

City of Brass

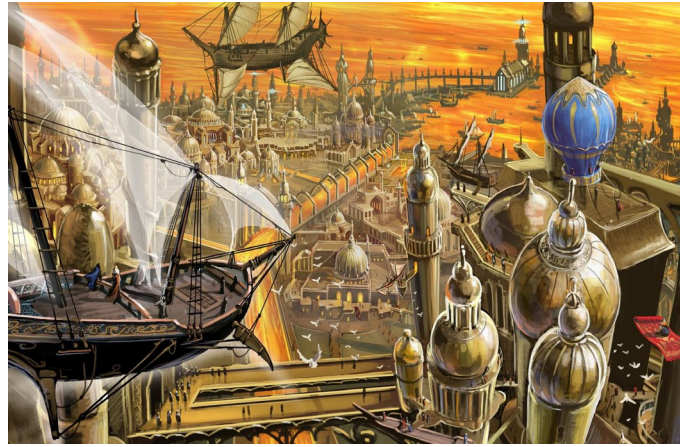
Legacy of Fire #5 - Impossible Eye (Pathfinder)

At the heart of one of the least hospitable realms in all the multiverse, a sphere endlessly consumed in flames beyond the strength of any dim mortal sun, rises an impossible monument of harsh splendor and endless possibilities, a place of cruel tyrants and unspeakable beauties, a trading hub, a war zone, and a trove of wonders beyond dreaming: the mythical City of Brass. The home of the efreet, proud and warlike genies of living fire, this sprawling metropolis defies the flames of reality's crucible, creating an island that is both paradise and prison for some of the most powerful and incredible beings in the planes. Here they come to revel in decadences beyond mortal imaginings, consort with the greatest of their kind, and barter for the finest riches and magical treasures in all creation. The City of Brass serves as setting for a thousand thousand stories, here is but one...

A City of Legends

The City of Brass is known by many names: the efreet call it Fommok Madinah, the "Devouring City," while the djinn and marid call it the "Black Pit," and the fiends of Hell call it Almakhzan, "the Shining City." By any name, the City of Brass is the home and capital city of the efreet, the rulers of the Elemental Plane of Fire as far as their swords and magic allow. It exists as an enormous, shallow basin constructed entirely of glittering brass and suspended in an endless sea of flame. Souls that have been bartered away or captured by the genies infuse the city's living brass wall, which protects its inhabitants from the plane's severe fire and heat—at least enough so that mortals merely swelter uncomfortably instead of burst into flames.

The city is kept habitable for non-natives so that the genies might keep servants and slaves and conduct trade with all the far-flung empires of the planes. This has been successful for them, as visitors come from throughout the multiverse to barter with and seek to outwit the efreet, though few can compete with the fire lords' shrewd acumen. Non-efreet are second-class citizens in the City of Brass, with non-fire creatures ranking even lower. Without a special dispensation, planar travelers and other visitors are limited to the Galley Quarter and Grand Bazaar, for though their kind are looked down upon, the riches they bring are highly coveted. Any who are caught beyond these limits without the proper dispensation or the mark of an efreet noble are stripped bare and sold into slavery. Fortunately, many nobles make



a healthy side business of selling notes and marks of passage to interesting, amusing, or properly fawning travelers, usually in return for great sums of wealth or upon the completion of some daring favor. The languages of commerce in the City of Brass are Ignan and Infernal, and only a minority deigns to use Common.

The City of Brass

Size metropolis (conventional); **AL** LE

GP Limit 100,000 gp; **Assets** 30,000,000,000 gp

DEMOGRAPHICS

Population 6,000,000

Type mixed (38% efreet, 14% salamanders, 9% azers, 9% fire giants, 8% fire elementals, 6% djinn, 6% fire mephits, 10% other)

AUTHORITY FIGURES

Grand Sultan Hakim Khalid Suleiman XXIII, LE male efreeti

fighter 18, noble 4; **Grand Vizier Abdul-Qawi**, LE male efreeti

wizard 17; **Yndri Ysalaa, The White Mage**, NE female efreeti

sorcerer 16, noble 3

The Lords of Brass

The Grand Sultan Hakim Khalid Suleiman XXIII, the

Lord of Flame and Khan of Magma, and the Grand Vizier Abdul-Qawi co-rule the City of Brass in a balance struck centuries ago. While the ancient laws of the city technically place the vizier in an inferior position to the grand sultan, both are noble efreet, nearly equally matched in political sway and popularity. Yet while the grand sultan is a direct-acting tyrant with blatant control over the city's genie armies, Vizier Abdul-Qawi is a patient and subtle manipulator, master of a spy network spanning the planes, and a powerful wizard who, some say, possesses great knowledge of genie-binding arcana. While the grand sultan and the vizier each once sought to control the City of Brass alone, centuries upon centuries of fruitless scheming and backbiting have resulted in the current stalemate, and each has even learned a measure of respect, even reliance, on his ancient enemy. Neither would admit to this tentative partnership, nor would

