

Jiese, the Fires of Industry

Jiese is the plane of fire: blisteringly hot by day, a tolerable arid broil at night, consisting of countless dense archipelagoes surrounding massive volcanoes, all adrift atop a sea of tangible, roiling flames.

Despite the deathly temperatures, these archipelagos are lush with their own sort of foliage. Their volcanic soil is extraordinarily fertile, allowing for vast jungles crowned by orange-red-purple trees. The heat-immune vegetation allows life to flourish beneath the canopy, where fire-aspected beasts of all sizes and strangenesses roam.

Jiese has been slightly explored through a portal, this one located in Risur's Antwalk Thicket. But few are able to travel through, both because some inherent trait of Jiese causes magical resistance to heat and fire to provide no protection, and because the passage is heavily garrisoned, as Risur already faced one small incursion by the beings from the searing planet.

The predominant population are hardy salamanders – red-scaled beings with humanoid arms, serpentine tails, and blood as hot as lava. Their ancestors were enslaved, sent to toil in an outpost of what they call 'the Efreeti Empire.' These rulers were beings of living flame that could take any shape and grant any wish. For the efreeti, the salamanders of Jiese mined, built glorious brass war machines, and gathered decadent harvests. But eventually, in a bid for increased productivity, the factories were handed over to automatons, and the now-idle salamanders were corralled to be slaughtered. Before the execution could be completed, the salamanders seized an arctech weapons factory and launched a revolution.

The salamanders slew or bound their old enslavers, but then, without any sense of what a culture could be like without perpetual work and what order could look like without tyrannical overseers, they simply recreated the same cruelties of the efreeti. Some time in the past two centuries, if their stories are to be believed, several salamander nations collapsed to terribly destructive in-fighting. Now Jiese is littered with palatial remnants and relics, and most the survivors are hunter-gatherers who don't know how to use the old technology.

Yet still the manufactories churn on, producing piles of chemicals and machinery that lie unassembled, serving no one.

Disregarded Rulers

While most of the salamanders and other ignan folk of Jiese live in rustic outlands, old lineages of sultans and sultanas endure around the great volcanoes, often in-bred and kept in power by their control of magically compelled efreeti minions. Additionally, two foreigners have laid claim to Jiesian clay.

A Risuri fey duchess of the name **Temerity** found herself cast to Jiese through a planar storm, but thought to find her way back through the portal to Risur. Her pride got the better of her, however, as she misunderstood the politics of the region, declared herself a noble efreeti returned to claim her domain, and ended up trapped in a prison palace whose walls shift on gears like brass petals of a flower that blooms and shuts with the sun.

The **Golden Artificer**, meanwhile, is a figure who wears full plate armor that looks like it was welded out of golden chains. Orderly, militaristic, and possessing immense engineering skills, he has gathered a small legion of salamanders and taught them to repair any arctech devices brought

to them in exchange for tributes of gold. This has led to a marked increase of warfare between different salamander families. The artificer's stronghold lies on a distant island, too far for Risuri scouts to have seen it up close, but through telescopes they have spotted his loyalists laying the gold in an immense ring surrounding the caldera of one of the archipelago's volcanos, as if he intends to prevent something truly massive from teleporting.