/Attack:** Varies by weapon**Special Attacks:** Backstab, garrote**Special Defenses:** Resist fire, thieves' skills**Magic Resistance:** 1-20%, see text**Hit Dice:** Varies by level**Fatigue Factor:** 5**Threshold of Pain:** Yes

DESCRIPTION: Fire Thieves are members of the Fire Naga Cult (see Fire Naga Cult, under Cults of Fire). They are distinguished by their full body tattoo of a Fire Naga starting at the bottom of their right foot. This tattoo intertwines about their right leg and torso before culminating with the head directly centered and illustrated on the chest. Inset into where the eyes of the tattoo would be are two carved holes each, holding a magical Ruby Cusp (see below). When not on a mission for the cult, a Fire Thief surrounds himself with much finery, all red-hued and in celebration of the cult with which they are associated.

An individual Fire Thief encountered may be of any thief level from 1 to 20. They determine rank amongst themselves in some manner unrelated to experience level.

COMBAT/TACTICS: Fire Thieves prefer sneak attacks to face-to-face encounters. When pressed into combat, they use specially crafted and produced magic items – the Garrote of Fire, the Flametooth Dagger, and Lava Drops, as well as their imbedded Ruby Cusps, all of which are described hereafter. They otherwise use thieves' tactics to secure advantage in combat or provide for a quick escape.

Garrote of Fire: A Garrote of Fire is a super tensile strength piece of vol-canithril (q.v.) that has been winnowed down to a mere thread and enchanted with elemental flames. When used to attack surprised Man-sized or smaller opponents, the Garrote has a percentage chance equal to the attacker's level or Hit Dice + Dexterity to wrap about the victim's neck; the attacker can then attempt to snap the neck or automatically damage the victim. With either attack, the defender may make a successful saving throw versus paralysis to avoid it completely. Failing a save versus snapping the neck automatically kills the opponent. When used to inflict automatic damage, the weapon does 1-8 points of damage each round, plus an additon 1d6 from the fire and heat as the Garotte bursts into flame upon piercing the victim's skin. The defender suffers this damage unless he breaks free of the hold, which requires a successful saving throw versus paralysis (check each round), or the slaying of the Fire Thief. EP Value: 800. GP Value: 9,000.

Flametooth Dagger +2: This is similar to a Flame Tongue Sword, except that it does 1-6 points of damage per hit. EP Value: 1,000. GP Value: 5,000.

Lava Drops: This consists of a volatile serum released by the Fire Naga in roughly one month cycles, enough to decant 2-20 crystal vials of fiery contact poison. The poison is effective on contact or ingestion, as it absorbs into the skin and begins burning the blood immediately. Victims must make two saving throws versus poison at -4 must be made. Each successful save results in the permanent loss of 1 point of Constitution and results in 11-20 points of damage, the latter of which can only be cured through use of a Cure-All, Restorative Cure-All, Limited Wish, Alter Reality, or Wish spell. Failing one of these saves indicates coma; with death results in 2-5 rounds unless back-to-back Cure-All (or Restorative Cure-All) and Neutralize Poison spells are cast before the elapsed time. A single Wish spell works, as well. EP Value: 250. GP Value: 1,500.

Ruby Cusps: An individual Fire Naga can supply the eyes to produce these Cusps once in a year (though most do so less often than that). In a binding ritual wherein the thief is accepted as part of the enclave, the Cusps are inserted in to holes in the neophyte's chest, holes which were previously produced through two tiny drops of the Naga's poison (see Lava Drops, above), seriously diluted. Once inserted, the Cusps adhere to the skin and meld into place as the flesh heals. They attenuate with the host, providing fire resistance (as the 2nd level cleric spell Resist Fire) and a magic resistance of 1% per level.

HABITAT/SOCIETY: Fire Thieves live in an underground society, hidden away from the mainstream happenings in Brass. Their secret enclave is sequestered somewhere in the Undercavern tunnels worked by the Fire Trolls. Somewhere in these caverns is a special temple dedicated to their fire gawd, and nearby lies a fiery grotto where their gawd "births". They come forth upon their gawd's orders to take back the many treasures that have been reaped by the Lord of Brass through the Fire Trolls' mining efforts. However, their gawd is a practical one, so it orders its followers to only steal back those treasures that have been remade (into special or magical treasures or items). These are offered back to the fiery lava from whence they came in pyrotechnic rituals of sacrifice. For more on the cult, its activities and its strange gawd, note the Fire Naga Cult description under the Power Groups of Brass section.

YIELD:**Medicinal:** Nil**Spell Components:** Nil

Hide/Trophy Items: Their Cusps yield 1,000 gp each to collectors of such things, including certain sages and magic-users who study Cusp magic.

Treasure: L (individuals), plus the magic items noted above

Other: Fire Thieves are wanted criminals. The standing reward for capturing or killing one is 100 gp/level.

Fire Troll	Worker	Warrior
AKA:	Mudders	Squints
HackFactor:	15	18
EP Value:	2,000	2,000
Climate/Terrain:	Fire/subterranean	Fire/subterranean
Frequency:	Common	Rare
Organization:	Tribal-Slave	Tribal-Slave
Activity Cycle:	Day	Day
Diet:	Omnivore	Omnivore
Intelligence:	Average (8-10)	Average (8-10)
Alignment:	Neutral	Neutral
No. Appearing:	2-20	1-3
Size:	L (9' tall)	L (9' tall)
Movement:	9"	9"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	Brave (14)	Brave (14)
Armor Class:	5	5
No. of Attacks:	1	1 or 3
Damage/Attack:	1-6 +1 (club) or 5-8	1-10 +1 (axe) or 5-8/5-8/5-12
Special Attacks:	Nil	Nil
Special Defenses:	Fire immunity, regeneration	Fire immunity, regeneration
Magic Resistance:	Nil	Nil
Hit Dice:	7+3	8
Fatigue Factor:	7	7
Threshold of Pain:	Yes	Yes

DESCRIPTION: A Fire Troll is a grayish purple cousin of the Common Troll, though slightly smaller and having more upright features and a few more functioning brain cells. Fire Troll workers are normally covered in the earthen dust in which they work, fine particles and motes of elemental stuff that has collected and compressed in the heated confines beneath the great plateau on which the City rests. The warriors of this group are barely distinguishable



from their cousins, except that they may spend long periods of time away from those subterranean surroundings. A Fire Troll's eyes glow a purplish hue, tending toward orange when excited or angered. Fire Troll Warriors that have been impressed into daytime service above ground squint constantly against the intense light. This usually gives them chronic headaches and does little to improve their temper.

COMBAT/TACTICS: Fire Trolls are normally used for labor intensive tasks not suited to the Efreeti or other ruling classes of the city. Some have been impressed into service by local lords or clans seeking a cheap resource upon which to build their armies. A Fire Troll's attack is very straightforward and uninspired, though some have been trained well for arena fighting.

Worker Fire Trolls attack with whatever tools are on hand: shovels, picks, etc. Failing that, they can attack with their sharp claws (only 1 attack per round for 5-8 (points of damage). Warrior Trolls are trained to fight with actual weapons, though they will resort to claws and bites when the situations calls for it (for example after fumbling a weapon).

Fire Trolls are not only immune to fire, but being hit by flame actually causes them to regenerate their wounds. Fire Trolls gain 1 hit point back for every point of damage the flame would otherwise have inflicted. Many a foolish adventurer has discovered this fact too late to help himself. Fire Trolls can regenerate any type of damage in this manner. They aren't especially vulnerable to cold or water, either!

HABITAT/SOCIETY: The original society of Fire Trolls succumbed thousands of years ago, after a long confrontation with the Efreeti, becoming the latter's subjects and slaves. This arrangement lasts to present times. As they did before their capitulation, they mine the area. Deep beneath the Realm of Fire's crust, in areas that no sensible being dares delve, groups of Fire Trolls perform their lonely work. The products of their labors are many: gems and minerals, basaltic rock, and elemental motes (q.v.) and dust used in many magical experiments by the Elementalists of Brass, particularly in crafting volcanithril, a metal of great value to the artificers of Brass. Warriors serve as commanded guarding the city gates. Given the numbers of Fire Trolls beneath the city, the rulers of Brass consider their numbers effectively inexhaustible.

ECOLOGY: Their ecology is limited to what their oppressors require. The Efreeti (through the administrative efforts of the Blood Cult) make sure that the Fire Trolls are properly bred. They mature in about 5 years, so the population is easily restored even after huge losses.

The squalid surroundings in their pens and caves have no effect upon their demeanor, as they are a placid lot indeed before their masters. They dwell in myriad subterranean caverns winding deep beneath the surface, in and about rivers and lakes of lava, plumbing into caverns of raw riches far beyond a human's conception. These tunnels serve as mazes and traps to those unfamiliar with the areas. There the silent Trolls tread, mining and seeing to whatever their masters desire.

YIELD:

Medicinal: Nil

Spell Components: Fire Troll blood is useful for healing fire damage. For every ounce used in spells to heal damage specifically inflicted by fire (fire must account for 50% or more of hit points list), increase the total hit points healed by 50%. This adds a material component to the spell and 1 segment to the casting time.

Hide/Trophy: A Fire Troll's hide can be crafted to provide a cloak that camouflages the wearer (-1 to for being surprised, +1 to surprise and +10% to hide in shadows).

Treasure: Nil

Other: Legend has it that the teeth of the Fire Troll Warrior are so hard that magic-users use them to construct magic items involving armor or protection. Magic-users will pay 50 gp for each Fire Troll tooth brought to them in good condition.

Swords dipped in Fire Troll blood shine with a

phosphorescent light (as if affected by the 1st level druid spell Faerie Fire) for 2-12 turns.

Firedrake, Greater

AKA: Spitzer

HackFactor: 25

EP Value: 3,000

Climate/Terrain: Elemental Plane of Fire

Frequency: Common

Activity Cycle: Any

Diet: Omnivore

Intelligence: Low (5-7)

Alignment: Neutral

No. Appearing: 1-4

Size: L (10' long)

Movement: 9", 18" Fly (C)

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (11)

Armor Class: 4

No. of Attacks: 3

Damage/Attack: 2-9/1-6/1-6

Special Attacks: Breath weapon

Special Defenses: Fire immunity

Magic Resistance: Standard

Hit Dice: 8

Fatigue Factor: 6

Threshold of Pain: Yes

DESCRIPTION: Greater Firedrakes are pumped up cousins of the Firedrake, resembling in form the Red Dragon, but smaller in size. The Elementalists of Brass, specifically those dealing with the propagation of the spiritual essence, breed Greater Firedrakes just as they do the lesser Firedrakes. Greater firedrakes reach a size almost twice that of their smaller cousins, and have greater intelligence as well. They are considered archetypes by some scholars of things draconic, but this might be pushing the theoretical boundaries a bit



too far. Dragons themselves do not consider Firedrakes to be even dragonkin. In fact, they tend not to consider Firedrakes at all.

COMBAT/TACTICS: If disturbed, the Greater Firedrake attacks 20% of the time, growls fiercely from a distance 20% of the time, or growls fiercely then attacks the remaining 60% of the time. It can bite for 2-9 points of damage and can rake with each of its claws as well for 1-6 points of damage. It can opt to breathe instead of biting, sending forth a cone of fire 60-feet long by 20-feet wide (at its base) for 3-18 points of damage (save versus breath weapon for half).

HABITAT/SOCIETY: Greater Firedrakes served as front line combatants in many wars. Their breeding pens are located throughout (and under) the city.

ECOLOGY: Their females are specially bred to produce large clutches of eggs, up to several dozen (12-36) in a one month span. The Blood Cult Elementalists make sure that the breeding areas are near large heat sources, such as in lava chambers where the eggs can be fed by Heferun's Fumes (a combination of brasilorum (q.v.) and certain sulphurs derived from Fire Gawd's Vomit, q.v.).

YIELD:

Medicinal: Nil

Spell Components: An ounce Greater Firedrake blood can replace other material components for any fire-related spell that causes damage. These spells gain +1 point of damage per die.

Hide/Trophy Items: A Greater Firedrake's scales can be made into scale mail armor confers a +3 bonus on its wearer's saving throws against fire attacks at +3.

Treasure: Nil

Other: A sword dipped in Greater Firedrake blood can produce illumination and damage as a Flame Tongue for 5-12 rounds. Greater Firedrake blood can be kept inert in water. Humans and demi-humans often sell stuffed Greater Firedrakes to game hunters and other collectors from different planes for 300-600 gp per body.

Gnoll, Dark

AKA: Slavemasters, Brassy Gnolls

HackFactor: 4 (6 for sergeants, 8 for leaders)

EP Value: 600 (825 for sergeants, 1,100 for leaders)

Climate/Terrain: Undercaverns of Brass

Frequency: Uncommon

Organization: Tribe

Activity Cycle: Any

Diet: Carnivore

Intelligence: Low (5-7)

Alignment: Chaotic Evil

No. Appearing: 2-8

Size: L (7' tall)

Movement: 9"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (11)

Armor Class: 7 (10)

No. of Attacks: 1

Damage/Attack: By weapon

Special Attacks: Nil

Special Defenses: Fire resistance (-1 per die), immune to heat exhaustion

Magic Resistance: Nil

Hit Dice: 6+1

Fatigue Factor: 4

Threshold of Pain: Yes

DESCRIPTION: Dark Gnolls have the same general appearance as common Gnolls: a hyena-like head atop a large humanoid body. Their fur generally ranges from a dark blue or gray to a midnight black in color. Older Slavemasters have a lightening of the fur around their muzzle and down the back of their neck.

COMBAT/TACTICS: Dark Gnolls typically wield broad swords (20%), spears (10%), morning stars (20%), footman's flails (20%), battle axes (10%), or clubs (20%). They also wield a three-tailed scourge, which can inflict 1-4 points of damage with a successful hit against an unarmored foe. Any amount of armor (save normal robes) shields the wearer against this damage (unless the Dark Gnoll makes a successful called shot against an unarmored body part). They wear studded leather armor when they can be bothered to wear armor at all.

Dark Gnolls suffer 1 point less of damage per die from fire and heat-based attacks (minimum 0 per die). They are also immune to heat exhaustion.

HABITAT/SOCIETY: Dark Gnoll society has a loose tribal structure, with a strong chieftain maintaining his place through strength and fear. For every eight Dark Gnolls encountered, a 7 1/2-foot tall sergeant with 7+2 Hit Dice leads them. Tribal leaders are larger still (8-9 feet tall with 9 Hit Dice) and an honor guard consisting of 4 sergeants protects them at all times. Leaders gain +1 on all to-hit and damage rolls.

Each tribe has a 20% chance of having its own shaman, who can reach as high as 8th level. These shamans are the spiritual leaders of the tribe. Few shamans would contest with the tribal chieftain for leadership, however, and very few members of the tribe would accept a shaman as leader. Although Dark Gnolls know that shamans have their uses, most of the tribe views shamans as a little crazy. They prefer to avoid them.

Dark Gnolls speak their own language (an offshoot of the common Gnoll tongue). They also speak Fire Troll, and most of the sergeants and tribal leaders also speak Common, Efreeti, and the language of Fire Giants.

ECOLOGY: Dark Gnolls are mercenaries employed by the nobles of the city to act as guards, overseers and taskmasters for the slaves who mine the volcanithril in the under-caverns. They are particularly fond of this work, since it allows them to watch other sentient beings suffer, a sight which causes these cruel creatures no end of amusement.

YIELD:**Medicinal:** Nil

Spell Components: A pinch of Dark Gnoll fur is excellent for a Charm Mammal spell, giving Gnolls and canine-related creatures a -2 penalty on their saving throws against it. This adds a material component and 1 segment of casting time to the spell.

Hide/Trophy Items: Nil**Treasure:** D, Q (x5), S (in lair); L, M (individuals)**Other:** Nil**Morale:** Courageous (13)**Armor Class:** 7 (10)**No. of Attacks:** 1 or 2**Damage/Attack:** By weapon**Special Attacks:** Surprise, fight with two weapons at no penalty**Special Defenses:** Surprised only on a 1**Magic Resistance:** Nil**Hit Dice:** 7**Fatigue Factor:** 6**Threshold of Pain:** Yes

DESCRIPTION: Hunter Gnolls are Dark Gnolls who have been trained to hunt down and return escaped slaves. They share the dark coloration of their brethren, and often augment this by wearing black clothes, cloaks, and boots. Hunter Gnolls get highly annoyed when referred to as Goth Gnolls.

COMBAT/TACTICS: Hunter Gnolls prefer to sneak up on their targets before engaging them in combat. Their training allows them to surprise their opponents 6 times in 10, while they themselves are only surprised on a natural 1.

Once they have found their prey, they either attack by sniping with missile fire, or engage in melee combat. In melee, Hunter Gnolls can fight with a weapon in either hand at no penalty. Usually they wield a long sword in one hand and a short sword in the other, although a select few (10%) use a long sword in each hand.

HABITAT/SOCIETY: Hunter Gnolls usually keep to themselves within the tribe. Each tribe has its own pack of Hunter Gnolls, although most of the time they are away from the tribe's home tracking down a fugitives. Hunter Gnolls have no interest in leadership. They just want to be left alone to do their jobs, which they do very well.

Sometimes (20% chance), one or two common hyenas accompany Houndmasters on the hunt with 1 or 2 common hyenas (HoB 4 p 23). These creatures have been trained since birth by their Hunter, and obey any vocal command without hesitation.

ECOLOGY: In their role as hunters, Houndmasters can track as well as rangers (tracking skill mastery 68%). Once they embark on the hunt, nothing short of death can keep them from performing their duty. They can be found anywhere in search of their prey.

YIELD:**Medicinal:** Nil

Spell Components: A pinch of Hunter Gnoll fur is excellent for a Charm Mammal spell, giving Gnolls and canine-related creatures a -2 penalty on their saving throws against it. This adds a material component and 1 segment of casting time to the spell.