either overtly seek to disrupt the current balance within the city. The rulers and their emissaries engage in a complex political game of petty victories and public slights, a game each eternally views himself as winning. Outsiders who seek to intrude upon the rulers' devices are frequently crushed, and the combined strength of the City of Brass's lords dissuades most other noble efreets from attempting to seize power for themselves. Rumors endlessly attest to greater plots by both rulers, planes-sweeping machinations meant to oust their rival for all time. Little evidence of such convoluted schemes ever arises, though, and most seem to merely spawn from popular imaginings, as such tales make for good, even plausible, stories. While the vizier tends to take a cloak and dagger approach to his method of governing, the grand sultan proves a more hands-on ruler. Those who displease him are frequently dismembered in front of an assembled court. The grand sultan claims that "traitors should die publicly to keep others from error." This results in a largely terrified class of efreets nobles who spend as much time as possible outside the city hunting, wenching, and interfering with mortals rather than inside the city plotting, which is surely what the grand sultan intended.

The City of Brass At A Glance

Sprawling to expanses beyond any mortal city, hundreds upon hundreds of neighborhoods, urban fiefdoms, and the holdings of fiery nobles divide the City of Brass. The greatest of these, however, are the Great Bazaar and the eight quarters. Among these vast districts, the city boasts some

of the grandest architecture in the multiverse, with soaring palaces and grandiose citadels assembled from gold, iron, copper, brass, ivory, marble, and polished sandstone. Many of the city's occupants perch magnificent jewels atop their structures as a testimony to their wealth and might, causing the cityscape to glitter like a vast treasure trove amid the

harsh brilliance of the Elemental Plane of Fire. While the City of Brass changes rulers frequently and entire sections of it are consumed in flames, swept away, and rebuilt with every change of dynasty, its districts remain roughly the same no matter who governs.

Beyond its many districts, the City of Brass is divided into two major regions: the Inner Ward and Outer Ward.

The Inner Ward is separated into a series of concentric circles by wide canals filled with swift-flowing lava and molten metals. Each circle is a unique district, including the Great Bazaar, the Temple Quarter, and the Noble Quarter. The Outer Ward is partitioned into five sections by thick, imposing obsidian walls and is comprised of the Burning Quarter, the Mages' Quarter, the Commoners' Quarter, the Slaves' Quarter, and the Galley Quarter.

The Burning Quarter

This section of the city is an enormous pillar of fire, visible even through the smoky atmosphere of the Plane of Fire for many miles in all directions. The fire elementals of the city call this district home, and any beings not comprised of living flames who enter are quickly immolated. Coruscating walls of various colors, kinds, and opacity contain the terrible firestorm. Although still under



the purview of the grand sultan, entering the Burning Quarter without the elementals' permission is considered a breach of law, as the fire elementals have been promised

their autonomy. Rumors and half-remembered histories claim that whenever a slave revolt or coup attempt breaks out in a particular district, the Burning Quarter shifts there, turning all within—guilty or not—into white, powdery ash, incinerating all traces of civilization. The former Burning Quarter then becomes new land on which to build.

The Common Quarter

The Common Quarter is home to the City of Brass's nonefreets inhabitants. Although dominated by azers and salamanders, any creature of elemental fire or those able to both weather the intense heat of the Plane of Fire and win the efreets' respect might reside here. Although less grand than the Noble Quarter with its centuries-old palaces and proud spires, the architecture in the Common Quarter is only slightly less opulent, as any who can afford to live there is, by mortal standards, wealthy beyond compare. Non-efreets residents of the city live, consort, and do business here, taking comfort in having their own district to be masters of and share in their communal resentment of the city's true lords. Among the dozens of grand locales in the quarter is the decadent Falling Waters steam house, the home of a strange azer cult known as the Eye of the Red Worm (see page 73), the dirigible-shackled tower-library of the dreamer Harun, and the silver-crowned lair of the red dragon Solus—known more commonly as the Red Typhoon.

