BOOK 1: CAMPAIGN SETTING SOURCEBOOK

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Creatures of dark evil roam the lands in search of prey, while others rule a terrified populace from the safety of their throne rooms. Meanwhile, elven warriors battle expansionist human kingdoms to protect their forest homes, dwarven rebels plot the overthrow of their human conquerors, and the armies of hobgoblin kingdoms grow increasingly powerful. Spies and spellcasters seek knowledge and power for themselves and those they serve, and strands of their web-like plots reach into cities and towns across the continent. Ruins of ancient empires lie buried beneath burning desert sands, and their stories told in smoky back rooms attract brave fools eager for excitement and quick wealth. The streets are full of the brave and foolhardy, eager to draw steel and strike for little cause, and war between kingdoms is a constant occurrence. The courts of the nobility also hold mystery and intrigue, provided one can master social pressures greater than the threat of a giant's club or a dragon's fang.

These adventures and more are yours when you step into the Kingdoms of Kalamar campaign setting.

WHAT ARE THE KINGDOMS OF KALAMAR?

The Kingdoms of Kalamar campaign setting is named after the great Kalamaran Empire, which once covered much of Tellene. But time weighs heavily upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever. Still, its influence is felt almost everywhere in Tellene.

Tellene is a planet similar to Earth, but with a warmer climate. Many different races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and many types of monsters and other humanoids.

The lands of Tellene defined here in the Kingdoms of Kalamar campaign setting sourcebook are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

If you've never entered the Sovereign Lands before, I envy you. You're in for a rich experience that you'll never forget in all your many years of gaming to come. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the Kingdoms of Kalamar setting gives you the opportunity to do all this and more, without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

INCREDIBLY DETAILED, INCREDIBLY REAL

While filled with many of the fantastical elements that roleplayers love, the Kingdoms of Kalamar setting is fundamentally based on realism - within the context of the game, everything makes sense! We've made sure that things like languages, topography, trade routes, weather, political divisions and tensions all follow real-world patterns, so the longer you adventure on Tellene, the more it feels like a real world!

For example, each human or humanoid subrace has its own language. Thus, each place that race populates is named in the language of the people who live there. (An exception to this would be if the place was conquered, in which case the place name is often renamed by the victors.) This means the names are consistent. When you consider that this kind of consistency exists throughout all aspects of the world, you'll see how it makes sense, avoiding logical inconsistencies without sacrificing any excitement or adventure.

The wide variety of races also have an extensively detailed history and background, starting from their original migration to the main continent and continuing through the present year. The political entities have a similarly detailed background history. Each governmental body is fully described with their history of war and peace. Thus it is easy to work large military and political conflicts into your campaign.

THE PLAYER CHARACTERS ARE TRULY THE HEROES

While the mercenary band may be common, the adventuring party is rare, and no greater hero will step in at the last minute and save the day. No, the fate of many innocents depends on you - and you alone. You are the one who battles dragons, explores ancient tombs, and wields powerful magicks, while most common folk know only fear of
such things - if they know anything at all. Because the setting is driven by the actions of ordinary men, even a low-level PC can have a profound effect and shape the world with his actions.

Of course, player characters can't be everywhere at once. The world continues moving even when you are off exploring a forgotten dungeon somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when you are not around to do anything about it. What happens then? Well, usually the Vicelord has his way with her. You see, the non-player characters of Tellene are not inept; otherwise, they would not be worthy (or successful) villains. A world full of morons is no place to live. You need the good, the bad and even the so-so to populate your campaign to make the party's heroic deeds exceptional. After all, if everybody on the block is a superhero, nobody stands out.

**MAGIC IS SCARCE**

Warlocks, wizards and the like exist in Tellene, but they are uncommon among all of Tellene’s inhabitants. In some areas, they are quite rare, and the peoples in such areas believe most unusual (and seemingly inexplicable) events are a sign from one of many gods. The townsfolk easily confuse wizards - and especially warlocks - with clerics, and arcane spells may be misunderstood as miracles. Even in the greatest cities, there are no “magic item shops” where a character might purchase items or spells, although centers of arcane learning, the treasure hoards of vanquished foes, ancient ruins, and the temples of the gods may provide characters with the rare magicks they need.

**SOCIETY IS MEDIEVAL - FOR GOOD OR BAD**

On Tellene, only the most advanced societies use steel, including plate armor, and can fashion complex siege weapons. Most of the world uses iron, and less advanced cultures still use bronze (or even stone). There is certainly no gunpowder. Slavery of all races is common (and not considered “evil” by most people), the land is farmed by serfs and peasants (and not by magic), and so forth. While monsters and fantastical creatures exist, they are not so numerous that they begin tripping over each other.

