

Armed Forces: 2,000 regular footmen, 5,000 militia, 1,000 cavalry (all under the command of Princess Hadra, the Sorcerer-General). Also, 1,500 mamluks of the Respected (including 500 cavalry), under the command of General Oman abid-Hazim (hmF/mk/10). Finally, a 20-ship navy (including four large dhows purchased from Umara), used primarily to escort the “fabric fleet” of indigo cloth to Qudra for the trip south.

Major Mosques: Hakiyah, Haku, Jisan, and Kor. In addition, a monument of Aswar al-Mutiq attracts the attention of kahins and mystics as a holy site.

Rumors and Lore: Muluk was a well-developed trading city long before the coming of the Law of the Loregiver and the creation of the Enlightened Throne. As city after city fell before the wave of faith and understanding, many of the older emirs and sultans were toppled by their people. Caliph Aswar al-Mutiq heard the tales and was troubled, and when the first mystics and warriors brought enlightenment to his city, he asked for a private audience. For five days and five nights the messengers met with the caliph in his private quarters, telling him of the Law of the Loregiver. Then the caliph deliberated by himself for five more days. At the end of this time, he welcomed the Law into his city, recognized the Grand Caliph for his puissant wisdom, and stepped down, joining the messengers to spread the Law still further. His eldest child succeeded him as was custom, and since then, Muluk has remained the oldest continual dynasty in the Free Cities.

Qadib, City of Wands

A visit to this northerly city on the river Al-Haul can be magical, for Qadib is home to more sorcerers, elemental mages, and sha’irs than any other locale in northern Zakhara. In the entire Land of Fate, only Huzuz and Rog’osto boast more residents of a magical bent.

The Ruler: Sultan Kamal al-Hadi (hemW/sh/15) is an ancient, skeletal half-elf who has outlived several wives, his children and grandchildren, and is likely to outlive his great-grandchildren as well. His slowness in movement and speech conceals a mind that is still among the greatest in the Free Cities, and he is usually

two steps ahead of everyone else as a master planner and conspirer. “The Hand of Fate strikes all,” he wrote in his biography, “but most fortunate are those who can help direct its touch.” He has shown a preference for human wives, and as a result all of his offspring have been human.

The Court: The sultan’s court is expansive, comprising representatives of all the magical universities and colleges. Two individuals of importance are the leader of the University of Flame Mages, Badiyah al-Sa’id al-Sahim (efW/fm/10), who is reportedly a secret member of the Brotherhood of the True Flame, and Prince Anir al-Walad al-Hadi (hmF/f/12), the current heir apparent to the sultan’s court. The prince is decidedly nonmagical in attitude, preferring to hunt and hawk rather than attending affairs of magic. The court believes that Sultan Kamal will (or must) live long enough to bring a more suitable heir into the picture.

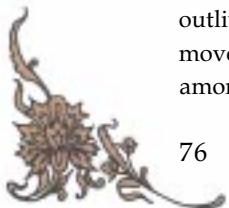
The sultan’s court also hosts a large number of genies, in particular jann, who are owned or hired by the sultan’s family. These jann often serve as the sultan’s eyes and ears in the outside world.

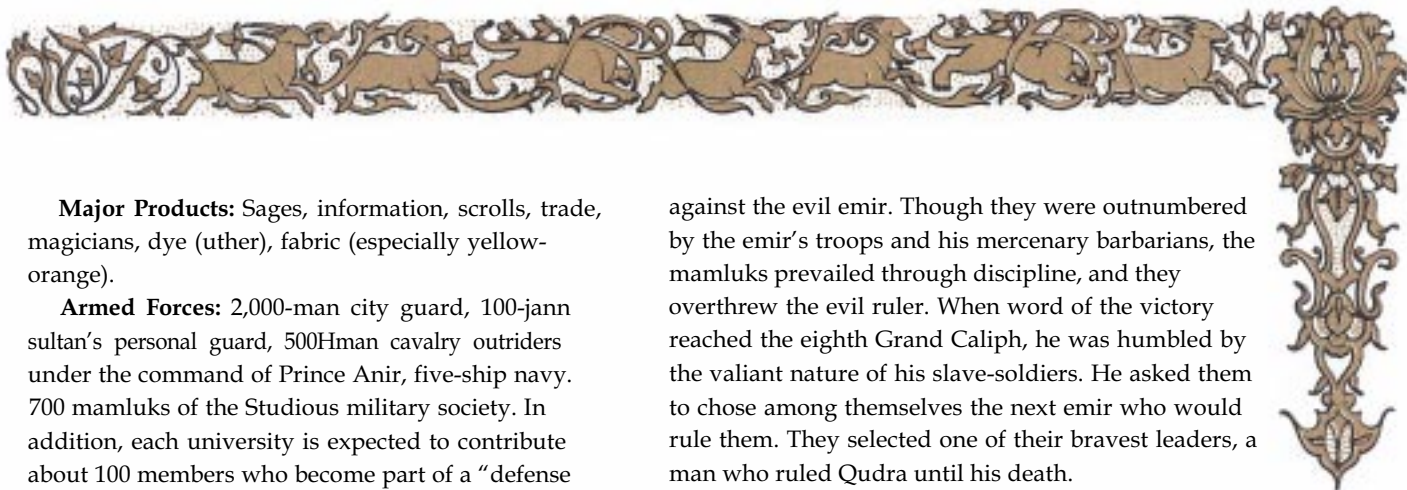
Population: 50,000.

