

LAND OF FIRE

A Pictorial Guide

The following photos are intended to give fans a visual guide to parts of Al-Shirkuh. TAG didn't take any of these photos and we don't own the copyrights. Save for the first image, the photos were freely given to TAG to use for Land of Fire purposes. Although I have attached labels, these are my personal views, and may differ from yours. If nothing else, they're something to print out and how your players. References to "FRG" indicate which *Realm Guide* a description of a particular site will appear.



The Ever-burning oasis in the Plains of Fire
(FRG 10)



Most small towns are built are an oasis



The home of a merchant. The fountain outside provides free water to thirsty passers-by



View of the Caliphate from the Eastern Jinn
Wall Mountains

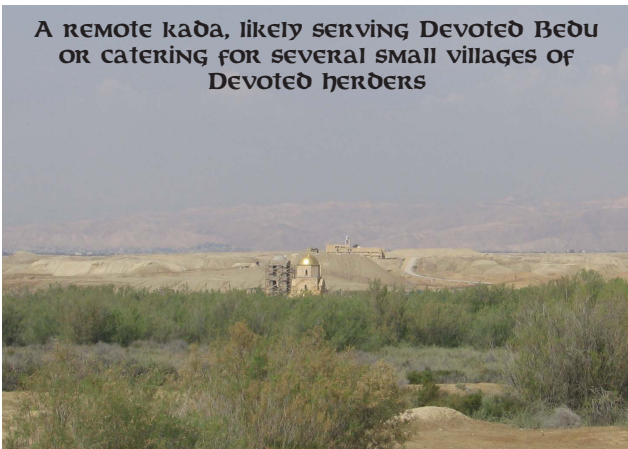


Rich citizens display their wealth in many ways. This person (obviously fallen on hard times) has elected for a mosaic. Given the peacock motif, it is likely he lives in Jirja, City of Colors

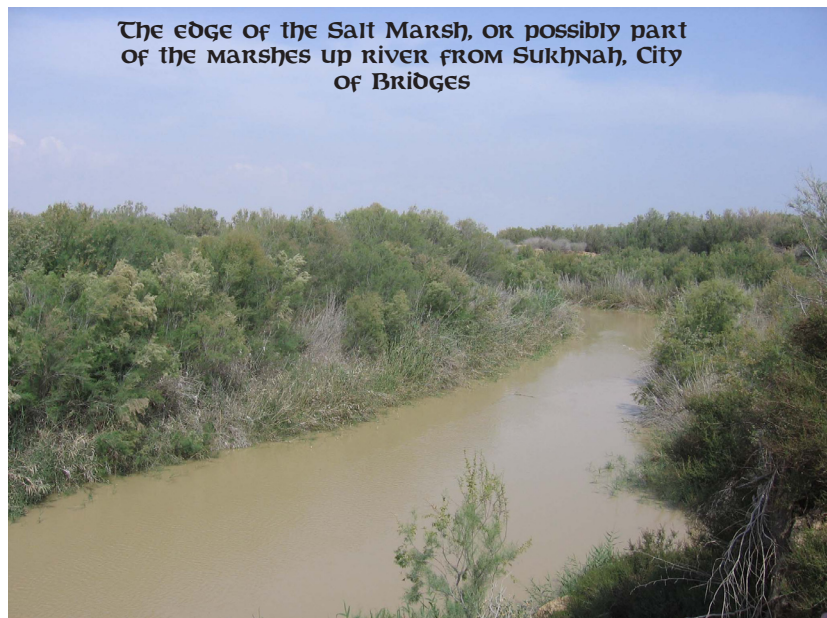


A shrine on a trade road. There is no obvious iconography, but the open sides suggest it honors Duamutef or Upuaut

A remote kada, likely serving Devoted Bedu or catering for several small villages of Devoted herders