**UNLIMITED CAMPAIGN POSSIBILITIES**

Dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Dejy nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle, and awake a power none could expect. Bold adventurers set off into the Khysdon desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of the cold north, while Slennish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into Tellene.

As you can see, the Kingdoms of Kalamar campaign setting offers a great variety of lands and cultures, each with their own unique flavor, and thus many different locations in which to base your campaign. Whether you prefer to join raiding parties in the cold barbaric north, step on board a pirate ship in a cosmopolitan bay area, explore ancient cities and dark jungles on a tropical southern isle, wage front-line combat in a matriarchal society battling Imperial legions, journey deep into the harsh desert homes of savage creatures, slip through the shadowed streets of cities ruled by ancient (and modern) evils, or whatever locale you desire, you can find it here.

**YOU CONTROL THE STORY**

Although the Kingdoms of Kalamar setting is designed as a scarce magic, realistic world under the shadows of war and racial tensions, its story is not written in stone. Adventure hooks are written as rumors, not facts - the DM decides which are true, and which are not. Plus, while some areas may become more detailed in other supplements, the timeline will not change. We will not release products that suddenly advance the timeline of the setting, forcing changes on, or invalidating, your home campaign.

While primarily a guide for Dungeon Masters, this book does include rules for players as well. Generally, these rules provide the player with colorful options specifically designed for this setting. Ultimately, however, the DM decides which rules to include in his or her own Kingdoms of Kalamar campaign. You will find these rules indicated in small boxes, often like this one, set apart from the main text.

The DM will need this worldbook for the maps and full details concerning the lands, cities, deities, secret organizations, languages and other aspects of Tellene.
Section 1: Brandobia
Pages 20-39

Section 2: Kalamar
Pages 40-75

Section 3: The Young Kingdoms
Pages 76-99

Section 6: Svimohzia
Pages 140-162
How to Read This Book

This worldbook details the continent of Tellene, its regions, the major countries of each region, and the largest or most notable cities, towns, and villages of those countries, and their prominent customs and inhabitants. Of course, this is a lot of information to try and swallow all at once. If you’re the kind of person who enjoys sitting down and reading a history book from start to finish, you should tackle this tome the same way.

On the other hand, if you’re just looking for somewhere to drop a new campaign, and you don’t want to learn about the entire continent before you start, you should skip around. Try opening up the book at a random page and just start reading! When you find a potential adventure idea that you’d like to expand upon, read other sections that touch upon that idea.

For example, let’s say you flip to the evil Theocracy of Slen, where torture and cruelty are a way of life, and you see this passage: “Grand Theocrat Toth Senkan keeps a small but formidable army of depraved and fearless lunatics. They constantly battle with Shynabyth for control of the northern Gadra Uplands.”

From here, you might read more about Slen, then skip over to the section on Shynabyth and read that. You might also want to look at the regional map and see where the borders of these lands meet, and pick a nearby town to drop your players into. Or, if Slen doesn’t interest you, just flip to another random page and continue from there!

New Rules

You can find rules set apart in sidebars, or in sections of their own, as follows:

**Animals (Mounts)**
- Gaketan Mare p66
- Dhrokkeran Charger p103
- Highland Dancer p151

**Equipment**
- Brigandine Armor p96
- Sittik Venom p117
- Lamellar Armor p131
- Cord Armor p155

**Feats**
- Channel Divinity feats p233

**Magic Items**
- Edarn’s Ring of Vanishment p34
- Kargi Mourn p115
- Mother of Pearls p132

**Races**
- Half-hobgoblin Racial Traits p153

**Wizard Spells**
- Shathy’s Pestilence p108
RACES AND CLASSES

CHARACTER RACES

Many different races of beings populate Tellene. The six predominant human races share the world with dwarves, elves, gnomes, halflings, hobgoblins, orcs and a wide variety of other humanoids. In a Kingdoms of Kalamar campaign, a number of races are available for players. The standard races described in the D&D Player’s Handbook are present on Tellene, although they often have different names. See Chapter Two: Races of Tellene for more information.

Eladrin are little known to the humans of Tellene, most of whom see them only as half-elves or tall elves. The most likely places for eladrin to appear are in or near high elf cities, the Fhokki village of Trarr, or any similar area where the juncture between planes is weak.

Dragonborn are extremely rare, but may be introduced as a small, depopulated tribe constantly battling undead for their share of the Khydoban desert. Tieflings are even rarer, and have no lands of their own, though you may bring them in as unique characters (perhaps in Trarr). Note that most inhabitants of Tellene will assume dragonborn and tieflings to be monsters, and treat them accordingly.

