

# Kingdoms of Kalamak

## PLAYER'S PRIMER







# PLAYER'S PRIMER: A GUIDEBOOK TO TELLENE

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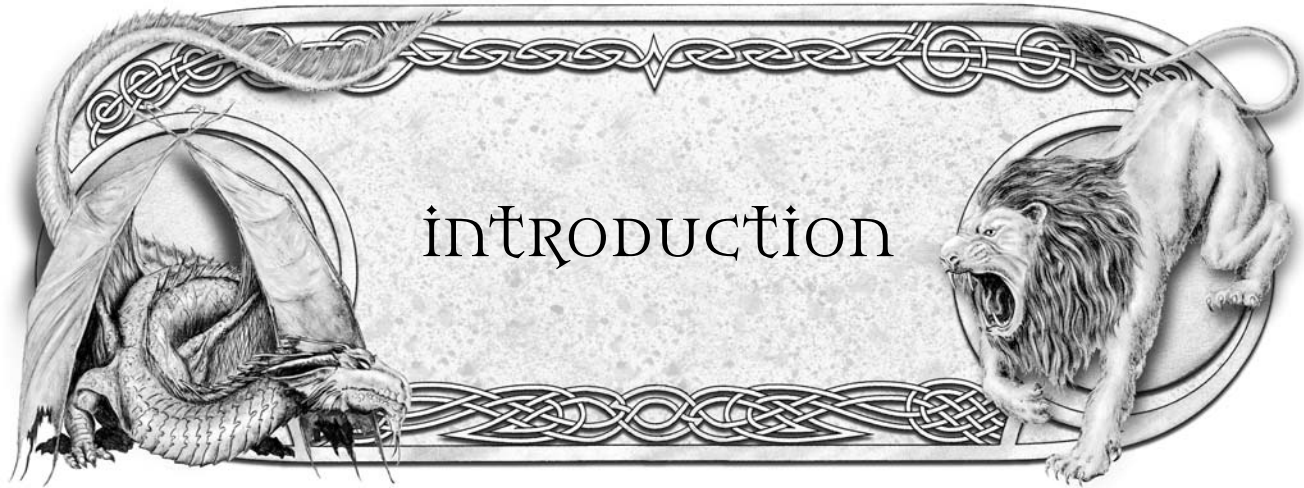
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### WHY THE KINGDOMS OF KALAMAR® CAMPAIGN SETTING?

The KINGDOMS OF KALAMAR setting describes the world of Tellene, a vibrant world alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. This robust world consists of many detailed lands and cultures, both human and humanoid, that are rife with adventure possibilities. On Tellene, fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and medieval technology and culture come face to face with magic and the fantastic. Tellene combines the best of a realistic medieval world with all the elements of fantasy you have come to enjoy. While nearly any campaign setting suffices for a single adventure, your characters will find the KINGDOMS OF KALAMAR setting to be an engaging game world to explore long after the novelty of the "tourist bazaars" has worn thin.

The underlying strength of the KINGDOMS OF KALAMAR setting comes from its geo-historical basis. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, lakes, rivers, forests and other geographical features all follow examples from the real world. This attention to detail clearly shows a setting built from the ground up, from the direction of the prevailing winds to the plate tectonics. No glaciers lie in the middle of warm lakes nor huge jungles in temperate latitudes. The KINGDOMS OF KALAMAR setting becomes the invisible backdrop for the real action: you.

The player character becomes the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You shape the campaign world through your actions, not the other way around. Tellene, like few other campaign settings before it, offers you the opportunity to be a world-shaper. Life in Tellene grows from ordinary men and women with extraordinary courage and resolve. This setting gives you the information you need to allow your players to become one of those people. But fear not, for all the detail and background history that this setting provides add depth to your adventures without confining them. The KINGDOMS OF KALAMAR setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when they spend weeks exploring long forgotten ruins or dark forests 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 heroes are not around to do anything about it. What happens then? Well, sometimes the princess escapes, but more often the Vicelord has his way with her. For the NPCs of Tellene are not inept, else they would not be worthy (or successful) villains. A world full of morons is no place to live. The good, the bad and even the so-so must transpire in the campaign in order to make the party's heroic deeds exceptional. After all, if every person on the block is a superhero, nobody stands out.

The KINGDOMS OF KALAMAR setting is designed to enhance your D&D experience by providing a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons the KINGDOMS OF KALAMAR setting is such an enjoyable world to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that he or she will have an important place in the world of Tellene.

The KINGDOMS OF KALAMAR setting also provides a realistic, dynamic world for your character. Every sort of adventure can be found on the continent of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the KINGDOMS OF KALAMAR setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the KINGDOMS OF KALAMAR setting, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets the KINGDOMS OF KALAMAR setting apart is its ability to give 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.

## ABOUT THIS BOOK

Welcome to the Player's Primer! This book provides the basic details of life in the KINGDOMS OF KALAMAR campaign setting, and fills in all the details to flesh out the history of a Player Character (PC) or Non-Player Character (NPC). The Player's Primer is divided into several sections, each of which help a player recognize what their character knows and what they believe (often the two are quite different). To accomplish this, the Player's Primer details several factors such as race, religion, profession and place of origin. These factors represent the many influences that affect a child's growth.

Those who are familiar with the KINGDOMS OF KALAMAR campaign setting and the KINGDOMS OF KALAMAR *Player's Guide* might note that some of the material presented seems to conflict with other sources. This is because the material presented here represents the beliefs of the average person, and is not necessarily the truth. After all, rumors of bizarre rituals of wild foreigners in far off lands persist, whether untrue or not. In these cases, the Dungeon Master (DM) always has the final say in all matters.

This book is organized as follows:

### CHAPTER ONE

Chapter One details what a character would reasonably know based on their place of origin. This includes their views on race, religion and government, along with local history and superstitions. Each geographic area is covered separately, so that you only need read the section relevant to your character's place of origin.

### CHAPTER TWO

Chapter Two discusses professions common to most peoples on Tellene. After all, even the most dangerous fighters rarely chose adventuring as their first career. More than likely, they experienced some sort of work or apprenticeship in their youth that turned them against the simple life, but towards a life of adventure.

### CHAPTER THREE

Chapter Three focuses on religions, and how others view them, as well as how a devotee of one religion views other allied or opposing religions.

### CHAPTER FOUR

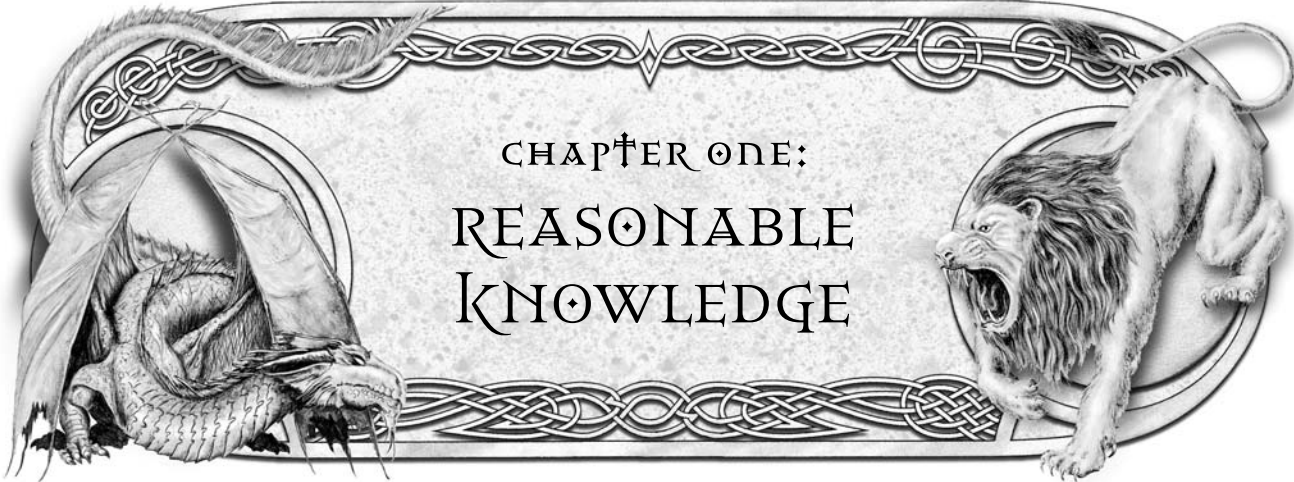
Chapter Four contains random name tables for all of the major human and humanoid races on Tellene.

### CHAPTER FIVE

Chapter Five includes the Quick Roll Background Tables. These help you to create a detailed character history, including information about other members of your family. This adds a degree of believability to your characters, and leads to a richer and more enjoyable roleplaying experience.

## WHAT YOU NEED TO PLAY

This campaign resource assumes that you have access to the player's core rulebook of the Dungeons & Dragons game: the *Player's Handbook* (PHB). DMs using this book for NPCs (or PCs under control of the DM) should have access to the *Dungeon Master's Guide* (DMG) and the *Monster Manual* (MM). This product uses updated material from the v.3.5 revision of the D&D rules, where necessary. As this book is compatible with the KINGDOMS OF KALAMAR fantasy campaign setting, it is also useful to have the KINGDOMS OF KALAMAR campaign setting sourcebook and the KINGDOMS OF KALAMAR *Player's Guide*.



## CHAPTER ONE: REASONABLE KNOWLEDGE

This chapter details a player character's general knowledge, depending on the region where they were raised. Along with typical beliefs about race, religion and government, this section also covers knowledge of local history and even superstitions. Each geographic region is covered separately, and is written from the perspective of the dominant (typically human) race.

Following each regional entry is a summary listing some facts about the region. Two Knowledge (local) DC (difficulty class) values follow the listed facts, the first being for inhabitants of that region, and the second for foreigners. If needed, DMs may adjust these DCs to differentiate between foreigners, such as those from an adjacent country and those from a far distant island.

### BRANDOBIA

#### AN OUTSIDER'S (HUMAN) VIEW...

"What's that? You want to know my thoughts on Brandobia? Why, I'm glad you asked – I consider myself something of an expert on that region. You see, the four kingdoms we know of today - Cosdol, Eldor, Mendarn and Pel Brolenon – were once part of an ancient empire that predated even the mighty Kalamaran Empire. Though they lacked the Kalamarans' expansionist attitude, the Brandobians were able to stop Fulakar's expansion to the west and made peace with the Kalamarans.

However, the arrogant Brandobians refused to acknowledge the assistance they received from the humanoids of the region, and war eventually broke out between the elves and Brandobians. The truce has been on the edge of being broken since the day it was signed. Then, a few years later, the nation erupted into civil war, as the sons of the King vied for control. When the dust settled, the empire was split into four counties, with the brothers ruling over three nations and refugees from the war ruling over Pel Brolenon. The elves kept hold of the biggest forest, of course.

Nowadays, the Eldorans usually don't even speak to those they consider the lesser races - everyone else. The Eldorans take their arrogance so far that the majority of them refuse to speak Merchant's Tongue even if they know it. Mendarn is somewhat more tolerant of non-Brandobians, but not by much. Cosdol, on the other hand, is very tolerant when it comes to the non-Brandobian, so much so that the capital city Cosolen is called the Capital of the Fey.

Pel Brolenon, now, you take my advice and stay away from there. This place used to be a utopia, but now it's just the slave capital of the world. The clerics of the Overlord rule this place with an iron fist, and it's nowhere I'd want to be caught dead or alive."

#### AN OUTSIDER'S (HUMANOID) VIEW...

"Brandobia? A country of arrogant humans, for the most part. The ancient elves and halflings taught them everything, but did they appreciate it? Of course not! They persecuted them, and then even turned their hatred upon their own kind – humans from other lands.

In our current time, of course, the ancient hatreds have dulled somewhat. In Cosdol, we outnumber the humans, and are accepted, if not always liked. Eldor still wars with us, particularly the elves in the Lendelwood, for they crave their resources. We are accepted in Mendarn, if we bring goods to trade and do not look askance at their womenfolk. Of course, we stay away from Pel Brolenon, save for those of us who are black of heart, or who for some reason desire to be enslaved..."

#### AN INSIDER'S (HUMAN) VIEW...

"What do I know about my own land? Why, quite a lot, actually. Let us start with the basics. The countries of Brandobia are Cosdol, Eldor, Mendarn and Pel Brolenon. Only pureblooded Brandobians are capable of leading and holding offices of power. Simple enough, eh? Now let me tell you something else - we Brandobians are superior to all other races of Tellene. If it were not for us, the elves would have never learned to use magic properly and the halflings would still be grubbing in the dirt, with no planting skills.

You see, the Brandobian Empire ranged at one time from the Elenon Mountains to the westernmost islands in the Brandobian Ocean and from the Straits of Svimohzia to the wastes above the Voldorwoods. Built by our superior artisans, merchants bought these ships at every opportunity.

The upstart Kalamarans once tried to attack our empire, but even their best strategic minds could not defeat our superior tactics. Although our primitive humanoid allies almost cost our King his victory, our vastly outnumbered armies overcame both the ineptitude of our allies and the supposedly superior tactics of the Kalamarans. The Kalamarans agreed to the King's terms and agreed to remain on the eastern side of the Elenon mountain range.



Unfortunately, the elves that lived in the Lendelwood betrayed the alliance and rebelled against the King's power. Our forces ejected the treacherous elves from their lands and forced them to retreat to the Lendelwood. King Endremin could have easily conquered the inferior elves, but instead offered a truce. If the elves remained in the woods as a buffer between Brandobia and possible renewed Kalamaran attacks, Brandobia would allow them to live there. Knowing they had no choice, the elves readily agreed with the King's terms, and have remained there ever since.

The elven king, however, betrayed that truce and cursed the King, saying "May you have many sons and may they rule when you pass on." Within a year of the treaty, the queen gave birth to triplet boys. Of course, you know what that means - as the princes came of age, the rivalry between them grew and grew. On the death of the King, each son claimed the throne as his own. The elven spies whispered dark words into the ears of the Brandobian people, and our great empire erupted in a bitter and bloody civil war.

Three years later, the smoke and dust settled with each of the sons controlling part of the Empire. Clond Endremin, who had the largest number of followers, claimed what is now Eldor. The middle son, Avbron Endremin, ruled Mendarn. The weakest of the three, Veseln Endremin, held sway over Cosdol. The island colonies, where most of the wealthy merchants lived, pledged loyalty to Clond. The rivalry remains today and each country does everything it can, short of war, to gain advantages over one another.

And that's all there - what? Pel Brolenon? Why... it's a... necessity. The clerics of the Overlord only enslave the racially impure and those of questionable intent and character, after all. I'm sure that a truly pure Brandobian would be unmolested there. It is part of Brandobia, after all."

### AN INSIDER'S (HUMANOID) VIEW...

"Sit down, my friend. Now, let me tell you something. While the basic history as presented by the arrogant Brandobians is true, the details of that history are not. You see, the humans arrived many years after the elves and halflings of the land had well-established kingdoms of their own.

We elves taught the humans the basics of magic, and the halflings taught them the ways of farming. The knowledge-hungry humans learned quickly, and their power grew and their influence spread even sooner than we expected. It was then they encountered the orcs of the Odril Hills.

Soon, orc war bands swept out of hills and overwhelmed the inexperienced human armies. We taught the humans the tactics of the elves and how to use magic to enhance infantry, while our strongest males and females, plus a full legion of halfling slingers, supported the Brandobian army and forced the orcs back. The raids on the human lands continued for a few years thereafter, but with our assistance, the humans were able to withstand their attacks.