The Galley Quarter

Also known by many residents as simply "The Docks," the Galley Quarter serves the City of Brass as port and travel hub to the rest of the Elemental Plane of Fire. The various magical vessels, exotic airships, genie-made merchant galleys, and other stranger modes of transport sail in from and out onto the seas of fire, their decks crewed by myriad fiery natives of the plane and exotic visitors from realms beyond. Here they bring all the treasures of the planes, and leave with hulls weighed down with slaves, ore, freshly imagined weapons, cloths of woven gold and gemstones, exotic beasts, the drugs and spices of the shaitans and djinn, and even more wondrous riches. In addition to traders, here the grand sultan harbors a vast and incredible fleet of war galleys with brass-beaked prows

and enchanted sails, ready to sail out upon the flames and into realms beyond at their master's command. Wary or disreputable merchants, chandlers, shipwrights, thieves, and galley slaves are all among those found in the district's many streets, and six dozen coffeehouses cater to those who conclude their deals just a few paces from



the docks. The few efreet who hunt the odd devilfish of the burning seas also bring their catches ashore here, putting them up for sale alongside strange white dolphins, armored sharks, and iron-finned sea serpents.

The Great Bazaar

One of the largest and wealthiest trade districts in all the planes, the Great Bazaar—also called the Suq al-Azzmir Marketplace by efreet—specializes in treasures of rich

metal, woven magical goods, exotic spices and incenses from throughout the spheres, and elemental magic, though nearly any item one might imagine could be found here. It is also a thriving slave market and a place where anyone can hire a wizard, mercenary company, or even small armies of elemental servitors. The Great Bazaar is the heart of the City of Brass, the single location that drives

the trade, wealth, and splendor of the fabulous city. The Great Bazaar is also the one place where non-efreet gather in great numbers, from creatures of elemental fire selling wonders of sculpted metal and living brass, to azers and salamanders hawking fiery eagles and enormous black elephants for the hunts of efreet nobles, to visiting devils providing guidance to genies in the art of pact-making and contracts with mortals. These crafty merchants offer everything from minor artifacts to rusty slave shackles, for prices ranging from the souls of legendary heroes to mundane coins and gems. Of it all, barter in magic is the preferred form of payment, though debts of servitude are also quite common. Gold, with its relatively low melting point, is rarely a favored medium of exchange.

Although the variety of goods in the bazaar is largely eclectic, water is a rare commodity, largely forbidden except for slaves to consume and those with special writs of allowance. Also illegal are any materials that might be used in magic or sorcery against genies (especially material components for freezing magics, all of which are forbidden on pain of immolation or petrification). Wizards and sorcerers are almost always kept under the eyes of the vizier's watchful spies and informants; efreet are understandably concerned about what masters of the arcane might do with summoning and genie-binding magic.

The Lower Quarter

Unmarked on any map and not discussed in front of strangers is the Lower Quarter, that warren of lava tubes and tunnels that crosses beneath the city. Many of these areas are private retreats for the noble efreet, where they spit and roast runaway slaves and torture captured sorcerers who have bound efreet to unwilling service. These hellish halls echo with screams and give the entire Lower Quarter

a frightful reputation among the slave castes, who might otherwise be prone to use such dark and empty passages for their own ends.

Many other sections of the Lower Quarter are simply smugglers' warehouses, packed with all manners of treasure, including gems, mithral, and magic, stored there to evade the grand sultan's onerous tariffs and the even more onerous bribes demanded by the harbormaster and gate guards. These warehouses are heavily trapped, warded with frost magic, and guarded by constructs or other creatures whose loyalty is at least somewhat dependable. Magma chambers and grottos also dot the subterranean quarter, lairs where elder elementals, noble salamanders, and ancient fire worms disport themselves in the heat and burn up most fleshy visitors. These areas typically bubble with lava, with magma flowing in fountains or streams out to or in from the burning sea.

The Mages' Quarter

By far the smallest and yet among the most exclusive quarters of the City of Brass is the Mages' Quarter, where the most powerful efreet sorcerers practice their arts in binding and enslaving mortals, elementals, and other genies. The quarter itself rests on a small hill, surrounded by powerful magical wards and guardians, making the district difficult to enter.

The most famous spellcaster of the Mages' Quarter is the Grand Vizier Abdul-Qawi, who lives here when not at the palace. Most powerful of all, though, is the White Mage Yndri Ysalaa, a female noble said to live entirely on the blood of slaves and who has a ravenous appetite for mortal

lovers. The stories are almost surely overblown, but she is a powerful wizard and evoker, and some believe the White Mage is the one responsible for the magics that shield the quarter from intruders.

The Noble Quarter

The wealthiest of the city's districts, the Noble Quarter is the innermost section of the Inner Ward. The very heart of the district contains the Grand Sultan's fabulous palace, which climbs higher than any other building in the city, even higher than the city's outer wall. Even though the Noble Quarter rests at the bottom of the basin-like City of Brass, the efreet lords construct their sanctums to outmatch the height and splendor of the buildings in the Outer Ward. Beneath these towers flow spectacular pools and fountains of raining sulfur and quicksilver as deadly as they are beautiful, while bejeweled palanquins born by small armies of slaves crowd the searing avenues.