What you may be pleasantly surprised to see are the many varied racial types of humans, and the fact that the hobgoblin race has become far more civilized (by human standards) than the other humanoids. The hobgoblins have established a foothold amongst the other advanced races by establishing the kingdoms of Ul-Karg and Norga-Krangrel, though other scattered tribes do exist elsewhere.

Orcs, while they still exist, lack both the prominence and the numbers of the hobgoblins. We even encourage you to choose a hobgoblin (see the D&D Monster Manual glossary) or a half-hobgoblin (in this book) as a player character!

CHARACTER CLASSES

Many of the classes described in the D&D Player’s Handbook have significant new opportunities in the Kingdoms of Kalamar campaign setting. For example, clerics may choose from forty-three patron deities, with access to new feat powers and information on advancing ever higher through the ranks of the church. This section clarifies what background works best for characters of a certain class.

Cleric: Clerics on Tellene adhere to their faith’s strictures very closely, and for good reason. While the gods allow worshipers and followers some latitude with respect to their beliefs and practices, clerics must follow the faith’s doctrine strictly.

Fighter: Fighters are ubiquitous. They appear among village militia, powerful monarchs and everywhere in between. Members of any race anywhere might be fighters.

The most savage, barbaric fighters hail from the harshest climates and locales of Tellene. Barbaric elves live in the Voldorwoods, while other races provide examples from the Obakasek Jungle, the Vohven Jungle, Torakk, Drhokker, Skarrma, the Khydoban Desert, the Lopoliri Mountains, the Brindonwood and Ul-Karg. Barbaric Dejy, for example, hail from all across Tellene, even in civilized lands such as Ek’Gakel and Pekal.

Paladin: The virtuous paladin can be found among people of like mind or in the midst of evil, where she does her best to reduce their harm from within. Being a product of certain cultures and mindsets, most paladins hail from civilized nations. Few paladins originate in the Wild Lands, the Voldorwoods or the Brindonwood.

Ranger: Rangers are woodsmen that live in any wilderness. While primarily forest-dwellers, they might also live on the rocky islands off the coast of Mendarn, the vast Drhokkeran Plains, or the steep Ka’Asa Mountains. Rangers live where nature remains untamed.

Rogue: Tellene’s rogues, whether scoundrel or saint, live virtually everywhere. If they have a concentration anywhere, it is among the wealthy experts and craftsmen of the Reanaaria Bay.

Warlock: Among all races, certain individuals have the talent of innate arcane spellcasting, and warlocks appear even among some brutish humanoids. Adventures might meet benign or dangerous warlocks anywhere.

Warlord: The constant clash of military arms on Tellene, particularly between the Kalamaran Empire and its former holdings, allows the warlord class to prosper. Warlords on Tellene are usually human, dwarven, hobgoblin, or half-hobgoblin, but other races are possible.

Wizard: The demanding scholarly life of a wizard makes them scarce on Tellene. Given the need of most typical wizards for paper and proper writing instruments, wizards almost never come from the fringes of civilization. That said, a wizard might hail from almost any conceivable civilized location, though they are particularly scarce in the northeast.
With few enemies to challenge them, save small groups of unorganized gnolls, a tribe of humans quickly settled the entire western coast of the mainland – to become known as Brandobia. Humanoids were welcomed at first, for the elves taught the Brandobians the basics of magic, seamanship, shipbuilding, and age-old fighting tactics, while halflings taught them advanced farming techniques. Yet, eventually, human arrogance took over and those with ‘true’ Brandobian blood began to take power.

In time, the Brandobians began to persecute their humanoid neighbors and all foreigners, even non-Brandobian humans. The elves withdrew into the Lendelwood, but the Brandobians were not content with this and soon mounted an attack, though the elves easily defeated them. Humiliated, the Brandobian king insulted the elven ruler, but the elven king merely laughed, blessing the human with fruitful loins. His queen soon gave birth to triplet boys who, as they matured, fought amongst themselves and eventually divided Brandobia into three separate kingdoms – Cosdol, Eldor and Mendarn. A fourth realm to the south, which outsiders often consider part of Brandobia, is known as Pel Brolenon.

Eventually, Brandobian influence reached the Odril Hills and the orcs that dwelled there. Many Brandobian exploration parties vanished while scouting the hills and mountains to the north. Then, without warning, vast hordes of orcs swept out of the Krond Heights. The humanoid warriors easily vanquished the inexperienced human armies.

Only the most skilled Brandobian troops, trained in age-old elven fighting techniques and magic, supported by a full legion of halfling slingers, succeeded in driving off the orcid armies. The orc raids became a periodic event. Every ten to fifteen years, an army of orcs would descend from the mountains. The Brandobians, through training and experience, were soon able to fend off the raids without humanoid assistance.