When the Kalamaran army threatened to invade, we joined the humans again. Both armies nearly destroyed each other and, if not for the bravery of certain volunteer halfling slingers who broke the final Kalamaran cavalry charge, they would have scattered the Brandobian forces to the wind. Instead, the Kalamaran leader agreed the war was a stalemate, and he would cease his advances to the west.

The egotistical humans claimed a sole victory over the Kalamarans and never acknowledged our importance during the war. This arrogance became so great that we decided to separate ourselves from the Brandobians, and withdraw to Lendelwood where we would live in peace and wait for the humans to die out. The humans were not happy at our withdrawal, however. They mustered an army to force us from their home but we broke the Brandobians' armies and will in one short battle.

Humiliated, the Brandobian King threw insults at our leader, who merely laughed at the empty threats. Instead of retaliating for the attack on his homeland, the elven king instead blessed the human king with fruitful loins, knowing that any sons would fight among themselves for control of the human lands. And so it was.

Now, we war with Eldor, though the other humans seem mostly content to let us be, even in their own lands. If you seek more information, you should travel to Cosdol. Many of my kinsmen live in its capital, Cosolen."

## THE KINGDOM OF COSDOL

### AN OUTSIDER'S VIEW...

"Cosdol is the magical center of Brandobia. Its capital city, Cosolen, houses one of the largest magic guilds on Tellene. Unlike the other Brandobian kingdoms, Cosdol is home to many elves, and some even call its capital, Cosolen, the "capital of the fey" because of its large elven population. Still most trade occurs through P'Bapar, as the merchants of Cosdol trade in furs along with rare oils and perfumes made from trapped animals.

What about religion? Well, religious tolerance ebbs high in Cosdol, but many evil religions are still found in the northern territory. The Temple of Enchantment, Founder's Creation, Fraternal Order of Aptitude and the Face of the Free are favorites among the populace. The Temple of the Patient Arrow, The Order of Agony, The Church of Endless Night, The Temple of Sleepless nights, and The Assembly of the Four Corners also have significant followings."

### AN INSIDER'S VIEW...

"When the Brandobian Empire fragmented, those skilled in the use of magic fled to the solitude of the north, in fear of persecution. Veseln, the first king of Cosdol, was a skilled conjurer, you see. The current king, Welren, is the great-grandson of Veseln, and many say that Welren has ruled for over a century, using magic to extend his life beyond its allotted time on Tellene.

Cosdol's powerful magic schools and guilds base themselves in Cosolen, the capital. Mages also make up a large portion of the country's standing army. They say that for every 100 soldiers there is one mage!

Humans are a minority in Cosdol, where elves and half-elves make up a very large percentage of the population. Humanoid towns can be found in the northernmost reaches of Cosdol, though travel to these regions can be dangerous. I certainly do not recommend it. The town of Dorndern might be worth visiting, however. It houses a vast library frequented by humanoid shamans.

The population of Cosdol is a peaceful collection of magicians and merchants. The merchants deal in furs, rare oils and perfumes, and fishing off the coast is plentiful, while wild

game is easily found inland. Cosdol heavily taxes Eldoran goods, but merchants still trade with the border towns of Eldor. Most foreign trade, however, occurs primarily through P'Bapar. Merchants also trade foodstuffs and textiles to some civilized tribes of orcs, goblins and hobgoblins in the Odril Hills and Krond Heights in exchange for metals and minerals.

Dappling the countryside are towers surrounded by a small collection of buildings, many of which are surrounded by stone walls. These walls protect inhabitants from the wild or monstrous beasts that freely roam the country.

Rumors? No, I can't say that I've heard any – wait. Yes, I do know one. A year ago, I believe it was, a tidal wave struck the eastern coast of Voldor Bay and destroyed many of the villages there. The survivors suspected the incident was an attack by an unknown magic force, and have been migrating toward Cosolen. I also heard that a constant fog makes sailing in Voldor Bay itself quite hazardous, and some say the fog is hiding the attacker. If this is true, I fear it is only a matter of time before the coast is struck again."

## Major Cities

### COSOLEN, CAPITAL OF COSDOL

"Oh, you want to know about the Capital of the Fey? Yes, that's right. The population is a through mix of elves, half-elves, and Brandobians. Unfortunately, the city is shockingly crowded and many of the people are ragged, injured or just simply poor. Still, the city's civil engineering is the pride and joy of Cosolen. The streets are brick or tile and public wells are located in several prominent locations. Tended trees line the streets. Because of this, taxes are higher than in other cities, but work crews are always visible in any part of the city.

The royal heir, Sevlén, rules this city. Rumor has it that Sevlén is a powerful mage himself, but he has rarely been seen over the past year or so. I hear that he has been busy because of the influx of refugees, for they bring little food and become a large burden on the economy. The last winter was harsh and natives resent the intrusion of the refugees. A bountiful harvest has helped ease the resentment, but the bitterness remains.

Crime is also prevalent in Cosolen. The laws of Cosolen are modeled after the lenient elven laws, but the citizens of Cosolen do not have the morality normally found in elves. As such, con games and smuggling are common. Not everyone who wears a weapon has the right to wear one, and forgery is difficult to prosecute. There is a thieves' guild here as well, but it is exclusively human. Fortunately, although social crimes are common, violent crime is very rare. Not necessarily because of the laws, but because the teetering sot leaving the tavern might just be a wizard looking for trouble.

The Theater of the Arts has a solid foundation between the elves and half-elves of Cosdol. Many of the refugees also cling to this faith because they are hungry for a little bit of joy after such a grim spring. Artiste Danasan of Napalido leads the congregation by integrating them into plays and dances. While there are no formal schools for Basiran Dancers in the Brandobia area of Tellene, several can be found at this temple on occasion performing for the congregation. The elves of the city tend to worship at The Temple of Enchantment, the Founder's Creation, and The Temple of the Patient Arrow while humans lean more toward the Fraternal Order of Aptitude, the Face of the Free, and The Assembly of the Four Corners.

COSDOL		
Insider's DC	Outsider's DC	Knowledge/Information Government
5	10	Monarchy ruled by Prince Sevlén
<b>Populations of Note</b>		
20	25	Total: 650,00
15	20	Cosolen: 39,100
15	20	Crandolen: 18,100
<b>Prominent Personalities</b>		
15	20	Hulrad Redbark the Wizard (of Cosolen)
15	20	Culran the Spellsmith (of Cosolen)
10	15	Duke Voldomar Shantren IV (ruler of Crandolen)
15	20	High Enchanter Valsin (golem master; of Crandolen)
15	20	Soothe Vrindon (healer; of Crandolen's House of Mercy)
<b>Monetary System</b>		
5	10	Gold based, Cosdol mints its own coins
5	15	Coins display the name of the kingdom above the image of an open book crossed with a short sword
5	20	Copper piece is known as a Minor
5	15	Silver piece is known as a Flash
5	15	Gold piece is known as a Rune
10	25	Platinum piece is known as a Blesen
<b>Prominent Languages Spoken</b>		
5	10	Brandobian, Low Elven, Merchant's Tongue
<b>Race Relations</b>		
10	15	Elves and humans live side by side along with other humanoids
<b>Prominent Religions</b>		
10	20	The Temple of Enchantment, The Founder's Creation, The Fraternal Order of Aptitude, The Face of the Free, The Temple of the Patient Arrow, The Order of Agony, The Church of Endless Night, The Temple of Sleepless Nights and The Assembly of the Four Corners.
<b>Economy</b>		
10	20	Imports iron and copper from civilized humanoid tribes in the east in exchange for food and textiles
10	25	Exports include hemp and wine
<b>Legal System</b>		
10	15	Based on a lenient elven model.
<b>Other Notes</b>		
5	15	Five years ago, a plague nearly destroyed the city of Crandolen.

The city is a center of magic, especially with the elven wizards. Wizards can actually receive training in the Cosolen Military Academy, but the courses are strict and the cost is high, though the competition to wear a CMA red sash is also high. The most famous arcane spellcaster? I believe it is an elven sorcerer named Flamarze. Rumor has it that she is older than most human nations, but she is still as beautiful as any elf has ever been.

The most interesting thing in the city? I suppose it would have to be the museum dedicated to monsters of all kinds. It is full of both wax and stuffed figures, and illusions of every imaginable (and some unimaginable) creature.



## CRANDOLEN

"Crandolen? A thin but steep wall, topped by sharp iron spikes surrounds this city. Two crowded gates allow entrance, but the city guard extracts a tax of one gold coin from strangers before being allowed to pass. They pass this revenue onto the city, and are even rather honest about it. The city is large, the dirt roads are wide and the limestone homes are comfortably distant from each other. The citizens of Crandolen (a thorough mix of Brandobians, half-elves, and elves) are wary of strangers, but seem to get along well enough among each other. Animals are scarce in the city, leaving it cleaner than most cities I have been in.

Still, even with the cleanliness, I suppose it can still be just as diseased. I was there, five years ago, when a plague struck the city and nearly wiped it out. Fortunately, powerful clerics selflessly entered the city and their miracles helped save those of us who remained. The cost was great, though, as few of the saviors outlived the plague. Now, the city operates a public hospital known as the House of Mercy. You can't miss it - it is a large building, with the administration in the middle and two wings for patients.

Religion? Hmm... I suppose that the Theater of the Arts is popular in this city, but not as popular as in the capital. The Parish of Love, Church of Everlasting Hope, and the Halls of the Valiant have the largest congregations. Evil faiths have been outlawed in the city."

## THE KINGDOM OF ELDOR

### AN OUTSIDER'S VIEW...

"Eldorans? I wouldn't go there if I were you. They hate everyone - even other Brandobians. Foreigners don't last too long there. You'll either be killed on sight or locked up, and neither one is much fun, believe you me. See, Eldor is a poor place - they've got no resources other than what they can scavenge or steal. That's why they're fighting with the elves, you know. They need the wood.

Most of their religions are evil, and their underworld rules the government from behind the throne. No, I wouldn't go to Eldor if you paid me."

### AN INSIDER'S VIEW...

"Problems? Us? Why, our kingdom boasts the oldest monarchy in all of Tellene! Yes, we are fiercely proud of our ancestry, and strive to keep our racial heritage pure. That's why few humanoids can be found living anywhere within our borders. We highly value tradition in Eldor.

Interracial marriage? Never! It is an offense punishable by deportation or death. Abandoned racially mixed children are left to wander the streets and starve; no one dares acknowledge them. We may frown upon foreign visitors, but we tolerate them. Of course, non-Eldorans must register at the gate of any city they pass through.

Low on resources? Only slightly - we thrive economically on the income from our island colonies. We fight the elves of the Lendelwood because we found a community of loggers slaughtered, a couple of years ago. We are also on non-hostile terms with both Cosdol and Mendarn, though they do create some friction between them.

Our leaders typically worship at The House of Shackles, The House of Scorn, The Parish of the Prolific Coin, or The Courts of Inequity. The rest of us usually follow the gods of The Church of Life's Fire, The Conventicle of the Great Tree, and The Parish of Prolific Coin."

## Major Cities

### DALEN, THE CITY OF ANTIQUITY

"You wish to know about Dalen? Let me see, what can I tell you...? Our population is thoroughly Brandobian, and our city's uniformity is wonderfully striking. The buildings are built of local wood with a deep red hue and single-shuttered windows, all opening in the same direction. We men dress in the traditional manner, with tan trousers and white shirts, while the women wear dresses made from the same material. The clothing is all of the same style, but colors range from brown to tan to white.

Yes, we've learned not to trust foreigners. Those that do arrive are informed about the laws concerning them, and we often check at the nearest gatehouse to make sure the foreigner has registered with the guards. Most merchants wisely refuse to do business with foreigners, especially elves, except at prices two or three times higher than normal.

Our people are, without a doubt, better than people from other areas. While other areas frequently change government, the country of Eldor (and specifically, the city of Dalen) remains ruled by the same monarchy since the beginning of history. Even before the traitorous elves moved into the area, our nation stood proud.

Lord Rivlada, one of the tallest men I've ever seen, rules over the city. He always wears a suit of full plate as his official uniform, so you shouldn't have much trouble spotting him in a crowd. He rules over the largest garrison in the kingdom, which according to tradition, Dalen has housed. Our local heroes also include the Royal Marines, with their long tradition that extends back to the first intrepid Brandobian explorers.

Most of us worship at The Temple of the Three Strengths, led by a proud man known as Andar the Virile, though he does boast a little too much for my taste. There are lesser religions, mostly worshipped by women and foreigners.

Marriages are usually arranged in Dalen, and our neighborhoods often have large dances where potential suitors go to meet potential partners. These dances are large affairs with large musical groups typically 20-30 people strong. Couple dancing is never seen, of course. Dancing is done in large groups.

While human mages, who register at the gates, are welcome in Dalen, the city is the home to very few wizards. Sages are more common, the most famous being Nivler Nund. His recent work predicts that dwarven mining coupled with the drifting of Svimohzia will cause some of Brandobia to fall into the ocean, but I think only the House of Scorn really believes it.

Crime? Bah! We don't even have a thieves' guild in our city, only a few minor street gangs. Dalen is a wonderful city!"

### INOLEN

"Brandobians make up most of our city's population, but a few are humans from the Young Kingdoms, mostly of Dejay ancestry. A few tolerated halflings and gnomes round out the population, too. Our homes and streets are large and comfortable, and the

roads lead north and south with an ancient wagon path snaking its way to the farms to the east.

Inolen sits firmly within the borders of Eldor, though Mendarn makes some dubious claim to the fief because of a contractual marriage three generations ago. We don't really worry about it. Our Duke pays taxes to the government in Dalen, but it is common knowledge that he also sends a nominal tax to Mendarn, which seems to keep them happy.

Inolen is a large city, but we have a very small port for a city of our size. The draft is too shallow for many vessels and the town offers few goods that cannot be found in ports in Dalen or Ospolen. Trade taxes, however, are lower here than any other Eldoran city. Construction on new dock is underway, a few miles west of the city, where the water is deeper. Hopefully, this will encourage merchants to make Inolen a regular stop. Still, our lack of port trade means that the typical rowdy dockside taverns do not exist.

Mercenary companies often pass through our city on the way to Mendarn, where I hear they find commission to undertake covert missions against Pel Brolenon. They seem to have found Inolen friendly, and like to stop in the city before entering Mendarn. Recent troops? Why, I believe that a large band of 200 recently passed through. They called themselves the Golden Bracers, after the golden bracers on their wrists.

Religion? Well, I'd say our most well known cleric is Imparter Oprem Crel of The Order of Thought. Oprem is a former soldier in the Mendarn army who now preaches peace from a towering obelisk nine stories over the city. Oh, and The Church of Life's Fire is also very popular here.

Oh, you seek adventure, do you? I suppose you've heard of the Edros caves? Yes, a series of caves both above and below the surface of the Edros Bay, some 2 miles south of Inolen. The farmers of the area say the caves are the home of strange, monstrous creatures."

**PREMOLEN**

"Our city is strictly Brandobian, and thoroughly walled and guarded. There is no toll for people entering the city, but I hear that ships are charged by their size. In fact, our main income comes from this taxation of the river traffic. Why, boats pay five times the rate that wagons pay for the same cargo! Of course, the people of the city do not purchase many goods from these boats, because they are often crewed by humanoids or foreigners, and buying from these merchants is illegal.

