

HELLFROST LAND OF FIRE

• REALM GUIDE #13 •

JADID CITY OF TRADE

Introduction

Author & Layout: Paul Wade-Williams
Editing: Danny James Walsh
Graphic Design: Robin Elliott

Portrayed by storytellers as a city of endless opportunity, Jadid is nothing of the sort. A few citizens have prospered on the blood and sweat of others, and it is they who have the only voice. For most, Jadid is like any other city—a place to live, work, and die a pauper. It is not a city without troubles, either. The sphinxes resent Jadid's growing influence with the distant Jade Empire, and its emir grows more paranoid each day. This supplement expands on material found in *Hellfrost: Land of Fire*.

Social Hierarchy

Jadid is governed by an hereditary emir. Emirs have proven a varied bunch over the years. Some are nothing more than figureheads, leaving the running of the city to their councilors and the efficient bureaucracy. Others are very much hands-on rulers, making all the important decisions themselves and effectively sidelining the council.

By law, the incumbent may nominate any person he chooses as his legal successor, though in most cases that honor falls to his eldest child. However, for the succession to be recognized, the heir must be publicly named. In the event the emir dies without an appointed heir, his successor is decided by the emir's councilors. In theory, the title is awarded to whomever the council believes will make the most effective emir. In practice, having deep pockets and a willingness to lavish gifts on the council members is worth far more than experience at running a city. Should the heir be below the legal age of adulthood (16 years), the council collectively takes over affairs of state until he reaches his majority.

The emir's wife holds the title emira, but has little overt power. She is accorded great respect, as befits her station, but has little public input on political or administrative decisions. In the past, more than one has been the true power behind the throne, which has led to clashes between the council and the emira. In Jadid, the emir and his wife are considered to be of the *muk-battim* social stratum.

Beneath the emir are the true nobles. By law, these titles are only awarded to the emir's blood relatives. His children are always awarded the title of sirdar, grandchildren the title of pasha, and great-grandchildren the title of effendi. The emir's siblings are typically granted the title pasha, while their children are effendis. Cousins hold the lowest rank. Lesser children have no official titles (though they still have the Noble Edge). Assuming the title of emir passes to one of his siblings, members of that particular familial branch are

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RULES OF THE REALM

These setting rules apply in Jadid.

* **Languages:** Native characters must take Sand-speech as their first language.

* **Markets:** The markets of Jadid are bursting with all manner of goods. Special Availability items can be found in the great souk, though at double the regular price. Village Availability items cost 50% that of normal, and Town items just 75%.

* **Noble Titles:** Outside the emir's family, there are no other true nobles in Jadid. Unless the GM allows a character to be a distant cousin, a native hero cannot take the Noble Edge to represent an actual noble title. As noted in the *Hellfrost Player's Guide*, though, the Noble Edge applies to more than just those of noble blood.

Whatever his actual title, occupation, and sphere of influence, the hero also has the honor title *effendi*. Should he also have the Filthy Rich Edge, he gains the title of pasha and an additional +1 Charisma. Titles and Charisma bonuses above and beyond those of the Noble Edge apply only in Jadid.

However, these titles are transitory, and easily lost. The character must spend at least 50% of his annual income on public displays of wealth each year or lose his title and any additional Charisma bonus. This does not rob him of his Noble, Rich, or Filthy Rich Edges and the responsibilities that come with them, just the respect of the people.

A wealthy character, native or otherwise, receives certain bonuses even without the Noble Edge. Heroes with just the Rich Edge have +1 Charisma and the honor title *effendi*. A character with just the Filthy Rich Edge has +2 Charisma and the title pasha. These special perks apply only in Jadid.

However, in order to earn the title and Charisma bonus beyond that of the Noble Edge, a non-native visitor must first lavish money equal to half his annual income on frivolous things (native heroes are assumed to have done this). Buying a large house, giving money away to the poor, or throwing huge feasts earn recognition, but purchasing armor and weapons does not.

elevated one rung up the social ladder. True nobles are of the *battim* social class.

Next in line are the honorary nobles. They hold the title of *effendi* or pasha not by dint of their bloodline, occupation, or income, but because of their perceived wealth. Such titles are not formally awarded. Sometimes the decision to use a title is made by a true noble, but most times it is a spontaneous, collective decision made by the people. Such titles are extremely transient. If the citizens do not see continued displays of wealth, they simply stop using the title. So long as they retain their title, they are considered part of the *mak-shabrum* class.

To help differentiate the two layers of nobility, true nobles prefix their given name with their title as normal. Those awarded special status by their elaborate displays of wealth suffix their given name. Thus, Pasha Abdul is a true noble, related to the emir, whereas Abdul Pasha merely has enough money to impress people.

Whether a noble is of the emir's blood or not is irrelevant to the populace. Both true nobles and ostentatiously rich citizens are awarded great respect by the citizens, making dealings with them easier.

The *shabrum* consists of citizens rich enough to stand out from the crowd, but not yet wealthy or generous enough to earn a title. Master craftsmen, influential merchants, senior bureaucrats, and most military officers fall into this category. In Jadid, clerics are treated as *shabrum*, for few are wealthy enough to spend vast sums on extravagances.

The *jaleepa* stratum is filled by common merchants and business owners, many ship captains, craftsmen, bureaucrats, and mages. Many lack the influence, finances, or ambition to reach higher status. They are comfortably well off rather than rich, and not without friends, at least within their own social class.