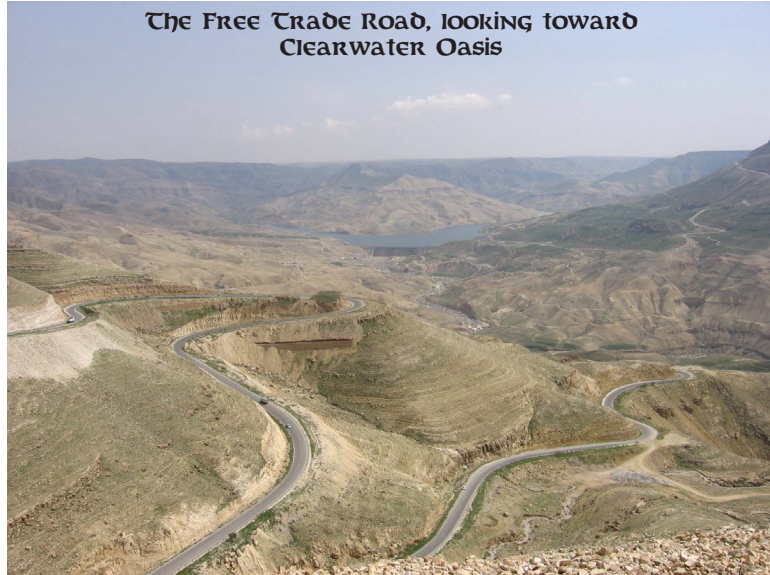
The edge of the Salt Marsh, or possibly part of the marshes up river from Sukhnah, City of Bridges



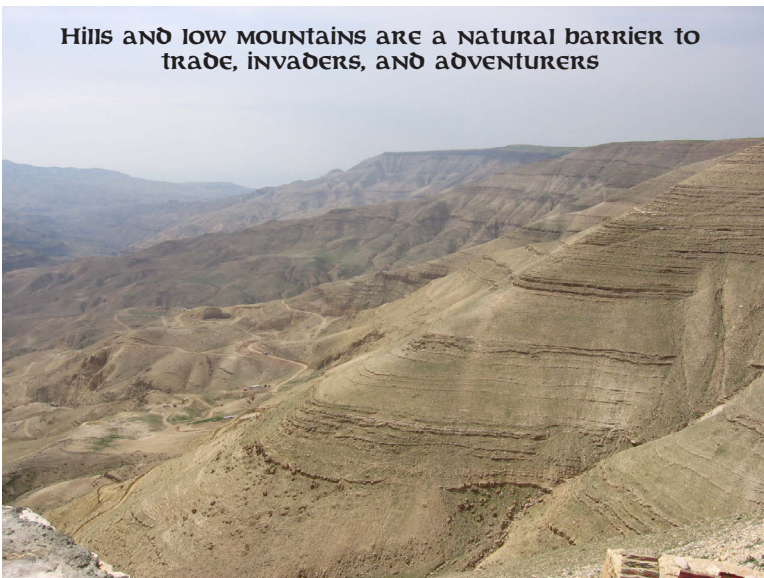
A trade road winds through the desolate landscape



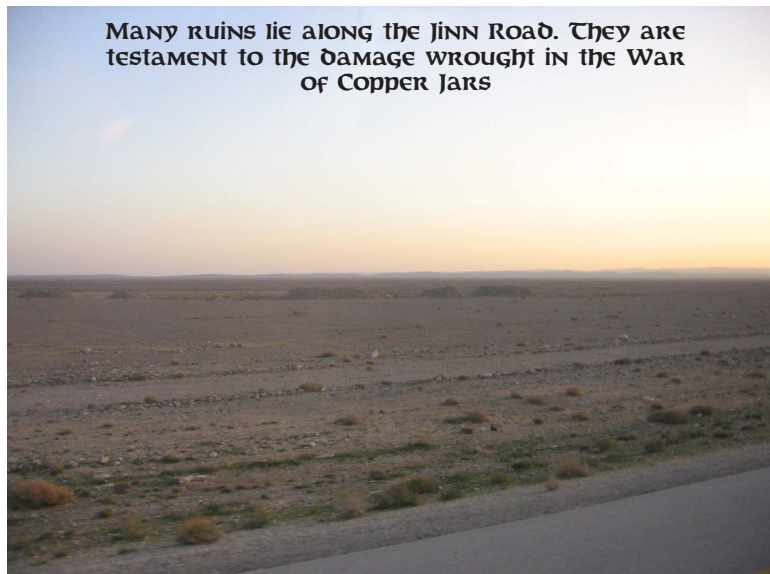
**The Free Trade Road, looking toward
Clearwater Oasis**