Oh, you'd like to meet later? Hmmm... meet me near the great oak at noon. It stands near the center of the city – you can't miss it. Everyone knows where it is. Why, some foolish persons even say the tree is the home of a dryad."

**UNVOLEN**

"Our population is made up of Brandobians, though there are a few hundred shameful half-elves as well. Tall stone walls surround our city and wooden towers along their length bristle with ballistae, bolts and crossbowmen. Of course, these walls are not the only sign of the war against the Lendelwood elves. People lock their doors at night, bring as many of their animals indoors as they can, and shoot arrows at any nightly noises, rightfully assuming that elven spies are nearby.

We tax ships that pass through on their way to Dalen, but not vessels going upriver. You see, our main concern is that non-Brandobians from the Young Kingdoms might be trying to

<b>ELDOR</b>		
<b>Insider's DC</b>	<b>Outsider's DC</b>	<b>Knowledge/Information</b>
<b>Government</b>		
5	10	Monarchy ruled by King Brenbol I
<b>Populations of Note</b>		
20	25	Total population: 2,625,000
5	10	Dalen: 98,100
5	10	Inolen: 23,900
5	10	Premolen: 9,800
5	10	Unvolen: 10,000
<b>Prominent Personalities</b>		
10	15	Lord Rivalda (chamberlain to the king)
15	20	Ulrend (Shipbuilder's Guild leader)
10	15	Duke Davrosil (of Inolen)
10	15	Count Transen Ingamin (of Premolen)
15	20	Chief Magistrate Folnen (of Unvolen)
<b>Monetary System</b>		
5	10	Gold based, Eldor mints its own coins
5	15	Eldoran coins are imprinted with the royal seal
5	20	Copper piece is known as a Stone
5	15	Silver piece is known as a Marine
5	15	Gold piece is known as a Sovereign
10	25	Platinum piece is known as a Monarch
<b>Prominent Languages</b>		
5	10	Brandobian, Merchant's Tongue
<b>Race Relations</b>		
15	20	Non-humans are unwelcome and have many legal restrictions on them.
<b>Prominent Religions</b>		
10	20	The House of Shackles, House of Scorn, Parish of the Prolific Coin, Courts of Inequity, Church of Life's Fire, the Conventicle of the Great Tree, and Parish of the Prolific Coin.
<b>Economy</b>		
15	20	Imports: Eldor is not self-sufficient and needs to import most goods.
15	20	Exports: Eldor exports some food.
<b>Legal System</b>		
5	15	Written by Eldoran nobles to protect their power, and place heavy restrictions on humanoids.
<b>Other Notes</b>		
5	15	The people of Eldor are fiercely proud of their heritage and generally do not like foreigners.

sneak into the kingdom to corrupt it. Naturally, we detain ships with humanoids or foreigners and tax the ships greatly.

Why, not long ago a fleet of merchants traveling upriver floated back to the city devoid of life and full of arrows! Rumor has it the elves of Lendelwood attacked the merchants and it will not be long before they attack the city in great numbers.

The royal soldiers typically worship at The House of Scorn, but a large group of spying elves recently burned down the temple. Not so easily dissuaded, the soldiers are helping build a new temple, larger than the last, in the same location as the destroyed temple. We will never give in!"

## LATHLANIAN, CITY OF THE WOOD

### AN OUTSIDER'S (HUMAN) VIEW...

"The Lendelwood is home to the traitorous elves that constantly harass the superior humans of Eldor. One day, they will go too far, and we will be forced to retaliate. The patience of the king is waning with each unprovoked attack, and it is only a matter of time before he takes a force into the Lendelwood to take the elven capital."

### AN INSIDER'S (ELVEN) VIEW...

"Though thousands of us elves live within Lathlanian, the city itself is difficult to find, and one must travel within a couple hundred yards of the city to even notice it. Lathlanian's wooden buildings grace the shores of Lake Fanateen in the center of the forest and about a quarter of the city is actually built out over the water. Visitors are not usually welcome.

King Cevranath has led us for some 200 years, though he rules over an area about a third of the size his father ruled before him. The wretched humans have control of the rest of the lands we used to call home. The war with Eldor is distressing, but when the humans began cutting down trees in our ancient

druidic grove, we felt we had no choice but to protect the grove from the selfish Brandobians.

Within the city, most of us live in "the wedge," the portion leading away from the lake. We are happy people who rarely go more than a week without some sort of celebration, often religious in nature. Worship of The Raconteur is the most popular among us."

## KINGDOM OF MENDARN

### AN OUTSIDER'S VIEW...

"Mendarn? I don't really have much to say – they pretty much keep to themselves. I hear tell it's a rich nation of merchants and tradesmen, who are frequently at war with their neighbor, Pel Brolenon. Don't they have a couple of island colonies somewhere?"

### AN INSIDER'S VIEW...

"Oh, you're interested in our kingdom, are you? Well, sit right down, young one! To begin, our leader is King Aldorn III, a direct descendent of Avbron. Our rivalries include our war Pel Brolenon, and a delicate peace with the wood elves from the Crondor Woods.

We have a rich nation, due to an abundance of natural resources. Crops grow abundantly in the warm, wet climate, and farmers take advantage of the long growing season by reaping two harvests each year. Large numbers of halflings farm the countryside, especially in the valleys near Welpremond Downs and Dopromond Hills. Along with large growing fields, there is plenty of room for grazing, and most farmers supplement their diets and income by keeping a small herd of cattle. Fishing along the coasts and panning for gold from the mountain rivers are also common livelihoods.

Dwarves and gnomes are also found in the Dopromond Hills and Welpremond Downs, mining for gems that they trade with our merchants for food and textiles. Why, our jewelers are world-renowned for their excellent artistry, and have made crowns for almost every major ruler on Tellene!

Our merchants also colonized many of the nearby islands. Though the islands have many resources, the one most reaped are the uncivilized Dejy natives, known as Malavians. When first encountered, so I hear, the Malavians were underfed due to overpopulation. Seeing this, we wisely transported them to other lands. It was not long before merchants found that they could receive compensation for carrying these dirty Dejy from the overpopulated islands to the mainland, and now many merchants make their living trading Dejy for other items.

Most of these slaves are traded in the newly acquired port of Vrandol, on the Svimohzish Isle. Our Navy liberated the Vrandol colony from the nation of Pel Brolenon, and it has since been a good source of income for our kingdom. Mendarn merchants trade freely with Meznamish and Ozhvinnish, though trade with our northern neighbor, Eldor, is limited. You see, the Eldorans accuse us of being impure, due to our association with humanoids and the Svimohz.

We allow humanoids and foreigners into our cities, but usually segregate them from the Brandobian population. Interracial marriages are also frowned upon. The laws of the nation do not always extend to the humanoids and, naturally, the word of a Brandobian is always taken over the word of a humanoid.

LATHLANIAN		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Monarchy ruled by King Cevranath
		<b>Populations of Note</b>
15	25	Total: approximately 12,150 Wood elves: 11,400 High elves: Less than 800
		<b>Prominent Personalities</b>
10	25	Thelanaeorive Rawannaesian (cavalry veteran leader)
10	25	Great Hunter Ellerand (cleric of the Great Huntress)
15	25	Anaechin Tovalathlanco (respected wizard)
15	25	Currund the Golden (elder druid)
		<b>Monetary System</b>
5	15	Based primarily on trade and barter with other humanoids
		<b>Prominent Languages</b>
5	20	High Elven
		<b>Race Relations</b>
5	15	Wood elves, with a minority of high elves, and other humanoid races visiting for trade purposes
		<b>Prominent Religions</b>
10	20	The Temple of the Patient Arrow and The Theater of the Arts, plus The Church of the Silver Mist, The Conventicle of the Great Tree, The Face of the Free, The Church of the Night's Beauty, The Inevitable Order of Time, The Church of Everlasting Hope
		<b>Economy</b>
5	20	Imports: Gems and iron
10	20	Exports: Food surpluses (particularly nuts)
		<b>Legal System</b>
5	20	Lenient, based on an ancient code
		<b>Other Notes</b>
5	15	The war with Eldor is a major concern for the elves



The Church of the Life's Fire has a tremendous following among us. The House of Laughter, The Temple of Stars, The House of Solace and The Assembly of the Four Corners also have significant numbers of worshippers within Mendarn."

## Major Cities

### OSPOLEN, CAPITAL OF MENDARN

"Our population is mostly Brandobian, with a small percentage of halflings, gnomes and elves. The capital's age is obvious, and its pattern of growth easy to see. Several interior walls show where the city has outgrown old borders and new walls have been erected to encompass the growing population. Expecting additional growth, towers have been erected outside the current walls as watchtowers.

The port is a busy place, but some of the thickest city walls separate the docks from the inner city, and steep fees at the gate keep most of the merchants in the port ward. However, there are enough taverns, brothels and inns in the ward to keep most people content.

A council of nine Elders rules the city, though they must answer to the king when necessary. Wencrel Basteln is the Elder with the greatest amount of control, next to the king. He is famous throughout the city, as the guildmaster of three different guilds, an unprecedented feat.

We survive off the resources produced locally, but thrive because of the port and the trade it mediates between us and the rest of the world. We export wool, goat cheese, butter, citrus fruits and juices, wines, and gold from the Breven Mines, all of which sell for high prices to the rest of the world. Imports include lumber from Svimohzia, precious metals and textiles."

### DAYOLEN

"In Dayolen, Brandobians are firmly in the majority, though a few humanoids of various races live here as well. And why would they not? Our city, here on the rocky coastline, is quite beautiful, after all.

Dayolen rises in three distinct levels, with the lowest level housing the docks, warehouse and the majority of the population. The second tier houses the temples, barracks and rest of the common folk. The highest ring contains the governmental buildings and the east gate, which leads to the capital.

Foreigners tell me that our people are among the shortest of the humans in Tellene, which I find hard to believe. Still, it is true that our women are about the same height as a dwarf, and men are no taller than elves. Our people are mostly interested in trade, but can be jovial and fun-loving when not conducting serious business. Although we treat most people as peers, it is hard not to feel superior to the nearby islanders.

You see, we are the main port with which the island colonies of Mendarn do business. We are also one of the cities close to the Brolenese border, and constantly on guard for invasion. Fortunately, a fort two miles south of the city houses a full company of pikemen ready to repulse or delay such an attack.

Our leader? Why, she is Reeve Nunalta, a very competent leader who has proven herself many times over. Her soft voice can be readily heard, as everyone else falls silent when she speaks.

The city is the home to the true Preachers of Peace for the House of Solace. Only in this area do they believe that

<b>MENDARN</b>		
Insider's DC	Outsider's DC	Knowledge/Information
5	10	<b>Government</b> Monarchy ruled by King Aldorn III
<b>Populations of Note</b>		
20	25	Total: 1,125,000
5	10	Ospolen: 45,700
20	25	Dayolen: 13,900
<b>Prominent Personalities</b>		
20	25	Wencrel Basteln (Elder and guildmaster of Ospolen)
20	25	Tolchis Colfen (army pikemen commander of Ospolen)
20	25	Isilrim (Fleet Admiral of Mendarn's navy)
15	20	Duke Rold Letten (Ospolen noble with kidnapped daughter)
<b>Monetary System</b>		
5	10	Gold based, Mendarn mints its own coins
5	15	Mendarn coinage is imprinted with the image of a sheaf of wheat atop three gems
5	20	Copper piece is known as a Rube
5	15	Silver piece is known as a Gent, after the shorted Merchant's Tongue word, "gentleman"
5	15	Gold piece is known as a Lord
10	25	Platinum piece is known as a Dremine, after the royal Endremin family of Brandobia
<b>Prominent Languages</b>		
5	10	Brandobian, Merchant's Tongue
<b>Race Relations</b>		
10	20	Non-humans are allowed but generally not easily accepted. Humans hold all governmental positions. Most races stay with their own and inter racial marriages are forbidden.
<b>Prominent Religions</b>		
10	20	The Church of Life's Fire, The House of Laughter, The Temple of the Stars, The House of Solace, The Assembly of the Four Corners, The Temple of Enchantment, The House of Shackles, The House of Scorn and The Temple of Armed Conflict.
<b>Economy</b>		
15	20	Exports: wool, goat cheese, butter, citrus fruits and juices, wines and gold.
15	20	Imports: lumber, precious metals and textiles.
<b>Legal System</b>		
5	15	The only oddity with the laws is that it still holds restrictions against humanoids although Mendarn is not nearly as restrictive as Eldor.
<b>Other Notes</b>		
5	15	Mendarn's natural resources make it a rich nation.

confronting and destroying the source of the conflict can bring about true peace. All other temples, or so I hear, have been corrupted into thinking non-resistance can bring about peace. Can you believe such folly?

You need somewhere to stay while in our city? A simple problem to solve. The most famous inn is the Humble Giant, a fixture of local entertainment. It is said that a giant made the inn, many years ago, and the original furnishings are still used."

## THEOCRACY OF PEL BROLENON

### AN OUTSIDER'S VIEW...

"Stay away from the Pel, if ye be wise. 'Tis a nation of slavers, thugs, and clerics of the Overlord. Those who venture there rarely come out whole again, if they come out at all."

### AN INSIDER'S VIEW ...

"You seek information of the Pel? Then quit rattling your chains, and listen. Before the great civil war that split the ancient Brandobian empire, a group of half-elves, halflings, and sympathetic humans who feared for their "racially impure" lives fled to the lush valley of the Eldrose Forest.

It is here the people of Pel Brolenon, through hard work and blind luck, received enlightenment, as the Overlord, The Bringer of the New Order, He Who Brings Gods Low, came to live with the unworthy humans. Imagine, a god actually choosing a nation to bless - and it was not the pure Brandobians who were chosen, but the "impure" of the kingdom.

With the Overlord's guidance, our nation rose above the supposedly perfect of the world, and became even greater. So great are we that all others of Tellene are inferior. You see, no other nation is led directly by a god and are, thus, inferior. Because of this realization, that the racially impure of the world were actually better than those of pure blood, we of Pel

Brolenon started capturing these inferior, pure-blooded races, and selling them as a trade commodity. It makes me laugh to think that the ancestors of our halfling citizens used to harvest carrots, and now they harvest people!

In every town and city of the Pel, the lesser beings are held in cages and corrals, waiting for transport to areas in need of their skills and abilities. Ships constantly move through the Straits of Svimohzia to dock at Dowond-Brandel, where they receive or deliver this precious cargo. Ships belonging to buccaneers are as welcome in the Pel as the ships of nobles."

## Major Cities

### DOWOND-BRANDEL

"Our citizens include Brandobians and all humanoid races, while our slaves represent all races and cultures on Tellene. I daresay we are the least discriminating country in the world..."

Four concentric walls circle the city, protecting us inside from the unpleasantness that lives within the outer walls. We refer to those of lesser social status as "fourth wallers" or "third wallers" and take pride in our physical position in the city. The center of the city is serene, clean and peaceful. As one moves outward, however, it becomes more chaotic. At the outer wall, total anarchy reigns. Guard posts along each wall keep the unwanted out and the slaves in.

Our wondrous clerics of the Overlord rule Dowond-Brandel, and no other religions are tolerated within the borders of the Pel. Yulan Velsin rules us as the Grand Mistress of the Whip. Ah, what a woman - her beauty is as famous as her stone cold heart.

The Golden Alliance has a large palace inside the city and, it is said, control Brandobia and western Svimohzia from here. I've also heard that strange races can be seen entering the palace but never exiting. Rumors in the market place say that this is because tunnels throughout the city lead to and away from the palace, and even Yulan's personal palace has an exit in it.