The great majority of Jadid's citizens are of the *barajam* class. They are the laborers, unskilled workers, and soldiers that keep trade flowing, yet receive little reward. Ironically, many beggars and infirm are actually better off financially than the *barajam* workers thanks to the charitable displays of the rich, though this does nothing to elevate either their social class or status.

THE PERCEPTION OF WEALTH

Jadid is a city of illusions and allusions. How much money one has is not as important as how much money one appears to have. As a result, rich citizens spend lavish sums on public displays on wealth. Expensive marble is imported to construct palatial homes, guests at feasts are presented with enough food to feed a peasant family for a year, excessive amounts of gold jewelry is worn, servants are employed to perform the most menial tasks (like combing one's cats), and huge sums are donated to charitable causes. In many cases, the audacious displays of wealth actually consume much of the nobles' income, meaning most are far poorer in terms of available hard cash than those below them on the social ladder.

Examples of more extravagant displays of wealth that can be found in Jadid include:

* Outside of a merchant's palace is a fountain from which flows wine instead of water. Citizens may drink of it freely, but public drunkenness is a crime.

* To show his dedication to the brave cavalymen of the city's army, a rich citizen paid for a stable block to be constructed from solid marble and decorated with gold inlay. As reward, the emir named the company after the sponsor. The merchant is long dead, but the company still carries his name, and citizens still drink his good health when the company parades through town.

* One merchant has a household staff comprising

only golems. Many are coated in a thin veneer of gold and silver. The golems are programmed to greet guests.

* A flophouse financed by a rich citizen. Here, down-and-outs are treated to extravagant feasts and cleaned up by some of the finest barbers and masseurs in the city.

Education

All citizens of Jadid receive free schooling until the age of 12, after which time they expected to start working for a living or advance to further education (which costs more than most families can afford). Students learn either at one of the smaller temples of Qedeshet or one of the many maktabas, depending on their faith.

Being a cosmopolitan city, children are taught Sand-speech first, and their racial tongue second. Basic education also cover numeracy, the history, laws, and culture of Jadid, and religious studies, the latter again dependent on one's beliefs.

The city boasts three universities, two of which lie in Old Jadid. While they charge students, much of their income comes from wealthy benefactors keen to be seen supporting worthy causes. Scholarships exist to help support poor but bright students. The largest university is the University of Jadid. Keen to ensure no religious rivalry interrupted trade, the emir who funded its creation demanded it cater for Devoted and Faithful alike. Except for students learning magic, classes comprise students of both creeds. The two other universities are detailed under Major Locales.

In general, university education begins at the age of 12. Courses last one year for each die in an applicable skill or each additional language beyond Sandspeech and his native tongue. For instance, a native character with two Knowledge skills at d6 and two extra languages must have spent a minimum of six years at university, meaning he must be at least 18 years old when play begins.

Religion

Like its universities, Jadid is a mixed religious city. There is a certain amount of simmering tension, and a few troubles have been instigated by fanatics down the centuries, but for the most part the city is peaceful. Still, old habits die hard, and there are entire neighbors populated only by Devoted or Faithful families. Most residents of these areas treat visitors of the other creed politely, but there are a few no-go areas where an outsider risks being beaten senseless simply because of the way he has chosen to follow Suleiman's teachings.

Among the Faithful, Qedeshet's trade aspect is the most important deity. The city was founded because of trade, and its continued existence is assured only so long as trade with the Jade Empire continues. Regardless of their patron, every Faithful citizen gives praise to this

aspect. This is not to say the deity's many other aspects are neglected. While the Grand Souk is the largest and most important temple of Qedeshet, the city boasts over a dozen smaller ones. Most of these are concerned with his knowledge aspect, serving as schools in the residential districts, but his literacy, diplomacy, and divination aspects also each have a single temple.

Next most popular is Upuaut. As god of travel over land and water, he is almost as important to trade as Qedeshet, for it is by his grace that merchants arrive safely and the trade roads remain open. Though he lacks a temple, shrines can be found on every wharf and beside each city gate. As with all gods in Jadid, business is part of faith. In New Jadid there is a shop catering to honoring Upuaut. It sells sandals with prayers inscribed on the soles for 10 dinars a pair. With each step a wanderer takes, he is honoring the god of travel.

In order to cope with the complexities of being a major trading hub, Jadid has developed a large, efficient bureaucracy. As such, Shamash is the next most popular deity, at least in terms of regular worshippers. His sole temple lies in Old Jadid, the bureaucratic and politic center of the city.

None of the other deities are neglected. Except for Duamutef, who needs no temples, and Iblis, whose cult is banned but present, every deity has a temple devoted solely to them. Few are purely religious structures, for in Jadid everything can be turned to business.

Military

Jadid's geographic position has brought it great wealth, but also makes it extremely vulnerable. The valley in which it lies may protect it from armies wishing to attack from the east or west, but the mountains are crawling with orcs, trolls, and giants. The valley entrance is narrow, and could be closed by an invading army. The only route then to the other realms would be via Salt Pass, an arduous trip that requires one to cross the inhospitable Salt Basin. While food and water supplies would remain untouched so long as the valley itself were not invaded, the city's economy would implode. With no allies capable of reaching it by sea, it is also at the mercy of the sphinxes, arrogant creatures who seek to break Jadid's links to the Jade Empire.

To combat this threat, Jadid maintains a permanent military force of 5,600 troops, accounting for just over 3% of its population. Through its levy system, it can raise another 10,000 militia in times of crisis.