**Hills and low mountains are a natural barrier to
trade, invaders, and adventurers**

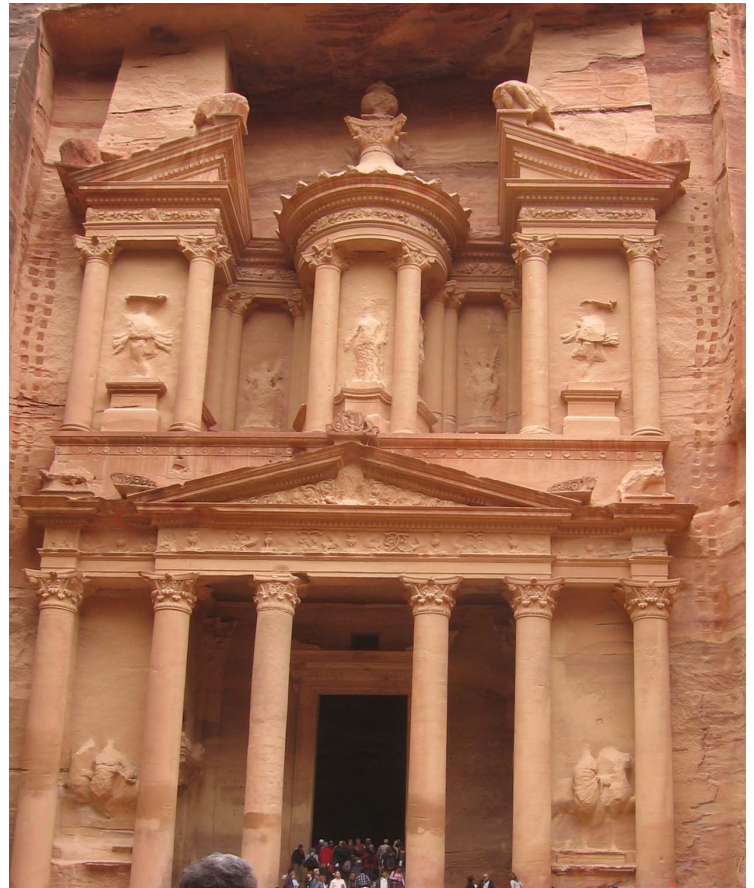


**Many ruins lie along the Jinn Road. They are
testament to the damage wrought in the War
of Copper Jars**

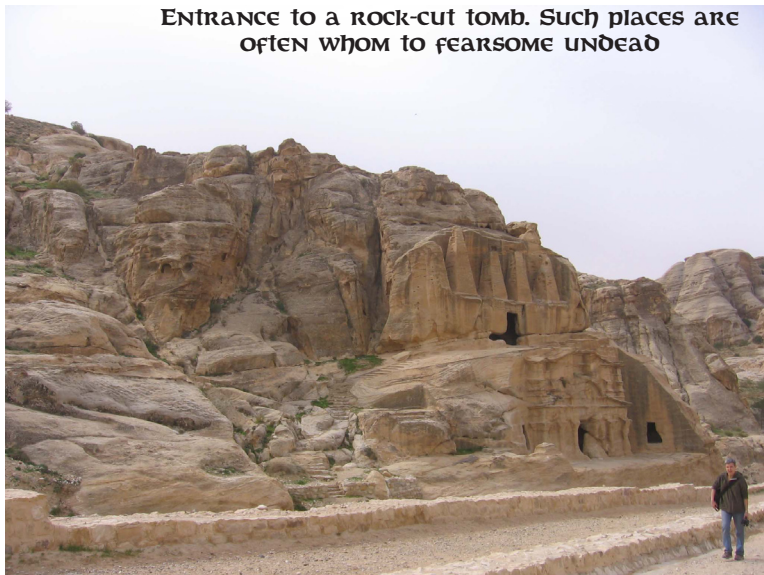




ONE OF MANY paths through the labyrinth of the Realm of the Medusae



ONE OF THE GRAND buildings of the City of Stone (FRG 17), or possibly the entrance to a Majin jinni's home