Hide/Trophy Items: Nil**Treasure:** L, M (individuals)**Other:** Nil**Gnoll, Hunter****AKA:** Houndmaster, Hounds-men**HackFactor:** 6**EP Value:** 945**Climate/Terrain:** Any**Frequency:** Rare**Organization:** Solitary**Activity Cycle:** Any**Diet:** Carnivore**Intelligence:** Average (8-10)**Alignment:** Chaotic Evil**No. Appearing:** 1-3**Size:** L (7' tall)**Movement:** 12"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/nil**Gout****AKA:** Fire Mammoth**HackFactor:** 15**EP Value:** 8000**Climate/Terrain:** Arid/Fire Realm**Frequency:** Common**Organization:** Herd**Activity Cycle:** Day**Diet:** Herbivore/special**Intelligence:** Semi- (2-4)**Alignment:** Neutral**No. Appearing:** 1-12**Size:** H (15' and higher)**Movement:** 15"**Psionic Ability:** Nil

Attack/Defense Modes: Nil/nil
Morale: Confident (12)
Armor Class: 4
No. of Attacks: 3
Damage/Attack: 2-16/2-12/2-12
Special Attacks: Charge
Special Defenses: Fire immunity, missile protection
Magic Resistance: Nil
Hit Dice: 17
Fatigue Factor: 6
Threshold of Pain: Yes

DESCRIPTION: Gouts are huge, fur-covered elephants common to the Elemental Plane of Fire. Their bodies are naturally fire resistant and their long matted hair, golden-brown in color, also makes it difficult for projectiles to cause them damage. A Gout's massive tusks shine like highly-polished brass.

COMBAT/TACTICS: Gouts are trained as mounts by the Kyopas, the elite cavalry warriors of the city (see Kyopas, below). Such specially trained Gouts have a morale score of brave (14). A charging Gout inflicts double damage with its tusk attack, and an additional 2-12 points of trampling damage as it runs over its target.

In close combat, a Gout can stomp with its forelegs for 2-12 points per foot, but can use its tusks as a single attack as well to do 2-16 points of damage. Due to its specific training at fighting at close quarters, it can split its attacks between three separate targets without penalty.

A Gout's heavy, matted fur offers it protection against missile fire, absorbing damage much like armor. The fur absorb up to 2 points of damage per die from missile fire and does not degrade.

HABITAT/SOCIETY: The Gout wanders across the fiery and heat-swept lands of the Plane of Fire and the Skar in small groups. They are not encountered elsewhere. They feed upon the *plaori* shrub, a fast-growing plant abundant upon the many plains surrounding the City of Brass. Thus, gout herds are usually in close proximity to the city itself.

Like elephants on the Prime Material Plane, Gout herds are led by the oldest female. If six or more Gouts are encountered, there are 1 to 4 calves in

the herd. Roll percentile dice to determine the size of these calves. They fight at this percentage of a fully grown Gout, if pressed. If a single Gout is encountered, it is usually be a rogue male.

ECOLOGY: Gouts are herd animals that have adopted well to their new existence as mounts for the Efreeti and Fire Giants. They are exclusively captured outdoors in a singular fashion by one Efreeti or Fire Giant, which is by itself a challenge and a test for those wishing to join the Kyopas Clan. Failure usually means death, as the test, known as *Hunresk*, requires fitting a manacle of magical brass about the foreleg of this creature. Those failing this test are usually trampled to death, or are so injured that spectator Kyopi put them out of their misery (for more on the *Hunresk*, see "Kyopas"). Each Gout then belongs to the rider who captured it, forming a magical bond with its captor. Gouts who lose their masters in combat are either set loose and hunted for sport, retrained and used as beasts of burden, or are simply butchered for meat and armor. These beasts are bound up in the Efreeti's strange customs regarding honor and combat, thus to gain a Gout through other than honorable means (meaning the *Hunresk*) is considered a major indiscretion (-6 temporal Honor, or 8% chance to drop a monster into dishonor).

YIELD:

Medicinal: Eating this mammoth's meat provides the consumer with a +1 bonus to saving throws against fire for as many rounds as he eats ounces, up to a maximum of 8 rounds/day. Gout meat must be freshly slaughtered (no older than 1 hour) in order for it to be effective in this capacity.

Spell Components:

Hide/Trophy Items: Their hide can be made into non-magical armor which decreases damage from normal projectile attacks (arrows, darts, javelins) by -2 points of damage per die. This armor degrades normally, however. A single Gout hide can be made into 1 suit of armor for a Large creature, 2 Man-sized sets, or 4 Small-sized sets (or 1 Man-sized and 2 Small-sized). The tusks are of no particular value.

Treasure: Nil

Other: Nil



Half-Troll

AKA: Troll Man
HackFactor: 4
EP Value: 275
Climate/Terrain: City of Brass
Frequency: Uncommon
Organization: Bands
Activity Cycle: Any
Diet: Omnivore
Intelligence: Average to High
Alignment: Neutral (Evil)
No. Appearing: 1-8
Size: M (6'6")
Movement: 9"
Psionic Ability: Nil
Attack/Defense Modes: Nil/nil
Morale: Courageous (13)
Armor Class: 8 (or by armor type)
No. of Attacks: 1
Damage/Attack: 2-7 or by weapon +5
Special Attacks: Great strength
Special Defenses: Immune to fire
Magic Resistance: Standard
Hit Dice: 2 or more
Fatigue Factor: 6
Threshold of Pain: Yes

DESCRIPTION: Half-Trolls are the result of the crossbreeding of a Troll (specifically a Fire Troll) and a human. On average, they stand 6' 6" and weigh 300 pounds. Their bodies are warty and hairless, though they lack the purple-gray coloration of their trollish ancestry. A Half-Troll's eyes tend toward reddish-brown. Although some Half-Trolls can be found with blue eyes, the Blood Cult Priests consider these inferior. The superstitious Fire Trolls also will not accept a blue-eyed half-breed in their society.

COMBAT/TACTICS: Although Half-Trolls lack the claws and fangs of true Trolls, they have great strength, allowing them to inflict 2-7 points of real damage with their bare fists. If they use a weapon, they gain +2 to hit, and a +5 to damage.

Half-Trolls suffer no penalties for fighting in sunlight.

HABITAT/SOCIETY: As the union between man and Troll is only possible through the use of magic perfected by the Blood Cult (and a certain disregard for the laws of nature and decency), Half-Trolls are usually only found working for that cult. Most Half-Trolls are inducted into the ranks of the cult's Blood Knights, due to their strength, ferocity, and cunning. Half-Trolls have no language or culture of their own.

Certain exceptional Half-Trolls can advance in a character class. These most often become fighters (they can reach 13th level). They can also become clerics (maximum 5th level), berserkers (maximum 10th level), thieves or assassins (maximum 7th level in either).

ECOLOGY: The rites needed to create a Half-Troll are kept in utmost secrecy by the Blood Cult. The Half-Trolls themselves are sterile and cannot reproduce.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Hounds of Brass

AKA: Brass Hounds, Molten Maulers

HackFactor: 20

EP Value: 8,000

Climate/Terrain: Fire

Frequency: Rare

Organization: Pack

Activity Cycle: Any

Diet: Magical Motes

Intelligence: High (13-14)

Alignment: Lawful Evil

No. Appearing: 1 or 2

Size: L (8' long)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Courageous (13)

Armor Class: -1

No. of Attacks: 1

Damage/Attack: 2-16

Special Attacks: Hypnotism, leap

Special Defenses: Immune to fire

Magic Resistance: 10%

Hit Dice: 12

Fatigue Factor: 7

Threshold of Pain: Yes

DESCRIPTION: The Hounds of Brass appear as gigantic dawgs constructed from the metal that gives them their name. Their eyes glow a deep red, but

often flare up to a bright yellow when they get excited. The flames that dance in the eyes of these creatures can have a hypnotic effect on the unwary. Brass Hounds can weigh up to 500 pounds.

COMBAT/TACTICS: Brass Hounds can make a charging leap at their opponents, gaining them a +2 to hit. If this attack hits, their brassy claws inflict double damage. Brass Hounds need a running start of at least 10 feet to do this, and they can cover double that distance with the leap.

If a Brass Hound meets the gaze of its opponent, it can hypnotize him unless the victim makes a successful saving throw versus spells. The victim then finds himself compelled to do nothing but stare into space for 3d4 rounds, or at least until the Hound is ready to attack him again.

Hounds frequently hunt in pairs, using pack tactics to bring powerful opponents down. While the first hound hypnotizes the prey, the second leaps upon it. The next round, they reverse their roles, with the second Hound hypnotizing the prey while the first attacks, and so on.

HABITAT/SOCIETY: In the wilds of the Elemental Plane of Fire, Brass Hounds are live in sparsely populated packs, each with its own lair. If two lair in the same space, they are most likely a mated pair.

The Noble Lords of Brass like to keep the Hounds as pets. They often use them to track down escaped slaves. When a Brass Hound is sent after someone, it tracks that target unerringly. It might take weeks, months, or even years, but the Brass Hound always gets its prey.

ECOLOGY: Hounds of Brass are born mean, and their disposition does not improve as they grow older. Brass Hounds survive on the elemental motes that make up the physical structure of the elemental plane. Their furnace-like stomachs extract the energy from the motes, which fuels their bodies.

YIELD:

Medicinal: Nil

Spell Components: Their brass-like hair is revered as a charm. A lock of it used while employing any defensive spell increases its duration by 10%. This adds a material component and 2 segments to the casting time.

Hide/Trophy Items: The shiny brass fur of the Hounds makes an especially fine cape that usually sells for 250 gp.

Treasure: Nil

Other: The eyes of the Hounds can be used in the construction of magic items dealing with hypnotism and mind control, such as Potions of Mammal Control.

Iron Efreeti

AKA: Molten

HackFactor: 43

EP Value: 11,000

Climate/Terrain: City of Brass

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: None

Intelligence: Non- (0)

Alignment: Neutral

No. Appearing: 1

Size: H (15' tall)

Movement: 8"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Fanatic (20)

Armor Class: 0

No. of Attacks: 1 or 2

Damage/Attack: By weapon +14, or 2-20

Special Attacks: Steam cloud

Special Defenses: Immune to fire and lightning, +2 or

better weapons to hit

Magic Resistance: Standard

Hit Dice: 15 (80 hit points)

DESCRIPTION: Iron Efreeti are giant constructs built by the Efreeti to serve as guardians and simple laborers. They appear as Efreeti constructed entirely of iron, steel, or some other hard metal. They have chambers inside (where a normal creature's stomach would be), with an opening at the mouth. Inside this chamber they build their steam for their breath weapon. They are sometimes equipped with great swords that they use with surprising speed and skill.

COMBAT/TACTICS: An Iron Efreet attacks with its sword (if it has one) or with its great fists. If striking with its fists, it attacks twice each round, with each hit inflicting 2-20 points of damage. An Iron Efreet attacking with a sword can strike once each round, causing normal weapon damage, plus 14 points of damage from its massive strength. It requires a weapon with at least a +2 enchantment to damage an Iron Efreet.

Once every five combat rounds, in place of other attacks, an Iron Efreet can issue forth a blast of scalding hot steam from its mouth. This steam cloud is in the shape of a cone, 30 feet long and 20 feet wide at the base. Anyone caught within this cone of steam must make a save versus breath weapon or suffer 10-80 points of damage. A successful saving throw reduces this by half. The round after the Iron Efreet releases its steam it can take no actions.

Iron Efreeti are immune to fire and lightning. Acid is quite effective against their metal forms. A Destroy Water or Transmute Water to Dust is particularly harmful to them, as it immobilizes them for 1d6 rounds (in addition to any other effects).

CONSTRUCTION: Only the Efreeti metalworkers in the City of Brass know the secret to constructing these creatures. They will never share this knowledge with anyone who is not an Efreet or not part of their guild. It is known that the powerful Rhaed-Gem is used in their construction, perhaps it serves the same function for the Iron Efreeti as it does for Master Trobes (q.v.), as a device for sensory input.

TYPICAL ORDERS: As constructs, Iron Efreeti are not required to eat, drink or sleep. They work tirelessly when given a task, and obey any command given to them by their masters to the best of their ability. These commands are usually simple phrases, such as "allow no one but myself to enter," "kill anyone who attempts to open this chest," or "massage my feet." The Iron Efreeti always recognizes its master (usually the one who created it), and will never act against him, even if ordered to or magically compelled.

YIELD:

Medicinal: Nil

Spell Components: Rhaed-Gem can be re-used in spells requiring it as a material component.

Hide/Trophy Items: Nil

Treasure: A Rhaed-Gem can be sold for 1,000 gp.

Other: Nil

Pojar, The Lord of Ice (Polar variant Marid)

AKA: N/A

HackFactor: 163

EP Value: 18,720

Climate/Terrain: Citadel of Ice

Frequency: Unique

Organization: Ruler of the Realm of Ice

Activity Cycle: Any

Diet: Omnivore

Intelligence: Genius (18)

Alignment: Chaotic Neutral

No. Appearing: 1

Size: H (18' tall)

Movement: 9", 15" fly (B), 24" swim

Psionic Ability: Nil

Attack/Defense Modes: Nil

Morale: Foolhardy (16)

Armor Class: 0

No. of Attacks: 1

Damage/Attack: 4-32

Special Attacks: Spell-like abilities

Special Defenses: Spell-like abilities, cold aura, immune to cold

Magic Resistance: 25%

Hit Dice: 13 (111 hp)

Fatigue Factor: 7

Threshold of Pain: No

Languages:

Honor: Average

DESCRIPTION: Pojar is a polar variant Marid hailing from the para-elemental plane of Ice. After failing to conquer Brass, he has been ostracized by his fellow Ice Lords and banished to this outpost on the Elemental Plane of Fire. He plots to oneday stage another invasion of Brass but such machinations find little favor with his fellows.

COMBAT/TACTICS: As a polar variant, Pojar's innate magical abilities are somewhat different than those of standard Marid. He can use any one of the following powers at 26th level, twice per day: Detect Evil, Detect Good, Detect Invisibility, Detect Magic, Invisibility, Polymorph Self and Freeze. He can use Snow Form [similar to Gaseous Form], Transmute Water to Ice [as Transmute Mud to Stone], Part Ice [as Part Water but only applicable to ice], Wall of Ice and Water Breathing seven times per day (lasting on others up to one full day). Once per year, He can cast a Wish.

He can Create Water at will but it will appear in solid form. At will he can also shoot out a Cone of Cold that is 60 yards long, 10 feet wide and does 2-16 points of damage. Pojar can walk on any frozen surface as if using Spider Climb.

Sultan's Elite Guard

AKA: Fiarz's Fingers

HackFactor: 45

EP Value: 9,000

Climate/Terrain: Arid, Fire, Volcanic

Frequency: Rare

Organization: Tribal band

Activity Cycle: Any

Diet: Omnivore

Intelligence: Average (8-10)

Alignment: Lawful Evil

No. Appearing: 1-10 or 2-20

Size: H (18')

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Fanatical (20)

Armor Class: -1 (5)

No. of Attacks: 1

Damage/Attack: By weapon +10 (2-20 +10)

Special Attacks: Nil

Special Defenses: Immune to fire, immune to fear in Fiarz's presence

Magic Resistance: Nil

Hit Dice: 16

Fatigue Factor: 10

Threshold of Pain: Yes

DESCRIPTION: These Fire Giants are hand-selected from Fiarz's loyal clan members; except for their ornate badge of office – a flaming sword grasped in two hands also embroiled in flame – they appear as finely dressed and equipped giants.

COMBAT/TACTICS: The Sultan's Elite Guards attack with their huge two-handed swords in battle. Their great Strength (22/51) grants them a +4 to hit, and a +10 to damage.

When guarding their master, they interpose themselves between opponents and him, fighting fanatically until killed. They are also immune to fear effects while in the presence of their sultan. Otherwise, their morale score drops to 15.

HABITAT/SOCIETY: The Fire Giants have been relocated from their original homes on the Prime Material Plane to the Realm of Fire. As many thousands were imported, they took a separate land unto themselves, now known as the Lands of Morg (which in Fire Giant speech means "Soot"). There, battalions of these troops prepare for battle. Many such Guards can be found west of there, patrolling the distances between Morg and Skar (The Scorched Plains). Currently, as is the wont of such tribal organizations, not all Fire Giants are loyal to Fiarz (see Morg in the Brass Environs Section; also see Fire Lords and Giant Clans in Social Structure & Political Atmosphere: The City of Brass Ruling Elite – An Overview). These elite troops also guard the Bastion of Plasma, the last defensive ring before the Sultan's Palace.

In the city, the Sultan's Elite Guards occupy a place of honor and respect. They serve to guard Fiarz and Fiarz alone, and get quite haughty about the fact.

ECOLOGY: The Sultan's elite Guards have their own barracks within the palace. Groups of them can sometimes be found wandering the streets of the city when off duty. Clashes with the normal city guard are frequent.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Trobe, Fire

AKA: Trobe, Control Trobe

HackFactor: 12

EP Value: 2,000

Climate/Terrain: Any

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: N/a

Intelligence: N/a

Alignment: Neutral

No. Appearing: 1-4

Size: M (5')

Movement: 9" Fly (D)

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Fanatic (20)

Armor Class: 2

No. of Attacks: 2

Damage/Attack: 3-12 (fire whip)

Special Attacks: Fire nozzles

Special Defenses: Immune to fire, half damage from puncturing and hacking weapons

Magic Resistance: Nil

Hit Dice: 6

Fatigue Factor: N/a

Threshold of Pain: N/a

DESCRIPTION: The Fire Trobe appears much like a hovering, medium-sized pot-belly stove, riveted and iron plated, with a cone-like protrusion extending from where a human's legs would be. This is its thrust cone, which allows it to emit jets of fire to propel itself about.

COMBAT/TACTICS: A Fire Trobe's first inclination is to serve and defend, but the brain (Master Trobe) can order it to attack. It has several options. Its fire whip extension causes 3-12 points of damage per strike. The two fire nozzles it uses to propel itself can be deadly at close range, issuing forth a short but strong burst of plasma (maximum range 15 feet).