ARMY

Jadid's army comprises 34 regular and four irregular companies. The regular companies are broken down into eight light infantry, six heavy infantry, ten light cavalry, five heavy cavalry, and five archer companies.

In order to display their wealth, citizens can sponsor

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a company. For as long as regular donations are made, the company bears the sponsor's name. Sponsoring a company entitles one to no command privileges, and the troops remain loyal to the emir.

Every regular company comprises 100 fighting men and is led by a Captain of Infantry, Horse, or Archers, as applicable. Each captain has five Sergeants, each responsible for 20 men. The senior sergeant, known as the First Sergeant, is the company's second in command. There is no one general in charge of the entire army. Instead, there are three Generals—one of Infantry, one of Horse, and one of Archers. Each sits on the emir's council.

In addition to its fighting men, every company maintains a team of 20 support staff. The exact disposition varies, but commonly these include armorers, weapon-smiths, healers, scouts, messengers, and quartermasters. Typically most companies can count at least one cleric or mage among their support personnel. These personnel are classified as civilian employees, and are not officially part of the army.

Half the companies are garrisoned in Jadid proper. While they can be summoned to aid the town watch, an entirely separate organization, their primary duty is to man the walls and watchtowers. The remaining companies guard Salt Pass and man the many small forts constructed to safeguard the *qanat* system and outlying farming communities so vital to the city's welfare.

The irregular companies, although part of the military, are employed for special duties. The Laughing Dogs is a company of 200 hyaenidae employed as trackers and orc hunters. Much of their time is spent in the mountains. The Sons of the Sand is a force of 400 Bedu light camel riders. They escort caravans willing to pay the emir to and from Last Water Oasis. When not filling this role, they scour the lower valley, keeping bandits and orcs in check. The third company is the Four Elements. It is made up solely of jinn blooded warriors (100 strong), and serves as a ceremonial guard. Each is commanded by a captain. Finally, there is the Sky Riders, a company of 100 soldiers mounted on 50 flying carpets. Each carpet has one rider and one archer.

Jadid also has an artillery company of 200 men. These troops are permanently garrisoned in Old and New Jadid, where they are responsible for manning the siege weapons that line the city walls. It is commanded by a single Captain of Artillery, a senior officer who has a seat on the emir's council.

Supporting the army as needed are the clerics of the various gods. Some, like those of Karmelos, can be found in training or frontline positions on a permanent basis. Others offer their services as required.

Until they have served for ten years, soldiers are forbidden to marry. Single men and women (Jadid operates an equal sex policy) live in communal barracks, though these are segregated by gender. Married soldiers are permitted to live in a private house.

Separate from the military is the emir's personal bodyguard, which musters 200 strong. Only elite soldiers of proven loyalty are invited to join. Known as the Emir's

Hands, they are richly paid to help ensure they cannot be bribed.

NAVY

In order to ensure the sea lanes remain open, the city has a fleet of 15 warships. Of these, ten are at sea at any one time. Each ship has a crew of 30, commanded by a Captain of Sea (the senior officer on the vessel), and 44 lightly armored marines and six artilleryists, all commanded by a Captain of Marines. The entire fleet is led by an Admiral, one of the emir's councilors.

STATS

Treat light infantry count as common mercenary infantrymen, heavy infantry as veteran mercenary infantry, light cavalry as common mercenary cavalry, heavy cavalry as veteran mercenary cavalry, and archers as veteran mercenary archers. Sergeants are non-Wild Card mercenary captains, and captains are mercenary captains. Artilleryists use the stats for siege engineers (*Hellfrost Rassilon Expansion*).

The Laughing Dogs are common mercenary skirmishers, but have the hyaenidae racial Edges and Hindrances. The Sons of the Sand are common mercenary cavalry mounted on war camels. The Four Elements are common mercenary infantry with the jinn blooded racial abilities (assume 25 of each type). The Sky Riders are veteran mercenary archers. The Emir's hands are veteran mercenary infantry, but increase their Spirit one die type.

Ships crew use the sailor stat block, while marines should be treated as experienced watch.

Law & Order

Jadid's great wealth brings with it a lot of crime. Both parts of the city have a thieves guild. The two entities, the Three-Fingered Hand (Old Jadid) and Red Scarves (New Jadid) have a long and bitter rivalry. Every few years, a violent turf war breaks out as the gangs try to muscle in on their rivals' territory. An unwritten law states that a gang member caught in the other's part of the city, unless he is carrying a message between the guilds, maybe subject to persecution without reprisal.

Smuggling, both over land and sea, is a constant problem. The thieves guilds are not active players in this illicit trade, though their contacts in the local underworld mean they usually receive a percentage.

Combating the criminal elements is the city watch. They fall under the auspices of the Ministry of Justice, though they can call on the military to quell large scale unrest. Each half of the city boasts 480 watchmen. These are divided into six watch companies of 80 men led by a Watch Captain, with each company subdivided into 10 patrols of eight men led by a Watch Sergeant.

Each 24 hours period is divided into three watches

(midnight to 8 a.m., 8 a.m. to 4 p.m., and 4 p.m. to midnight) and three half-watches (4 a.m. to midday, midday to 8 p.m., and 8 p.m. to 4 a.m.). Each company patrols for eight hours a day, meaning there are always two companies on duty at any one time.

By day, the watch tends to stick to the docks, warehouse districts, markets, temples, diplomatic, and upper class residential areas—parts of the city whose owners and residents can afford to pay to ensure they are safe and secure, and coincidentally the very same districts well lit by oil lanterns after dark. Token forays into other areas are conducted at random, though the lower class areas are only rarely patrolled at night.