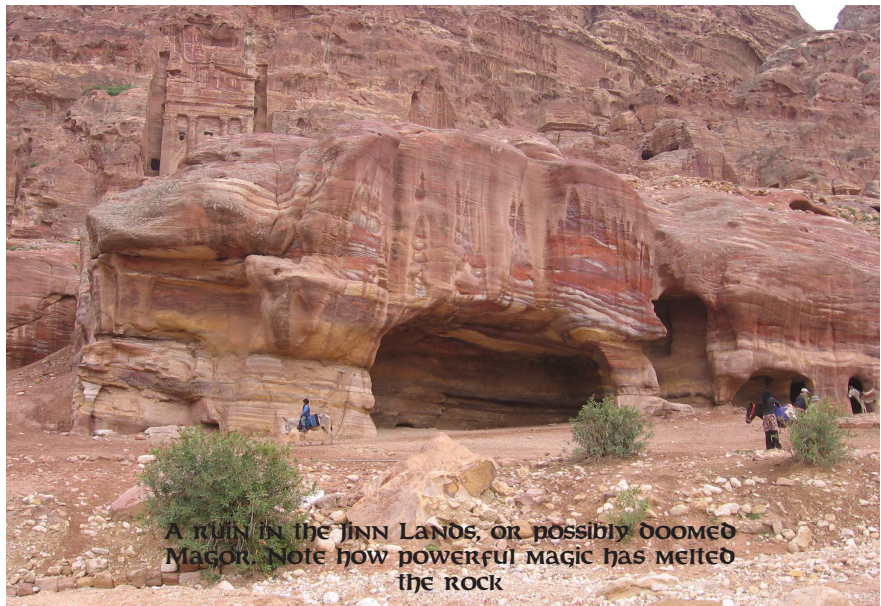
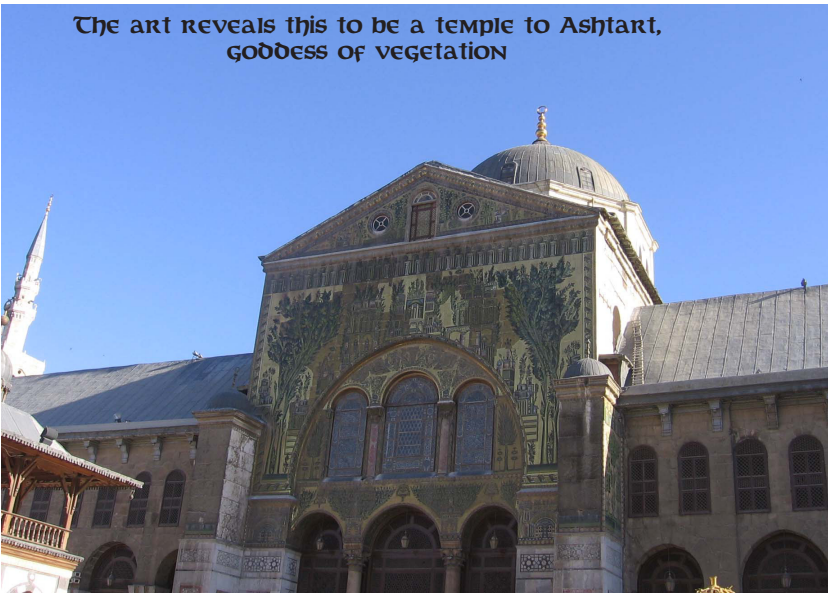


Entrance to a rock-cut tomb. Such places are often home to fearsome undead



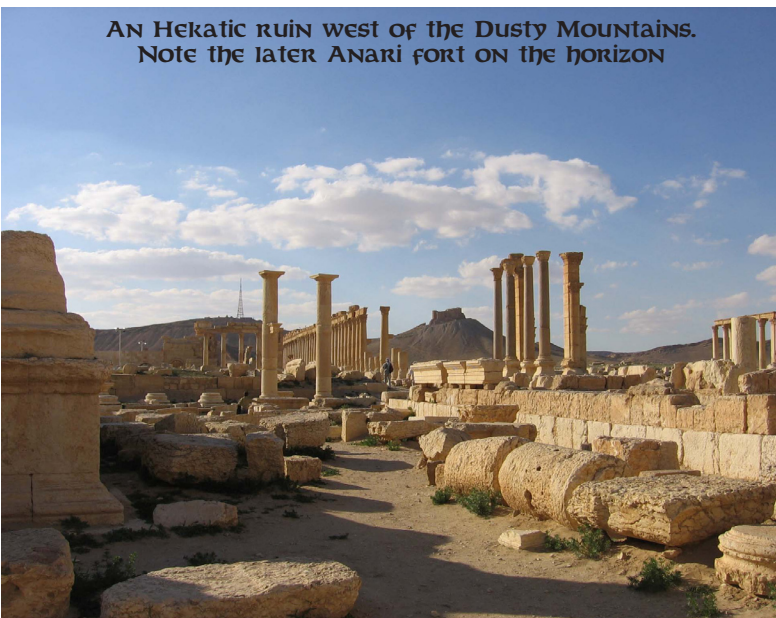
Tombs of Hekata's early nobles, built long before the advent of pyramids