Our city generates huge revenues for the Theocracy. The slave market opens every day of the year without fail. Sitting against the auction block of the market is the city guard's barracks where the guards can see the results of failure in their duties. The city guard moves about in groups, and usually knock heads asking questions. The market is always a busy place and all races and cultures can be seen milling about ready to buy slaves. From Kargi to Reanaarese, citizens intermix with one another as they bid or wait for the next slave to be placed up for auction.

Rival slavers often attack one another by slaughtering each other's slaves in the same manner, as you would light a barn on fire in your nation. This is so common, however, that a slave owner's most likely reaction is simply to be the first one at next day's auction.

You should be careful when you visit, for entering the city is easy, but leaving can be difficult at times. Known citizens are let through quickly, but strangers are often held for hours before they are allowed to exit.

Of course, a mammoth temple of the Overlord stands just inside the city gates for everyone to see its glory, with the streets circling the temple before moving on into the heart of the city. The temple is a stone building with skull bas-reliefs inside and out. Manacles dangle from the walls and a massive iron fist -

<b>PEL BROLENON</b>		
Insider's DC	Outsider's DC	
5	10	<b>Knowledge/Information</b> Theocracy ruled by Grand Mistress of the Whip, Pandren Folnester
		<b>Government</b>
		<b>Populations of Note</b>
20	25	Total: 375,000
20	25	Dowond-Brandel: 86,100
20	25	Vrendolen: 13,400
		<b>Prominent Personalities</b>
20	25	Grand Mistress of the Whip Yulan Velsin (vying for throne)
10	20	Granden Solir the Ringmaker (master jeweler)
		<b>Monetary System</b>
5	10	Gold based; slaves often used in bartering
5	15	Brolenese coins display the mailed fist of the Overlord
5	20	Copper piece is known as a Slave
5	15	Silver piece is known as a Challenger
5	15	Gold piece is known as a Fist
10	25	Platinum piece is known as a Dominance
		<b>Prominent Languages</b>
5	10	Brandobian, Merchant's Tongue
		<b>Race Relations</b>
15	20	All races are treated equally poorly.
		<b>Prominent Religions</b>
10	20	The House of Shackles
		<b>Economy</b>
15	20	Imports and exports slaves.
		<b>Legal System</b>
5	15	The Theocracy sets the law as fits their theology
		<b>Other Notes</b>
5	15	Pel Brolenon is home to the most vicious slavers on Tellene, and humanoid rights are of little consideration

over 15 feet tall - stands behind the main altar. Be sure to visit it on your next trip to the city. It is a grand site."

### VRENDOLEN, CAPITAL OF PEL BROLENON, CITY OF

#### SERVITUDE

"Here in Vrendolen you will find mostly Brandobians and Svimohz. We keep the humanoids in separate wards. I'm sure you will feel safe here, for steep double walls surround the city. The outer wall protects against invaders while the inner wall keeps slaves from escaping. The streets are meticulously clean, as patrols of slaves are constantly moving about the city repairing and cleaning.

Oh, be sure to hang onto your freedom papers, for our streets are safely guarded by patrols on constant alert for trouble. Forgetting one's papers results in flogging, or a day in one of our many fine pillories.

The center of the city boasts a magnificent arena - a social gathering place for the wealthy and commoners alike! When you visit Vrendolen, be sure to stop here to see a play or musical performance. If you're lucky, you'll see a display of captured monsters and magic!"

## THE KALAMARAN EMPIRE

### AN OUTSIDER'S VIEW...

"Why, yes, I have been studying the Vast - for some time, in fact. What? You've never heard it referred to as "the Vast" before? Well, for the unschooled such as yourself, perhaps it is better to begin with the basics.

Since its inception some 563 years ago, the Empire has attempted political and military expansion at every opportunity. The Empire expanded quickly under the strong rule of the Inakas family, but began to crumble under the inept rule of the Bakars. This trend continued until the current ruler, Emperor Kabori, came to the throne.

Nowadays, the Empire is composed of many kingdoms and lands, known as the Kingdom of Kalamar, the Kingdom of Basir, the Duchy of Dodera, the Duchy of O'Par, the Principality of Pekal, the Kingdom of Tokis and the lands of Tarisato.

The Kingdom of Kalamar is the largest and most populace nation on Tellene. It is the central kingdom of the Empire, and it is from here that the Emperor rules. The people of Kalamar are proud of their heritage and often tell tales of their great empire that last for hours.

The Kingdom of Basir is the naval power of the Empire, and rich with natural resources. Basir is strongly loyal to the Empire, and her 250 warships are on constant patrol for the enemies of the Emperor.

The Duchy of Dodera is the smallest province of the Empire. Today it is used as a staging area for military assaults on the lands of Thargy, Paru'Bor and against rebels in the Ka'Asa Mountains.

The Duchy of O'Par separated from the Vast some 80 years ago, but is so neutral in attitude that you'd never know it to look at it. Why, it doesn't even have a standing army! Kabori's troops are allowed to run roughshod over the whole Duchy, making this an independence in name only.

The Principality of Pekal separated from the Empire, though about 25 years before O'Par. That makes no difference to the Vast, though! Under the oppressive hand of Kabori, the Empire is funneling troops through Tokis in an attempt to regain its former land and glory. Tokis, too, was once an independent land, until Kabori took the throne. Now, it has returned under the shadow of the Empire. What's that? You heard that Tokis was recently ravaged by a plague of locusts that ate most of the crops? Yes, I heard that as well.

Finally, the lands of Tarisato consist of all Imperial land south of the E'Korug River. These lands are actually several small fiefs ruled by local lords, charged with protecting the Empire from the dangers hidden within the Obakasek Jungle. What's in the Obakasek? Ah, that is another story altogether..."

### AN INSIDER'S VIEW...

"Please be seated. For the benefit of the uninitiated, I now speak the history of the Empire. No matter if you may come from the Kingdom of Kalamar, the Kingdom of Basir, the Duchy of Dodera, the Duchy of O'Par, the Principality of Pekal, the Lands of Tarisato or the Kingdom of Tokis, the tale is the same.

We Kalamarans have a proud history of great inventions and even greater heroes. Most of the greatest advances in military science have come from the Vast, and many of the most important art movements and technological discoveries have been within the borders of the Empire. Above all else, you see, we are organized and efficient.

From our humble beginnings in the Alubelok Swamp, we have grown into the greatest nation that Tellene will ever see. The brilliance of King Ali Inakas and his bronze weapons and armor, combined with the world's first cavalry, forged the beginnings of our great Empire. From here, the nation expanded and grew strong.

The Imperial Legions brought order to the uncivilized lands surrounding our central kingdom, Kalamar, breeding the greatest mind to ever study military tactics. His name was Fulakar, he who managed to overcome the unenlightened ways of our uncouth neighbors and make them a part of the Empire.

After the great expansion, the Empire was beset with petty nobles who tried to seize power for themselves. Though our lands were diminished, we could not be defeated. Eventually, King Thedorus I managed to reclaim the lost lands of the Empire with the help of his champion, Rovak Fen'doral. Unfortunately, upon the death of Thedorus, the land erupted into civil war and was once again carved up and lost among petty nobles with foreign-tainted blood. This was followed by a string of ineffectual Emperors who were unable to hold the lands together, and again the Empire was diminished.

Yes, the Empire has been diminished before, but it has always brought forth a champion to restore the former greatness. The latest is, of course, Emperor Kabori Bakar. This shrewd politician and military strategist is beyond doubt the man that will restore the Empire.

May all the gods bless the Emperor and his reign."

### A HUMANOID'S VIEW...

"Yes, it's true. Not all kingdoms within the Empire are dangerous to us. I hear that some nations openly welcome anyone who can contribute and pay taxes, though others have a less tolerant view.



## Kingdoms of Kalamar Player's Primer: A Guidebook to Tellene

The Kingdom of Kalamar generally welcomes all humanoids, measuring our worth by the size of our purse instead of our race. This can be seen even in the highest offices, as I hear that the Emperor's own vizier is an elf. Basir also welcomes humanoids, and is, perhaps, the most racially lenient nation in the Empire. This is due to the large number of dwarven miners, who pay a great deal of taxes to support the economy. Another example, I suppose, would be Tarisato. There, hobgoblins serve with the military, and in mining and other operations.

On the other hand, you have the oppressive Doderan duchy. It is from here that Kalamar strikes out in its war against the dwarves hidden away in the Ka'Asa mountain range - the same dwarves that shared the secrets of bronze and steel with the Empire so long ago. Any dwarf captured in this war is immediately enslaved, and I fear that it will soon be so for all humanoids in this land. Oh, I suppose I should mention that Doderan has a large population of halfling farmers.

Now, do you see? You must tread carefully wherever you go in the Empire. Still, even at its worst, Kalamar is generally a far better fate than Eldor."

### THE KINGDOM OF KALAMAR

#### AN OUTSIDER'S VIEW...

"Yes, Kalamar is large, but few of us non-Kalamarans accept the claims to greatness that the people of the Empire espouse. We know the truth - that their "greatness" was stolen from conquered peoples. We fear the Empire, knowing it might turn on us at a moment's notice, if Kabori sees anything worth taking.

Still, the Kalamarans are worldly and sophisticated by most nation's standards, and though most of us are wary of a Kalamaran stranger, few treat them as inferiors, with the notable exception of Brandobians. The people of Kalamar are well traveled and well read and very few can not speak less than a handful of languages.

Oh yes, the capital city, Bet Kalamar, is the center of the Empire. It is a wondrous place filled with sights and smells the world over, but it is also a dangerous place, where you might quickly find yourself bereft of possessions - or even your life."

#### AN INSIDER'S VIEW...

"Kalamar is the greatest kingdom on Tellene! Surely you do not dispute that we are the largest and most powerful by far. Yes, other nations - such as Eldor - may take pride in their monarchies, but no other land can boast an Emperor, especially one such as ours. I feel proud when I see that other nations greet us with the respect and fear that we deserve. You can be sure that the Empire will shortly regain control of all of our lost lands, and then we shall look outward again..."

### Major Cities

#### BET KALAMAR

"Bet Kalamar is the largest city in all of Tellene. It is also the center of the vast Kalamaran Empire and is ruled directly by the Emperor. Over 300,000 people live in the city, including thousands of humanoids. Bet Kalamar is a city of extremes, holding both the richest and poorest people of the Empire. This dichotomy of wealth means that almost any type of legal good is available for purchase, but that many citizens are too poor to purchase even basic wares. Visitors, naturally, are treated according to their wealth."

#### ROSALETA

"Rosaleta is one of the most peaceful cities in the Empire. Comfortable dwellings, good trade relations and no enemies means that the city's populace lives an almost carefree existence."

		<b>KALAMAR</b>	
<b>Insider's DC</b>	<b>Outsider's DC</b>		
		<b>Knowledge/Information Government</b>	
5	10	Monarchy ruled by Emperor Kabori	
		<b>Populations of Note</b>	
20	25	Total: 4,450,000	
15	20	Bet Kalamar: 300,000	
15	20	Rosaleta: 14,800	
15	20	Segeleta: 10,100	
15	20	Sobeteta: 56,300	
		<b>Prominent Personalities</b>	
15	20	Royal Diviner Shifan	
15	20	Duke Falamar Harutor (ruler of Rosaleta)	
15	20	Baron Karaso (ruler of Segeleta)	
15	20	Duke Sorabek II (ruler of Sobeteta)	
		<b>Monetary System</b>	
5	10	Gold based, Kalamar mints its own coins	
5	15	Most Kalamaran coins display the visage of Emperor Vilik I	
5	15	Copper piece is known as a Sesater, or Common	
5	10	Silver piece is known as a Denarus, or Noble	
5	10	Orichalcum piece displays the visage of Kabori, is worth two silver, and known as a Galokar or Lion	
5	10	Gold piece is known as an Arus, or Crown	
10	20	Platinum piece is known as a Solidus, or Royal	
10	25	Some older coins (Silver Dragon and Golden Crown) minted during the Inakas dynasty are outlawed	
		<b>Prominent Languages</b>	
5	10	Kalamaran, Merchant's Tongue	
		<b>Race Relations</b>	
10	15	Elves and humans live side by side along with other humanoids.	
		<b>Prominent Religions</b>	
10	20	Although all religions are represented in Kalamar, the following are the most important: The Parish of Love, The Fraternal Order of Aptitude, The Parish of the Prolific Coin and The House of Vice	
		<b>Economy</b>	
10	15	Imports: many types of foodstuff	
15	20	Exports: manufactured products such as barrels, pottery, musical instruments, tableware and wagons	
		<b>Legal System</b>	
5	15	Based on a harsh feudal system where the lord of the domain can do whatever he or she wants	
		<b>Other Notes</b>	
5	15	The city of Bet Kalamar is the center of the Kalamar empire and the largest city on Tellene	

SEGELETA

“A simple city, relying on overland trade with nearby cities. Most believe elves to be untrustworthy, over-vigilant guardians of the Paliba Woods.”

SOBETETA

“This city sits on a rock-rimmed island in the delta of the Ridara River. The Emperor’s most trusted Duke runs this city, in a position that is not hereditary. The city is hampered by monstrous threats from the Alubelok Swamp and other nearby islands.”

THE KINGDOM OF BASIR

AN OUTSIDER’S VIEW...

“Basir is well known for being affluent and peaceable. The rich mines of the Ubikokeli Highlands, the wonderfully warm climate and the beautiful rivers combine to make a wonderful place. Why, even the swamps are known for their fruitfulness. The people live quietly under the rule of Emperor Kabori,

paying tithes to keep the peace and remain under his watchful eye. Overall, this is a peaceful, quiet, beautiful, rich area of the world.

Still, Basir is a rather small, coastal area. Most of the population lives in minor villages that farm, fish or mine. These small towns tend to be open to visitors, so anyone traveling through this area finds them warm and welcoming. The population is a mixture of races, religions and classes, and although the classes do not mingle much, visitors easily blend right in.”

AN INSIDER’S VIEW...

“Our people are peace loving and gentle. Because our trade is honest, and thieves are rare, our kingdom benefits from great prosperity and a wide range of products leaving the kingdom for foreign shores. The coastal life separates Basir from other places in Kalamar, making it quieter and more controlled than lands like Dodera or O’Par. Emperor Kabori helps to maintain the peace through protective armies and an advanced naval fleet, but his touch is lightly felt - after taxation, at least...”

Major Cities

BET URALA

“This capital city is the main trading hub of all the riches mined or grown in the interior. It also houses a large contingent of the Kalamaran navy, and a large merchant fleet as well. The active docks bring in wonderful imports from other ports, while exporting beautiful pearls and large quantities of rice. Brisk trades, matched with just rulers, make Bet Urala a prosperous city indeed.”

THE DUCHY OF DODERA

AN OUTSIDER’S VIEW...

“Dodera is a dark place to visit. High taxes, low tolerance for anything out of the ordinary, and racial prejudice beyond much of what you see anywhere else breeds a mean, fatalistic streak into the population. Match that with power-hungry rulers, and travelers find themselves in unfriendly territory, at best. Anyone seen as suspicious will soon not be seen at all, as they will quickly be rotting in some dungeon somewhere.

The main cities are either used for oppressing other races, built around wars, or filled to the brim with ‘conscripted’ warriors and workers. The fact that racial tolerance is non-existent here only increases the quiet despair each traveler senses as they move through this land.”

AN INSIDER’S VIEW...