In addition to the watches, the emir directly controls the Emir's Eyes, a secret police. In practice they are agents of his senior wizar, who is responsible for intelligence gathering in the city.

Justice is handled by a variety of courts. The court martial handles all matters of military discipline, and falls under the auspices of the respective general rather than the Ministry of Justice. The civil court oversees misdemeanors, while the criminal court governs more serious crimes. A single religious court handles crimes of blasphemy, heresy, and so on. All citizens have the right to be tried by a court made up of clerics of Shamash, and soldiers by clerics of Karmelos. However, local laws dictate that an official of the Ministry of Justice always be included on the bench.

Jadid has a jail, but it does not hold convicted criminals. Anyone accused of a crime is held here until their case comes before the court. Conditions are vile, though those with money can pay to receive better treatment.

Punishments for minor crimes are typically fines or public flogging. More serious crimes may warrant the loss of a limb, heavier fines, a spell working as a slave for the city (someone has to clean out the *qanats*), or being enslaved to one's victim. The death penalty exists for capital crimes, such as murder, arson, and rape. The sole method of execution is beheading.

Trade & Tribute

Though it appears remote on maps, thanks to the sole route to the Jade Empire now being via the ocean, Jadid is a bustling center of trade. Caravans come from every realm except the Kingdom of the Sphinxes, who have their own maritime routes to the east. Not only does this mean the markets are awash with goods of every type, the city is extremely cosmopolitan. But the city is not just a middle man in a global market. The city imports many raw materials for its craftsmen, and exports a variety of finished goods.

Aside from the maritime route to the Jade Empire, Jadid's merchants rarely leave the city. They make their money trading with the east, not undertaking long land voyages across the desert. While the Caliphate, Free Emirates, and Sultanate have trade missions here, most

of the actual transportation of goods is carried out by Bedu tribes.

Jadid is also called the City of Taxes, which largely accounts for Emir Hassan being the wealthiest living being in Al-Shirkuh. The city boasts a remarkable number of taxes, all of which are designed to keep the city operating smoothly and prevent citizens from gaining too much personal wealth. Unless otherwise stated, all taxes are paid on Counting Day (see *Realm Guide #10: Plains of Ash*).

Income Tax: Every citizen is required by law to pay 30% of his annual income in tax.

Import/Export Tax: A 5% surcharge is levied on cargoes entering or leaving the city by land. Goods exported to or imported from the Empire pay only 1%, but only if the trader can prove three generations of ancestry residing in the city.

Trade License: Every trader who wishes to do business in Jadid requires a special permit. By law, a trader is counted as any person selling goods. This even applies to player characters looking to unload plunder. A license costs 500 dinars a year. Unfortunately, this act has led to a boom in the black market.

Given that the Kingdoms of the Sphinxes are many leagues away and the Silk Road is firmly shut, merchants have little choice but to pay. A quarter of the money raised in this manner is used to maintain the city's trade infrastructure, a quarter goes into the emir's personal treasury, and half is used by the emir to invest in new trade ventures (the profits of which are largely his).

Water Tax: All residents pay a 10 dinar annual water tax. Half of the money is used to maintain the aqueduct and the forts along its route and pay the clerics, laborers, and guards who ensure water flows. The other half disappears into the emir's coffers.

These are the most well known taxes, but there is also a religious tax to help maintain the temples, education tax to pay for basic schooling, road tax for those who own a cart, property tax based on the size of one's house in terms of how much square yardage it covers (multistory houses are very common these days), weapon permit charges, city gate maintenance taxes, and so on. In total, citizens can expect to lose around 60% of their income to various taxes.

Architecture

Until comparatively recently, most citizens lived in simple single-story houses. Those with conspicuous wealth still build their living quarters on three sides around an open courtyard, typically with a small garden to provide shade for those who wish to sit outside. Some houses have a covered porch outside the front gates, allowing them to sit on the street under shade and exchange pleasantries with passers-by.

With left being seen as unclean (the left hand is used to clean oneself), the rooms to the left of the courtyard as one enters are the reserved for kitchens, workshops,

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and other such uses. The family's private rooms are in the rear, and guest rooms are to the right. The roof is flat, as is traditional in Al-Shirkuh. At the height of summer the inhabitants cook, eat, and sleep in the open air.

Those who wish to avoid paying excessive property tax, and who have both the means and need to expand their homes, now build upward. Gone is the open courtyard, and the overall building footprint is roughly halved in size. Traditionally, the most important rooms are near the top, with the kitchens and storerooms at the bottom.

Those who wish to publicly display their wealth not only shun tower houses, as multi-storey homes are known, but actively build houses with a huge footprint. Often much of this is garden or paved areas where guests can sit, an expensive use of valuable space.

Most of the grand homes are found in the suburbs of the twin cities, the only available space for such structures. Here the roads are wide and lined with trees. Street cleaners, paid for by the homeowners, ensure the streets outside their walled estates are kept free of sand and filth. Life runs at a slower, and quieter pace, here.

In the main residential districts, houses are built up butted up against each other, and in poorer districts they are nestled against the sides of workshops, shops, warehouses, and other industrial and commercial buildings. These areas are rarely quiet, for business in Jadid continues around the clock. While the bazaars and souks may be closed, the trundle of wagons, bellowing of camels, and cries of merchants seeking buyers and sellers rings out day and night.