At five feet, this burst causes immediate blindness (as the 7th level spell, Power Word: Blind) and 5-50 points of fire damage (save versus breath weapon for 3/4 damage). At ten feet the effects lessen, blinding victims only 25% of the time and inflicting a paltry 3-30 points of damage (save versus breath weapon for half). At 15 feet the plasma stream is at its weakest, with no chance for blinding and causing only 2-12 points of damage possible (save versus breath weapon for 1/4 damage). A Fire Trobe can only utilize one of its nozzles in this manner once every 3 rounds.

Their hard, inflexible shells protect them against most weapons. Puncturing and hacking weapons only inflict half damage to a Fire Trobe. They are also completely immune to fire, both mundane and magical. However, they are more vulnerable to cold; cold spells and cold-based attacks inflict double damage against them.

Fire Trobes are slow, clumsy fliers. Because they must receive their instructions from a Master Trobe via a linked energy beam, they make all of their initiative rolls with a +1 penalty on the roll.

HABITAT/SOCIETY: Fire Trobes are not independent beings, but are controlled by the Master Trobe. Trobes that end up out of range of the brain move in a random direction (determine each round) at one-half speed, not attacking until contact is reestablished. If the gem which controls the Trobe is removed, or if the brain is otherwise destroyed, the Trobe ceases to function and the elemental essence previously trapped in this containment dissipates in 10-40 rounds, unless it is reactivated within that time. The gem is a specially ground version of Rhaed-Gem (q.v.) only available in the Land of Morg and then only near a certain volcano there, this secret area being unknown to even the Fire Giant clan inhabiting its perimeter.

Fire Trobes exist and serve wherever the Elementalist who created them desires.

ECOLOGY: Trobes do not have their own ecology, but work within other ecologies as helpers, guards and servants. Their potency of their initial essence dictates their various life spans (see Fire Spirits and the gawd Volcan).

As artificial constructs, Trobes need never eat or sleep. Their fiery essences supply them with all the energy they need for thousands of years of operation.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Plans/Scrap. A functioning Trobe with 30% or more of its hit points damaged, will be of interest to Elementalists who have not mastered this design. The Elementalist will pay 100 gp for each remaining hit point the Trobe has. If the eye-gem is intact, he will pay an additional 1,000 gp. If the entirety of the Trobe is sold as scrap, the net is 20% of what an Elementalist's would offer.

Trobe, Master**AKA:** "The Brain", Master Control Trobe (MCT)**HackFactor:** 45**EP Value:** 11,000**Climate/Terrain:** Any**Frequency:** Rare**Organization:** Solitary**Activity Cycle:** Always active**Diet:** N/a**Intelligence:** Exceptional (15-16)**Alignment:** Neutral**No. Appearing:** 1**Size:** L (6'+)**Movement:** 0" (none)**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/nil**Morale:** Fearless (19)**Armor Class:** 0**No. of Attacks:** 1**Damage/Attack:** 4-24**Special Attacks:** Suggestion beams**Special Defenses:** Immune to mind affecting spells, immune to fire, death throes**Magic Resistance:** Nil**Hit Dice:** 12**Fatigue Factor:** N/a**Threshold of Pain:** N/a

DESCRIPTION: Trobes are constructs, usually made from metal, given a semblance of life by the infusing of elemental essences. The Fire Elementalists tap these essences from elemental spirits to construct Trobes by the mysterious art known as "Aerthifizing."

A Master Trobe resembles an antiquated boiler – a large, riveted iron shell with numerous dials, vents and pipes extending from its surface. At eye level, or where a human chest would be, is an eye-lens, inset with a Rhaed-Gem. Master Trobes are heavy (upwards of 800 pounds) and immobile.

COMBAT/TACTICS: If pressed into combat, a Master Trobe can defend itself by projecting its pure elemental essence from one of the vents that rings its body. This cone of fire catches everyone in a 45-degree arc, causing 4-24 points of damage (a successful saving throw versus breath weapons reduces this by half). A Master Trobe has eight such vents ringing its surface. It can only project flame out of one of the vents each combat round. The Master Trobe itself is immune to fire.

In addition to its fire vents, a Master Trobe can project a beam from its eye-lens, affecting all characters in a 90-degree arc to its front. Targets who fail their saving throw versus spells are affected as if under a Suggestion spell cast by a 10th level magic-user.

As a Master Trobe takes damage, the pressures inside the shell begin to build up to dangerous levels. When a Trobe is reduced to 0 hit points, the shell can no longer contain the essence and explodes in a blast with a 50-foot radius. Everything caught within the blast takes 12d6 points of damage from the heat, concussive force, and flying pieces of shrapnel. A successful saving throw versus breath weapon halves this damage.

HABITAT/SOCIETY: The Elementalists create Trobes to serve as helpers, guardians, and servants.

In addition to its uses in combat, the Master Trobe's eye projector has two other roles. It allows the elemental essence inside the shell to perceive its surroundings, functioning much like normal eyesight. Secondly, the gem inset into the eye acts as an energy beam focus, providing a link by way of a pinpoint stream of light to its Control Trobes (see Trobe, Fire). This beam relays orders to the Fire Trobes, carrying parts of its essence from the central control Trobe to its minions. The range of the beam is 100 yards, and the Master Trobe must either have a direct line-of-sight, or be able to bounce its own control beam off of a surrounding terrain feature in order to make contact

with the Control Trobe. A Master Trobe has from 1-4 Fire Trobes under its command to serve as remote hands and eyes.

Very rarely, a Master Trobe awakens and develops a rudimentary, but most malignant sentience. These Trobes are neutral evil in alignment and seek to destroy all organic life. Elementalists have learned to detect the signs that indicate a growing awareness in their Trobes, including displays of absent-mindedness, an obsession with board games, and a habit of humming old tunes to itself.

ECOLOGY: Trobes do not have their own ecology, but work within other ecologies as helpers, guards and servants. Their potency of their initial essence dictates their various life spans (see Fire Spirits and the gawd Volcan).

As artificial constructs, Trobes need never eat or sleep. Their fiery essences supply them with all the energy they need for thousands of years of operation.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** The Rhaed-Gem in the eye-lens is worth at least 1,000 gp to an Elementalist (although it is poor form to sell it back to the owner of the Trobe from which the gem came out).**Treasure:** Nil**Other:** Nil**Volcan****AKA:** The Eternal Flame**HackFactor:** 89**EP Value:** 35,000**Climate/Terrain:** Volcan's Pit, Elemental Plane of Fire**Frequency:** Unique**Organization:** Solitary**Activity Cycle:** Any**Diet:** Fire**Intelligence:** Exceptional (15-16)**Alignment:** Neutral Evil**No. Appearing:** 1**Size:** H (20' tall)**Movement:** 15"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/nil**Morale:** Fearless (19)**Armor Class:** -4**No. of Attacks:** 2**Damage/Attack:** 4-24/4-24**Special Attacks:** Ignite on sight, Spitting Fireballs, spells**Special Defenses:** Immune to fire, heat, and lightning; spells**Magic Resistance:** 50%**Hit Dice:** 22 (165 hp)**Fatigue Factor:** N/a**Threshold of Pain:** No

DESCRIPTION: Volcan appears as a giant sheet of flame, towering twenty feet into the air. He is an ancient fire spirit of great size and power who was worshipped by the Fire Trolls in ages past, and is revered as divine by the Blood Cult in the present day.

COMBAT/TACTICS: In melee combat, Volcan strikes with his two arm-like appendages. These crushing attacks do 4-24 points of damage, plus an additional 2-20 points of fire damage. If the target makes a successful save versus spells, the damage from Volcan's heat is reduced by half. Volcan can strike at two separate opponents in the same round without penalty.

Volcan can instantly and at will ignite any flammable substance he sees. This includes a creature's body hair.

Once every three rounds, Volcan can spit a Fireball at his opponents, in addition to other attacks. This Fireball can act as either a Skipping Betty, Sidewinder, Scatter-Blast, or normal Fireball as Volcan chooses. It strikes as the appropriate spell cast by a 15th level magic-user.

Volcan can use the following spell-like powers at will: Affect Normal Fires, Detect Invisibility, Cause Fear, Pyrotechnics, and Fire Telekinesis. Three times per day (each) he can cast Incendiary Cloud and Meteor Swarm. Volcan is immune to all kinds of fire, heat, steam, lava and electricity.

HABITAT/SOCIETY: Although he is worshipped as a gawd, Volcan is not truly a deity. He is merely a terrible and fearsome spirit whose power and reputation are used by the Blood Cult to further its own agenda. Volcan is surly and mean-tempered, and he hates to be bothered. When encountered within his lair, Volcan is 50% likely to be asleep. He will wake at the slightest provocation, and proceed to destroy any disturb his rest, or happened to be nearby when he was disturbed. Volcan has absolutely no interest in parleying with any creature.

ECOLOGY: Although not a gawd, Volcan does have a retinue of 1-4 Fire Elementals of the largest size (16 HD, with a minimum of 6 hit points per die) who act as his toadies, following his every command. They attempt to kill or drive off any intruders who enter his lair, so that their master can rest undisturbed.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** A, B and C (all x5) (non-flammable items only), Q (x20)**Other:** Nil**Wailing Fire Spirit****AKA:** Thajazzi's Spirit, Wailing Inferno**HackFactor:** 10**EP Value:** 975**Climate/Terrain:** Elemental Plane of Fire**Frequency:** Rare**Organization:** Pack**Activity Cycle:** Any**Diet:** None**Intelligence:** Average (9)**Alignment:** Chaotic Neutral (Evil)**No. Appearing:** 1-8**Size:** M (6')**Movement:** 12", 24" Fly (B)**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/nil**Morale:** Fearless (19)**Armor Class:** 5**No. of Attacks:** 1**Damage/Attack:** 2-16**Special Attacks:** Berserking, fear, fiery touch**Special Defenses:** Magical weapons to hit, immune to normal fire, magical fire resistance (-1 per die)**Magic Resistance:** Standard**Hit Dice:** 4+2**Fatigue Factor:** N/a**Threshold of Pain:** No

DESCRIPTION: Wailing Fire Spirits are wild and chaotic fire spirits. They appear as man-sized tongues of flame that dart crazily about. They can frequently be heard cackling to themselves.

COMBAT/TACTICS: At the start of every combat, a Wailing Fire Spirit lets loose a terrible shrieking sound. Anyone within 50 feet of this must make a

saving throw versus spells or be affected as if under a Fear spell. This save must be made each round the creature can hear the wail. Spirits often use pack tactics, using a few of their number to herd prey with their wails, while the rest arrange an ambush for the disorientated creatures.

Once engaged in melee combat, a Wailing Spirit attacks with its flame-like appendages for 2-16 points of damage per strike, and the target must save versus spells or catch fire. Characters who fail the save suffer an additional 1-6 points of automatic burn damage each round for 1-10 rounds or until the burning character (or a nearby comrade) takes a round to extinguish the flame.

Wailing Fire Spirits are immune to all forms of normal fire and take 1 less point of damage per die from magical fire than normal creatures. Only magic weapons can hit them. If a Wailing Fire Spirit suffers damage equal to more than half of its maximum hit points in a battle or 25% of its current hit points in a single attack, it goes berserk, attacking twice each round. These attacks are made with a -2 to hit, as the Wailing Fire Spirit lashes out uncontrollably. It need no longer check morale and will fight to the death.

HABITAT/SOCIETY: In the wild, Wailing Fire Spirits often form packs, led by the largest and toughest member. These packs roam the wastes of the Elemental Plane of Fire looking for fights to pick.

The only clan of Efreeti that will have anything at all to do with these wild elemental spirits are Thajazzi's Wailers. Efreeti from this clan are completely immune to the fear-causing effect of the Wailing Spirit's wail. The Wailing Spirits get along well with Thajazzi's Wailers, as the two groups seem to share a love of plain, old-fashioned combat.

ECOLOGY: Although they are kin to Fire Elementals, Wailing Fire Spirits are never summoned by magic-users. No magic-user is crazy enough to attempt it.

YIELD:

Medicinal: If consumed, the charred remains of this spirit's victims protect the eater from this spirit's fear power for 5-30 minutes. An individual can only gain this benefit once per week. Of course, eating the remains of a sentient being, even one well cooked, is generally considered an evil act. Clerics and paladins should keep this in mind before they go gobbling up their fallen party members.

Spell Components: Nil**Hide/Trophy Items:** Nil**Treasure:** Nil

Other: The fire comprising this Spirit's form lasts for 1-12 months, if captured in a bottle that can contain it. During that time it provides illumination as does a full strength bull's eye lantern.

Appendix D: New Magic Items And Poisons

Volcanithril Details

Volcanithril/Aizrithil. Two distinct forms of magically wrought metal used by the Elemental Planes of Fire (Volcanithril) and Ice (Aizrithil) in the formation of weapons and armor. The great armorers of Brass, led by their greatest artificer, the Elementalist No-Sheik, hold the secrets of Volcanithril. The Clerics of U'Um are the Water Realms' counterparts for fashioning Aizrithil, which has a tensile strength equal to Volcanithril but otherwise has oppositely aligned elemental properties (see glossary entry for U'Um and Aizrithil).

It is thought that to create arms and armor from both of these metals requires copious amounts of blood, specifically from those beings that the items are to be crafted for. Thus, several bloodletting rituals are still a required part of this specialized metal-crafting process. Great wizardry and the use of secret formulas attend anything crafted from these metals. The crafter initials all finished items and then inscribes them with the originating guild's insignia. Any being possessing an item made from one of these metals must be able to defend themselves, for they are not common outside of the two originating realms. Add to this that they are crafted for specific personages, and such items become highly sought after. Death or forced abandonment are just about the only reasons that owners of these items part with them. Theft is very rare due to understandings between the guilds. The reselling of such items is even rarer, as the owner holds them in trust, and to resell them would bring calamity upon a house or clan from the respective guilds. Many a small war has been started over the mere ownership of a suit of armor of this type! On the main, only those in the internal hierarchy, or those who can otherwise afford it and are influential enough to strike a deal, have access to items crafted of these metals.

In game terms, constructing a weapon or suit of armor out of Volcanithril would require at least one quest, and probably several, in order to acquire the necessary knowledge and equipment. GMs are encouraged to make such quests as difficult as possible, and they need not necessarily be possible to complete.

The following information details what special abilities are common to Volcanithril armor, shields and weapons. The Elementalist of Brass have concentrated on delivering armor that is nearly invincible and exceptionally crafted weapons that bite fast and deep.

Armor, Shields & Weapons

Bonus range: (+1) to (+12)*

*Availability of +12 armor or weapons, even in the City of Brass, is limited to those few with such influence, power and wealth to make these generally unavailable.

Armor Bonus	Base EP Value	Base GP Value*
+1	600	7,800
+2	1,200	15,600
+3	2,400	31,200
+4	3,200	41,600
+5	5,000	65,000
+6	6,000	78,000
+7	8,400	109,200
+8	9,600	124,800
+9	10,800	140,400
+10	12,000	156,000
+11	13,200	171,600
+12	14,400	187,200

* Reduce the gp value by 30% for armor types with a base AC of 8-9, and reduce the gp value by 15% for armor types with a base AC of 6-7.

Weapon Bonus	Base EP Value	Base GP Value
+1	500	6,500
+2	1,000	13,000
+3	2,250	29,250
+4	3,000	39,000
+5	5,000	65,000
+6	6,000	78,000
+7	8,750	113,750
+8	10,000	130,000
+9	11,250	146,250
+10	12,500	162,500
+11	13,750	178,750
+12	15,000	195,000

Armor and Shield Special Magical Abilities

(roll randomly or pick one)

1 – Ice Element Resistance: This provides the wearer with a +2 bonus to saving throws vs. cold based attacks as well as reducing all damage from ice (normal and magical) by 2 points per die.

EP Value: Base +1,350; **GP Value:** Base +17,550

2 – Volcan's Fortification: The armor can absorb up to 50 points of damage from melee, ranged, and magical attacks. This functions as a set of "reserve" hit points, and any damage suffered by the wearer (after the normal absorption by the armor) comes off of these hit points first. Once these points are gone, the armor must be left next to a source of great heat (such as a huge forge or a volcano) to regain the reserve points. The armor "heals" 3 hit points per day spent near the heat source. The armor has no effect against area of effect attacks.

EP Value: Base +2,000; **GP Value:** Base +26,000

3 – Plasma Burst: When the command word is spoken, a burst of dazzling plasma temporarily blinds all opponents in a 40 yard radius as the Power Word Blind spell (ref: PHB, p 246). This wearer can use this power once per day.

EP Value: Base +4,000; **GP Value:** Base +52,000

4 – Reflective Force: A reddish field of force surrounds the item, and is visible to all that see the armor. When the wearer of this armor is struck, 50% of the damage taken is reflected back at the attacker (the defender still suffers the full damage of the attack). If the attacker makes a successful saving throw vs. spell, the reflected damage is avoided. If the initial attack does more than 20 points of damage, the reflection ability is temporarily overloaded, and the armor loses this ability for 1-10 rounds, including for the attack that overloaded it. If the armor ever loses any points of AC, the reflection ability is lost permanently.

EP Value: Base +1,200; **GP Value:** Base +15,600

5 – Energy Resistance: While the armor is donned, the wearer will suffer only half damage from any lighting or cold-based attack, and will suffer no damage if their saving throw is successful. This ability does not grant a saving throw to an attack that normally does not have one.

EP Value: Base +600; **GP Value:** Base +7,800

Table BD1: Element Invulnerability

Roll (d6)	Invulnerability
1	Fire
2	Acid
3	Cold
4	Gas
5	Lightning
6	Ice

6 – **Invulnerability:** The armor grants the wearer invulnerability to all attacks and effects of one form. Roll on Table BD1: Element Invulnerability to determine what the armor grants.

EP Value: Base +1,200; GP Value: Base +15,600

7 – **Magic Resistance:** The item provides a constant magic resistance rating of 5-15% (roll 1-3 x 5%).

EP Value: Base +1,000; GP Value: Base +13,000

8 – **Cone of Defense:** A volcano-shaped cone of energized motes (elemental particles) forms about the user. This equates to a Prismatic Wall spell (ref: PHB, p 239), but with one extra layer: Color: Black; Order: 8th; Effect of Color: Variable – Roll for one type on Table BD2: Cone of Defense; Spell Negated By: Any cold-based spell cast by a 9th or greater level mage. This defensive power can be used once per week.