The art reveals this to be a temple to Ashtart,
goddess of vegetation



A ruin in the Jinn Lands, or possibly Doomed
Magor. Note how powerful magic has melted
the rock

AN Hekatic ruin west of the Dusty Mountains.
Note the later ANARI fort on the horizon





The home of a rich merchant or noble keen to ensure guests are treated well (and see his wealth)



A Bedu family sets up camp close to a remote kada



Great was the Kingdom of Magor, before it fell to the jinn

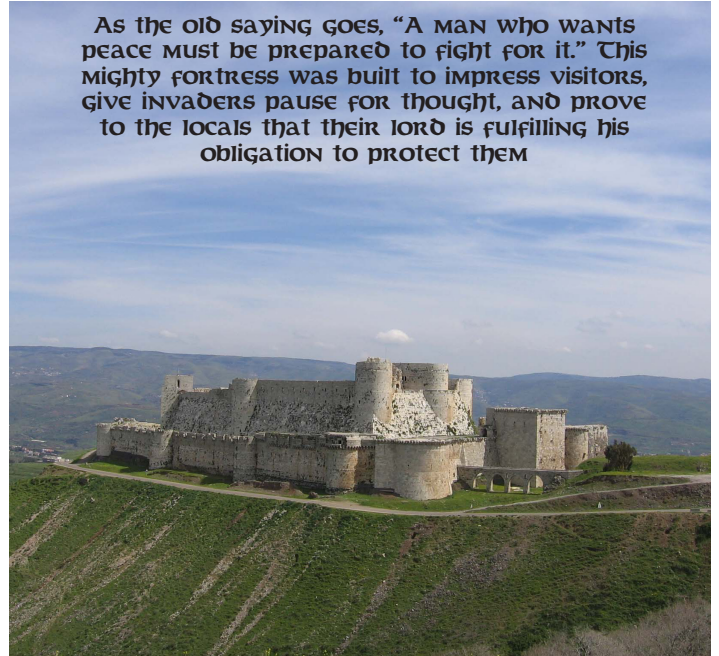


The main living and sleeping area in a Bedu tent. By day, bedding and cushions are neatly stored away to allow space for daily chores

A caravanserai. Given the small size, it stands on a minor trade road in one of the great civilized kingdoms



As the old saying goes, "A man who wants peace must be prepared to fight for it." This mighty fortress was built to impress visitors, give invaders pause for thought, and prove to the locals that their lord is fulfilling his obligation to protect them



The sun sets on a colossal ruin in cursed Hekata. While it looks tranquil, only death (and undeath) await gold-hungry explorers



Kadas and shrines come in all shapes and sizes

Water also powers industry. These wheels might power a mill or sawmill



The desert is littered with expansive ruins



The back streets of the great cities are narrow so as to hamper invaders



A dervish mage. His garment is impractical for daily use. Likely this is inside a kaba, with the mage preparing to celebrate his faith through his movements rather than prayers

A ruined city, one of many that dot the sands. While scavengers and treasure hunters have picked the surface clean, there are undoubtedly subterranean areas waiting to be explored



Arid and desolate, the wastes of the central desert are no place for the ill-prepared



An emir's palace. Such places are homes to the higher nobility, bureaucratic centers, and fortifications



Al-Wazir, City of Spires, is aptly named. This noble's house was constructed before the ban on erecting spires was enforced



This dry riverbed (wadi) makes an ideal road, but during seasonal rains it is subject to flash floods



A merchant's kiosk at an oasis. It is open for business only when a caravan is present.