Where no tower houses rise, it is possible to walk across the rooftops, and there are even arched stone bridges linking buildings across the narrower streets. Few citizens complain if a visitor walks across their roof, so long as he is polite with his greetings, does not disturb the family, and bears no ill will.

Major Locales

Technically, Jadid encompasses just the twin cities. However, the authority of the emir extends along the valley as far south as the fork in the trade road, and west to the far end of Salt Pass (see *Realm Guide #7: The Salt Basin*). As a major city focusing exclusively on trade, every type of business has an outlet in Jadid.

FARMING VILLAGES

Population: 750 (average)

Ruler: Headman appointed by emir

Until one reaches the junction to Salt Pass, the great valley is semi-arid scrubland, ideal for grazing camels, sheep, and goats, and far cooler than the nearby desert. Nearing Jadid, the landscape dramatically changes to one of fertile fields and towering fruit trees. This green belt extends across the entire valley. The agricultural

land, an artificial landscape made possible by the *qanats*, is home to some 50,000 people, around 30% of Jadid's total population.

Every village has a single well into the *qanat* system. The farmland the villagers work is state owned, and the agricultural run like a business. Farmers are paid a wage based on crop yield by the state. The wage is not particularly high, but 5% of the land they work is set aside for their personal use. This crop is usually harvested to fill the villages' granaries, but excess crops may be sold in Jadid (and only Jadid).

Bandits and orc raiders, not to mention various monsters, are common problems. Although the army has forts scattered across the region, the soldiers cannot be everywhere. To that end, each village has a militia of 50 men, though typically only around ten are on duty at any one time.

JADID, NEW

The Brotherhood Safe House: Located in one of the many poor residential districts is a safe house operated by the Brotherhood of Unfortunate Souls. While its members rarely resort to robbing the rich in Jadid thanks to their unbridled generosity, other problems are no less common here. Several emirs have attempted to break the organization, but none succeeded. The current emir allows them to function relatively untroubled, so long as they do not threaten trade or foment civil unrest. Visiting Brothers receive free lodgings at the safe house, which is disguised as a bakery.

The Dancing Jinni: It may not serve the best coffee in Jadid, but the Dancing Jinni is extremely popular with visitors. The establishment takes its name from the sole waitress—a lesser khamsin jinn. Its upper body is that of a beautiful woman with alabaster skin, while its lower half is an ephemeral mist that trails away to nothing. It answers to the name Mahrohk (“Moon-Face”). Despite its unusual appearance, it has the full powers of an air elemental. The coffee house owner is a portly, jolly man by the name of Abdul-Razzak ibn-Zaki. He arrived in Jadid some 20 years ago with his servant in tow. Though happy to discuss his strange waitress with all who ask, he never tells the same story about how he came by its services twice. Locals often visit just to hear what tell story he concocts next.

Great Souk: Also known as the Great Temple of Qedeshet, this is the largest souk in New Jadid. Covering six acres, three-quarters of the temple is a sprawling maze of little shops and kiosks. Entire streets are devoted to a single craft. The remaining quarter comprises the hall of worship, trading offices where visiting merchants can find buyers for their goods or find cargoes for sale, a mediation hall for settling disputes, and such like.

It is the only souk in Jadid that remains open after dark (hours are dawn until midnight except on holy days of Qedeshet), and it is constantly busy. The narrow streets throng with citizens haggling, arguing, browsing, buying, and selling. While the city watch occasionally pa-

trols here to deter pickpockets, clerics of Shamash, hired by the cult of Qedeshet, provide security.

Goblin Quarter: The center of black market activity, this slum of crudely fashioned mud brick houses is populated almost entirely by sand goblins. The city watch never patrols here, and petty crime is rampant. It is also known as the Hive, not because the inhabitants are industrious, but because the Emir's Eyes believe there is a criminal mastermind living here.

Harbor Defenses: With maritime trade vital to Jadid's survival, the emirs spared no expense on providing impressive fortifications. The harbor is ringed by a thick wall rising 30 feet from the shallows. Piercing the wall are six gates, each of which is protected by a gatehouse tall enough to allow ships to pass beneath. In times of trouble, the gates can be closed by means of winches, though this takes around an hour, such is their thickness. Each gatehouse is flanked by a pair of towers. Atop their flat roofs is a single ballista. As well as conventional bolts, each tower has a stockpile of alchemical *blast* bolts.

At night, large braziers are lit to guide ships through the gates into the safety of the harbor. During the day, large colored flags are hoisted.

While these defenses are designed to be a visible deterrent, the city boasts hidden protection, the existence of which is known only to the emir, his chief wizar, and the admiral. Concealed in niches cut into the sea wall are iron golems enchanted to function under water. When the alarm is raised, these sentinels are animated by a command word, swim beneath enemy ships and attack from below the water line.

Jade Empire Trading Post: Although New Jadid is the political and bureaucratic capital, the Jade Empire has no interests in opening diplomatic dialogue. Its emissaries are here to trade.

The current trade delegate is Mandarin Han Shou Teng. Like his counterpart in distant Ostmark, he rarely mingles with the local populace, save on the rare occasions he deigns to visit the emir's palace. Even then, he travels in a wooden box carried by four bearers.

Security at the walled compound is tight. All invited guests (no other visitors are allowed entry) are thoroughly and expertly searched, with *detect arcana* and *detect weapon* spells employed on a regular basis. The Jade Empire has secured an agreement that means the compound is part of the Jade Empire, meaning their laws apply. For intruders, this means a death sentence without chance of appeal to Jadid's courts. Security is provided by elite Imperial troops whose faces are concealed behind elaborate jade masks.