EP Value: Base +5,000; GP Value: Base +65,000

Table BD2: Cone of Defense

Roll	Color	Effect of Color
1	Red	Stops non-magical missiles, inflicts 20 points of damage, save for half
2	Orange	Stops magical missiles, inflicts 40 points of damage, save for half
3	Yellow	Stops poisons, gases and petrification, inflicts 80 points of damage, save for half
4	Green	Stops breath weapons, save vs. poison or die, suffer 20 points of damage on a save
5	Blue	Stops location/detection and mental attacks, save vs. petrification or turn to stone
6	Indigo	Stops magical spells, save vs. wand or go insane
7	Violet	Force field protection, save vs. spell or be sent to another plane
8	Re-roll	

Weapon Special Magical Abilities

(roll randomly or pick one)

1 – **Lava's Scintilla:** The sword glows red-hot and appears to trickle drops of lava. It causes 1d12 extra points of fire damage when striking an opponent. Opponents can save vs. spell to avoid this extra damage.

EP Value: Base +1,000; GP Value: Base +13,000

2 – **Volcan's Touch:** This sword has a fiery glow at all times that sheds light in a 10-foot radius. It causes an extra 1d10 points of fire damage on a successful to-hit and poisons the victim as radigrant (see **Fire Poisons of Brass** under **Flora of Brass**).

EP Value: Base +1,500; GP Value: Base +19,500

3 – **Inferno's Fingers:** Upon a successful to-hit, the sword releases a small fiery hand with wisp-like fingers. Roll 1d6 to see how many fingers contact the target, and then roll 1d6 for each finger to determine which finger hit. Each finger can only hit once, so re-roll any duplicates. This is usable, at will, once per day.

EP Value: Base +2,000; GP Value: Base +26,000

1: **Burning Stroke** – an additional 1d4 points of fire damage

2: **Searing Touch** – an additional 1d6 points of fire damage

3: **Charring Hold** – an additional 1d8 points of fire damage

4: **Scorching Grasp** – an additional 1d10 points of fire damage

5: **Blazing Grip** – an additional 1d12 points of fire damage

6: **Volcan's Palm** – The actual fiery palm is thrust upon the victim inflicting 1d20 points of fire damage. In addition, the victim must save vs. spell or have any flammable items on his person ignite.

4 – **Fire Charmer:** The wielder of a sword with this ability is immune to charm spells or powers cast by 12th level or 12 HD or lower beings. Against those effects cast by higher level or HD beings, he receives a +2 to his saving throw. The wielder may also cast three Fire Charm spells (ref: PHB, p 210) per week, as long as he wields the sword while doing so.

EP Value: Base +4,000; GP Value: Base +52,000

5 – **Eruptive Force:** This is a chaotic power that functions much like a Wand of Wonder in that one can never be sure what will issue forth from it. When the power is invoked, roll on Table BD3: Eruptive Force to determine the spell cast. The spell is cast as a 15th level caster. This chaotic power normally manifests due to a failed experiment involving imparting fire powers to swords. The power functions randomly in 3-18 hour intervals, so wielders must take their chances to see if it is actually functioning or not. Wild mages have the same level of control over a weapon of this sort as they do Wands of Wonder. EP Value: Base +1,400; GP Value: Base +18,200

Table BD3: Eruptive Force

Roll	Spell
1	Fireball Barrage
2	Fire Shield
3	Fireball, Skipping Betty
4	Fireball, Volley
5	Fireball
6	Fireball, Scatter-Blast
7	Fireball, Land Scraper
8	Fireball, Sidewinder Factor 5
9	Fireball, Delayed Blast
10	Fireball, Proximity Fused
11	Fireball, Show-No-Mercy
12	Fireball, Torrential

6 – **Heferun's Breath:** The sword is used as a focus to draw upon the air surrounding the user, heating it to a super degree and unleashing it as a fire storm of tremendous power. The sword is used to cut the air at exact angles, requiring two full turns of preparation to do so. When finished, the fire storm begins, moving outward from the wielder as does a Cloudkill spell, to which it conforms in size and speed of movement. The fire storm cannot be swayed by wind, however. The storm lasts for 2 rounds per character level, and causes 6-36 points of fire damage to everything it comes into contact with. This fire ritual may be summoned only once per week.

EP Value: Base +2,500; GP Value: Base +32,500

7 – **Shockwave:** When the ground is struck with this sword, a shockwave equal to an Earthquake spell cast by a 20th level Cleric (100 foot diameter) is summoned (ref: PHB, p 273). This power is usable at will once per week. EP Value: Base +3,500; GP Value: Base +45,500

8 – **Motewall:** A whirling mass of elemental particles form a wall 40' x 20' x 20'. The wall changes its elemental content from fire, to ice, to earth, and then to air every round (as Wall of Fire, Wall of Ice, Wall of Stone, or Cloudkill) for as many rounds as the wielder has Intelligence points (i.e., an 18 Intelligence equals 18 rounds). This wall can be summoned at will once per day.

EP Value: Base +2,750; GP Value: Base +35,750

9 – **Volcan's Nails (wounding):** Any damage from this sword opens terrible wounds that automatically bleed for 1-4 points of damage for the

next 1-6 rounds. A cure light wounds spell will halt the bleeding, although normal first aid cannot. Additional hits by the sword will not cause any more bleeding wounds, but will extend the total time the wounds will bleed by another 1-6 rounds. Furthermore, each hit requires a save vs. spell or the victim is disoriented (equates to a Slow spell) for as many rounds as hit points of damage the sword inflicts. A disorientated creature cannot be subject to further disorientation effects until they have recovered.

EP Value: Base +4,000; **GP Value:** Base +52,000

10 – Firemeld: This is a defensive quality. The wielder can meld with fire for a number of turns equal to his or her combined level and constitution scores. Treat this as a Meld Into Stone spell (ref: PHB, p 262), with the sword wielder being able to move within the fire at 10 feet per round, but not farther than 40 yards from the originating point and never out of the fire (doing the latter breaks the spell and the sword wielder reverts to his normal form again). Cold-based spells can damage the person melded with the fire, and a Dispel Magic cast at 9th level or above will expel the melded character. This power is usable 3 times each week.

EP Value: Base +2,000; **GP Value:** Base +26,000

Fire Brand

These types of swords common to the Efreeti and are crafted for them by fire elementalists out of Blue Steel, Volcanithril, or regular steel. The forger, the essence he controls, and the amount of fire which is used to instill a sword of this type with its powers defines each sword's powers and intrinsic primal pattern. Primal patterns are discussed below. Fire brands are created with a specialized process using the spiritual magic of the Fire Realm as opposed to the wizardry inherent in crafting average magical arms and armor (see Volcanithril/Aizrithil).

Types available (1d20):

Roll	Type
1-2	short sword
3-6	long sword
7-9	bastard sword
10-13	two-handed sword
14-20	scimitar

Metal:

01-80 Steel

81-98 Blue Steel (at least +3, always above average Essence or better)

99-00 Volcanithril (at least +4, always above average Essence or better)

Weapon Bonus	Base EP Value	Base GP Value*
+1	500	5,000
+2	1,000	10,000
+3	2,250	22,500
+4	3,000	30,000
+5	5,000	50,000
+6	6,000	60,000
+7	8,750	87,500
+8	10,000	100,000
+9	11,250	112,500
+10	12,500	125,000
+11	13,750	137,500
+12	15,000	150,000

* Increase the gp value by 15% for Blue Steel, and 30% for Volcanithril

Primal Pattern Set (roll d100)

1-30 – Basic Essence Infusion: Takes a few days to a few weeks to craft (3d6 days), enchanting the sword with just a basic power set. There is no spirit manifestation. **Basic Power Set:** The sword has a to-hit bonus of +1 to +3 and is also a Flame Tongue upon command, gaining damage bonuses as outlined in the GMG. The wielder receives fire resistance as the spell Resist Fire when holding or touching the sword; the low Intelligence of a minor Elemental spirit is contained within it and allows the wielder to cast a Wall of Fire spell 3 times per week. The wall lasts for two rounds for each “plus” of the sword (thus, a +3 sword can maintain a Wall of Fire for 6 rounds). A very low form empathy will inform the wielder of the name of the spirit that resides within. The wielder must be touching the sword at all times to summon and/or maintain powers imparted by it.

EP Value: Base +6,375; **GP Value:** Base +63,750

31-60 – Above Average Essence Infusion: Takes several weeks to several months to craft (3d6 weeks), granting the sword an above average power set. There is a low spirit manifestation. **Above Average Power Set:** The sword has a to-hit bonuses of +4 to +6 and is also a Flame Tongue upon command, gaining damage bonuses as outlined in the GMG. The wielder receives fire resistance as the spell Resist Fire when holding or touching the sword. The Intelligence of the standard Elemental contained within it allows the wielder to cast Conjure (Fire) Elemental once per week, which lasts for as many rounds as the Elemental has Hit Dice (usually 8 to 12).

EP Value: Base +6,875; **GP Value:** Base +68,750

61-95 – Advanced Essence Infusion: Takes several months to a year to craft (2d6 months), enchanting the sword with an advanced power set. There is a high spirit manifestation. **Advanced Power Set:** The sword has a to-hit bonus of +7 to +9 and is also a Flame Tongue upon command, gaining damage bonuses as outlined in the GMG. The wielder receives fire resistance as the spell Resist Fire when holding or touching the sword. The Intelligence of the very strong Elemental spirit contained within it allows the wielder to cast a Conjure (Fire) Elemental spell twice each week, which lasts for as many rounds as the Elemental has hit dice (usually 12-16).

EP Value: Base +7,375; **GP Value:** Base +73,750

96-100 – Essence Form: Takes a year or more to craft, primary elemental infusion (can equal elemental transference), mandatory spirit manifestation on primary or secondary levels of existence.

Essence Form Power Set: The sword has a range of magical to hit bonuses of +10 to +12 and is also a Flame Tongue upon command, gaining damage bonuses as outlined in the GMG. The wielder receives fire resistance as the spell Resist Fire when holding or touching the sword. The intelligence of a very strong Elemental contained within it allows the wielder to cast a Conjure (Fire) Elemental spell twice each week, which lasts for as rounds as the elemental has hit dice (usually 16-20). Once per year the wielder of this sword may call upon the fire spirit to summon fire in some form, alive or otherwise. This allows him to cast any spell with Fire or Flame in the title as a 20th level caster, or summon one or more fire creatures of Hit Dice up to 20 levels.

EP Value: Base +8,575; **GP Value:** Base +85,750



Fire Poisons of Brass

Some very exceptional poisons are known to exist – perfected by the elementalists – that work upon those enemies who can be affected by fire. Their main functions are to cause exhaustion, dehydration, volatile fever, delusions, stroke or implosion. Though many more occur throughout the Elemental Realms, two types are hereafter listed:

Virilance: A poison derived from the **firelance root** that causes a virulent fever upon ingestion. Virilance is a potent poison, and victims receive a -4 penalty on saving throws to avoid the effects. The effects of the poison are slow acting but still noticeable: sweat, nausea and cramps accompanied by a rising temperature and loss of appetite. Liquids cannot be held down. Only a **neutralize poison** cast while using part of a firelance root as a component for the spell will save the victim from this poison's fatal results, which manifest as coma, and then death, within a 12-24 hour period.

Delivery: Ingested; **Damage:** Death/0; **Duration:** 12-24 hours; **Poison Availability:** Rare. **Cost:** 2,000 gp/dose.

Radigrant: A contact poison made from the pumice of a recently erupted volcano and crushed jem crystal from the **red-jem vine**. A neutral sap bonds the mixture to a weapon, usually a dagger or sword. Victims failing their saves vs. this poison immediately lose 10-50% of their remaining hit points (rounded down) and must make a system shock check, with failure resulting in unconsciousness for a number of rounds equal to 30 minus the PC's constitution score. Dehydration continues to drain the affected PC at a rate of 2% of remaining hit points per minute (GMs should establish a rate of drain based upon readjusted totals). Neutralize or Slow Poison spells will only lessen the drain by half (1%), but not stop it. Only a Heal spell employed before the victim loses 75% of his total hit points will cure this. Otherwise, the victim cannot be cured. When he runs out of hit points, the dehydration causes irreparable damage to the vital organs.

Delivery: Contact; **Damage:** Special/0; **Duration:** Special; **Poison Availability:** Uncommon. **Cost:** 1,750 gp/application.

Fire Pollen

Various pollens are collected from the **phyranje** flowering shrub that commonly grows in abundance near active volcanoes. Certain varieties of these low growing plants, especially any of purple hue, provide pollens that have ever-changing magical properties. Scholars have traced this strange trait back to the fire spirits associated with the particular volcano that these grow near (see Fire Spirits and the gawd Volcan). In essence, this pollen never portrays the same qualities due to an empathic association between it and the volcanic motes that it absorbs. These motes embody real magical properties of fire spirits. Use the following list to ascertain a pollen type. This by no means represents the full range of fire pollen types.

Reddish-violet: Super-Ego Boost. The pollen creates a super-ego for a number of rounds equal to the consumer's six combined ability scores (excluding Comeliness). This in effect raises all ability scores by +2. Extra hit points gained in this way are removed first when the consumer takes damage.

Side effects: Using this pollen more than 4 times in a monthly period permanently reduces a random ability score by one until restored. **Purchase Cost:** 2,000 gp/dose.

Violet: Fire Rush. Eating this pollen will provide the eater with the ability to increase a burning fire with a rush of flame. This doubles the size, heat and damage of the fire. Essentially this can also work to increase the potency of fire spells, doubling their damage and duration times, areas of effect, etc. The effects of the pollen last for a number of rounds equal to the eater's Constitution score. **Side effects:** On the tenth application of this pollen, the eater becomes resistant to fire (as the spell) but susceptible to cold attacks (-2 to saves, +2 damage per die of damage, hits for 10 points or more in a single round slows the target, as the spell cast by a 12th level magic-user). A Cure Disease cast at the 12th level will cure those so afflicted (and remove the fire resistance benefit), but these effects return if the ingestion is thereafter repeated. **Purchase Cost:** 2,500 gp/dose.

Scarlet: Duhm's Duality (fire breath/fire immunity). This use of the fire pollen is named after the Anubotan who discovered it, Eyl Duhm the realms channeler. Consuming this pollen provides the eater with two usable abilities over a number of rounds equal to his Constitution score. A fiery concentration builds up in the person's bloodstream allowing him to either breath fire as an attack (12 points of damage, range 2" long cone, 1/2" at the base), or to use the fiery energy to create an immunity to fire. The choice of which ability will be used must be made before rolling initiative for that round. Note that using one ability in a round precludes using the other in that same round. **Purchase Cost:** 2,000 gp/dose.

Deep Purple: Fire-Morph. This pollen affects a change in the eater's physical and mental make-up, changing him into a fire creature for 2-8 rounds. The pollen can contain the partial absorbed essence of a great, standard or low fire being. Use the guide below and then make appropriate choices from the appendix based upon the prescribed range. Note that this transformation lasts for a number of rounds determined by a die roll and then the person reverts to his former body and mind set. However, full memories and least one half of the PC's intelligence transfer with him, so if the person was originally a spell-caster, then that ability is retained as well. Otherwise, this is a complete change for the allotted time period.

Lesser Essence: 1HD-6HD fire being

Standard Essence: 7HD-11HD fire being

Greater Essence: 12HD-18HD fire being

If randomly found, roll 1D100 to ascertain the level of the essence.

01-50 – Lesser Essence

51-95 – Standard Essence

96-00 – Greater Essence

Also note Fire Spirits and the gawd Volcan, [Footnotes] for further guides, especially in crafting special powers for greater essence fire beings. Purchase Cost: 10,000 gp/dose

Hashafir's Hammer and Spikes

This hammer is made from brass; the spikes are fashioned from a mineral rich and colorful magma extracted from **Volcan's Maw** (considered in places to be highly magical). The hammer is 5 feet long and weighs 35 pounds, while the spikes are 10 inches long and weigh 5 pounds apiece.

If the hammer is used to pound the spikes into the ground, certain patterns of spikes will create magical effects. Only the creature who hammered the spikes into the ground can remove the spikes. Otherwise, it takes a dispel magic cast by a 12th level or higher caster to loosen the spikes enough so that they can be removed. There is a 5% chance of destroying a spike when removing it from the ground. The hammer and spikes are rumored to be lost.

Single spike: This acts as an alarm spell whose parameters are defined by the one who hammered it. The spell has an area effect of 30' radius from the spike. Removing the spike from the ground ends the effect.

Two spikes: Speaking a command word after hammering these spikes into the ground begins a series of vibrations that cause the earth to tremble in the same manner as an Earthquake spell. The area of effect is defined by the placement of the two spikes: the distance between them is the diameter of the area. The spikes cannot be placed more than 80 feet apart.

Three spike in row: This creates a Wall of Iron along the line created by these spikes. The maximum length of the wall is 30 feet.

Three spikes in triangle: This creates a zone of truth within the triangle. No creature can tell a lie, falsehood, or half-truth while within the zone (no saving throw, though magic resistance applies). This does not force a creature to answer, but if it does, whatever it says must be absolutely true. The maximum length of any one side of the box is 20 feet. Illusions will be revealed within this area, as will the true form of any shapeshifted or polymorphed creatures. It will not actually change the creatures to their true form, but it will reveal what they actually are.

Four spikes in a row: Upon issuing the command word, the spikes will send up a Wall of Fire along their line. The maximum length this line can extend is 30 feet.

Four spikes in a box: This pattern creates an Anti-Magic Shell within the perimeter of the spikes. The maximum length of any one side of the pentagon is 20 feet.

Five spikes in a zigzag: This creates an invisible Wall of Force along the line created by these spikes. The maximum length of the wall is 30'.

Five spikes as a pentagon: The one who hammered the spikes in can summon a 12-HD elemental within the confines of the pentagon. The elemental can leave the area after being summoned, but the material the element is to be formed of must be present within the area defined by the five spikes. No more than one elemental may be summoned per day.