The aftermath of seasonal rains. The water in this channel will soon evaporate. While a vital source of drinking water for explorers, it will also attract many beasts—even dragons need to drink



Sometimes, the only way forward is to take a lengthy detour. This is a view of the Desert Wall Mountains



Appearances can be deceiving. These may look like natural hills, but they are actually the remains of small pyramids, weathered almost to nothing but wind and time



Crossing this natural barrier will take time, patience, and plenty of water



View along a trade road



Where this is water, there is life. Despite the presence of crops, life does not extend far into the surrounding wastes



The home of a village headman or lesser noble

Treacherous terrain is frequent, and passes through the mountains few and far between

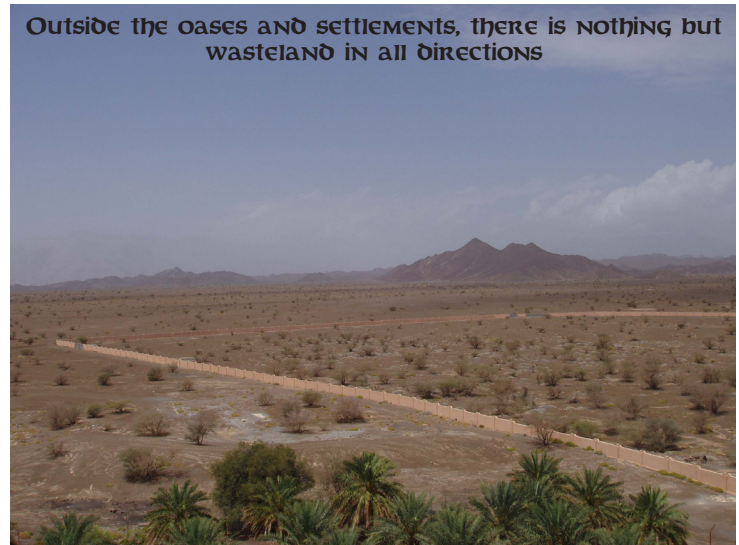


Getting to the top of a mountain often presents new challenges



A shop in a marketplace

Outside the oases and settlements, there is nothing but wasteland in all directions



A natural spring. From these innocuous beginnings are born the mighty rivers of Al-Shirkuh



Small town on the edge of an oasis

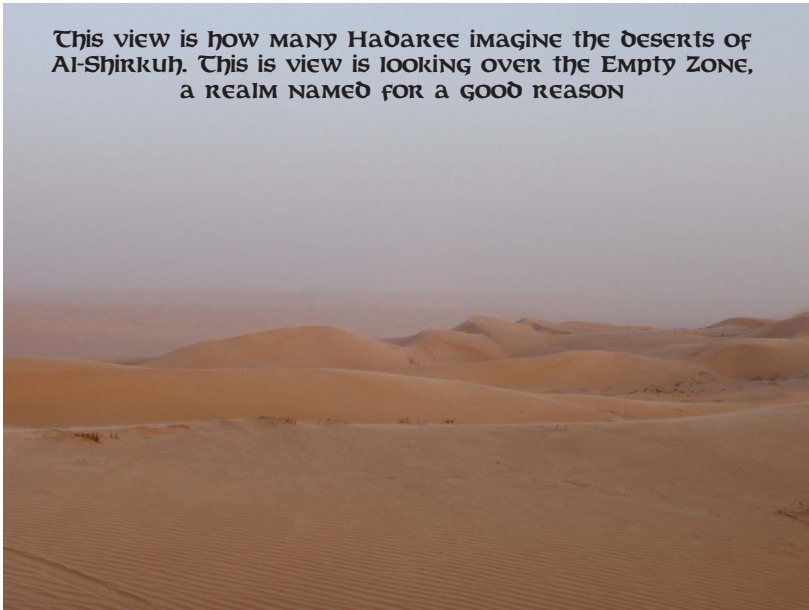


While the residents of small villages see the cities are grand places in their mind's eye, poorer areas are run-down, crime-ridden, and cramped