Temple of Marqod: A house of worship and a hospital, the temple caters for spiritual and physical ailments. Even Devoted come here for relief from physical pain, for the staff are exceptionally skilled healers. All natural Healing rolls for patients who spend four days recuperating here receive an additional +1 bonus. The temple also boasts several herbalists, for while large parts of the desert are barren, healing herbs are grown on many of the outlying farms.

University of the Sea: Founded only after the new route to the Jade Empire was opened and Jadid became a maritime power, this center of education provides schooling for mariners. All students must undertake a three month course in the basics of seamanship. For some, this is enough to ensure a job on a trade ship. Others go on to learn ship handling and navigation, or the art of the shipwright.

The university is located in New Jadid, close to the waterfront. Several tutors are clerics of Apsu, despite the university having no formal ties to the cult. Clerics of Upuaut visiting the city can sometimes be persuaded to give guest lectures, but their wandering feet mean none are willing to stay to teach an entire semester.

JADID, OLD

Ambassadorial District: Jadid hosts permanent ambassadors from the Caliphate, Sultanate, and every city in the Free Emirates. Ostensibly they are here to protect the interests of caravans carrying goods from their homeland, but much of the ambassadors' time is spent in court, trying to get one over on their rivals and ensure they secure the best trade deals. Although the watch patrols the street, every ambassador is permitted a private retinue of 20 guards, plus unlimited bureaucrats. At least one bureaucrat in every embassy is a spy, sent by his ruler to pry into what the other nations are doing.

City Walls: Jadid's city walls are without equal. Thirty feet high and 20 feet thick, they curve around the entire city, making their total length an impressive 12 miles in total. Their monumental scale is testament to the city's vast wealth, the vision of its emirs, the industrious nature of its citizens, and the power of its spellcasters (elementals and lesser jinn did a lot of the heavy lifting).

There are three city gates. The central gate, known as the Old Gate, is wide enough for only a single cart. It is reserved for traffic making a stop only in Old Jadid. Visitors heading for the markets and port of New Jadid enter through a pair of massive gates set on either side of the city. Incoming traffic uses the Western Gate, and outgoing traffic the Eastern Gate. Each of these is wide enough to accommodate two carts side by side. The roads flow around the city center, joining up beyond the northern suburbs to form the Golden Road. The gates are open from dusk until dawn. Caravans arriving must make camp no closer than 200 yards from the walls.

A watchtower is positioned every 150 yards. The lower half serves as a barracks for those on duty. Partway up, level with the battlements, the tower is open fronted. Placed within is a ballista with a commanding field of fire. Atop the tower's flat roof is a catapult. Even with its impressive army, Jadid cannot man every artillery piece constantly. Typically, only those near the gates are manned on a permanent basis.

Positioned at regular distances along the inside of the wall are barracks. Each is home to a single company of soldiers. The forts are linked by military roads. Travel along them is forbidden to all non-essential civilian traf-

NEW PROFESSIONAL EDGE

DETAILED AREA LORE

Requirements: Novice, Smarts d8+, must know the dominant language of the region

Everyone knows something about their home city or homeland, and anyone can learn common facts about the other realms. This hero knows one city or geographical area better than most natives.

When the Edge is taken, you must pick one of the great cities of the Caliphate, Free Emirates, Kingdoms, or Sultanate, or one of the other geographical regions, such as Hekata or the Great Northern Desert.

The character has +1 to all Common Knowledge or Knowledge (Area, Folklore, Heraldry, History, Law, and Nomads) rolls concerning his chosen city or region. He also gains +1 to Streetwise rolls when dealing with civilized natives, so long as his reputation has not been sullied.

This Edge may be taken multiple times, but must apply to a different city or geographical region each time it is chosen.

NEW SOCIAL EDGES

CONTACTS

Requirements: Novice

While some people have connections to a powerful patron or organization, there are others blessed with many friends prepared to lend them a hand in times of need.

Contacts, unlike Connections, represents a unique individual. Once per adventure, the hero may invent a single contact. The contact's race, gender, occupation, and how he knows the hero are left to the player to devise, but the GM has final approval and may tweak a few facts to better fit the adventure and to prevent the Edge being abused (unless he has befriended him in play, no hero should be allowed to have the Caliph as an old friend, for example). In certain circumstances, a contact might not be available (such as if you're exploring a dungeon or in the middle of the ocean). Contacts are typically confined to a single settlement or region. Once a contact is created, he will only be found in the area he was first encountered.

As individuals, contacts lack the resources of organizations. The usual rules for Connections apply with regard making contact and eliciting help, but contacts are useful only for supplying local gossip, a place to hide or sleep, and common pieces of

Continued on the next page.

fic. Misuse of the roads or causing an obstruction that impedes the military is punishable by a 5,000 dinar fine and 100 lashes.

Emir's Palace: Constructed from marble and lavishly decorated and furnished by the finest artisans money can buy, the emir's palace is a sprawling edifice to Jadid's love of ostentatious displays of wealth. Within its walls are numerous open courtyards boasting beautiful gardens and water features, as well as secluded courtyards where private meetings can take place.

Although the various ministries have their own offices elsewhere in the city, the palace is the heart of the city's politics and bureaucracy. Located here is the grand council chamber, where the city's elite gather each week in council with their ruler (who governs from behind his ivory screen to foil assassins).