Number of Spikes	EP Value	GP Value
1	1,000	9,500
2	8,000	76,000
3	14,000	133,000
4	24,000	228,000
5+	34,000	323,000

Izz-Fleek's Mist Crystals Magic Set

(miscellaneous magic)

This minikin magic set contains various crystal pieces, miniature jeweler's tools, including three styluses (see **Stylus Types**, below), a sculpting hammer, three chisels, a magnifying glass stand, and a tiny 2" square compressor with an input bellows and a minutely sharpened output pipe (adamantine). There are leather packets, each noted with ingredients for the specific power they convey when the crystal is used; the ingredients are added via the bellows on the compressor and are output as magical mist, which in turn is scribed upon the crystal's surface in mist-like letters. Each stylus has a remarkably sharpened point used for this engraving process.

There are three styluses present, though notes, and the presence of other magical crystals and ingredients, indicate that many more exist. The hammer is made from iron and adamantine. The chisels are for various lump or detailed work. The compressor/bellows is made of gold and radiates magic of the transmutation sort. This set is usable by wizards or sorcerers only. To recap, the entire magic set consists of:

- 3 styluses
- 20 crystal pieces (4 each for blue, yellow, red, clear, black, all 1"-4" in height)
- 6 ingredient packets
- compressor/bellows
- 3 chisels
- 1 hammer
- 1 magnifying stand

There is only one of these sets reported to exist. GMs may also include 0-3 finished crystals, as desired.

The Process of Forming Mist Crystals

This process is undertaken whilst the mage is reduced in size to at most 3" in height. The tools are too tiny to handle at 6" height or more and are too unwieldy if size is reduced beyond 3". A reduce spell was the means, no doubt, by which Izz-Fleek accomplished his own engravings.

First, the spellcaster sculpts the crystal piece as he would like it. A skill in Craft and/or Profession (sculpting or related) must be present. The wizard must make his skill check for sculpting at the beginning of each session. Days to finish the sculpting equal 30 minus the mage's intelligence. Thus an 18 intelligence would allow the work to be finished in 12 days. Every time a skill check is failed, one day is lost and there is an accumulative 1% chance per failure (rolled for each day) that the crystal develops a flaw (fracture or hair-line crack) making it useless.

Next, the spellcaster wants to engrave the sculpted crystal with a spell power. To do this he must first empty the desired ingredient packet into the compressor/bellows. This changes the ingredients to mist, which, by means of working the bellows, is sprayed onto the crystal, which it adheres to. The spellcaster immediately uses one of the styluses to engrave the spell signature appropriate for the ingredient. As he does so the mist moves and shifts with the stylus movements, forming the desired pattern. Time in hours to complete this process is equal to 20 minus the spellcaster's constitution, with a minimum of 2 hours. Roll a d20 upon completion: A roll of 1 equals failure; 2-19 equals proper adherence; a roll of 20 equals 2-4x strength crystal (this has 2-4 charges of the bestowed magic).

Stylus Types

Styluses are enchanted to scribe specific schools of spell-magic.

1. **Silver:** Necromancy
2. **Gold:** Transmutation

3. Copper: Evocation
4. Bronze: Illusion
5. Brass: Enchantment
6. Iron: Divination
7. Nickel: Conjuraction
8. Tin: Abjuration

Crystal spell forms boost each original spell's potency. For example, spell durations would double or treble, attack oriented spells would inflict 20-50% more damage or have a greater area of effect, etc. GMs must prescribe these limits in all cases. Market Price: 59,000 gp.

Scimitar of Kubastiz

This scimitar is named after the legendary Efrete Kubastiz, founder of Brass. The name is from Ancient Efrete meaning "Those who strike with the light of ages." A line from the Clan's records indicates that oaths were taken on Kubastiz's scimitar before the battle to take the Brass Plateau from the Fire Trolls began. Kubastiz oversaw the forging of this weapon in the namesake volcano – thus the clan's name. Upon defeating the Fire Trolls, all oaths were reiterated at the nearby acid lake, which thereafter took upon the Kubastiz name as well. Kubastiz is a name with a rich history of meanings to the Efrete, some of which are **Beginnings, Endings, Oaths, Strength, Truth and Victory**. The scimitar is on display at various times throughout the year at either the **Gallery of Concordant History** or at the **Pyramid of Fire**.

The scimitar acts as a +5 **Sword of Sharpness**, +8 against all cold-using creatures. In addition, it has the following powers and effects: 5xI; 1xII, 2xIII, 2xIV, 1xV (malevolent effects only affect non-Efrete who attempt to wield it). See page 284 of the GMG for power explanations and descriptions. **EP Value:** 37,500; **GP Value:** 525,000

Zimmr's Cysts

Zimmr's Cysts are a set of elemental containers originally created by the Master Elementalist Zimmr of Gorgom. The cysts were of magical make and used in decanting liquids, vapors, molten metals, smoke and other transmuted and transformed ingredients not easily manipulated through ordinary alchemical tools and devices. In game terms, any liquid placed into one of these cysts will retain its initial temperature. In addition, the liquid will stay a liquid as long as it remains in the container. **EP Value:** 1,000; **GP Value:** 10,000

Appendix E: New Class

REALM CHANNELER (FIRE)

The realm channeler is a philosopher/magic-user who gains his powers from the essences of the elemental planes. Unlike normal magic-users, channelers approach their magic spiritually. Through study and meditation, the channeler can draw upon the power of the plane and use that power to work mighty magic.

Realm channelers fight in combat and make their saving throws as magic-users, and they have the same armor and weapon restrictions as that class. They gain 1d4 hit points at each level. After 12th level, the realm channeler gains 1 hit point per level. Channelers who have both Intelligence and Wisdom scores of 16 or more gain a 10% bonus to the experience points they earn.

In preparing their spells for the day, channelers do not have to memorize their spells from spell books. Rather, much like a cleric, they perform a series of mystical rituals that opens their spirits up to the elemental planes. They then draw upon the essence of these planes, channeling the power through their bodies, in order to cast their spells. Realm channelers use the same spell lists as their elementalists counterparts (see the elementalists class from The Spellslinger's Guide to World Domination).

Channeling the raw power of the elemental planes is demanding and exacts a heavy toll. Realm channelers age at twice the normal rate, and any effects which artificially age the channeler (such as a Ghost's attack or a Haste spell)

Realm Channeler (Fire)

Ability Requirements:

Int 11+, Wis 12+, Con 13+, Cha 13+

Prime Requisite(s):

Intelligence, Wisdom

Hit Dice Type:

d4

Allowed Races (Level Limits):

Human (U)

Allowed Alignments:

Any

Building Point Bonus:

9

Spell Jacking?:

No

have doubled the normal effect (a Ghost ages him 20 years, a Haste spell 2 years, and so on).

Fire realm channelers garner their mystical powers from their primary plane of concern – the Elemental Plane of Fire. Channelers belonging to the Blood Cult believe that through the practice of channeling, they gain awareness of their gawd, Volcan, a personification of the Eternal Fire Spirit who manifests his power through the volcanic principle and form.

Realm channelers have worked their art upon the Elemental Plane of Fire for thousands of years, and have developed it into one of the highest forms of magic. However, it remains quite rare on the Prime Material Plane. As yet, the great magical colleges and universities of Garweeze World offer no courses on elemental realms channeling, and they tend to look down on such practices as “pseudo-magic.” Distinguished, crusty old Mages see the practitioners of realm channeling as little better than second-rate mediums.

Fire realm channelers dislike bathing in water, preferring fire to purify them from dirt and pollution. When eating, they always drink hotly spiced wine or sweet mulse, never pure water. Legend has it that some of the most attuned channelers consume **reklmort** (see the Glossary), a drink made from the blood of their opponents mixed with wine.

Fire realm channelers gain the following bonuses and benefits:

- Realm channelers may increase the range and duration of any fire-related spell. The range of spells is increased by up to 2% per experience level (to a maximum of 40% at 20th level), and spell durations are increased by 5% per level (to a maximum of 100% at 20th level). This ability does not increase damage, nor does it affect saving throw penalties and the like.
- As realm channelers grow in power, they may increase the damage caused by offensive fire-based spells as they channel more pure elemental essence into their spells. At 5th level, they may add +1 to each die of damage when attacking with fire magic. This bonus increases to +2 at 10th level, and +3 at 20th level.

Table BE1: Fire Realm Channeler's Progression Table

Experience Points	Level	4-sided Hit Dice	Level Title
0-3,000	1	20+1d4*	Firemyte
3,001-6,000	2	2	Scintillator
6,001-12,000	3	3	Radiant
12,001-24,000	4	4	Illuman
24,001-48,000	5	5	Searer
48,001-90,000	6	6	Fulgurist
90,001-130,000	7	7	Skorcher
130,001-175,000	8	8	Pyre Maker
175,001-275,000	9	9	Conflagurist
275,001-400,000	10	10	Flame's Tongue
400,001-800,000	11	11	Speaker of Fire
800,001-1,300,000	12	12**	Volcan's Breath
1,300,001-1,600,000	13	12+1	Blue-Illumer
1,600,001-1,900,000	14	12+2	Scarlet-Illumer
1,900,001-2,300,000	15	12+3	White-Illumer
2,300,001-2,700,000	16	12+4	Orange-Illumer
2,700,001-3,300,000	17	12+5	Yellow-Illumer
3,300,001-3,600,000	18	12+6	Red-Illumer
3,600,001-3,900,000	19	12+7	Master Illumer
3,900,001-4,200,000	20***	12+8	Volcan's Eternal One

*At first level, channelers receive 20 hit points plus 1d4. This twenty-point “kick-er” is received at first level only.

**Realm channelers gain 1 hit point per level after the 12th.

***300,000 experience points per level for each additional level beyond the 20th.

Table BE2: Fire Realm Channeler Spell Progression

Realm Channeler Level	Magic-User Spell Level								
	1	2	3	4	5	6	7	8	9
1	3	-	-	-	-	-	-	-	-
2	4	-	-	-	-	-	-	-	-
3	4	1	-	-	-	-	-	-	-
4	5	2	-	-	-	-	-	-	-
5	5	2	1	-	-	-	-	-	-
6	6	2	2	-	-	-	-	-	-
7	6	2	2	1	-	-	-	-	-
8	6	3	3	2	-	-	-	-	-
9	6	3	3	2	1	-	-	-	-
10	6	4	3	3	2	-	-	-	-
11	6	4	4	3	3	-	-	-	-
12	7	4	4	4	4	1	-	-	-
13	7	5	5	4	4	2	-	-	-
14	7	5	5	4	4	2	1	-	-
15	7	5	5	5	4	2	1	-	-
16	7	5	5	5	5	3	2	1	-
17	7	5	5	5	5	3	3	2	-
18	7	5	5	5	5	3	3	2	1
19	7	5	5	5	5	3	3	3	1
20	7	5	5	5	5	4	3	3	2

- A Fire Elemental summoned by the realm channeler has +1 hit point per Hit Die. At 13th level, the channeler need not concentrate on controlling the Fire Elemental.
- When a realm channeler casts any Summon Monster spell, 75% of the time the spell will net fire creatures.
- Beginning at 6th level, channelers become resistant to fire. They gain +2 on all saving throws against fire effects. Non-magical fire inflicts 1 less point of damage per die (minimum 0). At 9th level, the channeler gains +3 on all saving throws against fire effects. All non-magical fire damage is halved, and magical fire inflicts 1 less point of damage per die (minimum 0). At 12th level, the realm channeler becomes immune to non-magical fire, and magical fire deals 2 fewer points of damage per die (minimum 0). (Note that if he has other protections against fire, these effects apply first.)
- Channelers have a natural affinity for creatures native to the Elemental Plane of Fire. They gain a +2 reaction roll bonus from fire creatures native to the plane (Efreeti, Elementals, Salamanders, etc.) If the creature encountered shares the same alignment as the channeler, this reaction bonus increases to +4.
- Because of his insights into the nature of the Elemental Plane of Fire, a realm channeler learns fire spells as if they were one level lower than listed. For example, the 2nd level spell, Bouncing Betty Fireball, would be considered a 1st level spell for the channeler. (First level spells remain first level spells.)
- At 12th level the channeler can perform an after-death ritual on a defeated channeler to absorb his elemental essence. This takes one full hour to accomplish, during which the channeler cannot fight, eat, drink, cast spells, dodge blows, participate in conversations, or be distracted in any way. If interrupted, he must save versus breath weapon to have a chance at success (and he must start over in any case). If he begins the ritual more than 4 hours after the other channeler's death, it automatically fails. If he successfully completes the ritual, he absorbs the essence of the deceased realm channeler. Defeating and absorbing an opponent in this manner is highly honorable and noteworthy. The absorbing channeler gains 3 points of base Honor for absorbing the channeler's essence, if he defeated the opponent himself.

The absorbed channeler cannot be brought back from the dead – even through Wish spells or divine intervention from anything less than an Intermediate gawd – until the absorbing channeler dies, in which case all such essences are released back into the elemental spirit pool (q.v.). For every level of the defeated channeler, the absorbing channeler gains 1 hit point and 5 Fractional Ability points to distribute as he desires. The Fractional Ability points are permanent, but the extra hit points last 48 hours.

Fire Realm Channelers have the following weaknesses and restrictions:

- Channelers cannot learn or use any cold or water-based spells, nor can they employ magic items that do so (even if the item has other effects as well).
- It takes them 20% longer to memorize spells not of the fire type (12 minutes per level, or 5 spell levels per hour) and 2 minutes per level to refresh a spell before it fades (see Spell Memorization in the Spelllinger's Guide to World Domination, page 76).
- Fire realm channelers suffer a –35% penalty to their chance to learn any non-fire related spell.
- It takes fire channelers twice as long as standard to recover from fatigue. When fatigued, they suffer an irreducible 5% chance of spell mishap per 1 point of Strength penalty.
- Channelers suffer a –2 penalty to all saving throw against cold- or water-based attacks. They suffer an extra +2 points of damage per die. If some sort of "opposed" magic-user, such as water elemental or

icer, casts the spell that causes the damage, there is a 2% chance per attacker level that the damage from the cold spell negates a randomly memorized fire spell. (The realm channeler can re-memorize the spell later, as if he had cast it.)

- Opposition plane creatures always attack the fire realm channeler on sight. They gain +1 on to-hit and damage rolls.
- Creatures of opposed elemental forces (ice or water) with the powers of a 12th level or higher magic-user and an Int of 14 or higher can learn the ritual to absorb the elemental essence of a defeated channeler. By doing so, they permanently annihilate the defeated fire realms channeler. Not even a Resurrection or Wish spell can restore the absorbed character (only divine intervention from an Intermediate or Greater gawd).
- Fire realm channelers must seek a way of attacking encountered opposition realm creatures or beings. Retreating, no matter the odds, costs 12 temporal Honor (4 if such attacks would clearly have been suicidal).

Although sages theorize that a different type of channelers could draw upon the essence of a different elemental plane, thus far the only realms channelers encountered have drawn upon the Elemental Plane of Fire. Most believe that channelers of other realms would have powers similar to those of the fire realm channeler.



Appendix F: Flora And Fauna of the City of Brass

FLORA OF BRASS

Surprisingly, for an area as hostile to life as the Elemental Plane of Fire, a wide variety of plant life grows there—particularly in the area around the City of Brass, where the other elemental planes moderate the environment. These plants are often collected by the natives and used in a variety of different ways. The raw elemental magic which suffuses them makes the flora particularly useful to alchemists and elementalists.

Fire Worts

Fire Worts are bristly plants with spongy reddish brown centers cultivated for their sap. The sap becomes efficacious when added to certain elements as follows:

- 1) **Water:** cures diseases, makes 2-5 doses per fire wort used
- 2) **Fire:** when the smoke produced from burning the sap is stored (as made possible by such methods as employing *Zimmyr's Cyst*, q.v.) and then later decanted, the results are always a noxious cloud according to the atmosphere that the smoke is released into:

Air—Acidic Cloud: When added to air a 60' radius area is blanketed in a thick and noxious cloud of acid, which does 4-48 points of damage for 2-5 rounds and otherwise acts as a stinking cloud spell for 4-10 rounds.

Fire—Fire Cloud: When added to an existing fire it affixes itself to the area, causing the expansion of heat and flame, literally transforming the former blaze into a fire storm (as the fire storm spell). After the initial damage, it automatically causes 1/2 listed damage (save for half) for 1-3 -1 rounds thereafter.

Earth—Molten cloud (fire pellets): This combination causes a minor volcanic spray of molten earth; sizable pellets which blast a 10' radius area centered upon the ground that the smoke contacted. Saves vs. spells are applicable, Success avoids the lava spray, otherwise 3-30 points of damage is dealt and all flammables are ignited, including the target. The lava automatically burns in subsequent rounds those having missed their initial saves, though each round reduces the damage by a 10-sided die (2-20, 1-10) to 0 points dealt on the 4th round as the fire expires.

Elementalists applying *Saheezee's Molten Encompassment* can forestall the molten process for 1-10 days, effectively redirecting the expanding heat into a concentrated form encased in the pellets. This creates 3-9 (2d4+1) handfuls of fire pellets which if used during the 1-10 day span are effective as hurled weapons, each handful causing 2-20 points of burning damage as outlined above, and with a maximum range of 30 feet. If they are not used during the aforementioned time, they lose their efficacy completely and are then useless pellets.

Water—Vaporous cloud: A scalding 40 radius cloud is produced, blistering everyone in its area for 3-24 points of damage.

- 3) **Earth:** When added to earth the sap produces a hot mud which is known as the "Muddy Haze." When this is applied to anything of the fire element (elemental, raging fire, red dragon, etc.) the substance retards the heat and associated by-products, including those things related to the target by and through that element, effectively slowing growth, movement, duration (as in spells and spell-like powers, etc.) and damage, number of spells in memory, reaction times, etc. GMs must ascertain the full range of possible curtailments according to each situation. The percentage of retardation depends upon the difference of two percentile dice rolls (attacker-defender), with a maximum of -

50%. Duration in rounds is the difference of the attackers level vs. the defender's level, with a minimum of one round.