The elves educated the Brandobians in seamanship and shipbuilding. Soon the humans learned to navigate the open water of the high seas with some expertise. They primarily used single-masted galleys that could be rowed if necessary. With these vessels, Brandobian kings sent off countless ships to conquer, colonize or enslave the nearby islands. Their efforts resulted in the establishment of dozens of colonies. Brandobia drained its colonies of resources and fast became one of the most powerful empires in ancient Tellene.

The Brandobian army even fended off the mighty Kalamaran armies of Fulakar the Conqueror when they came across the Legasa Peaks via P'Bapar Pass. Fulakar’s Imperial army was an experienced fighting force composed of veterans of many wars. The ensuing campaign was a bloody one; the armies nearly destroyed one another. At Coniper Gap in the Napalago Hills, the Brandobians made their final stand. The volunteer halfling slingers broke the final Kalamaran cavalry charge that would have surely scattered the remaining Brandobian troops. As a result of the battle, Fulakar was forced to settle for a draw, holding only P’Bapar Pass rather than all of central Brandobia. The Brandobian King claimed victory and gave little credit to any of their allies.

The Brandobians had come to see themselves as superior to the humanoids and all other “lesser” races. They even credited themselves with teaching the elves magic and the halflings how to grow carrots. Soon only pure-blooded Brandobians held offices of power. The Brandobians persecuted their humanoid neighbors and all foreigners, even non-Brandobian humans.
When the elves had enough of the humans’ arrogance, they withdrew into Lendelwood, content to wait for the short-lived humans to die off. The Brandobians were not content with driving the elves into the forest. In an effort to force all elves from the area, they mounted an attack on the Lendelwood. The elves ambushed the humans and easily defeated them in the first major clash.

Humiliated, the bitter Brandobian King threw insults at the elven ruler. The elven king responded with laughter and a magical blessing for fruitful loins. Less than a year later, the queen gave birth to triplet boys.

As the princes matured, each felt that he was the rightful heir to the throne. When the king died, all three brothers claimed the crown. The country fell into chaos as the brothers vied for control. The nature of the elven curse finally became apparent; Brandobia tumbled into a bitter civil war. After three years of bloodshed, the brothers ultimately agreed to divide the country into thirds. The strongest brother, Clond Endremin, who had the largest following of commoners, claimed what is now Eldor. The middle son, Avbron Endremin, ruled Mendarn. The weakest brother, Veseln Endremin, held sway over what is now Cosdol. The Lendelwood remained under elven influence, as none of the brothers was foolish enough to challenge the elves for control of the forest.

Many Brandobian merchants held large financial interests in the various colonies. Most of the merchants had established themselves in Dalen (now the Eldoran capital) and when Brandobia divided, all the colonies pledged their loyalty to Clond. Cosdol and Mendarn remain bitter with this state of affairs and often use everything short of open war to gain advantage with the Brandobian colonies.

### The Kingdom of Cosdol

When Brandobia divided, those skilled in the use of magic, mostly elves and half-elves, fled to the solitude of the north in fear of persecution. Veseln, the youngest Endremin brother and a skilled conjurer, was the first king and the founder of Cosdol (population 650,000). Today, Archmage Welren, a great-grandson of Veseln, rules Cosdol. He has ruled for over a century, using magic to extend his life beyond that of a normal human.

Cosdol’s population remains a peaceful collection of magicians and merchants. The merchants deal in furs, rare oils and perfumes made from trapped animals. In season, the fishing off the coast is good, and inland wild game (caribou and elk) is plentiful. Towers surrounded by smaller buildings dapple the Cosdol countryside. Stone walls circle many of these clusters of structures. Such walls keep out the many fearsome beasts of both natural and supernatural origin that roam the open wilderness.

Large numbers of humanoids dwell in Cosdol. In fact, humans are in the minority behind elves and half-elves. Further north, humanoids populate small towns and life there can be quite dangerous. The town of Dorndern, located in the north along the Omdal River, houses a vast library frequented by humanoid shamans.

Welren inherited his forefather’s ill feelings from the time Brandobia split. Thus, Cosdol is on friendly terms with neither Eldor nor Mendarn. Eldoran goods are heavily taxed. Merchants do, however, trade with some Eldoran border towns. Foreign trade occurs primarily through P’Bapar. Cosdolite merchants also trade Foodstuffs and textiles to some civilized tribes of orcs, goblins and hobbgoblins living in the Odril Hills and Krond Heights for metals and minerals.

Religious tolerance ebbs high here, but many evil religions are still found only in the northern territory. The Temple of Enchantment, the Founder’s Creation, the Fraternal Order of Aptitude and the Face of the Free are favorites among the populace. The Temple of the Patient Arrow, Order of Agony, Church of Endless Night, the Temple of Sleepless Nights and Assembly of the Four Corners also have significant followings in Cosdol.