Aside from the emir's private suites and rooms essential to running the palace (like the kitchens and storerooms), the palace has a private hospital, apartments for all the council members, a mosque, a temple to Shamash, barracks for the emir's personal bodyguards (who are separate from the military), a library, and a harem.

Library of All-Knowledge: This arrogantly named temple of Qedeshet holds a vast array of scrolls and books, many dating back before the jinn invasion. The cult does not charge admission, but the emir demands all visitors pay a 2 dinar tax. Many of the librarians, including the senior priest, are cakali.

The library is excellently catalogued, making it easy to find specific topics. Investigation rolls take two hours, and receive a +1 bonus. Readers researching matters concerning trade and the history and laws of Jadid receive a +2 bonus, instead.

Necropolis: Jadid's Faithful are interred in the necropolis, which lies along the Golden Road. On the surface is the city's only temple to Tammuz. All around it are memorial stones raised by wealthy citizens to mark their passing. Some are relatively simple obelisks, others are exquisite works of art and displays of wealth. Common citizens can pay to have their names inscribed on huge communal pillars. The city's true nobles are not buried here—they rest in private vaults located deep beneath the emir's palace.

Beneath the hallowed ground sprawl many miles of catacombs. As new space is required to house the dead, so the catacombs are extended. The rich rest in lavishly decorated private crypts, while the poor are placed in deep niches cut into the walls.

Clerics frequently patrol the corridors, both to say prayers for the dead and to combat the tomb robbers, scavengers, and ghûls. Numerous subterranean passages, some carved by thieves, others by vile cultists of Iblis, breach the sanctity of the tombs.

Public Baths: Admission to the many public baths is 1 dinar. Some are private businesses, others are operated by the cults of Apsu and Marqod. As well as places to relax and cleanse, they are also centers of gossip, politics, and trade. Many deals, both overt and covert, are conducted amid the steam rooms and warm pools. An hour long

visit to the baths halves the time to recover Fatigue from Bumps and Bruises.

The most extravagant bathhouse, aptly named The Grand Baths, costs 10 dinars, making it beyond the reach of most citizens. Here, the waters are heated by lesser ifrits or cooled by ice hauled down from the mountains. For an additional fee of 5 dinars, patrons can be massaged by lesser khamsin jinn.

The owners of The Grand Baths are currently busy hushing up a series of accidents caused by the jinn staff going berserk and attacking customers. They are keen to solve the mystery without attracting negatively publicity.

Shamal's Shop of Wonders: A jinn mage with knowledge of all four types, Shamal earns a living selling alchemical devices. Officially, he obeys the law proscribing charms of destruction to the letter. For the right price, and after very carefully checking out any potential patrons (a process taking 1d4 days), he is willing to supply alchemical devices of any sort, no questions asked. He charges 400 dinars per Rank for damage-causing alchemical devices.

University of Mercantile Studies: Jadid's second specialized university is a business school. Students are taught how to evaluate goods, how to haggle properly, how to organize caravans, and how to correctly complete their accounts. Courses last for three years, one year of which involves being apprenticed to a merchant.

The Vault: While everyone knows the city treasury is located in the emir's palace, the location of his private treasury is a closely guarded secret. Many suspect it lies deep beneath the palace, spread over a series of levels that together form the Vault. Regardless of the location and layout, one can rest assured the emirs spent generously on ensuring their private treasury was as thief-proof as money could buy. That no one has ever boasted of seeing its interior, let alone stealing anything, is testament to this.

The Wishing Well: Quite how this innocuous well, one of many in Jadid, developed a reputation as a wishing well is unknown. Desperate or greedy citizens throw coins into the waters in the hope fate or the gods will answer their wishes. Sometimes they do.

The well has no magical powers, despite what citizens claim. Rather, a powerful and eccentric jinn mage hangs around the well disguised as a beggar. He listens to every wish made (no one notices beggars), and, if he can, he endeavors to make it come true. He has little interest in helping those who want revenge or money, unless they are downtrodden and wrongfully oppressed. As payment, he steals the money from the well.

QANAT SYSTEM

Jadid stands at the end of a wide valley bordered by impressive mountains. Though rain rarely falls directly on the valley floor, thunderstorms regularly batter the Mountains of death during summer. Coupled with run off from melting ice, dozens of small rivers run down the slopes. Unfortunately, none of these penetrate far into the valley, for the bedrock is extremely porous.

CONTACTS CONTINUED

equipment with a low price. The player can ask his contact for whatever he wants, but whether or not it is available is up to the GM. Contacts never accompany their friend on adventures, regardless of their profession—they supply information and basic help, not another adventurer.

EXPERT HAGGLER

Requirements: Novice, Smarts d8+, Persuasion d8+, Streetwise d6+

Everyone haggles in Al-Shirkuh, but the character is an expert at securing the best deals.

After making a purchase, the character may make a Persuasion roll. Success nets him a 10% discount, and a raise a 20% discount. Rather than rolling for every transaction, one roll should be made for the entire shopping spree.

When selling goods, a successful Streetwise roll allows the hero to sell his wares for 50% of the normal value. A raise nets him 75% of the list price.

In order to ensure plentiful water reaches the city and irrigates the many farms that dot the upper portion of the valley, the emirs excavated a labyrinth of underground tunnels. These extend into the sides of the mountains, straight into the aquifers.

At massive expense, the walls and floors of the tunnels were coated in granite slabs. This keeps the water from descending further through the bedrock, and allows water to trickle in through the roof. At random lengths, a shaft descends from the surface to the *qanats* below. Some of these are wells, others are purely for access.