- 4) **Air:** The sap is neuter in air, though elementalists are working on perfecting a reaction with this element.

FireLance Root

A common root in or near the Plains of Fire but uncommon outside of this area; the root part of the lanced, a vermilion sawtooth, leaf plant which grows there. Firelance root is used in the making of virilance, a volatile poison.

Red-jem vines

So named for the bright red berries that grow on these tough, woody vines. Although foul tasting and bitter, the berries are reputed to have curative properties, particularly regarding those ailments which affect the kindeys and urinary tract.

Brasilorum

The petals are used in combination with various sulphurs from *Fire gawd's Vomit* (q.v.) to produce *Heferun's Fumes*, a secret concoction of the Blood Cult used to stimulate the growth patterns of *Firedrakes* (see **Greater Firedrakes** in the **New Monsters** appendix). It is also used as a catalyst in various potion formulas.

Pumice Vines

When the dried leaves of this tough, woody plant are burned, the smoke produced has a mild narcotic effect on humans. This is treated as strong alcohol—the equivalent of 5 drinks per minute exposed to the smoke. This effect is used by the Blood Assassians in their ceremonies.

Phyranje

This plant is the source of the Fire Pollen Seeds, also known as **Volcan's Favorite**. Fire pollen seeds are common alchemical ingredients potions or other substances which produce flames; they are also a common component in Fire Elementalists' spells, substituting here or there for a variety of particular and specific components. This all purpose seed also contains a volatile oil, which when rarefied produces *olfyr*, a multipurpose oil which, depending upon the tincture (purple or orange) either produces applications which if applied to a fire-born creature suffocates it (purple: spell saves at -4) causing death in 2-5 rounds, or enhances dexterity, constitution and staying power (orange). The latter's enhancement effects the target of this oil for 2-12 turns, providing +4 to dexterity and to constitution and making the individual immune to sleep and all other mind-affecting powers or spells. Fire pollen seeds have also been known to be experimented with in various elemental, botanical, physical and magical ways. It seems that this universal magical seed is yet to find the limits of its mutabilities, and as such it is considered to be such a wondrous thing indeed that killing, uprooting or otherwise even despoiling the plant it derives from, the phyranje, is against the law—such acts are even punishable in the extreme by forfeiture of one's estate!

Ncrosant

The grape is not indigenous to the City of Brass, but is legended to have been planted here by the mystics of the Kubastiz clan upon settling in the city. Knowledge of its history and beginnings upon the Fire Elemental Plane has vanished. The grape is noted for its reaction in blood, especially when mixed with the blood of an opponent. In the latter case the mixture, when drunk, produces visions of a detailed nature regarding upcoming adventures (see **Reklmort**). The grape when consumed alone produces delusions and often-

times death. The Anubotans of the Realm Channeler's Guild tend to this grape, protecting it from harm and theft.

FAUNA OF THE ELEMENTAL PLANE OF FIRE

The lands surrounding Brass are also home to an abundant variety of animal life. In addition to the Efreeti, who dominate the area, one can find Fire Giants, Red Dragons, Firedrakes, Firenewts, and all manner of Fire-based spirits. True Fire Elementals and Salamanders are rarely encountered here, preferring instead to remain deeper within the core of the Plane of Fire.

There are also a wide variety of animal life native to this part of the plane. These animals are very similar to their Prime Material Plane counterparts, save for their coloration (which usually tends towards red, orange, or yellow) and that these animals are immune to the effects of normal fire. Consequently, they have none of the normal fear of flame that mundane animals evince. However, the sight of large amounts of water (equalling a gallon or more), will provoke a frenzy in them, causing them either to attack savagely (75% likely), or flee.

Fire Birds

Reddish birds, with yellow undersides, about the size of the Common Rook (use the Rook's stats from HoB VII, page 17). They are scavengers of the worst sort, and can be found in large numbers in Brass, particularly around the area of the Great Market.

Frats (Fire rats)

These creatures have identical stats to Common Rats (HoB VI, page 113). Fire Rats can also be found in Large and Giant varieties as well. Frats are quite common in the slums and undercaverns of brass.

Golof

This snake is equivalent to a venomous snake (HoB VII, page 85). Golofs hunt Fire Rats, and will usually be encountered in areas where the rats can be found.

Mawsnips

These are smallish insects which as a group can cause damage. Anyone caught in a cloud of Mawsnips will automatically take 1 point of damage each round from the bites. Armor is no use, as these small pests can easily find their way into chinks and joints. If a character is attacked by a swarm of Mawsnips, there is a 5% chance they will be allergic to the insects' sting. Allergic characters must make a saving throw vs. poison each round they remain within the swarm. A failed saving throw means the character has a fatal reaction to the venom, and will die in 10-30 minutes unless a neutralize poison can be cast on them. Smoke will not drive them off, but water or cold will. They otherwise reside in magma nodes (like a bee hive) unless cracked.

Appendix G: Hob Monster Listings/Appendix List And Summaries

What follows is a complete listing of those creatures that can be encountered in the City of Brass and where in the HoBs or Appendixes that these can be located. There are also entries where needed to describe any variants on the being or monster.

ASHEN PROWLER

Number Appearing: 2-12, or 1-6 if outside their secret lair environs (500 foot radius).

(Reference HoB 1 p 33)

Integration Notes: Ashen prowlers used to be in abundance in the Under Caverns where they were used as guard dogs by the Fire Trolls, who in turn sculpted caverns and lava pools for them as part of their mutual pact. The 'prowlers grew used to the arrangement after many territorial disputes and eventually learned, as a species, not to attack the Fire Trolls. Their numbers were severely reduced during the **Cleansing War**, when Ek Byr defeated the Fire Trolls and conquered the Under Caverns for good. Hundreds of these creatures, refusing to bend to the Efreeti will, perished; and today only small groupings of these will be found beneath ground, though it is rumored that the Fire Trolls know of a secret cavern containing the many ashen prowlers that indeed escaped during that time. Efreeti kill these creatures on sight.

BAT, FIRE

Number Appearing: 11-20

(Reference HoB 1 p 51)

Integration Notes: Fire bats are undomesticated fliers, pretty harmless considering their level, but occurring in double the numbers listed when encountered in the Under Caverns and in mines. The Fire Trolls consider fire bats a fine delicacy when eaten raw (finding raw Fire Bat is quite a rarity).

BEETLE, GIANT FIRE

Number Appearing: 3-12

(Reference HoB 1 p 66)

Integration Notes: Fire beetles are common among the underground caverns in Brass, particularly among the Fire Troll warrens. Many are domesticated in Brass, serving as pets to many of the lower-class citizens.

Variant Notes (General/Additional): The fire beetle has been mutated from its regular form through experiments performed upon it by the Fire Elementalists of Brass. This has made it immune to fire and its "light sacks" actually volatile as well. If these are removed, they still shed light as noted, but additionally provide an available missile weapon for the same time period with a hurled range of 30 feet and a 5 foot radius burst area which causes 2-7 points of fire damage. Any being damaged by this attack glows (c.f. faerie fire) for as many minutes as sustained in hit points of damage. The elementalists guilds hold on to many of these altered beetles, but some have escaped into the wild. There is a 5% chance that any encounter with a Fire Beetle will be with one of these mutations (elementalists can easily spot one of these creatures due to markings on the front of the beetle's abdomen).

COCKATRICE, PYROLISK

Number Appearing: 1-4

(Reference HoB 2 p 27)

Integration Notes: These cousins of the cockatrice are more pests than anything else. Their nasty dispositions make them ill-suited as pets, even among the denizens of Brass. Some merchants (particularly those which do not sell flammable goods) attempt to use these foul-tempered beasts as watch-animals.

DAO

Number Appearing: 1

(Reference HoB 2 p 48)

Integration Notes: Dao are usually attached to a powerful lord or being from Brass or to some foreign being of note who is visiting Brass. Dao, like Djinni, are common to Brass because of the Earthen Realm's current peace with the Fire Realm. However, the Dao tend to be more cooperative in their integration, as some very important Dao occupy positions throughout the administration, with not a few being attached to the Engineers and Elementalist's Guilds. Dao alignments can range on the Elemental Planes from Neutral to Evil.

Variant Notes (Dao Servant/Dervish/Princelings): Dao Servants have 2 HD less than regular Dao and are 2 ranks lower in morale; Dao Dervishes have 2 HD more than regular Dao and are 2 ranks higher in morale. Dao Princelings are x2 the level and hp of a Dao's regular entry in the HoB and retain the same morale as listed.

DJINNI

Number Appearing: 1 (if free), 1-4 (if slaves)

(Reference HoB 2 p 60)

Integration Notes: Djinni are known in Brass as servants, slaves, visitors and merchants, many of which can and will be found in the Great Market, especially at the **Kebir Al Maharib**. This relatively good relationship of fire with air stems from the pact that these two realms have obeyed between themselves as the Fire Lords of Brass continue their wars against the Realm of Ice.

Variant Notes (Djinni Slaves): Djinni Slaves normally accompany merchants or well-to-do travelers, but can be found in use elsewhere throughout the City. They normally have 1 less HD and a Morale score of 10. They cannot grant wishes. 1 in 20 of these slaves is of noble birth, possibly captured by their current master in some duel, or otherwise brought to servitude because of an extraordinary circumstance. Noble Djinni are covered in full in the HoB 2, p 60.

DRAGONLORD

Number Appearing: 1

(Reference HoB 2 p 107)

Integration Notes: There are several Dragonlords present on the Elemental Plane of Fire, but only one who swears allegiance to the City of Brass. For a complete overview of Ualamerez, Lord of Serpents Red, Flame Bringer, Captain- General of the Tower of Vapors, see his entry under Major Personages of Brass. It is said that Heferun favors these births and in fact takes Dragonlords as lovers. They are thus rightly named "Heferun's Brood" as she is associated with all of dragon kind.

Variant Notes (General/Additional): Dragonlords common to the Elemental Plane of Fire are normally sired (99% out of 100%) by Dragons from it (see DRAGONS, below). This automatically makes them immune to fire, and additionally provides a secure foundation and environment in which to integrate with other fire beings, thus their improved morale. They also gain a +1 Charisma bonus at birth due to their intimate connection with Heferun (q.v.).

DRAGONS

Integration Notes, General: Every dragon which resides in the City itself either does so through special dispensation from the Blood Cult, or by the fact that they are enslaved, as are the Red Dragons. Dragons were conquered thousands of years ago as the Efreeti race enslaved all fire spirits which they could, allowing none to hide their relationship to them, for good or ill. The Dragon Committee on Aldazar is aware of the slavery of their brethren, but for the most part ignores it, seeing it solely as an "Elemental Plane Problem." Free Dragons in the Plane of Fire challenge the enslavement, but infighting among their own kind keeps them from forming any kind of organized effort. They also look down upon the Dragons who willingly surrendered to the Efreeti, considering them to be soft, or weaklings, and in the human tongue

that concept is translated from the dragon phrases meaning "Clay Back" or "Brittle Bone."

The Dragon slaves are well treated by their Efreeti masters and often enjoy the lifestyle of a favored pampered pet. Dragons still honor their avariciousness, collecting treasures beyond compare and requiring such to remain happy and to keep them from wandering afield in search of same. They often times still require sacrifices of virgins, especially human females (considered a sweet delicacy by Elemental Plane Dragons), so the other reason for the human slave trafficking in Brass. The Red Dragons claim a superior position within the City's hierarchy as it relates to them. Indeed, their colors are considered royal, so among the many statues and carvings rendered of dragons and their brood always is the red dragon first above all others in these representations; and so too are reds favored as steeds and pets of the Noble Efreeti Clans.

See the Hacklopedia of Beasts, Volume II, page 70 for much more detailed information on Dragons and their abilities.

Mottled Dragon

Number Appearing: 1

(Reference HoB 2 p 91)

Integration Notes: Mottled Dragons are rare on the Elemental Plane of Fire. After early attempts by the Efreeti to enslave Mottled Dragons, the Efreeti quickly grew to dislike having to deal with their multiple personalities. Mottled Dragon pelts are highly prized by the Efreeti, particularly those with a preponderance of Red Dragon markings.

Onyx Dragon

Number Appearing: 1, or 2-5

(Reference HoB 2 p 92)

Integration Notes: Onyx Dragons live in volcanic hideaways near the major caravan routes to the city. They will often consort with bandits in raiding these caravans. They are considered terrible pests by the Efreeti.

Red Dragon

Number Appearing: 1, or 2-5

(Reference HoB 2 p 93)

Integration Notes: Red Dragons are the most common dragon encountered on the Elemental Plane of Fire. As noted in the General Notes, above, they enjoy a most-favored status among dragon kind within the City of Brass. This feeds into their enormous egos nicely, and along with their pampered lifestyle, this keeps them content enough to allow the Efreeti to believe the Red Dragons are domesticated.

Red Dragon, Red Crested Amber-Bellied

Number Appearing: 1, or 2-5

(Reference HoB 2 p 94)

Integration Notes: Many of the Dragons who surrendered to the Efreeti were Red Crested Amber-Bellied Dragons. They recognized that what they saw as a partnership (and the Efreeti saw as enslavement) would be mutually beneficial to both species. This hasn't kept them from attempting to use their polymorph abilities to infiltrate Noble Efreeti society. Thus far, all of those attempts have been moderately successful at best.

Slag-Scaled Titanium Dragon

Number Appearing: 1, or 2-5

(Reference HoB 2 p 98)

Integration Notes: Slag-Scaled Titanium Dragons are highly prized by the Metalworkers of Brass for their incredibly tough, steel-like hide. All other Efreeti see this chaotic marauder as a threat to the order they have established within the Elemental Plane of Fire. Slag-Scaled Titanium Dragons see this view as entirely correct.

Speckled Dragon

Number Appearing: 1, or 2-5

(Reference HoB 2 p 99)

Integration Notes: As Red Dragons are the only chromatic dragon that occurs with any frequency upon the elemental plane of fire, Speckled Dragons are quite rare. When they do occur, one of the Speckled Dragon's parents will be a Red Dragon, the other most likely (75% chance) being a Blue Dragon. White Dragons are often found in numbers within Pojar's Ice Realm, but matings between Red and White Dragons are exceedingly rare.

Swack Iron Dragon

Number Appearing: 1, or 2 to 5

(Reference HoB 2 p 101)

Integration Notes: Swack Iron Dragons have been welcomed into the City of Brass by the Efreeti. Their organizational skills serve the masters of Brass well, and both Dragons and Efreeti reap their benefits. Recently a committee of Swack Iron Dragons have petitioned the Grand Sultan to be allowed to sit on the Clan Council. The other Noble Houses have opposed this move. They see this as a move by the Dragons to completely abolish Dragon slavery within Brass. Fiarz has not made up his mind yet, one way or the other.

ELEMENTAL, FIRE

Number Appearing: 1

(Reference HoB 3 p 8)

Integration Notes: Fire elementals are raw essence, representing the indestructible fire spirit in its base form. The Efreeti have not so much subjugated this spirit as they have controlled and influenced it through their elemental determinism (see Fire Spirits and the gawd Volcan). Elemental essences are used to form many powerful spells and magic items. Many of these have also been induced to serve in offensive and defensive capacities. They are normally located near the volcanoes and lava tubes in the City, or in the Under-Caverns in lava chambers or lakes.

Variant Notes (General/Additional): Fire Elementals take maximum hit points when occurring on the Elemental Plane of Fire. If summoned by an Elementalist, they obediently serve without recourse to control. Otherwise, normal summoning and controlling rules apply as per the 5th level magic-user spell. Fire Elementals are always associated with a volcano and/or its flow (lava, magma, etc.). If they are encountered within a 100 foot radius of their birth site (i.e., the specific, lake, pond, river, rill, grotto of fire or lava which they were produced out of), then they regenerate at 1 hp/round/size category, up to a maximum of 3 hp at the largest size, and also have a morale of Fanatic (20).

EFREET (plural Efreeti)

Number Appearing: 1 (if noble), 1-4 (if irregular), 1-6 (if common)

(Reference HoB 2 p 127)

Integration Notes: The Efreeti as a race are covered in the many sections relating to the City, including City of Brass Races.

Variant Notes (Efreeti Irregular/Commoner): Efreeti irregulars or commoners make up the majority of the City of Brass' population. Irregular Efreeti are 9 HD and ML 15; Commoners are 8 HD and ML 14. Irregulars are best described as the middle class and commoners as the lower class. The Efreeti as described in the HoB are of elite status (high rank, noble birth, etc.). Other variant Efreeti can be found in Appendix C: New Monsters (see Efreeti, Kyopas and Efreeti, Wailing).

FIREDRAKE

Number Appearing: 2-8

(Reference HoB 3 p 33)

Integration Notes: Just like their distant cousins the Red Dragons, so too have the Firedrakes been enslaved and made to serve within the Sultan's military. These creatures are at best front line fodder, meant to slow and damage oncoming assaults. Their numbers are substantial; their breeding is overseen by the Blood Cult and their pens are below ground throughout many parts of the city, but normally nearer to larger concentrations of lava, so as to spur growth of the many eggs. The Realm Elementals of Brass have perfected a breeding process where the female, normally clutching at most 6 eggs in a

month's time, can now deposit several dozen. It is not known what process the Elementalists have used to achieve this fertile result, but this alone provides for a stunning number of Firedrakes, some of which have reached even greater proportions of size and intelligence (see Greater Firedrake).

Variant Notes (General/Additional): Firedrakes on the Elemental Plane of Fire are immune to all fire except magical fire, which they take 1/2 or no damage from on a successful save.

FIRENEWT, COMMON

Number Appearing: 10-100 in their realm,
2-12 in the City

(Reference HoB 3 p 34)

Integration Notes: Firenewts are uncommon to the City in any other capacity besides visiting. Their numbers are few in the city and for the most part they will be seen in the Royal or Merchant quarters, about some political or common business. The Firenewt Lordship is at Fiarz's disposal. Their lands are located to the west of Brass upon the lonely reaches of the Skar before one comes to Flame Tongue, and thereafter in parts beneath that convulsed land. Though their petty kingdom pays Brass an annual tribute of jewels and metal, their inclinations are not subservient, and locally their many tribes are not friendly towards all who claim to be of or from the Sultan or his City. It is thought that the Firenewts were at one time intricately linked with the Salamanders of Flame Tongue. Hanzalic the Duergar made a brief study of them and recorded his findings upon Nosheikh's Walls of Fire in the Temple of Eternal Flame (q.v.).