“The world is working against us here. We are the last outpost of the Empire, and the major staging area for all her troops. There are hardships that have to be endured, but it is all for the betterment of the Vast. Without our sacrifice, the Empire would be overrun by hoards of uncivilized, destructive tribes from the northeast. You see, the mountains contain unruly dwarves, evil goblins and spies. Trust me, the most likeable visitors are surely the most likely spies, showing goodwill on their face while holding seething hatred in their mind...”

BASIR		
Insider's DC	Outsider's DC	Knowledge/Information
5	15	<b>Government</b> Monarchy ruled by Princess Dela, under the elderly King Rapos II
<b>Populations of Note</b>		
20	25	Total: 685,000
15	20	Bet Urala: 53,300
<b>Prominent Personalities</b>		
10	20	Duke Banakal (rules poorest, southernmost duchy)
5	20	Prince Osud (of Birirelido)
15	20	Pesaron Badir (skilled naval captain)
15	20	Nalar (conjurer; fine home outside city gates)
5	15	Duchess Felana (famous heroine of the Knight of the Gods)
<b>Monetary System</b>		
5	10	Gold based, Basir uses coins minted in Kalamar
<b>Prominent Languages</b>		
5	10	Kalamaran, Merchant's Tongue
<b>Race Relations</b>		
10	15	All humans and humanoids are welcome in Basir where they can walk the streets and own property with little fear
<b>Prominent Religions</b>		
10	20	The Temple of Stars, The Courts of Inequity, The Founder's Creation, The Parish of the Prolific Coin, The House of Vice, The House of Solace and The Temple of Enchantment
10	20	The Conventicle of Affliction is banned from Basir
<b>Economy</b>		
15	20	Basir exports pearls, rice, gems, wood and metals including gold
<b>Legal System</b>		
5	15	Based on a harsh feudal system where the lord of the domain can do whatever he or she wants. Princess Dela, however, rules fairly
<b>Other Notes</b>		
10	20	Bet Urala is a favorite stop for merchant ships traveling the Elos Bay

		<b>DODERA</b>	
<b>Insider's DC</b>	<b>Outsider's DC</b>		
		<b>Knowledge/Information</b>	
		<b>Government</b>	
10	15	Feudal system headed by Grand Duke Orilaras, who owes fealty to the Emperor of Kalamar	
		<b>Populations of Note</b>	
20	25	Total: 525,000	
15	20	Bet Dodera: 17,900	
10	20	Aroroleta: 2,100	
15	20	Kaleta: 9,800	
		<b>Prominent Personalities</b>	
5	10	Aladis (wealthy fletcher)	
5	15	Justifier Lanitorn Enday (leader of paladin order)	
5	20	Trezhek Zarduk (dwarf paladin champion)	
		<b>Monetary System</b>	
5	10	Gold based; Dodera uses coins minted in Kalamar.	
		<b>Prominent Languages</b>	
5	10	Kalamaran, Merchant's Tongue	
		<b>Race Relations</b>	
10	15	Humans are the majority, though there are a handful of successful halfling farmers. Gnomes and dwarves avoid the place whenever possible because of fear of enslavement.	
		<b>Prominent Religions</b>	
10	20	The Founder's Creation, The Assembly of Light, The Church of Everlasting Hope, The House of Scorn and The Congregation of the Dead	
10	20	The Conventicle of Affliction is banned from Dodera	
		<b>Economy</b>	
15	20	Dodera exports arms and armor to the rest of Kalamar, especially Tokis. The city imports hemp, cotton and wine.	
		<b>Legal System</b>	
5	15	Based on a harsh feudal system where the Duke can rule as he wishes. Bet Dodera sees public floggings and executions daily.	
		<b>Other Notes</b>	
5	15	Dodera is the platform from which Kalamar launches attacks to regain the rogue province of Tharggy	

## Major Cities

### BET DODERA

"This capital city is nominally governed by the Duke, though many duties are handled by his Reeve. It is a twisting and confusing city, with guards that are not known for their leniency or understanding. Everything that is important in Dodera eventually travels through here."

### AROROLETA

"Aroroleta is found at the beginning or end of any river voyage through Dodera. It is somewhat dilapidated and under-maintained, with stiff taxes and weak trade. I believe the city depends on local goods for sustenance and any trade that does occur."

		<b>O'PAR</b>	
<b>Insider's DC</b>	<b>Outsider's DC</b>		
		<b>Knowledge/Information</b>	
		<b>Government</b>	
10	15	Feudal system headed by Grand Duke Gadadik I	
		<b>Populations of Note</b>	
20	25	Total: 520,000	
15	20	Bet Bireli: 8,800	
		<b>Prominent Personalities</b>	
5	20	Councilor Odis Omar (head of Duke Gadadik's bodyguard)	
20	25	Apatos (Gadadik's 12-year old adopted illegitimate son)	
		<b>Monetary System</b>	
5	10	Gold based, O'Par mints its own coins	
5	15	O'Paran coins display the visage of Duke Ukadoran II on the reverse, and the image of the Emperor of the obverse	
5	15	Copper piece is known as a Sage	
5	10	Silver piece is known as a Kuwar	
5	10	Gold piece is known as an Royal	
10	20	Platinum piece is known as an Ukadoran	
		<b>Prominent Languages</b>	
5	10	Kalamaran, Merchant's Tongue	
		<b>Race Relations</b>	
10	15	Humans are the majority, though other races are welcome	
		<b>Prominent Religions</b>	
10	20	The Home Foundation, The Theater of the Arts, The Parish of the Prolific Coin, The Order of the Passionate One, The Courts of Inequity, The House of Knives, The Church of Chance, and The Imposters	
		<b>Economy</b>	
15	20	O'Par exports a small surplus of grains but its main source of income is from spies, who manage to inform the Duke of every major event nearby. The Duke then sells this information to interested parties for a handsome sum.	
		<b>Legal System</b>	
5	15	Based on a harsh feudal system where the Duke can rule as he wishes	
		<b>Other Notes</b>	
15	20	It is said that O'Paran spies have infiltrated every government known to the Duke.	

### KALETA

"This small city guards a strategic ford. Perhaps this is why its people are quiet and strong, and the government is the same."

## THE DUCHY OF O'PAR

### AN OUTSIDER'S VIEW...

"O'Par is a small, tidy little area of the world, but there are many secrets here. People are curious about travelers, and anytime you tell them something, they always seem to know twice what you told them. Fortunately, the neutrality of this region is a beacon of peace in a war-ridden region.

Duke Gadadik I is an intelligent and shrewd ruler, but also a sneaky and manipulative one. His army is small because it needs to be, but it is well known that he makes up for that with a veritable army of spies. I think this must help him maintain the peace without a large armed force."



**AN INSIDER'S VIEW...**

"Our Duke maintains peace with the neighboring countries by being both smarter and more conniving. We help him with our wisdom, and becoming more knowledgeable about others. Keeping your head up, but your back down, is the most important lesson of life here."

**Major Cities**

**BET BIRELI**

"Our capital is built on information - a place not only of spies but also of neutrality. Nobody comes to Bet Bireli to fight a war, but many come to get the information needed to do so. We are friendly, but become friends slowly, and the government just stays out of the way."

**THE PRINCIPALITY OF PEKAL**

**AN OUTSIDER'S VIEW...**

"A tolerant place, with pleasant people and quiet government. As a nation, they are at peace with most of their neighbors, just as the people within the country are at peace with their neighbors. Races, religions, classes... All are welcome here! Trade is minimal, and the climate is not quite a tropical paradise, but for most people it is a good place to settle down."

**AN INSIDER'S VIEW...**

"A region of tolerance, the Principality of Pekal is build around the personal legend of Lamnian Endremin. A well-known noble of both human and elven houses, his rule was to be the beginning of racial tolerance and equality. When he died, Prince Kafen took up the dreams that had been built up around him.

The Principality itself is well off, but not rich, and we all have to work for a living. Work is good, however, and taxes are light, so almost everyone has enough to eat. People of all races and clans come here to live in a land where they can choose their friends easily."

**Major Cities**

**BET ROGALA**

"Sheltered and protected by the landforms surrounding it, this city is filled with simple people. Housing many different races has made total confusion of the architectural styles, but it also lends a simple charm. The economy is mostly local, but anyone traveling through with valuable merchandise should be able to sell it easily."

**BANETA**

"A city of brilliant color, and simple, colorful tastes. The people are well known for their flamboyant accessories, simple lifestyles, and open minds. They will not question most anything that happens in their fair city, it is said..."

PEKAL		
Insider's DC	Outsider's DC	
		<b>Government</b>
5	15	Feudal system ruled by Prince Kafen
		<b>Populations of Note</b>
20	25	Total: 1,275,000
15	20	Bet Rogala: 20,900
15	20	Baneta: 16,000
		<b>Prominent Personalities</b>
5	20	Elevion Solivandrial (elven warrior prince)
5	20	Nolan Brightstar (halfling slinger leader)
10	20	Tomas Palinwayt (Chancellor of the College of Magic)
5	20	Lord B'Pareso (ruler of Baneta)
10	20	Fitolima (outrageously costumed wife of B'Pareso)
10	20	Lakaran the Twisted (elderly wizard)
		<b>Monetary System</b>
5	10	Gold based, Pekal mints its own coins
5	15	Pekalese coins display a human soldier standing over the slain body of a lion
5	15	Copper piece is known as a Copper
5	10	Silver piece is known as a Seefarth
5	10	Gold piece is known as a Victory
10	20	Platinum piece (rarely minted) is known as an Kingspiece
		<b>Prominent Languages</b>
5	10	Kalamaran, Merchant's Tongue, plus most humanoid languages
		<b>Race Relations</b>
10	15	Humans are the majority although other races make up a large portion of the population and are seen as valuable citizens.
		<b>Prominent Religions</b>
10	20	The Temple of Enchantment, The Halls of the Valiant, The Assembly of Light, The Parish of Love and The Order of Thought
		<b>Economy</b>
15	20	Pekalese exports include otter furs, fish oils and the poison of the rainbow eel.
		<b>Legal System</b>
5	15	Each of the races try and police their own, but will follow the Prince's laws to settle major disagreements
		<b>Other Notes</b>
5	15	Pekal is at war with the Kingdom of Tokis

## THE LANDS OF TARISATO

### AN OUTSIDER'S VIEW...

"A confused land filled with small duchies, each with its own problems and opportunities. The lands contain tolerant peoples fighting back the wilds, as well as dangerous, warlike towns filled with warriors and thieves. Each keep has a different ruler, controlling his or her land like a small kingdom.

With all this confusion, travelers mostly avoid the area. Unless trading for gems from the mountains, or specialized herbs from the Obakasek Jungle, most merchants avoid this area. The constant fighting, combined with humanoid raids from the Obakasek Jungle, make this area prime pickings for bandits, brigands and raiders."

### AN INSIDER'S VIEW...

"Each of our duchies are ruled by a different leader, peopled by a different mix of races, and maintained in a different way. The only constant is the 100 imperial soldiers assigned to a keep at the center of each fief. Our leaders use these soldiers in very different ways, from patrolling for monsters and wild beasts, to defending their keep from raiders while they attack other fiefs.

		<b>TARISATO</b>
<b>Insider's</b>	<b>Outsider's</b>	
<b>DC</b>	<b>DC</b>	<b>Knowledge/Information Government</b>
5	15	Feudal system headed by nine nobles owing fealty to Emperor Kabori
<b>Populations of Note</b>		
20	25	Total: 937,500
15	20	Balelido: 6,000
15	20	Kabakosikido: 4,200
15	20	Oloseta: 23,700
<b>Prominent Personalities</b>		
20	25	Baron Rewano (ruler of Tarisato)
20	25	Baron Boganiro (ruler of Kabakosikido)
20	25	Duke Hor'Bek (ruler of Oloseta)
<b>Monetary System</b>		
5	10	Gold based, uses coins minted in Kalamar
<b>Prominent Languages</b>		
5	10	Kalamaran, Merchant's Tongue, and various humanoid languages
<b>Race Relations</b>		
10	15	Humans are the majority although other races make up a large portion of the population and are often seen as valuable citizens
<b>Prominent Religions</b>		
10	20	All religions are represented, the most popular being The Temple of the Patient Arrow, The Conventicle of the Great Tree, The Way of the Berserk, The Congregation of the Dead, The Temple of Strife and The Temple of Sleepless Nights
<b>Economy</b>		
15	20	Exports include exotic plants, herbs, spices and roots from the Obakasek Jungle, as well as some of the finest cattle in the world
<b>Legal System</b>		
5	15	Each of the nine nobles are free to run their fief as they see fit, leading to petty squabbles and divergences from written laws
<b>Other Notes</b>		
5	15	Tarisato is under constant threat from humanoids from the Obakasek Jungle.

The small, sheltered nature of our fiefs has bred a strong 'horse sense' into us, as well. Match that with the fact that danger comes out of the jungles in all forms, and it is easy to see why we are well known for being suspicious, stay-at-home types."

### Major Cities

#### BALELIDO

"This city is mostly peaceful, with the prominent threats coming not from man, but monsters and large beasts. The city feeds itself by selling the monsters that are killed or captured, and through harvesting other precious things - such as herbs and spices - from the surrounding wilds."

#### KABAKOSIKIDO

"A small, overworked city with impressive fortifications. Currently, the Baron is digging a very large trench to protect his keep from the dangers of the jungle, even though the trench itself is sometimes seen as a danger..."

#### OLOSETA

"A chaotic city known to be a haven for humanoids. The town itself is rather peaceful, however, and traders travel through here rather than climb across the nearby hills."

## THE KINGDOM OF TOKIS

### AN OUTSIDER'S VIEW...

"Tokis is an unstable land. Their crops have failed year after year, their leaders have been saddled with a war they cannot win, and their cities lack the policing necessary to do good business. They were once a great people, but they have been asked to bear too great a load.

King Adoku I gained the throne through the backing of Emperor Kabori. His people are suffering for this, however, because of the war on Pekal. The armies are spent, and all the resources that should be going into developing and maintaining the kingdom are instead being thrown away to hire more mercenaries. The war will continue to go badly for Tokis as well, unless something can be done to slow or stop the aid Pekal receives."

### AN INSIDER'S VIEW...

"Tokis is a nice place to live, compared to some other places I've seen. The last ten years or so have been hard, it is true, and the war drains us to death, but the history of Tokis is something to be proud of! We ruled a large part of the known world for a long time, and the nobles that governed here were powerful and great.

Yes, war and famine have destroyed our power. We have become a minor nation in a bit play, at the disposal of Emperor Kabori. If we were free once again, we would be able to feed our peoples, and return to our rightful glory."

### Major Cities

#### BET SEDER

"This capital city once held great power and riches, but now holds a rat's nest of rogues, assassins and poor government. The

<b>TOKIS</b>		
Insider's DC	Outsider's DC	Knowledge/Information
5	15	Monarchy ruled by King Adoku Soriba, owing fealty to Emperor Kabori
<b>Populations of Note</b>		
20	25	Total: 1,690,000
15	20	Bet Seder: 47,800
15	20	Gaketa: 7,700
15	20	Pipido: 4,300
15	20	U'Rudaketa: 16,100
<b>Prominent Personalities</b>		
20	25	Baron Rulamar (Bet Seder's archery captain)
20	25	Field Marshal Gorin Nosahu (of Gaketa)
15	25	Holmar Bandeskriin (well-known sage)
<b>Monetary System</b>		
5	10	Gold based, Tokis uses coins minted in Kalamar.
<b>Prominent Languages</b>		
5	10	Kalamaran, Merchant's Tongue
<b>Race Relations</b>		
10	15	Humans are the majority, with other races as a small portion of the population.
<b>Prominent Religions</b>		
10	20	The Temple of the Stars, The Inevitable Order of Time, The Church of Chance, The Courts of Justice, The Parish of the Prolific Coin, The Way of the Berserk, The Assembly of Light, The Order of the Passionate One, and The Face of the Free.
<b>Economy</b>		
10	20	Exports include corn, wool and other staple crops
5	25	This year's crops have been depleted by locusts
<b>Legal System</b>		
5	15	The King is in complete control, but generally follows the laws of Kalamar.
<b>Other Notes</b>		
5	15	Tokis is currently at war with Pekal

power of Tokis is seated here, and the general poverty seen elsewhere in the country is especially obvious here."