Features of the City: As noted, Qadib is a city of sorcerers, elemental mages, and sha’irs. It is also a city known for its universities, for which it is often called the City of Sages. Qadib’s universities are dedicated not only to each of the elemental-provinces but also to legends, alchemy, astrology, divination, optics, algebra, and all the arts of civilized people.

This city has a third distinction as well: its dye-makers produce and export a fiery yellow-orange pigment called Uther, which residents use to dye fabric, especially felt. In the city streets, natives can be identified by their yellow fezzes and golden robes.

In general, the natives of Qadib are intelligent, conversational, and well-informed, as one would expect in a center of learning. They may be too much so, however, for a Qadibi rarely uses one word when seven are possible. Quite often, even simple questions spur great debates in the streets. The people of Qadib are also noted for presenting their own opinions as stated facts. There is a saying on the northern coast: “If you want answers, seek them in Qadib. If you want truth, seek it elsewhere.”





Major Products: Sages, information, scrolls, trade, magicians, dye (uther), fabric (especially yellow-orange).

Armed Forces: 2,000-man city guard, 100-jann sultan's personal guard, 500Hman cavalry outriders under the command of Prince Anir, five-ship navy. 700 mamluks of the Studious military society. In addition, each university is expected to contribute about 100 members who become part of a "defense force." While schools of optics and algebra might provide 100 pikemen, the magical schools will provide about 100 low-level mages led by a tutor of 5th to 9th level, making it a very potent force.

Major Mosques: Kor, Zann.

Rumors and Lore: Legends of forgotten magics and mysterious artifacts are common trade in the City of Wands. Reportedly, catacombs and caverns snake through the ground beneath the city, and it was in these passages that the first mages met to teach their students before the Enlightenment. The catacombs are said to run for miles, to connect with every major building (including the sultan's palace), to have gateways and wells leading to far places beyond the Land of Fate, and to be inhabited by savage monsters.

Qudra, City of Power

Overlooking the Great Sea about 300 miles northwest of Hiya, Qudra is Zakhara's bastion against the uncivilized realms beyond. The city's defenses have been built over the course of centuries in response to pirate raids and barbarian incursions. Today Qudra is the best-fortified city in enlightened Zakhara, presenting a stem gray face to the north.

The Ruler: Emir Hatit Abd al-Wajib (dmF/mk/20). Long ago, in the time of the eighth Grand Caliph, an evil and dissolute man was appointed emir of the City of Power. He oppressed his own people and overran Zakhara's northern cities, taxing them unjustly until they rebelled. He forwarded only a pittance of the moneys he gathered to the Grand Caliph, sending instead honeyed words of loyalty and trust. At last he planned to march south and take control of Huzuz and the entire Land of Fate.

It was at this time that the mamluks in his charge, who had sworn loyalty to the Grand Caliph, rebelled

against the evil emir. Though they were outnumbered by the emir's troops and his mercenary barbarians, the mamluks prevailed through discipline, and they overthrew the evil ruler. When word of the victory reached the eighth Grand Caliph, he was humbled by the valiant nature of his slave-soldiers. He asked them to choose among themselves the next emir who would rule them. They selected one of their bravest leaders, a man who ruled Qudra until his death.

A tradition was born, and so it continues today. Each of Qudra's emirs has been chosen by the generals of the city's mamluk units. Hatit, slave to duty, is the most recent of these mamluk-emirs. The term of the office is life or 20 years, whichever comes first. Hatit has ruled 13 years thus far.

A clean-shaven dwarf, Hatit wears the tattoos of his mamluk organization, the Dutiful, on his cheeks and forehead. He is a master of fortification and redoubts, a rarity in a land that boasts little in the way of siege machinery. He has spent much of his tenure examining and shoring up the walls of Qudra, looking for holes in her armor. He is particularly interested in the warfare of other lands, especially lands to the north, from which any major barbarian attack would probably come.

The Court: The court of Qudra is a military council comprising all the major mamluk organizations. Each organization sends its own representative to the council. Emir Hatit is expected to confer with them on all matters of importance, and inform them of all military matters. All mamluk organizations of greater than 200 men are represented here, some 40 in all. Only mamluks may serve on the counsel, though each of the chamber members has his or her own advisors.

Emir Hatit presides over the council. Other members include the following:

- General Ekuriyah Abd al-Wajid (hfF/mk/14) represents the Dutiful in chambers. Hatit's protege and a capable officer, Ekuriyah is viewed as the most likely choice as the next emir. However, she herself doubts the wisdom of such a choice, concerned that she lacks her dwarven mentor's eye for detail. (She has not yet seen anyone else who she feels is worthy to replace Hatit, though.) In purely social situations, Ekuriyah is shy and reserved. As a leader, she has exceeded all of