The Noble Quarter serves as the battleground for the political machinations of noble efreet. Scheming genies flock to the district as courtiers, supplicants, and bravos, all eager to impress the grand sultan or various pashas with

Entertainment in the City of Brass

The idle efreet nobles and the sycophants who surround the grand sultan and grand vizier demand diversions beyond their wealth and their harems. Thus, the city holds chariot races—often deadly and with heavy wagering—in the Archeyan Hippodrome, the center of the City of Brass's often bloody entertainments. Famed throughout the planes, this oval stadium provides seating for 10,000 efreet, and flying space for five times that number. The races include arbitrary obstacles such as spiked hurdles, deadly pools of icy water, and walls of smoke and ash that may cause a chariot to veer off course and crash. In rare instances, bolts of fire or racecourses flooded with burning sulfur increase the events' danger even further. In one famous and fondly remembered race, the charioteers were informed at the last minute that they would be pursued by ravenous fireworms, which cut across the central field and devoured most of the participants.

Gladiatorial combat also serves as a popular pastime, whether in traditional combats in the city's varied coliseums or in amoral, high-stakes matches in private arenas. Creatures are imported and abducted from throughout the planes to feed the city's endless thirst for competition and bloodshed. Those gladiators who excel in battle might win the favor of powerful efreet and eventually

their feats of arms, to bribe them with their crass gifts, or to arrange a marriage of one of their daughters to some noble or functionary. At the center of these machinations—and at the very heart of the city—rises the grand sultan's palace. In addition to serving as home to the City of Brass's ruler and housing his treasures and several legions of his invincible army, the palace serves as the seat of the city's government, with thousands of advisors, ambassadors, clerks, and messengers coming and going on a daily basis. Emissaries of the grand sultan and the grand vizier create the bulk of the palace's traffic on any given day, as the nearly equally matched rulers keep in regular communication while at the same time both openly and surreptitiously spying on the other's affairs.

Elsewhere in the Noble Quarter dwell the efreet pashas, the greatest and most powerful of the efreet, whose families rise and fall over innumerable generations. At the moment, the grand sultan and grand vizier recognize a dozen families, including the Bayt al-Bazaan, the Bayt al-Shamir, the Bayt al-Yonan, and the Exalted Line of Engolas.

The Temple Quarter

Although largely irreverent and beholden only unto themselves, the efreet construct majestic and imposing spires, temples, cathedrals, and mosques to deities holding power over flame, burning lords of the upper and lower planes alike, and even blatant pseudo-religious appeals to the vanity of the grand sultan himself. In their efforts to curry the favor of lords both local and divine, the various pashas build and expand upon ever more elaborate temples, filling them with offerings of ancient treasures and powerful artifacts, making each greater than the last with a new one appearing seemingly every week. Amid the houses of worship here hulk the vast temple palace of Ymeri, the Elemental Queen of the Inferno, widely held to be the most powerful being on the Elemental Plane of

Fire. Although the grand sultan makes yearly offerings to the great elemental queen and overtures of friendship, consortship, and comfort within his city, Ymeri has little interest in the decadences of such petty creatures as the efreet and has visited the City of Brass no more than thrice in its eons of existence—twice to destroy large portions under the rule of offending former sultans.

The Slaves' Quarter

The Slaves' Quarter, also known as the Fools' District, is a series of long, low buildings where slaves owned by the efreet elite are fed, housed, and shackled overnight. Merchant houses and nobles who use their labor in their industries own most of the slaves, though some are rented out to the highest bidder. Azer whipmasters patrol the streets of the district, both keeping watch for errant slaves and guiding visitors seeking to buy or rent the services of owned slaves. Although azers comprise one of the largest groups of slaves in the City of Brass, few of the brazen-skinned workers balk at their situation or question the sense in having members of the same race serve as both slaves and slave keepers. Most azers take great pride in the accomplishments of their kind, pointing toward the greatest structures in the city as being azer-built. While slaves not born of the Elemental Plane of Fire face great hardship and usually swift deaths in the ash-choked district, those like the azers who survive longer find their efreet lords quick to reward skill and impressive efforts, with many slaves being quite wealthy by mortal standards. Although slaves are rarely granted their freedom in the City of Brass, the azers and other elemental slaves seem to care little, confident that while the efreet grow fat off petty decadences, their efforts are obvious in the palaces, monuments, war machines, and vessels of the city built by their hands and made peerless throughout the planes by their endless efforts.