GIANT, FIRE

Number Appearing: 1-8

(Reference HoB 3 p 54)

Integration Notes: The Fire Giants' history and organization are covered in several related sections dealing with Fire Giant Clans, Fiarz, Morg, Power Groups of Brass, Races of Brass, etc. In general, Fire Giants are not indigenous to the Elemental Plane of Fire; and they are in fact transplants imported by Fiarz to support him and his political and military ambitions. They are considered by the Efreeti to be second-class citizens notwithstanding Fiarz's open policy for integrating them into the highest stratum of the City's elite and nobility.

HYDRA, PYRO

Number Appearing: 1

(Reference HoB 4 p 22)

Integration Notes: The Blood Cult teaches that the Pyrohydra was seen in a prophetic dream Volcan had prior to discovering in that same dream his wife-to-be, Heferun. It is summarized therefrom that Hydras in general guard all secrets and all things that someone most wants to attain. Volcan is said to have created the sire of all Pyrohydras, Mafarun (AE. "After Chase"), to guard his bed chamber while he and Heferun laid therein. Another legend proscribes Mafarun as the result of that union and likewise created by Volcan as an honor for the dream Pyrohydra relenting to Volcan's search for his mate, or, alternately, deriving from Heferun's blessings upon serpent kind for their help with the union. In either case, the symbolism is directly linked to serpents (see *Heferun*, *Dragons*). As such this creature is considered blessed by the gawds and no Efreeti will assail it for fear of Volcan's or Heferun's retribution.

INCINERATOR

Number Appearing: 1-6

(Reference HoB 4 p 29)

Integration Notes: These normally occur only near the Fire and Earth Realms (near *Flame Tongue*, for instance) and if they are in the City are here under special circumstances or for a special reason.

JANN

Number Appearing: 1-2, or 2-5 if slaves

(Reference HoB 4 p 42)

Integration Notes: Jann are rare within the City of Brass, as they do not care for the company of the Efreeti. Those Jann that are found within the city are typically greater lords, merchant princes, adventurers or mages of note. Jann slaves are common at the Fortress of the Elemental Lord, where Chaovort actually has a whole race of these beings—*The Chaos Kin*—as his servants. These slaves are usually found in the City while accompanying a merchant or other being of note.

Variant Notes (Jann Slave): Jann Slaves have 1 HD less than a regular Jann and are 2 Ranks lower in morale. They normally only fight to defend themselves.

LIZARD, FIRE

Number Appearing: 1-4

(Reference HoB 4 p 88)

Integration Notes: Fire Lizards are a large part of the military strength of the City, especially those mounted regiments and clans who make use of their numbers and sizes, which are comparable with the gout regiments. Their breeding capacities are not as prolific as the Firedrakes', but what they lack in numbers they surely make up for in ferocity.

Variant Notes (General/Additional): Realm Elementalists apply "mohatish" to these creature's diet several days before a campaign starts and for its duration. Mohatish is a secret mixture of a certain volcanic ash supposedly blessed by a greater fire spirit and also infused with a secret substance apparently summoned from the deepest lava pits known to exist (see glossary entry *No-Sen-No*). This substance apparently makes the Fire Lizards more rapacious, untiring and imbued with a greater internal fire, essentially increasing their "to hit" bonus by +2, adding 3" to their movement base, and +20% damage for their fire breath. Their morale scores also increase by +1. However, they do become unruly, and if damaged for more than 2/3 of their total hp, it is likely that this will drive them mad with wanting blood, and they will thereafter attack anything, friend or foe, for 2-5 rounds, after which time their mind set returns to normal and their system is expunged of the "mohatish," the adrenaline rush and bleeding having both diluted its effects.

MARID

Number Appearing: 1

(Reference HoB 4 p 119)

Integration Notes: As the ancient enemy of the Efreeti, the sight of a Marid among the streets of Brass is rare. However, the Efreeti have signed an armistice with Lord Pojar, and peace, however tenuous, reigns between the Fire and Water Lords. Marids are usually in the city on some kind of official diplomatic business. The Efreeti regard them with utmost suspicion, and keep any Marid who enters Brass under constant watch.

NEFARIAN

(Ref HoB 5, p 101)

Integration Notes, General: (Also see *City of Brass Races*) Nefarians from the lower planes enjoy visiting the City of Brass, and they can be found in numbers wandering among its streets, browsing in its markets and sight-seeing among its museums. Nefarians on vacation are a rude, boisterous lot. They tend to wear the most garish of clothing, speak loudly, and complain constantly about how things aren't like they are at home.

NEFARIAN: HELLHOUND

Number Appearing: 1, or 2-5 in Morg

(Reference HoB 5 p123)

Integration Notes: HellHounds are most often encountered near the lands of Morg, where they are used by the Fire Giants to serve as guards. Packs of off-duty HellHounds will roam this area, harassing any non-giant travelers. A HellHound found within the City of Brass is most likely to have been sent there by its master on some errand.

PYRO SNAKE**Number Appearing:** 1-6

(Reference HoB 6 p 101)

Integration Notes: Pyro Snakes are part of the common fauna of Brass. They are often captured and sold as meat among the poorer sections of the city.

SALAMANDER**Number Appearing:** 1

(Reference HoB 7 p 23)

Integration Notes: Salamanders are native to the Elemental Plane of Fire, but they prefer to remain in the deeper regions, where the ambient temperatures can reach over 500 degrees Fahrenheit. Also, they do not care for the company of the domineering and elitist Efreeti. Those Salamanders that can be found within the City's environs are most often servants of an Efreeti master, perhaps taken as slaves in some recent (by immortal standards) battle.

TYPHON**Number Appearing:** 1

(Reference HoB 8 p 38)

Integration Notes: Typhons are found around the many volcanoes that dot the Fire Realm's landscape. The Efreeti see Typhons as a terrible problem, especially since the more primitive cultures within the Elemental Plane of Fire tend to worship them as gawds. In years past, the common Efreeti policy towards Typhons was to kill them on sight, but recently they've tried a more humane approach, preferring to capture the Typhon, tag it, and release it onto the Prime Material Plane.

WYRM, GARGANTUAN

(Ref HoB 8, p. 103)

Integration Notes, General: Wyrms are far less common upon the Elemental Plane of Fire than their draconic brethren. Although many Efreeti have attempted to use Wyrms as mounts as opposed to the higher maintenance Slag-Brass Dragons, Wyrms have often proven themselves much more willful and less susceptible to flattery. The Wyrms that have made a home for themselves within the Plane are found in the wilds, where they gather their treasure hordes in secret volcanic lairs. Unlike Dragons, good Wyrms are just as common around Brass as the evil ones.

Appendix H:

New Talents

FIREBORN: (15)

[Humans, Half-Orcs]

A character with this talent can trace his ancestry back to the native-born humans from the near-edges of the Elemental Plane of Fire. Although the environment of the deep interior of the plane is far too hostile to support the existence of humans and demi-humans, the environment is much less harsh near the edges of the ethereal border, where “bleed-through” from the other Elemental Planes occurs.

The Fireborn character can tolerate extremes of high temperature much more readily than characters from the Prime Material Plane. If using the Environmental Effects rules from the Combatant's Guide to Slaughtering Foes (found on page 85 of that august tome), the Fireborn is perfectly fine in temperature ranges from 60 to 230 degrees. In temperatures higher than 230 degrees, subtract 150 from the Fireborn's personal temperature to determine his unprotected/protected damage. An unprotected Fireborn with a personal temperature of 260 degrees, for example, would make Con checks at -3, and take a maximum damage of 4 points should his Con check fail. Fireborn characters may also take half-damage from heat and fire-based spells, or no damage at all if the character makes a saving throw that would normally allow for half-damage.

The downside to being a Fireborn is that the character feels colder temperatures more keenly. While this is often not a problem on their native elemental plane, those venturing to the other planes, or the Prime Material Plane might find this troublesome. In temperature ranges cooler than 60 degrees, subtract 30 from the Fireborn's personal temperature to determine the effects of the environment on him. If a Fireborn found himself in 30 degree weather, for instance, he would have a base personal temperature of 0. Fireborn also take double damage from cold-based spells.

Appendix I:

New Spells

Note: Spells having “elementalist” listed along with the school are those spells that are taught exclusively to members of the Elementalist Guild in Brass. Guildmembers are expressly forbidden from sharing these spells with any non-guild mage, elementalist or not.

Saheezeer's Molten Encompassment (Alteration)

Level: 5

Range: 1 yd

Duration: Permanent

Area of Effect: 3 cu. ft./level

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Saheezeer's Molten Encompassment resembles the 5th level Magic-User spell Stone Shape, except that the Molten Encompassment only affects lava. When the spell is cast, the magic-user can mentally control the lava, and shape it into any form desired. As long as the spell-caster concentrates on the spell, the lava will hold the shape. In order to mold the lava into aesthetically pleasing sculptures, the magic-user casting the spell must have the sculpture subset of the Artistic Ability skill. Skills rolls to shape lava while concentrating on the spell are Difficult (+15%). The spell could also possibly affect magma, but since you'd have to bring the magma above ground to cast the spell on it, technically it becomes lava. The material component for the spell is a set of clay sculpting tools, which are not consumed when the spell is cast.

Elemental Transference (Alteration/Elementalist)

Level: 8

Range: 10 yards

Duration: 1 round/level

Area of Effect: the caster

Components: V, S, M

Casting Time: 8 segments

Saving Throw: none

When a magic-user casts this spell, he can transfer some of the essence from an element into himself for a short period of time. The effects of this depend on the element being transferred:

Air: The magic-user becomes as insubstantial as wind and can fly at double his normal movement rate.

Earth: The magic-user's natural AC drops to 2 and he can burrow through the earth at half his normal movement rate. The magic-user also gains tremendous strength (Strength score 20/55).

Fire: The magic-user is transformed into a living being of flame. This does no harm to the magic-user, but he may burn opponents for 3-24 points of damage and set flammables ablaze. He is, of course, completely immune to fire, both mundane and magical.

Water: The magic-user becomes a creature of water. He may pass under doors and through tiny cracks, and may travel through water at his normal base speed without fear of drowning (unless he should forget about the spell's duration).

Magic-users transformed this way are also immune to attacks from non-magical weapons. The material component for this spell is a small sample of the element to be transferred taken from a previously existing elemental.

Appendix J: Glossary

There are many distinct languages spoken by the inhabitants of the City of Brass. Many of these are dialects which have been derived from a single source, known as Ancient Efreeti. Ancient Efreeti (also spelled Afrit by some scholars who should know better) is a partially symbolic language composed of many words and gestures culminating in understoods. Considered by human scholars to be one of the most difficult languages to learn, if not impossible to learn effectively without being born into the Efreeti society or living there for many centuries at a time. The Royal line, the Nobility and the Blood Cult all still use Ancient Efreeti in interchanges between their member institutions. From there, the language has evolved into Modern Efreeti, which is very similar to the Ancient Tongue, but uses less symbolic gestures. This dialect is spoken mostly by members of the middle and lower classes. It is also common throughout the military. Members of the upper class and nobility speak a dialect known as High Efreeti. This is a much more formal language than Modern Efreeti. Members of the lowest classes and slaves will speak what language scholars refer to as “False” or “Part” Efreeti. This dialect is mostly Modern Efreeti, but is peppered with words from many other languages as well, most notably Fire Troll. It is considered the height of rudeness to speak this dialect in the presence of the upper classes.

Both Fire Trolls and Fire Giants also speak their own languages. The language of Fire Giants is a guttural, abrasive, and slow language, which is slowly giving way within the City to Efreeti, and in some cases High Efreeti, depending not so much on a giant’s station but on its ability to effectively adapt the language. Many Fire Giants have found it necessary to abandon their stilted and non-immersive language set in order to more readily understand the nobility (and avoid offending the same), and thus forward their own political and economic goals. The Fire Troll’s language still persists being spoken in the warrens beneath the city, although they have been forbidden to speak it.

Languages from the other Elemental Realms can also be heard spoken in Brass. There is Umish, the singular language of the Ice Realm, noted for both its low tones and sharp rises and falls punctuated by ritualistic and repetitive refrains when tending towards oratory. Considered by off-world scholars as a poetic language, Umish is little understood by the other races of these Realms. Umish is a distinct dialect from the language of the Elemental Plane of Water. Erthen is the language of the Elemental Plane of Earth. It is known for its short, sharp sentences. Corusk is an ancient dialect of Erthen, having more pauses and diffusion of thought (proprietary language of kings and princes still) stemming from a time when the Erthen race was predominately alienated by choice from the other races here. Beings from the realm of Air speak Aeria, a musical language.

Etymological Abbreviations Used in the Glossary:

- H. Human. Composed of many alignment languages and the common tongue.
- E. Modern Efreeti.
- FE. “False” Efreeti
- FG. Fire Giant.
- U. Umish
- AE. Ancient Efreeti
- ET. Erthen.
- CR. Corusk
- AR. Aeria.
- DR. Dragonspeak. A sibilant language used only by dragons.

NE. Nefarian. A common language shared by denizens of the demonic and devil populated realms and used by them in their dealings with the Elemental Plane inhabitants. A common ground dialect.

GLOSSARY OF TERMS COMMON TO THE ELEMENTAL PLANES, WITH AN EMPHASIS ON EFREETI, HUMAN, AND GIANT IDIOMS

Anu- (AE.). An ancient prefix meaning “of or by” fire. Still in use by the Blood Cult and Elementalists in their ancient rituals and symbolically portrayed in pyramidal form. The foundation of the Blood Cults’ armorial.

Anubotans (AE.). Aka the **Growers of Fire**. That part of the Fire Elementalists Guild who have trained their minds towards understanding and manipulating growing things. They are the horticulturists of Brass, as well as those researching the realms of plant alchemy and herbalism with the purpose of integrating these areas with the fire aspect of this realm.

ArchFlame (E.). Any fire spirit of ancient power. The ancient red dragon E’Rorast, Prince of the East, is referred to as an ArchFlame. Also, a title bestowed upon the Grand Sultan of Brass during religious ceremonies, as he is the keeper of the **Eternal Flame**.

Ayaer (AR.). King of the Realm of Air. A most pleasant wind is said to blow from King Ayaer, freshening thoughts and rejuvenating plans, clearing one’s senses and forestalling sleep. An elusive being, at times alone in thought or wandering aimlessly, it seems, amongst the clouds. Ayaer has successfully opposed Brass but is currently neutral regarding his politics with it. A remote and long-lived, but youthful, deity, thought to have existed at the same time as Fire was born. Legend states that he knows each Sultan’s thoughts in advancing areas of concern.

Blood and Fire (E.). Meaning “Service and Wealth” (or time). From one of the Blood Cult’s favorite religious supplications: “Give to Volcan blood and fire!”

Blood Metal (H.). Said of Volcanithril, as it requires the blood of the being it is crafted for.

Cal-Zry-Huup (U.). A spiritual rebirth from the elemental cesspool. A term first recorded by the great water elemental and philosopher, Nuutschjek. Each realm has a cesspool which contributes back the rebirth of spirits and which creates them anew out of the spiritual essence drawn from the Elemental Realms and nurtured by the elements and elemental motes. From these life is born; in the Fire Realm through volcanic flows and lava pools, and in similar pools and rivers, gorges and rifts, and clouds and aether, throughout the remaining realms.

Cusps (H.). (CR. **ma-th-t’-muus**). Various contrived and sometimes naturally occurring crystalloid half-spheres which produce magical results based on the dweomer and enhancement levels attached to them. First fabricated artificially by the Earth Elementalist, Hum-Quarkiss, after his many years of observing how these were emended by the Erthflggit, a long-lived insect-like creature which naturally collects elemental motes about its many orifices during flight. Hum-Quarkiss noted that over time the mote encrustations became streamlined and polished by the air velocity and direction and in many cases formed a cusp which when surgically removed from the Erthflggit was found to be an object naturally suited for receiving magical enhancements. It is thought that other creatures on the Elemental Planes naturally produce cusps (c.f., fire naga) as these have been found at vari-

ous locations. It is generally believed that the production process is a long one and that the numbers and types of cusp-producing creatures must be small as large amounts of these objects have never been discovered.

Dragon (H.). Red Dragons are the most common type of dragon known to the Realm of Fire. Also known in common parlance as a “Scorchier,” “Redwing,” and “Red Wyrn.” Red Dragons are thought to be one of the first manifestations of the Eternal Flame. They were subjugated to the Efreeti’s will many thousands of years ago but still maintain a strict balance with their masters, requiring ritual “sacrifices” of living flesh, Rhad-Jem and other precious metals and magic to suppress their insatiable need to search afield for such treasures.

Elemental Mote (H.). An elemental mote is a tiny particle of energy in dust form which floats about the realms, settling to form the crust of each plane. It is believed that motes are what initially solidified the realms after the gawds created a void and set a swirling mass of these within it. They later settled and formed the distinct realms. Motes when coupled with other ingredients have over time created life in the RIFT (q.v.). Their magical potency and unusual mutability are the studies of many magic-users and elementalists on the Elemental Planes.

El Kayern’s Penultimate Arcana (E.). An unusual magical act performed on a yearly basis at the **Stadium of Fiarz**. This is the largest magical show known to exist; its members represent some of the strangest magical beings from throughout the known universe.

Encarphs (E.). Members of the Academy of Royal Engineers and Builders who specifically deal with engineering and mechanics in relation to their craft of fire manipulation. An integrated study area, bringing to bear many minds and theories to further methods in maintaining an ordered and safe infrastructure for other-world entities and citizens. Their knowledge, coupled with their elemental spells, maintain stability among the many volatile volcanic activities in the City, greatly reducing the risk of catastrophe. They have also coupled with the military to provide defensive strategies, such as **The Four Walls or Tiers of Defense** (q.v.). Encarphs also represent the many minds designing and building various contraptions (c.f., **Narshuan’s Comet**).