Cosdol’s powerful magic schools and guilds base themselves in Cosolen, the capital. Cosdol’s military is also centered in Cosolen. The standing army numbers 1,000 pikemen, 800 heavy foot soldiers, 1,400 mounted troops, and 500 archers. The standing army enlists the services of several powerful wizards and many junior wizards. In times of war, there may be in excess of one wizard for every 100 soldiers.

### Cosolen, Capital of Cosdol

**Called Capital of the Fay Outside of Brandobia**

**(For its Concentration of Elves)**

**Population:** 39,100 Brandobian humans, elves, and half-elves.

**At a Glance:** Cosolen is shockingly crowded, and many of the people are ragged, injured, or just plain poor. Gate guards ask strangers how long they intend to stay and search their belongings to see if they are bringing everything they own. A year ago, a tidal wave struck the eastern coast of Voldor Bay and destroyed many of the villages there. The survivors, who suspected the incident was an attack by an unknown magical force, came to the capital to live.

**Government:** Cosolen is the capital of the Kingdom of Cosdol, and by tradition, the Royal Heir rules it directly as his fief. Prince Sevlen spent eleven years practicing magic full time. Unfortunately, since the death of one of his father’s principal councilors he has had to abandon his scholarly studies to devote more attention to the kingdom.

**Economy:** Refugees, who brought skills but little food, burden the economy. Winter was harsh, and Cosolens resented the intrusion. A bountiful harvest has helped ease the resentment and given the immigrants work. Normally, the city imports what it needs from P’Bapar via the pass, and trades food and textiles to civilized humanoid tribes in the east for iron and copper.

**Military:** The prince takes a direct hand in both organization and leadership of the military. The garrison allows Sevlen to draw upon 200 each light and heavy infantry, pikemen and archers. These troops are familiar with fighting against wizards, skirmishers, and monsters—an array of experiences unavailable to most armies on Tellene. Their morale is high, and they practice against each other often.

The major military threats come from the goblins and frost giants ranging far from their homes in the Krond Heights and bloodthirsty orcs from the Odril Hills. Pirates do not trouble the city because the constant fog in Voldor Bay makes sailing hazardous.
standard and open part of society. This awkward arrangement means that a thief has access to every lock in the city, but it also means that the government knows where to look for anything that turns up missing.

From time to time, a pirate ship shoves into port, stirs up trouble, and leaves within a day. While that is usually the end of their mischief, they sometimes leave with one or two extra bodies - either conscripts or foolish youths who expect a life of adventure and wealth with the pirates.

**Interesting Sites:** The Peg Leg Tavern caters to the sailors and others who make their living on the sea. The place has a reputation for helping people find work, so a person seeking to hire a crew could find a captain, officers, and deck hands within a matter of hours. Unless the person doing the hiring uses spells, however, the Golden Alliance manages to sneak a spy into every crew.

**Special Notes:** A mysterious figure walks the streets of Nenehi at night. The figure is Terrus Dyrrn, a lich in search of his stolen phylactery. The lich has tracked the thief to Svimohzia from distant Bynarr, where the lich normally resides. Dyrrn uses magic to appear as a Fhokki ivory merchant, and his natural accent and history makes the ruse very effective. He does not willingly fight anybody because of the dangers involved with an absent phylactery, but he is no pushover if a battle ensues.

**ZOMO-WIM**

**Population:** 19,100 Svimohzish humans

**At a Glance:** The city sits on a high mound, and a wide ramp leads to the only gate in the city's thick walls. Narrow arrow slits conceal watchful crossbowmen and tiled turrets spear the sky. Unlike some other cities, no peasant homes lean against the outside of the walls; the archers have a clear shot for a hundred yards. Roads extend east to Nenehi and north toward Anowhizh.

**Government:** This distant Ozhvinmish city is considered a wild and dangerous place by its neighbors to the north. Duke Nishmani, who controls a large portion of the southern lands, has the same reputation. The Duke is proud of his city and alternately enjoys and curses his roguish image.

Control in the city is largely centered in the powerful clerics. Nishmani is a pious man and respects the rights of others to practice their religion (although the right not to practice any religion has never occurred to him). Tithing to one faith or another is mandatory by law.

**Economy:** Strange artifacts from the Awhom Forest are the most exotic and highest priced items sold out of Zomo-wim, but they are also the rarest. More common resources are lumber and the bright horses for which the island's eastern plains are famous.