No one is sure of the true extent of the system, but it extends from the Mountains of Death as far south as the branch in the trade road, and flows across the valley to the eastern flank of the parched Godhome Mountains.

The *qanats* require constant maintenance to keep them free of sand blown down the access tunnels, rock slips, and, most dangerous of all, the variety of monsters that enjoy living in the cool, dark, dank conditions. Undead are not uncommon. Every crime was given the punishment of hard labor during the construction phase, and thousands of convicts (many of whom committed only minor transgressions of the law) are said to have lost their lives. Trapped in the maze, their spirits could not be found by Djemuti, Charioteer of the Gods, and so returned to their corpses.

Soldiers stationed in the outlying forts routinely sweep the tunnels, but it is a never ending task. Some soldiers never return. Many are surely eaten by some terrible beast, but every soldier knows stories of comrades who got lost. Sometimes, they claim, you can hear their echoing cries for help, despite them obviously being long dead from hunger.

PERSONS OF NOTE

Jadid's population boasts a huge number of colorful characters. Some will be allies to visiting adventurers, others enemies or puppet masters seeking to use them in their nefarious plots. A few are detailed below.

ATA' IBN-BAKRI

A barber by trade, Ata' runs a small business in Old Jadid. Though of average skill, he is always busy, and often citizens must book an appointment weeks in advance. For all his innocuous nature and low social standing, Ata' knows everything going on in the city, even what occurs behind the walls of the emir's palace, and he's willing to repeat rumors while he cuts hair and trims beards.

Unfortunately, it is very hard to steer him toward a particular topic (–2 to Streetwise rolls). Those hoping to learn a specific piece of gossip may find he is forced to return many times.

BEHRANG

A common sight in the markets and around the wharves, Behrang is a sand goblin beggar. Though annoying, he seems harmless enough, if a little light-fingered. He is actually a spy for the Kingdom of the Sphinxes. Possessed of excellent hearing and eyesight, a nose for gossip, and eloquent enough to start rumors with a single word and stir up civil unrest with a well chosen phrase, his role is to gather information on Jadid's trade network with the Jade Empire and, when necessary, cause the emir as much trouble as possible. Despite his shabby appearance and vile odor, Behrang lives like a king in the Goblin Quarter.

BURPING BAHIL

A former soldier, Bahil quit after returning from patrol in the Mountains of Death. The sole survivor out of an entire company, he claims the patrol became lost in a snowstorm. Fortune guided the soldiers to what they thought was a cave entrance, and their captain ordered them to take shelter from the biting cold.

Bahil refuses to speak of what occurred next in detail, saying only that something inhuman began killing the men one by one. Panicked, the survivors fled back into the storm. Bahil, the last to leave, looked back to check if the patrol was being pursued. In a brief break in the blizzard, he swears the cave entrance was a carved entrance, its border a mass of intertwined tentacles.

His nickname comes from the loud, involuntary burps that escape his lips whenever he feels frightened.

GHAZWAN PASHA

Despite his wealth and status, Ghazwan hates wasting money and he detests the need for public acclaim to earn

a noble title. A member of the Sandtraders Guild, he and his fellow conspirators are engaged in a long-term plot to overthrow the emir and place power in the hands of the rich merchants. Of course, not every merchant is worthy of such power. In his eyes, it is not largesse that is good, but old-fashioned greed. Through a network of agents he sabotages the businesses of rivals, both through sly words and acts of violence, supplies bandits and corsairs with information on his competitors' trade caravans and mercantile shipping, and buys up smaller enterprises, usually after taking them to the edge of bankruptcy. Currently he controls around 6% of all trade in Jadid, an impressive level of power for a single man.

MAHMED PASHA IBN-NOOH

A wealthy shipping magnate, Mahmed has made a fortune transporting cargoes to and from the Jade Empire. He has heard rumors of the northern continent, and greatly desires a sea route be forged so that he might increase his fortune. Such a route would be fraught with peril, for it would mean sailing far beyond the coastline of the Kingdoms of the Sphinxes, a task few mariners relish.

Of course, money is no option is Mahmed, at least as far as public perception goes, and he is sponsoring yet another expedition to the land of ice. All he needs now is a crew who have not heard of the failure of the previous six expeditions, none of which ever returned.

TAMADUR BINT-LUNAH

By day, Tamadur is an exotic dancer and snake charmer. Her act, which is sensual but not sexual, always involves snakes. Her fame is such that she is often invited to dance for Jadid's wealthy citizens, and they reward her well. By night, she is an assassin-for-hire, operating under the name The Glittering Death. Tamadur never deals with clients directly, nor does she ever dirty her hands in delivering death. That she leaves to her many obedient constrictors and vipers.

UMARAH PASHA IBN-RUHI

Citizens often joke that Umarah Pasha, a merchant, displays his fabulous wealth by his corpulent frame. His frame is beyond obese. Too fat to walk, he is carried around town on a palanquin by a dozen muscular, sweating bearers. A generous man, he throws expensive sweetmeats and candied fruit to the crowds. Umarah Pasha collects recipes for his army of chefs, and he pays very well for novel ones. Though he has never achieved much beyond growing fat and rich, he once had dreams of being an adventurer. Heroes looking to cleanse the mountains and outlying farms of rampaging monsters and vicious orcs may be sponsored by Umarah Pasha. The rich rewards he publicly offers go toward his reputation as a man willing to lavish money on benefitting Jadid's citizens. As always, this is partly an illusion—he demands a full 50% of any treasures found by his hirelings.