Eruption (E.). Also known by **Eruption of Volcan’s**, or **Volcan’s Eruption**. In AE “to erupt” literally translates to “giving birth.” Volcanic activity is viewed in one way only on the Elemental Plane of Fire— as a birthing and life extending property. Spirits are born of the volcanoes, bringing with them the properties of that particular mount and also of the eruption’s qualities which translate in both cases to a lesser or greater or mediocre birth. A before inactive volcano which distinguishes itself through a large eruption is believed to have been waiting on a quality birth, though inactivity is many times also viewed as a weak link to Volcan and the deepest fire from whence comes all spiritual fires. On the other hand, very active volcanoes are considered a propitious sign that Volcan favors the mount for births.

Eternal Flame (E.). A phrase synomomous with **Volcan**. The Eternal Flame is the interpreted will of Volcan as made known by the Blood Cult. Also, an ancient fire, centered in the underworld, whereat Volcan and all spirits derive from.

Eternal Memory (E.). The memory imparted to **Nosheik’s Wall of Fire** in the Museum of Concordant History (q.v.). It is a psychic link afforded those of the Efreeti race only, and only imparted through use of a ritual and the magical flame of the wall itself, which acts much like an indelible chalkboard. Efreeti impart memories to it by moving their hands through the fire. A whole day of this ritual is needed to impart a mature Efreeti’s current total memories. The High Priesthood of the Blood Cult is known to have a ritual for extracting the wall’s stored memories. The memories are otherwise unretrievable.

Ezz-Duhn (AE). The cultural and philosophical bias amongst the Efreeti race which denotes that nothing should be final until it is.

Fire Eyes (E.). Having the look of the burning spirit; often said of smitten lovers or of those Efreeti women who are by their racial standards considered beautiful.

Fire Gawd’s Vomit (H.). A low-lying caldera which produces much of the above ground lava flow in the city (Map FGV).

Firelance Root (E.). A common root in or near the Plains of Fire but uncommon outside of this area. See **The Flora of Brass** for more information.

Fire Spirit (H.). (AE. **Anu-Spehtz**). Essentially anything born of fire on the Elemental Plane of Fire is considered a fire spirit, or having the spirit of fire. The allegiance that humans are forced to partake of upon arriving in the City of Brass summarizes this notion, as the Efreeti believe that off-worlders, especially humans, have no direct lineage to the spirit of fire, thus they must form their allegiance with it to work through Brass in modifying their intents. Otherwise, they are considered thieves (who come to take from the spirit and not beget or share in the fire). The full conceptual range of this all-absorbing theosophy is examined in the section describing Fire Spirits and the gawd Volcan.

Fits (H.). The term applied to the bubbling and boiling reaction on the surface of the acidic Lake Kubastiz which is caused by expanding subterranean plasma and heat. Also referred to as the “Sultan’s Fits,” as popular belief tends to relate these commotions to the Grand Sultan’s own maladies and outbursts.

Flaming Pillars (E.). Actually a series of pillars seen as one nears the **Veiled Lands**, said to be the demarcation point for the **Land of Mist** and those creatures which reside there. Singularly, a warning sign.

Four Bridges Road (E.). A magnificent road of inlaid brass and dark marbling running across many bridges and ornamented with the finest statuary and facades outside of the Royal Quarter.

The Great Battle (H.). A human variation to simplify the Efreeti symbolism and name articulations for the **Battle of Ice and Fire** (also a human rendering; also interchanged with the **Battle of Fire and Ice**, though humans tend to restate it accurately through inferring the side which forced the battle, which is Ice). Efreeti (and by most other Elemental Planar civilizations) describe victory in arms less by battle names and titles attached to locations, but in rousing stories and genuflections which demonstrate in part and whole the meaning of the battle beyond simple naming. Such battles are not discussed otherwise; and to get a clansmen talking of such a thing inspires the expiation of hours upon the subject, thus the individual is either willing to spend the time or gruffly forgo speaking about such things out of honor for the subject matter.

The Great Battle saw the destruction of Ice upon the field of Fire and the complete degeneration of the Great Glaciation (q.v.) which had overrun the Fire Realm’s frontiers. The Great Ice Lord, Pojar, was forced to flee the battle, his legions destroyed and melted. A great mist occupied the field for months, making it a forlorn graveyard for both sides. Today it is considered a haunted place, and all but the necromantic Sigilists (see **City of Brass Power Groups**) tend to avoid it.

Great Glaciation (H.). Also known (by translation and emendation from Ancient Umish sayings) as “Pojar’s Breath.” A magically produced Ice Age set in motion by the great Ice Lord, Pojar of U’Um, several hundred years before the **Great Battle**. The legends speak of scores of beings, good, bad, indifferent, helping produce the spell that was necessary to actually cool the fire of Brass. Gawds of water and ice were entreated, the great mothers and fathers of water, the lesser deities; and Pojar even summoned the Demons from the outer sphere, hoary and brittle ken, who bent on knees while feigning service even as their breathes mingled with the Ice Lord’s own. Tinthis (q.v.), a great

Demon Prince of the outer reaches, where nothing but the dim reflections of starlight have touched, served Pojar then, bringing with him a coldness never before felt even upon the Elemental Planes. So great were the City of Brasses' needs then, that many Fire Elementalists were slain upon the Altar of the Eternal Flame, the first living sacrifices since the advent of the Kubastiz clan. The **Human Compact** was made, and the **Mage Lords** arrived, many of which perished during the Great Battle. So had the weather effected the course of events; and so did it effect events when it was pushed back, as Pojar's strength in the field was broken, his yoke upon his demonic allies undermined, and his ties to the gawds who had supported him, severed.

Gynt (E.). A giant. Gargynt is a recent variation meaning, "different giant." An ancient common term used to describe all giants of the Prime Material Plane before they later became a distinct part of the Elemental Realms culture. Also, FE for "slow" or "dumb."

Heferun (AE.). Volcan's wife. A personification of the air element which has been subjugated to the fire's will. The myth cycle of the Blood Cult indicates that Volcan appeared near the Brass Plateau chasing his wife-to-be and where they landed they became one and stronger, immediately sinking back to the depths of fire. There, Volcan preserves her; and this is where she breathes a new life into his fire and coaxes forth other elements and colors from them. Thus her relation to purification and one of the reasons that those who work the bellows utter her name, hoping for her breath to impart a purity to their creations. She is also regarded by realm channelers as the bridge between inert matter and volatile elemental reaction. Her breath is said to cause raging infernos or to calm same. She is also considered the patron of dragons and their offspring due to the mythical symbology of her capture by, and union with, Volcan, this being symbolic of dragons' enjoined from flight ("freedom") to serve the Efreeti.

Heferun's Fumes (E.). Fumes produced by combining brasilorum petals and blue or indigo heated sulphurs derived from **Fire Gawd's Vomit**. The concoction is known to produce dramatic growth patterns in Firedrakes and is used by the Elementalist breeders to grow larger than normal varieties of its kind (i.e., Greater Firedrakes).

Hellspawn-(ed) (H.) (G. Fyrbane, E. Barbuuz). Notably those demons, devils and otherworld kind which are not indigenous to the Elemental Planes. It is also a word loosely used to connote anyone or anything not originating from the Elemental Plane of Fire.

Hlooshpetuu (U.). Greatest of Ice Dragons ever seen upon the Elemental Planes. Slain upon **Ngarkyl** after being brought to bay by Efreeti of the ancient and revered Scarred Brow Clan during the Great Battle.

Human Compact (E.). Also known as the Great Allegiance; rendered in current terms as an allegiance only in an attempt by the current nobility to down play the original event. Currently a process requiring that all humans entering the city to swear allegiance to Brass and its current ruler, Grand Sultan Fiarz. This is accomplished at the **Hall of Allegiances** (q.v.). In ancient history, an actual alliance wherein the Efreeti were assisted by the Mage Lords (q.v.) in stopping Pojar and his host at the Great Battle. Humans can only enter the city by agreeing to such a compact, which essentially disallows taking up arms against the city and also allows for the Nobility to summon/call allies made in this way to battle, though the terms for this are less strict and are in many cases negotiable. All alliances are recorded in the Hall of Allegiances and the human ascribing to the terms and conditions is tattooed with the symbol of Brass (the **Sultan's Symbol**). Their names, titles, powers, followers and servants' names and holdings on the Prime Plane are all recorded in the **Book of Compacts**.

Kobalt Knights (U.). The great knights of the Ice Throne, all but exterminated at the **Battle of Ice and Fire** upon the Skar Plain over 500 years ago. It is thought that these have been rebuilt as a unit at great

expense. Their accouterments are all made of the bluish metal, **Aizrithil**. Their greatest leader—Lord Slooshpokyl—is said to forever wander that forsaken battlefield, attempting to fight his way past the many fire spirits and magicks which trapped him there.

Kmilsh (AE.). Third Sultan of Brass. Assassinated on the volcano now bearing his name. He greatly expanded the city's sections, adding the Great Market and providing for the expansion of Guilds. He offended the nobility by attempting to stop the "impure practice" of using Fire Trolls and humans as other than servants (i.e., with rank and honor in military position, which were normally hereditary). It is thought that the Blood Cult exacted its vengeance upon the nobility for this unpaid debt hundreds of years later when championing Fiarz over Ek Byr when they challenged his appointment by reversing their former logic regarding hereditary advancement.

Lords of Chance (H.). A local slang term, more applicable to those humans in the service of the Elemental Lord, Chaovort, which is pieced together from a complicated Efreeti gesture/remonstrance. The meaning indicates that the adventuresome humans here do not plan, that they are generally foolish in regards to their surroundings and because of their mortality take too many risks for too little gain. It relates in some way to the mythical cycle of the Kubastiz Clan which founded Brass but then took too many chances with future battles and thus almost lost what they had formed.

Mage Lords. (H/E.). Those lords from the Prime Plane which joined with the Efreeti in the **Human Compact** (q.v.) to defeat the advance of the Ice Realm at the Great Battle. The majority of these Lords perished, but for their deeds they were allotted a limited alliance of friendship with the City of Brass, which in effect allowed humankind, before considered enemies or estranged of Brass, to interact with the City. In order to insure that those humans on this plane remained loyal to the ancient compact and thus to the ruling Sultan, allegiances were, and still are, required from humans. Also see **Human Compact**.

Morg (FG.). (E. Umulsh) (H. Soot). Known as the **Land of Soot** due to the many hundreds of volcanoes located there. Also the capital city located there, named for the surrounding terrain. Often called by the Fire Giants **Uhrog- Morg-din** ("foreign place"-soot-live), meaning "The new (or "strange") place near soot that we live in." The city is typical of Fire Giant strongholds, being carved mostly out of an inactive volcano, replete with many tunnels and tubes leading to great chambers where the giants carry on their main skills and crafts of smithing and mining. Rhad-jem is also found in the environs of Morg is some plentitude. Morg has recently become a political hotspot with the division of the Fire Giant Clans (q.v.). Many of the clans still supply the City of Brass with soldiers, while others are now opposed to it or indifferent to its wants and needs.

Narsh-Unuk-Hazeer (AE.). Also known as the "Great Rumbler." The most active volcano in the Land of Morg, birthplace of many great beings of power and distinction. The name is associated most intimately with the elementalist, Narshuan (meaning: "Never Rumbles Once").

No-Sen-No (AE.). (E. **Eternal Flame**). Literally, "deepest fire." The ancient Efreeti believed that the lava of Volcan was summoned from its hottest source, a ball of living fire essence which represents not only Volcan but where all fire originates first before flowing outward to become fiery spiritual birth or rebirth. Also known as the **Cesspool of Fire**, part of the overall idea that there are several elements, thus different planes and with their own creation pools.

Nrcosant (E.). A caustic, red grape growing wild among the pumice and ash of **Volcan's Maw** (q.v.). See **The Flora of Brass** section for more details.

Planescope (H.). A magical viewing device created by the Aertificer Guild and used for various engineering and astronomical measure-

ments. It is approximately 4' feet long, made of brass, and tubular, with a viewing enhancement cusp attached to one end. Also used as a spying device while being enhanced by crying spells.

Regenerating Lava (H.). An elementalists' term for the lava produced by the spell of the same name. A spell used in preparing certain permanent experiments and alchemies.

Reklmort (E.). A thick and noxious wine made from the nrcosant grape (see entry above) and the blood of a recently slain opponent of honor. This beverage is favored by noble Efreeti and is especially partaken of as a libation before any great campaign is undertaken; and it is thereby associated with endings and beginnings, a favorite Efreeti subject. The drink is legended to produce visions of upcoming battles, losses and victories. It is said that the Efreeti nobles, before the **Great Battle of Fire and Ice** upon the Skar, partook of many urns of this substance spiked with the essence and blood of Pojar's High Priest, Ulumo, who had been captured previously.

Rhad-Jem (FG.). Also **red-gem (H.)** and **rejem (E.).** A red corundum deposit similar to ruby but harder and more plentiful and found throughout the Realm of Fire. Its greatest deposits are in **Morg**, land of the Fire Giants. This gem does not occur naturally on any of the other Inner Planes. The Dao covet this gem for its ability to store enchantments.

Rumbler (H.). A volcano rumbling in its throes; universally believed throughout the Elemental Realms to be a good sign for a birth of an elemental being of power.

Scorcher (H.). A cloak or other garment made from red dragon hide. Denoting from what source the material used in its crafting was acquired. Scorchers are popular with the Scarred Brow Clan and among the fire elementalists of Brass.

Soot, Land of (H.). **Morg (q.v.).** Known for its many volcanoes and deposits of gems.

Spit (H.). Its general social meaning is to give up one's life after the "good fight." To spit is to show a contempt for those taking (killing, receiving) an elemental form. It is usually a last symbolic attempt by dying spirits (or sometimes controlled spirits) to show resistance to their foes and is considered an honorable act. The Efreeti are greatly offended when someone spits without reason in their presence and have been known to violently confront the individual doing so. Also see **Ezz-Duhn**.

Splitter (H.). A name attributed to those fire spirits that are born when a volcano is in full eruption and who thereby derives strength from its generous overflow. Also meaning great strength or fortitude.

Tongue of Flames (E.). That part of the Lava Lake where the lava swirls, where the Isle of Swords, and further eastward, the Eternal Flame's Tear are located.

U'Um (E.). A legendary place said to coexist with the Realm of Water. The origin land of the Clerics of U'Um, a distinctly humanoid-like race with no apparent ties to the PMP.

Volcan (E.). (**AE/H. Volcano**). The purified spirit of the volcano, thought to manifest in everything made from fire. Believed to be a gawd and worshipped as one, it is the personification of the spirit that moves within all fire creatures, even humans. Also, a name attributed to any metal craftsman who fashions weapons or armor of **volcanithril** (i.e., a **volcansmith**). One of the few words in both the human and Efreeti languages which have the same root.

Volcan's Maw (E.). Also called **Volcan's Summit**, **Volcan's Crest** and **The Mouth of the Fire Gawd**. It is the largest caldera in the City of Brass and is still active, though the rising fires are controlled by the Elementalists' Guild.

Volcansmith (E.). Literally, "smith of the gawd Volcan." Figuratively a skilled smith, especially one who crafts arms or armor from **Volcanithril**. Smiths are highly regarded craftsmen in Brass and are all members of "Volcan's Hammer," the guild of metal-crafters.

Volcan's Seat (E.). The high court of the land as administered by the Blood Cult at the **Hall of Transgressors**. Also, the actual throne that the High Priest, Holem'tepp, sits upon while administering rulings.

Yessrel, Machinations of (E.). Legends hint that Yessrel was a demon incarnate having somehow evolved through the process of a being born inside the volcano **Narsh-Unuk-Hazeer**, a great volcano in the Land of **Morg** where many notable Efreeti fire elementalists have been born (c.f., **Narshuan**). Yessrel disappeared into the Plains of Fire, resurfaced as Brass' Vizier during the Battle of Fire and Ice, and mysteriously vanished soon afterwards into the Rift. It is legended that he created a series of underground chambers patterned after a vision he had while being born, something not of these Realms nor of the world of demons or devils, but a place never seen or experienced by the waking mind. There have been many unsuccessful expeditions to locate not only his body but the chambers he made. Therein are said to be his "Machinations," though it is not known what that means. His name has never been recorded in the city's records, and it is only through private enterprise and records that his name has even brought to the light of day.

Zruk (CR.). Unseen Ruler of the Earthen Realm. His ways are hidden even from many of his servants. An enigmatic ruler who seeks no ties with the other Planes but has been known to give ear to Ayaer's whispers. Legended to be a great Artificer who walks amongst the realms of men and demi-humans, especially those of the dwarves, teaching the engineering, mechanical and other eccentric magical crafts and skills.

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Topography, 25 foot intervals

Lava flow

Main Road, 40 feet wide

Normal road, 20 feet wide

Acid lake

Eternal Flow

Sulphur deposits

Brass Fortifications

Buildings



THE LEGENDARY CITY OF BRASS

To scholars and experienced adventurers across the TeraVerse, the very name conjures up images of a great city floating in a sea of molten lava, a place of great wealth and even greater danger. The capital city of the Efreeti is favorably situated near the convergence of the Elemental and Prime Material Planes. It is these crossroads which have afforded the city the opportunities to grow as wealthy as it has, even as they have provided the city with many of the threats it has faced over the millennia.

Nothing can prepare the traveler for the sight of the luminous reddish-gold mountain of smoke, flames and brass in the distance. The foreboding City of Brass sprawls over a great volcano that retches forth a tongue of lava that flows steadily into the distance. The flames it expels reflect off of the haphazard brass walls and surrounding domes that loom upward dominating the skyline. In this wondrous fusion of nature and architecture is another marvel to behold. Soaring above the city, perched on the edge of three precipices, lies the Sultan's Palace. It soars high above the dark, toxic clouds that ring the volcano. It is flanked by lesser towers which rise above the city's many enormous domes. It glows maliciously, as if it were a translucent vision of the mind.

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