**Military:** Cavalry has been a part of Zomo-wim since before the Coming of Miznoh, and the city relies on 300 heavy horsemen to protect it (scale mail, light or heavy shield, and sword). The number of hobilars in the army has recently increased due to the frequency of fighting in and around the Awhom Forest, where horses are useless. The hobilars now number over 600. They follow the innovative and reliable Captain Nahlavi, a knight whose family has been an important part of Zomo-wim for centuries. Nahlavi bears a scar he acquired within the Vohven Jungle, but he will not discuss his reasons for being there or the origin of the scar.

**Temples:** All faiths have followings in Zomo-wim. The Halls of the Valiant, the Assembly of Light, the Temple of the Three Strengths, and the Temple of Armed Conflict are popular, especially with the soldiers. Other influential faiths include the Order of Thought, the House of Solace, and the Parish of Love.

The Temple of the Three Strengths operates a sprawling monastery six miles west of the city. Its 25 followers practice prayer, exercise, and train in the faith's exotic martial arts daily, regardless of weather.

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**Highland Dancer**

<table>
<thead>
<tr>
<th>Large natural beast (mount); Soldier 2; XP 125</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative: +6</td>
</tr>
<tr>
<td>Senses: Perception +5; low-light vision</td>
</tr>
<tr>
<td>HP 39; Bloodied 19</td>
</tr>
<tr>
<td>AC 18; Fortitude 13; Reflex 17; Will 11</td>
</tr>
<tr>
<td>Speed 10</td>
</tr>
<tr>
<td>Kick (standard; at will): +9 vs. AC; 1d6+2 damage</td>
</tr>
<tr>
<td>Sure Footing (while mounted by a friendly 3+ level rider; at will) + Mount</td>
</tr>
<tr>
<td>The highland dancer can move into difficult terrain at a cost of only 1 extra square of movement per every 2 squares of difficult terrain, instead of 1 extra square per 1 square of difficult terrain.</td>
</tr>
<tr>
<td>Trample (standard; at will): A highland dancer can trample like a standard warhorse (see the D&amp;D Monster Manual), with an attack of: +7 vs. Reflex and 1d6+3 damage, knocking the target prone.</td>
</tr>
<tr>
<td>Alignment Unaligned Languages – Str 16 (+3), Dex 20 (+6), Con 15 (+2), Int 5 (-1), Wis 11 (+0), Cha 12 (+1)</td>
</tr>
</tbody>
</table>

Highland dancers are the bright and agile horses of the eastern plains of Svimohzia. These horses, although small among equines, are loyal, intelligent, and unnaturally dexterous. Their colors run from chalk white to charcoal gray, often with spots on the sides and legs.
Government: Like all Ul-Karg cities, Burzumagh is under direct military control. Grand Duke Patukhar rules the city and the Zamul Forest (at least nominally). He despises the minutiae of government and wants nothing more than to be in the field with his troops, but he rarely has the opportunity. Patukhar, despite (or perhaps because of) his obvious dislike of running the duchy, is a skilled administrator.

Below him, Patukhar has several captains who think his complaints are unfounded. If only they were the Grand Duke, the problems of economics, trade, and judicial law would not exist, or they would take up minimal time. These ambitious and fearless leaders are a constant threat to his position and their sedition spreads dissent among the troops.

Economy: The hobgoblins export teak, pepper, vanilla, and the hides of exotic animals from the Zamul Forest. Their principal import is salted or dried meat, since game is scarce in the forest. Furthermore, food taken from the jungle is sometimes highly toxic, even normally safe food.

Ronazagh's docks see Brolenese traders increasingly often in recent years. The traders come in search of more slaves, the unique Ronazagh exports, and strong hobgoblins for any empty benches in their galleys. Being largely cut off by land and distant from other ports by sea, these Kargi rely on the Brolenese traders for everything they need. Since the Brolenese merchants price these necessities accordingly, talented rogues often sneak in and make off with untraded merchandise while the visiting merchants are distracted with music, wine and exotic slave girls.

Military: With the mountains to the north and Ronazagh to the south, the military threat to the city is not great. Despite the safety, the army presence is formidable by human and humanoid standards. Twelve hundred soldiers in lamellar armor, longsword, and light shield guard the city and police its streets. Patrols in platoon strength (30-40 strong) make regular marches through the streets.

Tullum is a deadly swordsman known for his willingness to cheat in duels and for his legendary stamina. Tullum once suffered over 100 nicks, cuts and even serious stabs in a duel that he won. Under his tutelage, his company of soldiers has become possibly the best warriors in Tellene outside of Kabori's 1st Legion. It infuriates Tullum to no end to see another one of his soldiers wasting away to disease every time he walks out of the city's gates.

Temples: The Rotlord, not the Dark One, is the principal god in Burzumagh. Disease lives in the Zamul Forest and the hobgoblin who lives under its shadow learns to deal with sickness as unavoidable as the changing of the seasons. Rare is the hobgoblin without scars from pox or other signs of disease.