From 4E Manual of the Planes

Amid the swirling chaos stands an indomitable oasis—the sweltering yet grand abode of the efreet. The oldest city in all creation, the City of Brass is a nexus for planar travelers. Those willing to look long and hard enough can find anything they have ever imagined somewhere in its labyrinthine avenues. With numerous grand bazaars and ornate shops, the City of Brass is the mercantile center of the universe. Built on a vast basalt plate in an immense volcanic field on the edge of a fiery sea, the City of Brass is a

still point in the churning tempest of the plane, and a relatively hospitable destination for mortal travelers. It is the home of the fiery efreet, and the temperature is invariably hot—comparable to a sweltering summer day in most places; more like the inside of a smelting forge or the slopes of an active volcano in others.

CITY OF BRASS TRAITS

Type: Elemental realm.

Size and Shape: Walled metropolis surrounded by a sea of fire; bounded.

Gravity: Elemental buoyancy.

Mutability: Normal.

Fire Affinity: Attacks with the fire keyword gain a +1 bonus to the attack roll, and attacks with the cold keyword deal half damage (ongoing cold damage is not affected).

The capital city of the efreet, the City of Brass is the marketplace of the universe, where virtually anything can be bought or sold.

Population: Approximately 500,000. Efreet form the

Approaching the City of Brass

Though not as well connected as Sigil (see page 25), the City of Brass contains many permanent planar portals linking it to other locations, as well as a large number of teleportation circles that allow ritual casters access to the city. The vast majority of both portals and circles are controlled by efreet nobles who maintain tight security to prevent enemies from using them. One teleportation circle is carved in a huge brass plate just outside the Diamond Gate, right alongside the major thoroughfare leading into the Keffinspires district of the city. The sigil sequence for this portal is widely known, making it the most common means of reaching the City of Brass. A large contingent of archon guards stand to repel any incursion from this access point. Travelers within the Elemental Chaos commonly make use of *planar dromonds* to reach the City of Brass, and less often find their way to the city on *spelljammers*, *lightning skiffs*, or *chaos gliders*. Experienced dromond captains claim that all magma flows and seas of liquid fire lead eventually to the Sea of Fire and the harbor of the City of Brass, particularly if one is traveling from another efreet settlement. The powerful will of the efreet creates stable, navigable channels of fiery liquid connecting their settlements to the capital city. Travelers who don't come by way of the Sea of Fire cross the basalt plain and enter the city through one of seven gates: the Gate of the Eternal Sun into the Rookery, the Diamond Gate or the Shimmering Gate into Keffinspires, the Gate of Ashes into Avencina, the Golden Gate into the Plume, or the Prism Gate or the Gate of the Desert Wind into Cindersweeps. Each of these gates (along with the harbor's Magma Gate) is a fortress with a permanent garrison, numerous obstacles

and towers, and a dedicated military commander.

Architecture

Even the poorest neighborhoods of the City of Brass

feature monumental buildings made of granite, basalt, obsidian, or other igneous rock. Buildings made of any more combustible materials do not last

long in the city's fiery environment. The wealthier neighborhoods also include buildings plated with or made from solid brass, copper, or iron, and trimmed with precious metal filigree. The city's skyline features slender towers, glittering domes, terraced ziggurats, and tall spires reaching high into

the smoke-clouded sky. Colorful murals and ornate

sculptures adorn buildings and public areas.

In much of the city, stone buildings show signs of wear, some even crumbling and in various states of

disrepair. This leads some to suggest (privately) that

the efreets' control over the surrounding maelstrom

is not as complete as they claim.

Illumination

The surrounding Sea of Fire and the fiery canals crisscrossing the city provide a dim red glow throughout

the City of Brass. Pots of unquenchable elemental fire hang at intervals along the streets to

supplement

this illumination.

Laws and Society

The City of Brass has a highly developed dual set of

laws—one code for efreets, and another for everyone

else. Few restrictions are placed on the efreets' behavior

or trade. Members of other races labor under numerous regulations pertaining to how they conduct

themselves, how they do business, and the taxes they must pay on their transactions. These laws are

well publicized (posted at the gates and in each inn

and public house) and are relatively simple to follow

for those who wish to obey them. Some of the more

obvious laws prohibit theft, murder, kidnapping, and

misrepresentation of goods.

Lawbreakers are sentenced to a period of slavery under the control of the offended party—often the city

itself, though such slaves are usually sold in the markets

in the Arches. The original length of servitude can be extended for additional infractions, ranging

from speaking impolitely to one's master (seven days

for a first infraction, or if a year has passed since the last infraction) to attempting to escape (one year

plus one year for each day the slave was missing).

Aside from breaking laws, the most common way that visitors to the City of Brass become slaves is by

borrowing money and not being able to repay it (and

the accrued interest) in time.

Slaves must wear and display bracelets indicating their servitude and their master. They are commonly

bought and sold during the period of their slavery. Once the sentence is served, a slave again

becomes a free person.