**GAKETA**

"This prosperous town is known for the speed of steeds that are sold here. It sometimes seems that the horses are more valued than local history or nobility!"

**PIPIDO**

"War has ravaged this town, and the people show it in their faces every time they meet a stranger. Burned bridges and razed buildings are the norm."

**U'RUDAKETA**

"With monumental pieces of sculpture and history being used for hitching posts and scarecrows, you can see that this town is much older than the culture that now resides here. The people are friendly, however, and it has its own style of charm."

<b>DOULATHANORIAN</b>		
Insider's DC	Outsider's DC	Knowledge/Information
5	20	Monarchy ruled by King Dorlanisti
<b>Populations of Note</b>		
15	25	Total: 18,000
<b>Prominent Personalities</b>		
10	25	Dail Swylantia (military swordmaster)
10	25	Helana Reanali (sage and storyteller)
15	25	Coronos the Blind (collector of maps)
15	25	Jasselan the Exile (brigand leader)
<b>Monetary System</b>		
5	15	Based primarily on trade and barter with other humanoids
<b>Prominent Languages</b>		
5	20	High Elven
<b>Race Relations</b>		
5	15	Gray elves, with other humanoid races visiting for trade purposes
<b>Prominent Religions</b>		
10	20	The Temple of the Patient Arrow, The parish of Love, The Church of Night's Beauty, The Church of Everlasting Hope, The Theater of the Arts, The Face of the Free, The Temple of Enchantment, and The Order of the Passionate One
<b>Economy</b>		
5	20	Imports: Foodstuffs (primarily beef, corn, and bread)
10	20	Exports: include wine, arrows, rope and clothing accessories
<b>Legal System</b>		
5	20	Lenient, based on an ancient code
<b>Other Notes</b>		
10	15	Imperial troops occasionally attempt to seize the forest

**DOULATHANORIAN**

**AN OUTSIDER'S VIEW...**

"If you dare to venture into the midst of the Edosi Forest, you might just find this elven city. Of course, I wouldn't recommend it... We Kalamarans know little of it, but I know that visitors are rare. You see, the elves are suspicious of any humans that arrive, suspecting that they are either criminals fleeing Kalamaran justice, or spies scouting for the Kalamaran military."

**AN INSIDER'S VIEW...**

"Our city has been here for ages, and will be here for many more. Doulanthorian is a beautiful, quiet place, free of the annoyances of the outside world. Our bureaucracy is minimal, but our government is strong, and we have no quarrel with anyone, provided their intentions are peaceful."

## KARASTA "IRONTOP", REFUGE OF EXILES

### AN OUTSIDER'S VIEW...

"A dwarven city plagued by human occupation. The dwarves have built a magnificent city underground, with tunnels and mines that stretch off in every direction. Meanwhile, the Kalamaran Empire strangles the dwarven culture for gold and other mined ores and gems."

### AN INSIDER'S VIEW...

"Since the day that Emperor Kabori gazed enviously on our wealth, we have lived in the shadow of the Empire. During the siege of Irontop, we fought valiantly, but the humans – along with their goblinoid and giant allies - were simply too overwhelming. Now, they call us their "protectorate"... We, the First Kingdom of the Seven Clans, a protectorate! Bah!

Yes, we commit acts of sabotage and secret war. For fifteen years, we have lived in anticipation of the final revolt, while the humans live in constant fear of that very thing. Still, I know that not all humans are bad. Those who work well with both sides are valuable resources in both camps, and a friend to both, even rarer, is beyond measure.

Our city has certainly seen better days, mostly because our best artisans were driven off or enslaved by the Vast. Ah, but its beauty is still indescribable – spacious caverns, magnificent stonework, underground river channels – so solid and tangible. Much better than an elven city of wood and flowers! Yet, I would lick an elf's boots if he could finally drive the Kalamarans from our kingdom."

## THE YOUNG KINGDOMS

### AN OUTSIDER'S VIEW...

"Let me see your coin. Ah, yes. That should be sufficient for the information you desire. The Young Kingdoms, is it? Quite a fractured region... You see, the Young Kingdoms were once part of the Brandobian Empire, until Fulakar, the brilliant Kalamaran general, conquered the lands and made them part of his Empire. Then, a generation later, Emperor Kolokar divided the land into self-governed nations and duchies, though still under the control of the Empire. However, self-government given cannot be so easily taken back. In time, each kingdom declared its independence from the Empire that was too busy with other threats to retake them.

Now, the lands known as the Young Kingdoms contain the Free State of Ek'Gakel, the Kingdom of Ek'Kasel, the City-State of P'Bapar, the City of Shyta-na-Dobyo and the Militocracy of Korak, as well as the hobgoblin kingdom of Norga-Krangrel. To the south of Norga-Krangrel is the Elos Desert, where there are no nations, but several independent cities as well as the single Brandobian colony of Miclenon."

### AN INSIDER'S VIEW...

"What's that? Yes, the Young Kingdoms were once part of Brandobia. It began some 600 years ago, when King Andovel began to fear his ambitious nephew, Voleln. Rather than have him killed, the king sent Voleln to claim the lands east of the Legasa Peaks from the barbaric and mindless savages that lived there. Voleln's legions, surprisingly, rose to the occasion and quickly conquered the peaceful Dejm and humanoid tribes of the area. Claiming the land as the Eastern Brandobian Empire, and himself as king, Voleln began to build roads, towns, and set up trade relations with natives. Until his death, it was a fairly peaceful and prosperous time, as least for the Brandobians who immigrated here.

King Voleln II, however, inherited his father's ambition. He sent exploratory units into the Hadaf Hills, where they encountered new tribes of elves and dwarves. He immediately tried to conquer the humanoids, but while Voleln II shared his father's ambition, he had none of his father's military intuitiveness. His armies were soundly defeated.

After the war, the dwarves ignored the humans and continued to live as they always did, but the elves offered to trade with the Brandobians despite their recent warfare. Still embarrassed by the military loss, Voleln II refused. Then, while

<b>KARASTA</b>		
Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
5	20	Dwarven monarchy ruled by King Ungrum, under Kalamaran satrapy supervised by human Duke Satira Mokira
<b>Populations of Note</b>		
15	20	Total: 18,000
10	20	Humans: 4,000
10	20	Dwarves: 21,000
<b>Prominent Personalities</b>		
10	20	Sir Etera Zem'Par (human wizard, assistant governor)
10	20	Chief Councilor Kurak (dwarf, Miner's Guild head)
10	20	Kuoro Jalek (dwarf, Champion of The Halls of the Valiant)
<b>Monetary System</b>		
5	20	Karastans primarily use Kalamaran coins, but still mint small amounts of dwarven coins for their own uses
5	25	Copper piece is known as a Rebel
5	20	Silver piece is known as a Patriot
5	20	Gold piece is known as a Barrowcoin
10	25	Platinum piece is known as a Durgrum
<b>Prominent Languages</b>		
5	15	Kalamaran, Dwarven, Merchant's Tongue
<b>Race Relations</b>		
5	15	Dwarves living under the ruthless discipline of the Kalamarans
<b>Prominent Religions</b>		
10	20	Dwarven: The Halls of the Valiant, The Church of Life's Fire, The Hall of Oaths, The Courts of Justice
10	15	Human: The Church of the Silver Mist, The Temple of Armed Conflict, The House of Scorn, The House of Shackles
<b>Economy</b>		
5	20	Imports: Foodstuffs
10	15	Exports: obsidian, iron, gold, and diamonds
<b>Legal System</b>		
5	15	Based on a harsh feudal system where the Duke rules the dwarves as he wishes
<b>Other Notes</b>		
20	25	Dwarves sneak out wealth to prepare for a rebellion



he planned a second attack, armies of hobgoblins marched forth from the Ashul Weald and goblins streamed from the Brindonwood!

The Brandobian army was caught unaware and unprepared to counter the techniques of Kruk-Ma-Kali, the hobgoblin King. Sweeping through the fledgling empire, the goblinoids crushed all that stood before them. Many Brandobians were slain or enslaved, while the rest fled before the ferocious onslaught. Now, the Eastern Brandobian Empire was no more – in its place stood the Kingdom of Krangi.

But with this victory came arrogance, as the hobgoblins took their place at the head of society, and all others, even their former goblin allies, beneath them. Grumbling began, productivity declined, and the mighty hobgoblin King, Kruk-Ma-Kali, was assassinated! Now, the hobgoblin kingdom fractured, as each tribal chief tried to claim the throne. During this civil war, forces of elves, dwarves and halflings continuously assaulted the humanoids, with the scattered Brandobians reorganizing and helping to drive the hobgoblins south, to what is now their Kingdom of Norga-Krangrel.

The Brandobians then set up another kingdom in the central plains and rebuilt the Eastern Brandobian Empire, but shortly thereafter were defeated by the Emperor Fulakar and the Kalamaran Empire. A generation later, Emperor Kolokar divided the lands into separate kingdoms and duchies, known as the Young Kingdoms. Eventually, each kingdom declared its independence from the Empire.

The Young Kingdoms include the Free State of Ek'Gakel, the Kingdom of Ek'Kasel, the City-State of P'Bapar, the City of Shyta-na-Dobyoy and the Militocracy of Korak, plus the hobgoblin kingdom of Norga-Krangrel. To the south of Norga-Krangrel lies the Elos Desert, where several independent cities (as well as the single Brandobian colony of Miclenon) can be found."

## FREE STATE OF EK'GAKEL

### AN OUTSIDER'S VIEW

"A turbulent land, at war with itself and those around it. If you are of Deji blood, stay away unless you enjoy persecution. I hear that the local Deji tribes are quite vicious, and hated by the Gakites. Strangely, humanoids are welcomed, save for the Brindonwood orcs and those various creatures living in the DuKem'p Swamp. The land is metal-poor, and you can get an excellent deal on ore if you have any to barter with."

### AN INSIDER'S (DEJI) VIEW...

"Our tribes lived in relative peace until the Brandobians crossed the mountain and took our land away. Yet, our people survived. The Brandobians had several wars that ripped up the land. Still, our people survived. We live off the land and follow the bison, as they roam from the Hadaf Highlands to the Shashyf Hills. While our tribes have always fought among themselves for hunting rights, the city people attack us without provocation. The land runs with blood, but the people survive."

### AN INSIDER'S (GAKITE) VIEW...

"We were once part of the Kalamaran Empire, until the death of our king left the throne without an heir. A bloody war ensued for the vacant throne, and even after three years of

		<b>EK'GAKEL</b>
<b>Insider's</b>	<b>Outsider's</b>	
<b>DC</b>	<b>DC</b>	<b>Knowledge/Information</b>
10	15	<b>Government</b> Republic with an elected chancellor for life (currently Brond Epseln)
		<b>Populations of Note</b>
20	25	Total: 602,000
15	20	Betasa: 11,400
15	20	Sisalasido: 3,600
		<b>Prominent Personalities</b>
10	25	Elmin Ragarela (General of the army)
10	20	Jaresh (wizard familiar with magic items)
		<b>Monetary System</b>
5	10	Gold based, Ek'Gakel mints its own coins
5	20	Gakite coins feature the visage of Brond Epseln
5	15	Copper piece is known as a Fanara, or Nomad
5	15	Silver piece is known as a Merchant
5	15	Gold piece is known as a Chancellor
10	20	Ek'Gakel does not mint a platinum coin
		<b>Prominent Languages</b>
5	10	Kalamaran, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans are the majority, although other races are present. Deji are attacked on sight.
		<b>Prominent Religions</b>
10	15	The Church of Life's Fire, The House of Solace, The Founder's Creation and The Order of the Passionate One
		<b>Economy</b>
10	15	Imports: raw mineral ores, tin and steel, wines
15	20	Exports: apples, vellum, wool, leather, wines
		<b>Legal System</b>
10	15	The Chancellor follows a businesslike legal system.
		<b>Other Notes</b>
10	15	Ek'Gakel's economy has recently soured due to Deji and orc raids and a reduction in taxable trade
10	20	Crime has grown in abundance since the Deji wars started.
10	20	Just outside the capital city is the Sacred Grove of Nunatash, the Father of the Defohy. Both the Gakites and the Deji consider the grove sacred.

violence, no end was in sight. But the nobles did not expect the merchants to arm themselves and rise up...

After the merchant uprising, we working folk executed or banished all of the Gakite lords, declaring our freedom and creating a lifelong elected office of Chancellor. Our current ruler is His Most Excellent Chancellor, Brond Epseln.

Unfortunately, we are now in the middle of a war with the local Deji tribes, nomads who follow the migration cycles of the bison and frequently feud with one another over hunting grounds. They scalp our merchant caravans, and attack our peaceful travelers. The entire country is unsafe for travel, but other races are welcome, despite our problems with the Deji."

### BETASA, CAPITAL OF EK'GAKEL

"All races live in this city, and many are unhappy. Most of them walk the streets armed and keep an eye out for Deji spies.

Still, we have our pride, and a frontier roughness and independence. Those who are afraid to get dirty will not last long here.

Chancellor Brond Epseln rules us well, even though the Deji uprising has harmed trade, and the city is suffering economically because of it. Well, except for myself. I make my living hiring myself out to merchants – they always need mercenaries to guard their wares.”

### SISALASIDO

“The city is more of a large farm with muddy roads and more animals than people. The town is really only worth mentioning due to its size, for nothing else seems to happen in this unhappy little berg. Even merchants who stop here usually continue on the next day without even trying to sell their wares.”

## KINGDOM OF EK'KASEL

### AN OUTSIDER'S VIEW...

“Ek'Kasel was the last of the Young Kingdoms to declare independence from the Kalamaran Empire, and are a close ally with Korak. They often help one another keep the hobgoblin threat at bay, and live in a constant state of war.

The Kasite army is filled by draft, as every male joins the military at the age of 15 and remains until their 18th birthday, when they are allowed to rejoin civilian society. Because the younger males are regulated to military duties, the women of the nation hold more business and government positions than in some other lands.

The nation claims as theirs the northwest corner of the Kalokopeli Forest, where herbalists work their magic. They claim a salve that allows wounds to heal twice as fast, as well as the ability to make wood as strong and sturdy as stone. Siege weapons from Ek'Kasel are considered superior to all other nation's weapons.”

### AN INSIDER'S VIEW...

“Our government operates with fine precision, like a military unit, and with the same penalties for failure: death. Still, we are not a harsh people. We tolerate many races and religions, and our women are smarter and stronger than most. Our men are some of the finest warriors in the world! What's that? Yes, superiors do have the right to imprison or execute subordinates who perform poorly, but you must remember that this provides a system for promotion, training, and retirement, making it the smoothest administration in the Young Kingdoms. A poor soldier would be a poor citizen, and we want none of those.”