The Church of Endless Night's temple is an underground temple worshippers may enter only by a basement-like door outside of the Grand Duke's Keep. Pitmaster Kurgaz is under tremendous pressure from his seniors to restore his faith to the principal position in the city. They cannot understand how difficult it is to change the minds of the citizens of Burzumagh with every dinner table missing a family member due to disease.

Mages & Sages: The hobgoblin wizard Tanagazh is known for supposedly creating the terrifying spell breath of Zamul, which he

Half-hobgoblin (Sil-karg) Racial Traits

Ability Scores: +2 Constitution, +2 Charisma
Speed: 6 squares
Vision: Low-light

Size: Medium
Average Height (male): 4'10" + 2d10"
Average Weight (male): 160 + 3d20 lbs.
Average Height (female): 4'6" + 2d10"
Average Weight (female): 120 + 3d20 lbs.

Languages: Hobgoblin, Merchant's Tongue, one regional human language. (On Tellene, a stronger race nearly always dominates goblins - most commonly the hobgoblin race. Thus, the Goblin language is little more than a dialect of the ancient Hobgoblin tongue.)
Skill Bonuses: +2 Endurance, +2 Insight
Honorable Strike: You can use honorable strike as an encounter power.
Dual Heritage: As a sil-karg, you may select any feat normally restricted to humans, hobgoblins, or sil-karg, provided you meet any other requirements for that feat.
Group Confidence: Your presence in a group grants allies within 10 squares of you a +1 racial bonus to Insight checks.

Honorable Strike (Sil-karg Racial Power)
Use: Encounter
Components: Martial, Weapon
Action: Standard
Range: Melee Weapon
Trigger: You offer a creature the option of surrender, but it refuses.
Target: The creature that refused to surrender.
Attack: Strength vs. AC
Hit: 1[W] + double Strength modifier damage
Welcome to the Kingdoms of Kalamar® Atlas. For those with a love of maps and graphically presented charts, this is the book for you! Crafted in the useful style of a scholarly real-world atlas with plenty of graphs, charts, illustrations, maps and indexing, this supplement details the essential nature of the Kalamar fantasy campaign setting world, Tellene. One look and you will realize this is a book for the ages. Aside from zoomed-in, detailed topographical maps, this atlas defines each nation's population and wealth concentrations, raw materials, imports and exports, military deployments and dialect languages. The Kalamar Atlas also defines coastal currents, seasonal winds, climate, temperatures, rainfall and vegetation.

This atlas gives you the fine detail that will really make your campaign come alive. But you should not feel confined by what we have presented here. This book gives you more information on the world of Tellene presented in a logical and organized manner that will give you more options and ideas with which to craft your stories. If your campaign currently has other small towns (or even larger ones) placed on your maps, no need to worry; simply add those same towns to the atlas in place of others. If you are concerned with the resultant effect on the population, simply look for a comparably sized city when you make your placement. If you are unwilling or unable to find such a substitute, try the following: increase the populations of the cities/towns adjacent to the one you are replacing and cascade that effect down to the second- and third-closest cities. Look for similar-sized cities already on the maps to help you adjust the secondary and tertiary city populations.

### Map Page Guide

At right is an example of the full-color maps featured in this book. The top three-quarters of the page is a detailed topographical map that shows the precise elevation above or below sea level of each region of Tellene. A bathymetric color range indicates the depth of lakes, bays, seas and oceans. A complete guide to map symbols and both the topographical and bathymetric color range used in these maps can be found on page 280.

Featured on each page of the Kingdoms of Kalamar Atlas are the appropriate region names (Kalamar), major geographical features (Rolutel Forest), and river systems (Badato River) including wetlands, tributaries and oases. In the example at right, Bet Kalamar and Oloseta are large port cities surrounded by smaller settlements. Many types of roads radiate outward from centers of commerce. Seafaring traders know the location of even the tiniest islands in the Kalamaran Bay. DMs and players will find that the level of detail in these maps enhances the realism of the Kingdoms of Kalamar setting.

Appearing below the main topographical map is a small navigation square and a list of the top twenty inhabited settlements shown on this page's topographical map. Settlements appear in the top twenty list in descending order from the most populated city on the page. If an area is relatively uninhabited, as is the case with the remote Krond Heights and the Obakasek Jungle, there may be very few settlements of appreciable size included in the top twenty guide. The navigation square is a handy reference for the DM or player who needs to quickly find the Atlas page where an adjoining topographical map appears.
FEATURES OF THIS BOOK

TOPOGRAPHICAL MAPS

Most of this book is comprised of detailed topographical maps that show varying elevations, water drainage (rivers), lakes, islands, cities, towns, large villages and the roadways that connect them. Each topographical map page (starting with page 281) contains a set of coordinates designed to help you understand how that particular map subsection fits into the larger whole of Tellene. Further, each topographical map page lists the top twenty population centers on that page. For a detailed alphabetical listing of all the population centers defined in this book, see Appendix D: Tellene Primary Population Centers on page 445.