The Districts

Like many other metropolises, the City of Brass is organized into districts—fourteen different sectors,

each with its own local character.

Arches: This area lies between the naval yards and the well-to-do neighborhood of the Foundry. Its

most notable location is a bustling slave market.

Ashlarks: This residential area is home to many of

the free nonefreets of the city, as well as a few of the

least prominent efreets houses. The landmark feature

here is Long Castle, home to the city guard.

Avencina: Avencina is a rowdy, lower-class district

where many races mingle. It contains the Commoner's

Market, one of the city's largest open-air bazaars.

Though buying or selling stolen merchandise is strictly illegal, one would be hard pressed to explain

the many used, "secondhand" items in any other way.

All merchandise is sold as-is. Frequently, a vendor selling in the market one day isn't there the next (or,

at least, not in the same disguise).

Castings: In the shadow of the Furnace, this district

is home to the barracks of the city's slave army.

A great monument in the form of a giant archway, called the Gate of the Fallen, celebrates the many

victories of the efreet in battle. It depicts them triumphing over most of the creatures native to the Elemental Chaos and the natural world.

The Char: The smell of molten metal suffuses this business district, where metalworking businesses congregate. The area houses the Red Wurm Smelter, which has several different slave-operated workshops and refines great quantities of ore brought into the city. The Forge of Manacles makes shackles for the city's slaves, and Locksmith's Row provides the fasteners. The massive Firespring creates fire archon soldiers for the city's defense.

Cindersweeps: This neighborhood houses lowerclass, free residents for the most part. The notable features are the Military Dock, Drydocks, and the Keep of Fire Striking Steel. The fortress serves as an armory for the harbor garrisons. The Naval Yards allow restricted admittance to the city's canal system via the Naranj Canal.

The Foundry: Visitors to the city sometimes make the mistake of going to the Foundry district in search of the metalsmiths who actually do business in the Char or Keffinspires. The Foundry is the third most exclusive neighborhood of the city, boasting large, ornate mansions and beautiful memorials to past notable personages. Efreet not well connected to live near the palaces of the Furnace and not wealthy enough to live in the Plume reside here. In addition, the wealthiest members of other races live here, since only efreet are allowed to live in the Furnace or the Plume. The prominent locations in the district are the Plaza of the Hunters, the Plaza of the Silver Chariot, the Gate of Glory, and the Fountain of Clearest Azure.

The Furnace: The most exquisite district in the City of Brass is the Furnace, a perfect hemisphere with the Charcoal Palace rising from its center. Government offices in the Red Pillar Halls surround the palace and accompanying areas, which include the Barracks of the Ring of Fire (the Lord of the Efreet's personal guard), and the Eternal Flame Pavilion (a shrine sheathed in beaten gold, dedicated to the primordial Fire Lord, Imix).

Iskalat: This district contains public docks for

planar dromonds and other vessels that sail on the Sea of Fire. The Magma Gate allows entrance to the harbor, and from there to the city's canal system. Anyone who makes a living from vessels (repair, provisioning, or housing/recreation for travelers) lives and does business here. The district's a lively one, with many different races of planar travelers occupying the numerous inns and taverns. A notable landmark is the obsidian-walled Octagon, a great prison containing magic cells designed to keep even powerful creatures carefully sealed away.

Keffinspires: The main feature of this merchant district is the Street of Steel, where numerous smiths manufacture and sell weapons, armor, tools, and other items. The smiths of this district include a sizeable population of azers.

Marlgate: Located just south of the Ashlarks and north of Iskalat, this district holds the warehouses that store all that is worth having. The goods from the holds of *planar dromonds* are bought here and sold in bulk.

The Plume: Second in splendor to the Furnace alone, the Plume houses the wealthiest and most noble of the efreet houses. Only efreet can own or occupy property in this district. Magnificent buildings overlook splendid open courtyards. The district also houses the Castle of the Sun and Moon, where the city's finest legions live and train.

Pyraculum: This area houses the City Market, which is larger and slightly more upscale than the bazaar found in Avencina. Artisans of different races live and work here.

Rookery: An infamous quarter of the City of Brass, this area is renowned throughout the plane as the most dangerous and lawless area of the city. Even the city guards sometimes fear this place. Its gambling dens, pleasure gardens, and fighting pits never close.

From Secrets of the Lamp, Al-Qadim

The City of Brass

The Ruler: The city's undisputed and tyrannical ruler is Marrake al-Sidan al-Hariq ben Lazan, the

Sultan of the Efreet, though he delegates many day-to-day matters to his vizier while he attends to matters of broader policy.