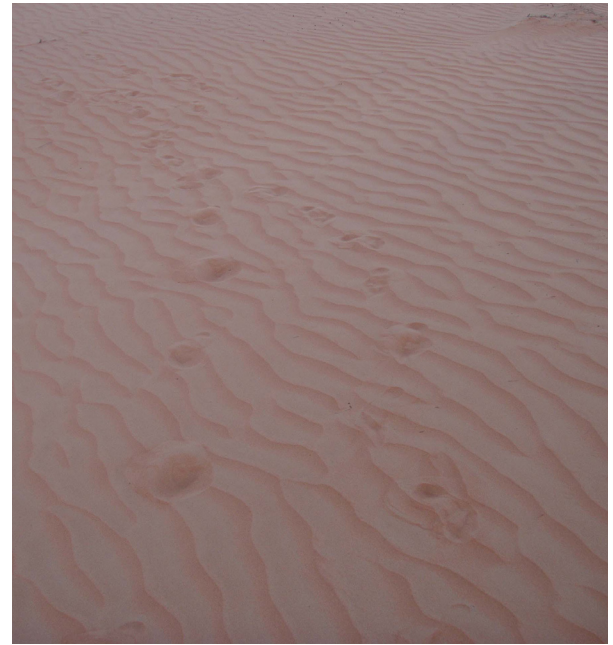
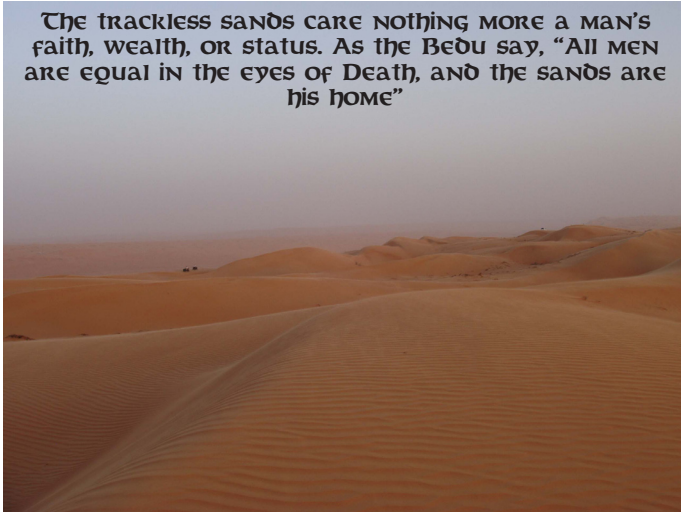


The Wastes dominate the central Jinn Lands of Old

This view is how many Hadaree imagine the deserts of Al-Shirkuh. This is view is looking over the Empty Zone, a realm named for a good reason

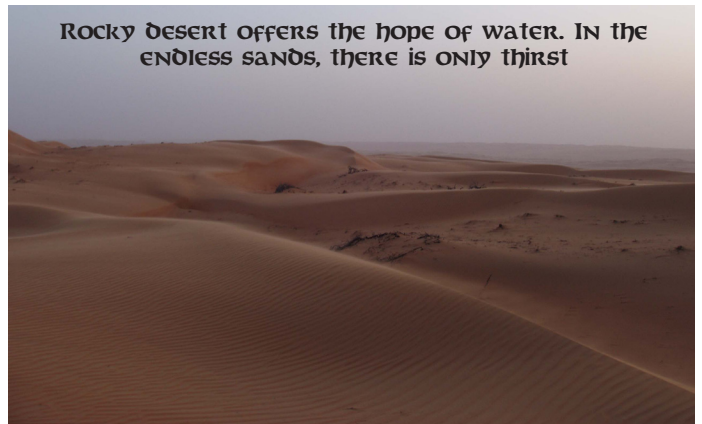


The trackless sands care nothing more a man's faith, wealth, or status. As the Bedu say, "All men are equal in the eyes of Death, and the sands are his home"



Only a fool thinks the desert deserted. Many creatures call the wastes home

Rocky desert offers the hope of water. In the endless sands, there is only thirst



When caravans call, oases temporarily transform into busy markets

Or is there? Two trees do not make an
oasis, but they do indicate water beneath the
ground



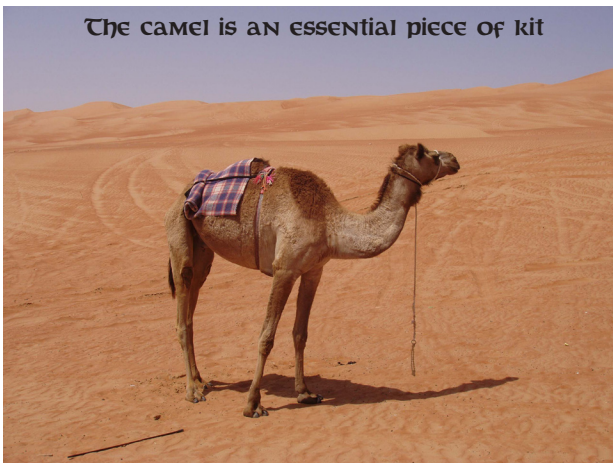
The works of man and jinn are but temporary. Only
the desert is eternal



By the standards of the Great Dune Sea, this
specimen is a baby



The camel is an essential piece of kit



Used in religious ceremonies and to scent
one's home, incense is valuable and much
sought after