POPULATION CENTERS

This atlas focuses primarily on urban centers comprised primarily of dwellings located on the surface of Tellene. These, by their very nature, tend to be human population centers, though certain non-human civilizations such as elves and hobgoblins also build more traditional population centers. These non-human cities, towns and villages are shown where they exist above ground, but these are admittedly rare. This is not to say that more settlements of this nature do not exist on Tellene, but rather the monstrous inhabitants are merely not commonly recognized as permanent settlers with valid claims to the land by the human-centric societies that pervade the Sovereign Lands.

FORESTS

Only major, impassable or particularly famous forested areas are shown on the topographical maps. Dashed lines on the topographical maps meter out the boundaries of such woodlands. It should be noted, that smaller, less dense or relatively minor forests exist wherever the climate supports them. Indeed, small copses of trees can spring up in all but the harshest of climes (see Appendix B Land Types of Tellene for details on where and what types of vegetation are commonly found on Tellene). Thus, we have left the possibility open for DMs to take advantage of this by placing appropriate wooded areas where and as necessary to further their campaigns.

OCEAN CURRENTS AND WINDS

Maps on page 423 through 425 show the prevailing ocean currents and seasonal wind patterns for Tellene. Many of these are named in the Merchant’s Tongue language by the trade they facilitate (South Trade Wind) or by a terrain feature or region they pass by (Ka’Asa Sweep). Some regional winds are even named in the language of the people that inhabit that particular area (Freytark Wind which means “ice bite” in the Fhokki language).

RESOURCE MAPS

As described in the Kingdoms of Kalamar campaign setting sourcebook, trade occurs throughout Tellene on a wide scale. Sophisticated merchants and sailors bring goods back and forth from nearly every corner of the Sovereign Lands. The resource maps on pages 426-433 will help you recognize the areas that have ample resources to trade. A comprehensive list would of course be far too lengthy to be of value and would likely change based on a myriad of factors including weather, seasonality, local and distant supply, political climate, etc. Rather, included are the major trade goods in order to portray the significant interdependence of the various nations and peoples of Tellene. These maps also define the primary ocean trade routes that facilitate much of the international commerce on Tellene.

ROADS

There are five basic levels of quality defined for the roads in this atlas and they are designated as First Rate through Fifth Rate.

First Rate: This quality class defines the primary roads or highways of the Kalamaran Empire. These roads are wide, paved, extremely well built and have superior drainage. They are often made of well-fitted paving stones supported by over three feet of packed stone, gravel and cement. These roads are used to facilitate trade and deploy troops.

Second Rate: This quality class generally applies to First Rate roads in a state of disrepair or roads of an original construction quality somewhere between First and Third Rate.

Third Rate: This quality class describes secondary roads in the Kalamaran Empire or main throughfares in places such as Brandobia and Svimohzia. These roads are, for one reason or another, not up to First Rate standards. Kalamar’s secondary roads are made of packed earth. Brandobia’s main roads are paved but narrow and not cambered as well as Kalamaran roads, if at all. In other areas such as the Wildlands or Reanaaria Bay they may be timber roads. Timber roads are generally sturdy when new and help prevent excessive wheel rutting during rain or snow storms.

Fourth Rate: Roads with this rating may be Third Rate roads in a state of disrepair, or are otherwise inferior in some way such as not having any designed drainage or inadequate drainage, unpaved, or even just having rough split logs or narrow bands of paving lain so that wagons don’t make ruts in the mud. Secondary roads in Brandobia and Svimohzia are of this type.

Fifth Rate: These roads are tertiary tracks that connect small villages and farming communities and tend to meander more than larger roads. These dirt paths are generally overgrown and weather damaged, but are still discernable from enough use that one can use the path to get about in a remote area. Beyond this class are trails in certain areas that see little use. These are often in regions unsuitable for roads. Trails are not discernable from wear but often show the best way through rugged terrain by markings left from previous travelers. Of course, such an arrangement is rife with mischief as unscrupulous individuals and monsters alter, damage or even remove trail markers.

As one can see from the previous discussion, a primary road implies something entirely different depending upon which region of Tellene is being discussed. Primary roads in Kalamar fall into the First and Second Rate categories while primary roads in Brandobia, Svimohzia and the Wildlands fall into the Third Rate category.
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