### BET KASEL

“Our white stone buildings and clean streets show little of the dust and weeds that cover other cities and towns of the area. Furthermore, our stout stone walls protect us from the dangers of the outside world. Our military is based upon Kalamar's model for armies, and full of woodbacks - youths that carry mantlets and provide cover for the crossbowmen. The brave woodbacks are the too-often-unsung heroes of the army!

The Banader River and the goods that flow down it have the biggest impact on our economy, for the College of Alchemy requires a great deal of glassware and a wide variety of exotic tools and materials. You'll find it hard to recognize a wizard, I believe, for they dress like common scholars to remain as

## EK'KASEL

Insider's DC	Outsider's DC	Knowledge/Information Government
5	10	Monarchy ruled by King Erasar II
		<b>Populations of Note</b>
20	25	Total: 412,500
15	20	Bet Kasel: 10,300
		<b>Prominent Personalities</b>
5	15	Prince Ferasol
10	20	General Barata Nemetis (cleric of the Old Man)
15	25	Lahana (battlefield sorcerer)
15	25	Semitiri (senior instructor at the College of Alchemy)
		<b>Monetary System</b>
5	10	Gold based, Ek'Kasel mints its own coins
5	20	Kasite coins feature the visage of King Erasar I
5	15	Copper piece is known as a Morita
5	15	Silver piece is known as a Vanamar
5	15	Gold piece is known as a Sakeran
10	20	Platinum piece is known as a Bolosa
		<b>Prominent Languages</b>
5	10	Brandobian, Kalamaran, Deji, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans are the majority although other races make up a small portion of the population.
		<b>Prominent Religions</b>
10	20	The Temple of Armed Conflict, The Way of the Berserk, The Founder's Creation, The Halls of the Valiant, The Hall of Oaths, The Church of Life's Fire and The House of Shackles.
		<b>Economy</b>
15	20	Imports: glass, pottery and a wide variety of exotic tools and materials for the College of Alchemy
15	20	Exports: vellum and silver
		<b>Legal System</b>
10	15	The King has the final say, gives governmental officials a wide range of powers based on a military model.
		<b>Other Notes</b>
5	15	All Kasite males must undergo a mandatory three years of military service

unnoticeable as possible. A rare few, however, tend towards brashness.

The most dominant faith here is the worship of the Old Man. General Barata Nemetis, a veteran of every major war in the area, has trained thousands of soldiers in the temple's yard. General Nemetis believes fighting a defensive war against the hobgoblins will eventually be harmful to us, and argues for preemptive actions against Norga-Krangrel. The gods only know if his actions are correct.

Fortunately, we have little danger here, aside from the hobgoblin threat. This must surely be because of Queen Jada, who bloodily smashed the thieves' guild some 20 years ago, after they stole her crown. Even now, the sneaking pickpockets are few and far between.”

CILOREALON		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Monarchy ruled by King Sendir
		<b>Populations of Note</b>
15	25	Total: 9,900
15	25	Wood elves: 6,800
15	25	High elves: 3,100
		<b>Prominent Personalities</b>
10	25	Ilistar the Songstress (artisan, dabblers in magic)
10	25	Ruwana the Dark (arcane spellcaster, city defender)
		<b>Monetary System</b>
5	15	Based primarily on trade and barter with other humanoids
		<b>Prominent Languages</b>
5	20	High Elven
		<b>Race Relations</b>
5	15	Wood elves, high elves and other humanoid races visiting for trade purposes. Approximately 200 humans live outside of the city.
		<b>Prominent Religions</b>
10	20	The Home Foundation, The Church of the Life's Fire, The Parish of Love, The Temple of the Patient Arrow, The Church of the Silver Mist, The Temple of Enchantment and The Church of Chance
		<b>Economy</b>
5	20	Imports: Tools, foreign foods, cloth
10	20	Exports: Crafts
		<b>Legal System</b>
5	20	Lenient, based on an ancient code
		<b>Other Notes</b>
5	20	A druidic grove lies in the city center

CILOREALON

AN OUTSIDER'S VIEW...

"If you are like me, and lucky enough to have seen the city, you know that no human can help but to be awed by its beauty. The homes are built around trees, rather than cutting them down, and wonderfully terraced gardens, small ponds and wooden footbridges abound. The elves themselves are peaceful, but are also militaristic, and it is not wise to cross one."

AN INSIDER'S VIEW...

"Most of our population is made up of wood elves and high elves, with a few humans living outside the city. Our king enjoys an absolute rule and his commandments generate immediate results. We enjoy nature, and oppose anyone who seeks to destroy its beauty, but this does not show weakness, as some humans believe. Rather, it is part of our strength."

THE MILITOCRACY OF KORAK

AN OUTSIDER'S VIEW...

"Korak was the second nation to secede from the Kalamaran Empire, but this has not brought them peace. Rather, Korak remains at war, fighting back the hobgoblins of Norga-Krangrel, as a living buffer between the rest of the Young Kingdoms and the hobgoblin nation. As such, its people are suspicious of

KORAK		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
10	20	Militocracy ruled by General Alere Garnak
		<b>Populations of Note</b>
20	25	Total: 670,000
15	20	Korem: 10,400
15	20	Fopasido: 6,100
		<b>Prominent Personalities</b>
10	20	Blim (dwarven Minister of Finance, of Korem)
15	20	Tenar and Lura (wizard couple, schoolteachers of Korem)
15	20	Loso the Scribe (spell researcher, of Korem)
10	20	Baron Janesh Daresti (ruler of Fopasido)
		<b>Monetary System</b>
5	10	Gold based, Korak mints its own coins
5	15	Koraki coins feature a crossed sword and pike
5	20	Copper piece is known as a Raider
5	15	Silver piece is known as a Soldier
5	15	Electrum piece is worth five silver pieces, and known as a Caval
5	15	Gold piece is known as a Crusader
10	25	Platinum piece is known as a Trucecoin
		<b>Prominent Languages</b>
5	10	Brandobian, Kalamaran, Dejy, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans are the majority, humanoids are rare
		<b>Prominent Religions</b>
10	20	The Temple of Armed Conflict, The Way of the Berserk, The Founder's Creation, The Fraternal Order of Aptitude and The Church of Life's Fire.
		<b>Economy</b>
10	15	Imports: soldiers and various military supplies
15	20	Exports: fine weapons, armor and shields
		<b>Legal System</b>
10	15	The law follows a strict military code
		<b>Other Notes</b>
10	15	Korak is at war with Norga-Krangrel.

strangers, and it is hard to look anywhere and not find a weapon of some sort."

AN INSIDER'S VIEW...

"War is life here, and life is war. Our great war with Norga-Krangrel is fought with the help of the rest of the Young Kingdoms, though I don't think they send nearly as many troops or supplies as they could. Why, over the last five years we have had to constantly increase the size of our standing army, to protect against the upcoming hobgoblin assault our leaders assure us is coming. Do I believe them? Why, of course! Who else should I listen to?"

KOREM, THE CITY OF SWORDS

"Most cities have walls surrounding them, but none look more like a gigantic fortress than our noble city. Its stone walls are 15 feet tall, and only one entrance gives admittance to the city. Merchants must also be fond of our city, for our gate is always crowded and packed. To avoid the traffic, many merchants have started selling their wares outside the city and along the road that leads to the river. Of course, those who attempt to bring new weapons and armor here are accepted, for

we need their arms, but their quality simply cannot compare to ours. Our swords are known everywhere in the world!

There are many fighters' guilds here, so if you seek to learn the art of weaponry or fencing, you can easily find a school. The schools are as varied as there are hobgoblins in the grave, including the Disotal Academy, exclusively for women. Our city is also the seat for The Temple of Armed Conflict. So, you see, we have much to be proud of here."

## FOPASIDO

Though we have no walls, no towering palace and no great central market, we have many people here. We simply enjoy our privacy and land of our own, so we keep our homes spread out among and around the ancient trees that grow here.

What's that? You seek adventure here? There's no shortage of that, to be sure! Why, a band of experienced mercenaries recently reported a dark elf war party forming underground in our Legasa mines. If you can do something about that, I'm sure our leaders would be quite grateful."

## THE KINGDOM OF NORGA-KRANGREL

### AN OUTSIDER'S VIEW...

"Norga-Krangrel? Hunh! A dangerous land, to be sure. I hear that the god of the hobgoblins lives there with them, controlling their king and directing their daily lives. These violent creatures live in a constant state of war with Korak and Ek'Kasel, but fortunately the Elos Desert and Elenon Mountains keep them away from other lands. I know little else of this land, save that the creatures take slaves and prisoners of war to farm their lands."

### AN INSIDER'S VIEW...

"Our land is the place of our creation, and sacred to us. But our people grow stronger, and we need room to breathe. Long ago, the Krangi Empire of the Central Plains was the greatest empire in the world, until the banding together of the humans, elves, dwarves and other such weak creatures. Believe me when I say that these lands will, one day, be ours again.

Our king, the Mighty and Glorious Krok-Marg, brings to mind the rule of the great Kruk-Ma-Kali, for Krok-Marg seeks to return us to glory and honor, and every one of us is ready to follow him. Unlike the humans, however, we know better than to deplete our other resources building a great army. Both males and females are taught to read and write, and how to honor both oneself and one's enemy. While we improve both mind and body, our servants farm the land – a fertile land that produces wheat in abundance. Yes, we shall surely succeed."

### RINUKAGH, CAPITAL OF NORGA-KRANGREL, BIRTHPLACE OF THE KRANGI

"Our underground city is noticeable only because of the 150-foot-tall gate carved into the eastern face of Mount Krat-Hej, from which flows the Ek'Ridar River. Of course, Prince Koron Gabrazel ensures that the wide roads on either side of the river, which allow wheeled and footed traffic to enter or leave the city easily, are well-maintained. We do not live like the dark elves, climbing and clambering through small holes in the cliffside!

This capital city is also the birthplace of our people, and more of a spiritual center than a center of government. Many pilgrims come to congregate in the city's only temple, The

## NORGA-KRANGREL

### Insider's DC    Outsider's DC

Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
5	15	Monarchy ruled by King Krok-Marg
10	20	The king rules from Ashakulagh, not the capital of Rinukagh
<b>Populations of Note</b>		
-	-	Total: unknown
10	20	Rinukagh: 12,200
15	20	Ashakulagh: 5,200
<b>Prominent Personalities</b>		
5	15	Prince Koron Gabrazel (ruler of Rinukagh)
10	20	Sun Slayer Azak Naggetrek (cleric of the Dark One)
10	20	Raitax (sorcerer and member of the Restorers)
5	15	Ganakh (senior general)
5	15	Nightmaster Herkuul the Crow (leading cleric of the Dark One)
<b>Monetary System</b>		
10	15	Silver based, Norga-Krangrel mints its own coins
5	15	Krangi coins feature back-to-back portraits of Blacksoul (depicted as a powerful-looking hobgoblin) and the current king, Krok-Marg
5	20	Copper piece is known as a Eye
5	15	Silver piece is known as a Glory
5	15	Bronze piece, worth five silver pieces, is known as a Stirrga
5	15	Gold piece is known as a Throne
10	20	Norga-Krangrel does not mint a platinum piece
10	25	In some areas of Norga-Krangrel, it is acceptable to cut coins to make change. Some coins are cut randomly, but most take care to cut the portraits down the middle.
<b>Prominent Languages</b>		
5	10	Hobgoblin, Merchant's Tongue
<b>Race Relations</b>		
10	15	Hobgoblins and goblins are prominent, with humans and other humanoids living in isolated sections of the towns.
<b>Prominent Religions</b>		
10	20	The Church of Endless Night, The Temple of Armed Conflict, The Way of the Berserk, The Parish of the Prolific Coin and The Fraternal Order of Aptitude
<b>Economy</b>		
15	20	Imports: animals, slaves and many raw materials
15	20	Exports: metal ores (basalt, iron) and wheat
<b>Legal System</b>		
10	15	Intricate court system, poorly modeled after Kalamaran courts
<b>Other Notes</b>		
5	15	Norga-Krangrel is at war with Korak.



Church of Endless Night, which can hold almost 8,000 worshippers!

All are welcome here – provided that they worship the Blacksoul, as all honorable beings should.”

**ASHAKULAGH**

“You can find our city at the fork where the Ek'Ridar River and El'Korek River merge into one. We are ruled by the great Krok'al-Marg, who is currently amassing an army for a major attack against the Kasites and Koraki. Our city is also the home to The Church of Endless Night and The Temple of Armed Conflict, as well as smaller temples for worshippers of lesser gods. The state military school can also be found here.”

**CITY-STATE OF P'BAPAR**

**AN OUTSIDER'S VIEW...**

“A leader among the Young Kingdoms, with a strong economy and a light government. Speaking as a merchant, I find that P'Bapar is an excellent place to sell my wares, or to trade for goods I can sell for large prices elsewhere. Of course, I have to hire guards for protection, because there are many monsters in the Legasa Peaks. Still, the city itself is fairly safe, unless you're a smuggler, and religious persecution is rare.”

**AN INSIDER'S VIEW...**

“Our government was first to claim independence from the Kalamaran Empire, and we are now the largest independent city-state on Tellene, two facts of which all citizens are proud. Our economy is great, for the pass through Coniper Gap gives access to nearby trading nations, as well as wealth provided by dwarven and gnomish clans. Nearer our city, the wide roads are kept clear by the passage of wheeled vehicles, and with the Archduke's citadel watching the road from a high vantagepoint.

Mercenary bands are a common sight here. You see, merchants often hire guards for protection, and the government hires mercenaries to patrol the pass. Also a common sight are the many temples within the city. The largest is the Parish of Prolific Coin, though the Founder's Creation comes in a close second.

Our market is rich, and you should be able to find any goods you need here. Oh, you're a scholar? Well, fear not - the city is also home to the Ducal Library and Conservatory, and I hear that the librarian is quite proud of the collection.”

**PROMPELDIA, CITY OF THIEVES**

**AN OUTSIDER'S VIEW...**

“You can find members of all races here, though I would not say that most are worth knowing. This is a dangerous city, made more so by the city walls. While the outer walls protect against outside threats, within the city are smaller walls dividing it into dark and dirty quadrants. However, if you're looking for exotic goods or fine gambling houses, and you don't mind a little (cough) danger, this is a decent city to visit. I advise traveling by ship, unless you are coming from the north. Your journey will be both faster and safer, and you won't have to travel through the desert. Also, the harbor of the city is heavily fortified and can easily berth many large ships.”

		<b>P'BAPAR</b>
<b>Insider's DC</b>	<b>Outsider's DC</b>	<b>Knowledge/Information Government</b>
10	15	Monarchy ruled by Archduke E'Dos Kalanasi II, supported by a small bureaucracy
		<b>Populations of Note</b>
20	25	City-state total: 228,000
15	20	P'Bapar: 73,100
		<b>Prominent Personalities</b>
10	15	Abbott Foorjah (silent monk, Founder's Creation)
10	15	Golin Humater (cleric, House of Laughter)
15	25	Gusalitan (dwarf, caretaker of library)
15	20	Isitolo the Many-Tongued (translator)
20	25	Sil Highhand (leader of the Stray Cats thieves' guild)
		<b>Monetary System</b>
10	15	Gold based, P'Bapar mints its own coins
5	15	P'Baparan coins feature a portion of the city on one side, while the reverse displays the visage of Archduke E'Dos Kalanasi II above the words "I [name of coin]."
5	20	Copper piece is known as a Foriba
5	15	Silver piece is known as a Guard
5	15	Gold piece is known as a Tower
10	20	Platinum piece is known as a Lanam
		<b>Prominent Languages</b>
5	10	Brandobian, Kalamaran, Dejy, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans are the majority; humanoids are allowed, but must live outside the city walls.
		<b>Prominent Religions</b>
10	20	The Parish of the Prolific Coin, The Founder's Creation, The Fraternal Order of Aptitude, The Home Foundation, The Courts of Justice, The Church of Chance and The House of Laughter.
		<b>Economy</b>
15	20	Imports: various
10	15	Exports: gems (emeralds, topaz, amethyst, tourmaline), gold, wool and vellum
		<b>Legal System</b>
10	15	Light but firm
		<b>Other Notes</b>
10	20	P'Bapar was the first city-state to declare independence from the Kalamaran Empire.