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

capital of the efreet tyrants, and remains the greatest achievement of the efreet. The city itself hovers in the Population: Though the city's population is hottest regions of the plane of elemental Fire and often believed to exceed 4 million, no accurate census has borders seas of para-elemental magma or lakes of glowing lava. With its adjoining territory, the city is 40 been done in millennia. Many of the poor live and die miles across, its base a hemisphere of golden, glowing brass. Only a fraction of that vast area belongs to the unrecorded in any tax roll or army roster. Slaves are city's core; most of it is open for the cultivation of the strange crops of the plane of elemental Fire or forested about a fifth of that total, or 800,000.

for the hunts of the noble efreet. Large tracts are the province of elemental servants and subject races, while other portions are devoted to the efreet military.

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

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

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

The only unpatrolled region of the city's lands is the Sable Forest, which the nobles of the city reserve for their especial use. The black trees themselves are towering but perpetually bare; they are called, serpent trees, and they live entirely upon the heat of the plane, which nourishes them as light does other plants. Hunts take place there almost every day, and trespassers may

find themselves hunted down, not by patrols seeking to arrest them, but by packs of hell hounds ready to tear them apart or keep them up a tree. The Slope is a natural home to many wild plants, including ziwan, a weed that grows into thorny hedges, crimson rye, a soporific that resembles habbat, and sweet shiverrod, a poisonous plant that can paralyze or even kill livestock. The City itself is a huge, glittering haven for avarice and malice. From the upper terrace rise the minarets of the great citadel of the Sultan's palace, where great

riches are said to be kept. The beys and amirs of the City of Brass serve the Sultan of the Efreet; though the lesser efreet are neutral, their rulers are lawful evil. The streets of the city are kept clean and the palaces are showy in a gaudy way, but an air of blood and suffering hangs over everything, due largely to the numberless glum servants found on every street and in every hallway.

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

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

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

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

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

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

Major Products: The City of Brass deals in slaves, metals, gems, worked stone, colored glass, weapons, and the rare heavy woods of the Sable Forest. Trade among various genies is also brisk.

Armed Forces: The Sultan has a bewildering number of legions of varying quality at his disposal. The Unquenchable (the abd Multahib).the palace guard.are distinguished by their black turbans and white robes. They number 3,000 elite and fanatical efreet, and always remain under the Sultan.s direct

command.

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

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

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

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

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

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

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

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

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

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

The Sultan's Own skirmishers (the Jackals) are security troops known for their cruelty and sadism. These 4,000 salamanders are equipped as light infantry, but they are kept for occasions when the Illuminated are not able to contain a rioting mob. Though they

operate individually rather than in formations, they are skilled at city and tunnel fighting, and they are often called in to catch criminals or escaped slaves in the Glory Mine, Avencine, or the Rookery.

The 150 efreets mamluks of the Branded (abd Wusum) live within the palace; these eunuchs guard the Sultan's harim and are trained to be observant, discreet, and unbribable.

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

The navy boasts 18,000 galley slaves, sailors, marines, lava divers, officers, chandlers, and shipwrights. The navy is primarily responsible for the transport of slaves to the City, and occasionally takes on the chore of collecting slaves as well. It also operates the Sultan's pleasure galley, an ancient vessel

rowed by 500 slaves especially chosen for the task by the Sultan himself. These slaves are all former nobles or officers who were stripped of their titles or rank for insulting or plotting against the person of His Incandescent Omnipotence.

The Palace and Major Mosques: The Palace of the Sultan and the mosques of the gods of the efreets are all

concentrated in the center of the Foundry. The Charcoal Palace is a dark building of basalt that seems

to suck up all the light and flame around it. Its towers and domes are golden, brass, and copper. The palace sits on a small rise overlooking the rest of the city, and the mosques, shrines, and temples of Agni, Imix, Kossuth, Freyal, Surtr, and Hastsezini, also simply called Fire. These temples are all strictly governed by an efreets priest called the Mystical Legate of the Hidden Imam, and his warrior priests, who are called the Guardians of the Three Fires.

The Brotherhood of True Flame has a small embassy within these grounds. The Bonfire visits from time to time, but everyday affairs are handled by their ambassador Extraordinary, Jamina al-Mubarak al-26

Kamal, a flame elemental of great power (hfW/fm/15). She is tolerated but resented by the efreets, who see her as a foreigner best kept under close

supervision. She is aided in her prosthetizing by Kamal Sefer al-Raq, a moralist priest of Kossuth (hmP/m/14). In certain circles of the calculating nobility, the pair are widely believed to be lovers.

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

Rumors and Lore: The City of Brass is rife with intrigue to rival Hiyal. Most of the plotting is the doing of the efreets, but that is only due to their

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

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

A Tour of the City of Brass

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

The Wall and the Shell

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

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

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

Streets & Canals, Bridges & Byways

The streets are crowded from the first cry of the priests to prayer to the beginning of the night patrols; a strict curfew is enforced each night. The patrols of the Illuminated walk through the streets beating small drums when the curfew begins, telling people to shut their shops and retire to their homes. Anyone caught on the street after curfew is subject to arrest and fine on the first offense, then the loss of a hand, then death. The central street is the Street of Stelae, which runs from the Charcoal Palace to the harbor. The city canals are only meant for the use of the

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

The Harbor

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

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

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

Goods and Services

The City of Brass is a shining paradise for those of wealth and station and a dark hell for those who do not. The bazaars, suqs, and slave markets provide materials, worked goods, and manpower to suit every taste at a price. The efreet consider themselves the most civilized of the genies; not so undisciplined and isolated as the djinn, not so crassly materialistic as the dao, and not so vain as the marid. The efreet are rulers of the greatest empire of the djinn, and they let no one forget it. On making his fortune as a councillor to the Sultan. Unfortunately, he soon discovered that his power does not extend to genies. The Sultan was amused by his antics, so he showed mercy and only had Ali blinded. Ali has eked out a living on the streets ever since.

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

Public Buildings and Monuments

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

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

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

A widely-known street character of the City is Ali ben Ali, a disheveled, filthy, blind human mystic famous for his accurate predictions and his gloomy temperament. He often takes the hand of a visitor to the marketplace, tells them where they are from and what will happen to them in the near future. Ali ben Ali came here with Captain Soot (see .Travel between Genie Homelands, below) twenty years ago planning The city.s three castles are primarily armories, though they can also serve as strongpoints in times of siege or rebellion. Krak al-Nayyiran, the Castle of Sun and Moon, is the center of the training efforts of the Sultan.s finest legions and the home of the finest troops and officers. Krak al-Zinad, the Keep of Fire Striking Steel, serves the harbor garrisons and trains marines and others in the use of seabome weaponry. Krak al-Tawil, the Long Castle, is home to the Jackals, cruel and sadistic salamanders always ready to put down unrest among the poor.

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

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

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

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

Religious Buildings and Monuments

The mosques of the City are all sheathed with various metals.

The Eternal Flame Pavilion of Agni, the god who consumes all he touches, is a temple sheathed with beaten gold; Agni is wildly popularly among the common efreet but only tolerated by the nobles, and his priest.s message of redemption and

immortality is not appreciated by the efreet masters, who seek to keep their subjects toiling rather than praying.

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

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

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

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

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

The largest monument of the City of Brass has a somewhat misleading name. The Gate of the Fallen is, oddly enough, is neither a Gate nor a memorial to the efreet dead. It is, instead, an arch of triumph painted with scenes of the efreet triumphant over all other races of the plane of Fire. The Fallen are the casualties of other armies, not of the efreet themselves. Other

victories are celebrated on the Street of the Stelae.

This street is lined with hundreds of pillars, each inscribed with the tales of each victory and an accounting of the spoils.

The efreet maintain a small necropolis called the Street of the Last Houses, for the burial of notables, mages, elemental masters, nobles, the rich, and the pious. It is called the Boneyard by the slaves and the lower classes, who consider burial a particularly vile and unnatural form of heresy. Most of the City.s dead-including all slaves and most soldiers-are cremated and their ashes used in the manufacture of efreet steel.

This use of their ashes occasionally allows some powerful efreet spirits to linger on in the weapons and armor into which the steel is forged.

Secrets of the City of Brass

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

The Rookery is home to a guild of thieves run by an

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

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

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

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



The City of Brass



Prism Gate

Gate of the Desert Wind

Street of the Last Houses

Cindersweeps

Naval Yards

Castle of the Sun and Moon

The Chimney

Keep of Fire Striking Steel

Zinad Bridge

Castings

Barracks of the Ring of Fire

Arches Slave Market

The Furnace

Charcoal Palace

Eternal Flame Pavilion

Gate of the Fallen

Plaza of the Hunters

The Foundry

Plaza of the Silver Chariot

Golden Gate

Parade Ground

Phoenix Gate

Commoner's Market

The Char

Gate of Glory

Naranj Canal

Avencina

Locksmith's Row

Red Wym Smelter

Fountain of Clearest Azure

Gate of Ashes

The Great Canal

Forge of Manacles

The Fire-spring

Pyraculum

City Market

Street of Steel

Long Castle

Marlgate

Street of Artisans

Mumhani Canal

The Octagon

Keffinspires

Ashlarks

Diamond Gate

Street of the Vine

Iskalat

The Great Canal

Rookery

Street of Steelae

Albrazi Canal

The Harbor

Sahhar Canal

Magma Gate

Shimmering Gate

Gate of the Eternal Sun

Sea of Fire