**AN INSIDER'S VIEW...**

“Most people think that a city of thieves would be quite dangerous, but we really are not. Instead of taxes, we pay fees to keep our goods safe from robbery, and our coast is a safe haven for traveling caravans. Otherwise, our government avoids interference in our lives, unless we become disruptive.

We rise late, but work hard during the day and enjoy wild entertainment at night. Did you know that our gambling houses are some of the finest in the world? It's true! People come from all over to visit our establishments.

Yes, we used to be an Eldoran colony, it's true. However, Mayor Gremply Slivers took over and declared our independence almost 100 years ago, and we've been free of Eldoran influence ever since. You're not an Eldoran, are you? You are? GUARDS!!!”

<b>PROMPELDIA</b>		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Kleptocracy ruled by Mayor Gremply Slivers
		<b>Populations of Note</b>
10	15	Total: 15,800
10	20	Human: 9,800
10	20	Humanoid total: 6,000
15	25	Halflings: 2,200
15	25	Hobgoblins: 800
		<b>Prominent Personalities</b>
10	20	Bonoroti (premier wizard)
10	20	Cheftan (proprietor of the Snake Eyes tavern)
10	20	Challenger of Fate Sulenna Ruy (Church of Chance)
		<b>Monetary System</b>
5	10	Gold based, Prompeldia mints its own coins
5	15	When a colony of Eldor, Prompeldia used Eldoran coinage. Now an independent city, coins are imprinted with the visage of Gremply Slivers
5	20	Copper piece is known as a Mark
5	15	Silver piece is known as a Sliver
5	15	Gold piece is known as a Goodpiece
10	20	Platinum piece is known as a Score
		<b>Prominent Languages</b>
5	10	Brandobian, Dejay, Kalamaran, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans outnumber humanoids by a little less than half
		<b>Prominent Religions</b>
10	20	The Church of Chance
		<b>Economy</b>
5	10	Imports: various
5	15	Exports: slaves
10	15	Gambling houses greatly contribute to the economy
		<b>Legal System</b>
10	15	Light, but harsh when necessary
		<b>Other Notes</b>
10	20	Prompeldia was an Eldoran colony until Gremply Slivers declared independence some 75 years ago

<b>SHYTA-NA-DOBYO</b>		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Hierarchy ruled by clerics of the Passionate One and their appointed vintners
		<b>Populations of Note</b>
10	15	Total: 17,000
		<b>Prominent Personalities</b>
10	20	Moridia Whitesteel (mercenary hired as city protector)
10	20	Vosted the Drunken (magic wand and rod crafter)
10	20	Lomburd (boisterous dwarven apothecary)
		<b>Monetary System</b>
5	10	Gold based, Shyta-na-Dobyo mints its own coins
5	20	Copper piece is known as a Cork
5	15	Silver piece is known as a Tannic
5	15	Gold piece is known as a Vintner
10	20	Platinum piece is known as a Zyeth
		<b>Prominent Languages</b>
5	10	Dejay, Merchant's Tongue
		<b>Race Relations</b>
10	15	Humans in the vast majority, with few dwarves, elves and halflings
		<b>Prominent Religion</b>
5	15	The Order of the Passionate One
10	20	Other religions are welcome, provided they are not openly practiced
		<b>Economy</b>
5	10	Imports: various
5	15	Exports: wine, fish and lumber
		<b>Legal System</b>
10	20	By caucus, based on their gut instinct; members are often drunk, and bribes are common
		<b>Other Notes</b>
15	25	Orc warbands are being reported in the southern Brindonwood

## SHYTA-NA-DOBYO, CITY OF CELEBRATION, CITY OF WINE

### AN OUTSIDER'S VIEW...

"Shyta-na-Dobyo is a simple city of Dejay within the borders of the Brindonwood. It has little to merit it, save that it is the producer of the best wines in the entire world. Travel in the Brindonwood is quite dangerous, so I suggest you buy your wines from an exporter, rather than traveling there yourself. If you do make it to the city, be sure to hang onto your coin purse – the thieves outnumber the honest citizens, or so I hear!"

### AN INSIDER'S VIEW...

"Ah, welcome, visitor! I see you braved the Brindonwood to visit our fair city! What's that? Spiders as big as a small house? Yes, they are quite dangerous – hence our tall, iron-spiked walls. I'm glad to hear you only lost your horse..."

I think you'll like it here. Our buildings are simple wooden ones, but we keep them clean, and our citizens are friendly. We are ruled by a group of vintners – that's wine makers – who dispense justice and manage our wine exports as well. I assume that's why you've come – for the wine? It's the best in the world, you know!

Which way did you come from? The east? Ah, then you missed our vineyards – they stretch for miles to the west and south, protected by guards and high fences. I wouldn't recommend venturing into them without authorization, for trespassers are treated most harshly."

## CITIES OF THE ELOS DESERT

“Though the cities here are far from the central plains, they are still ‘young kingdoms,’ in a sense. What’s that? You don’t know about the Elos? Let’s see what I can tell you...”

It is a large desert with crusty salts, very dry, and with few plants other than scrub brush, cacti and the occasional tree. Still, many Dejy live here, though mostly along the coast of the Elos and Whimdol Bays, or to the west where lies the Elenon Mountains.

It is said that, near these western limits, there is an enormous crack in the ground. Rumors say that brave adventurers who return from “the Great Fissure” carry with them strange and ancient artifacts. Another strange area can be found in the southeast, a place known as the Nickel Basin. In this five-league-wide basin, lie metal ores that rival mithral in hardness, but a curse lies upon the land, and those who travel there never return.”

### ALNARMA

#### AN OUTSIDER’S VIEW...

“This tiny dot of a port is not worth sailing to, though I hear that it is quite cosmopolitan for its size. However, it is the closest city to Pel Brolenon, and Overlord clerics and Brolenese slavers could be dangerous to the unwary. This city is the last

ALNARMA (ROSHAY)		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Patriarchy ruled by decisions of the oldest male, Shiseth
		<b>Populations of Note</b>
10	20	Total: 3,800
		<b>Prominent Personalities</b>
20	30	Mewneha (hidden, ranking cleric of The Face of the Free)
10	20	Jish (wizard, Shiseth's grandson)
10	20	Daclen (wizard, high elf from Cosdol)
		<b>Monetary System</b>
5	15	Barter and trade, uses coins from other cities and lands
		<b>Prominent Languages</b>
5	15	Dejy, Brandobian, Svimohz, Merchant's Tongue
		<b>Race Relations</b>
5	15	Mostly Dejy humans, though other humans and humanoids from all lands inhabit the city
		<b>Prominent Religions</b>
5	20	The House of Shackles, with hidden shrines for The Face of the Free
		<b>Economy</b>
5	10	Imports: various
10	20	Exports: gems, slaves
		<b>Legal System</b>
5	20	Decision of the patriarch; more formal style being drafted
		<b>Other Notes</b>
10	20	Village of Narmaren (population 315), 20 miles west, claims allegiance to the city-state of Alnarma

stop along the great Elos Road stretching from here to Prompeldia.”

#### AN INSIDER’S VIEW...

“Alnarma? Nay, call our city by its true name of Roshay, not the name given it by the Brandobians. It is true, we Dejy have not yet made Roshay a rich city, but we welcome those of all races to join us in the effort. Unfortunately, few merchants visit us here, unless they seek to buy slaves at a lesser price than those in Dowond-Brandel. However, because we are the first stop on the Elos Road for Brolenese merchants, we have little difficulty in obtaining what imports we need.

My only notes of caution to you are not to become involved in the clash between the slavers and the Brotherhood of the Broken Chain, and to avoid travel into the desert. If the desert does not take you, the beasts that live there surely will.”

### DIJISHY, CITY OF HISTORY

#### AN OUTSIDER’S VIEW...

“This city of shepherds lies on a rocky ridge at the edge of the desert, and is of little interest to anyone other than scholars. The largest and oldest library in the world is here, as well as the few

DIJISHY		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
5	20	Theocracy ruled by High Prophet Elamar Crandin
		<b>Populations of Note</b>
10	20	Total: 6,000
		<b>Prominent Personalities</b>
10	20	Durvak Angklin (dwarven engineer)
10	20	Thorak (illiterate Drhokkeran)
15	25	Sender Elkin (half-elf scribe of O'Par)
		<b>Monetary System</b>
5	15	Barter and trade, plus coins from other lands
5	20	Dijishy mints two special coins
5	20	Glazed and painted earthenware coin, worth two silver pieces (or four rijji), is known as a Danja
5	20	Tin coin, worth five copper pieces, is known as a Rijji
		<b>Prominent Languages</b>
5	15	Dejy, Merchant's Tongue
		<b>Race Relations</b>
5	15	Mostly Dejy humans, with a few dwarven miners
		<b>Prominent Religions</b>
5	15	The Inevitable Order of Time, plus a sanctuary for the Disciples of the Creator
		<b>Economy</b>
5	10	Imports: dried fish, ivory, wines, bacon, salted pork, rice, tin and iron
10	20	Exports: robes, natron, colored glass, tomes, salt
		<b>Legal System</b>
5	20	Based on the teachings of the Fate Scribe
		<b>Other Notes</b>
10	20	The Great Sanctuary of Knowledge here is the oldest library on Tellene
5	20	Many monsters live nearby in the desert and mountains

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sages, idealists and eccentrics willing to make the dangerous journey through the desert or over the Elenon Mountains.”

## AN INSIDER'S VIEW...

“We are somewhat isolated, but we are also quite self-sufficient. Our water comes in streams from the mountains, and our sheep provide us with both food and clothing. Furthermore, we have little to fear from foreign powers, though we do maintain soldiers as protection from desert monsters. Most of our visitors are pilgrims and scholars who come to visit the Great Sanctuary of Knowledge. This is the oldest library on Tellene, and maintained by The Inevitable Order of Time, whose Prophets act as Librarians. While you're here, you should visit it. You may never get another chance.”

## EZHIMAHN, SPIRE CITY

## AN OUTSIDER'S VIEW...

“This city's many domes, cones and tall, spire-topped towers are quite a wonder to behold, especially to a lost traveler

wandering out of the desert. Aside from its use as a trading city, however, it has little else to recommend it. Its leader is ruthless, and thieves are common.”

## AN INSIDER'S VIEW...

“If you're interested in unique items for trade, you could hardly do better than our city! Our glass bottles are considered the best in the world, and our unique partnership with merfolk living off the coast brings us items almost impossible to find elsewhere.

Though we were once a Meznamishii colony, we gained our independence some 25 years ago, and our Pasha has ruled the city wisely since then. Between you and me, however, I hear his sons are feuding among themselves.

The Founders' Creation holds sway and considerable power within the city, as well as controlling the prestigious Architect's Guild, which contracts work for large buildings around the world. Many other religions prosper here, but none have as much power.

If you're a spellcaster, or are traveling with one, be sure to register with the Celestial Dawn. All native and visiting spellcasters are required to join, just to keep a census of spellcasters, so I hear.”

EZHIMAHN		
Insider's DC	Outsider's DC	Knowledge/Information
5	15	<b>Government</b> Autocracy ruled by Pasha Wemahn Nhila
10	20	<b>Populations of Note</b> Total: 8,500 humans
15	20	Descendants of Meznamishii colonists: 6,000
10	20	<b>Prominent Personalities</b> Wemahn Nhila (eldest son of the Pasha, heir-designate)
20	25	Minis Kopar (leader of Breath of the Djinn thieves' guild)
10	20	Svalinh al-Svalar (in charge of city defense)
15	20	Veznos Dashemmi (guildmaster of the Celestial Dawn)
5	15	<b>Monetary System</b> Barter or trade; Ehzhimahn uses coins from other lands
5	15	<b>Prominent Languages</b> Meznamishii, Deji, Brandobian, Merchant's Tongue
5	15	<b>Race Relations</b> Humans
10	20	<b>Prominent Religions</b> The Founder's Creation, The Inevitable Order of Time, The Church of Chance, The Fraternal Order of Aptitude, The Assembly of the Four Corners, The House of Hunger, The Imposters, The Courts of Inequity, The Church of Endless Night and The Congregation of the Dead
5	15	<b>Economy</b> Imports: various, plus fruits and foods from the Barrier Islands
10	15	Exports: gold, glassware, coral, mother-of-pearl, octopus ink
5	20	<b>Legal System</b> Harsh, by the rule of the Pasha
5	15	<b>Other Notes</b> Lighthouses; one on an island in the bay, and one on the southwest side of the city;
15	25	The lighthouses are venerated by nomadic Deji followers of the Eternal Lantern

MICLENON		
Insider's DC	Outsider's DC	Knowledge/Information
5	15	<b>Government</b> Psephocracy; ruled by Governor Coldon, who was appointed by the Eldoran king and then approved by a general vote
10	20	<b>Populations of Note</b> Total: 15,700
10	20	<b>Prominent Personalities</b> Sir Nurband (military co-commander)
10	20	Sacremor (military co-commander)
10	20	Urfanc (burly sorcerer)
15	20	Altamir (military advisor from Dalen)
5	15	<b>Monetary System</b> Gold based; Miclenon uses Eldoran coinage
5	15	<b>Prominent Languages</b> Brandobian, Deji, Merchant's Tongue
5	15	<b>Race Relations</b> Humans
10	20	<b>Prominent Religions</b> The Halls of the Valiant, The Home Foundation, The House of Solace, The Face of the Free, The Founder's Creation and The Assembly of the Four Corners
10	20	The Temple of the Stars is very popular with visiting seafarers and nomadic Deji; doubles as an inn
15	25	Disorganized followings: The Parish of the Prolific Coin, The Watchers, The Church of Chance and The House of Scorn
10	20	<b>Economy</b> Imports: horses
10	20	Exports: figs, dates, olives, hazy glass
5	20	<b>Legal System</b> By decision of the governor; based on Eldoran law, with favoritism given to Brandobians and restrictions on humanoids.
10	20	<b>Other Notes</b> Miclenon's shores have numerous limestone caves, often with hazardous creatures inside



COLONY OF MICLENON

AN OUTSIDER'S VIEW...

"This city is actually a colony of Eldor, and its architecture is so Brandobian that travelers approaching it for the first time usually swear they are lost. Unless you are a traveling Brandobian, or a merchant passing up the Elos Road or through the Elos Bay, I can think of little reason to stop here."

AN INSIDER'S VIEW...

"We are proud to be an Eldoran colony, though I for one could wish for some more military assistance and more reliable supply ships. Of course, I still refuse to side with those few dissidents who call for independence. With the hobgoblins, gnolls and kobolds assaulting our walls, and pirates attacking our ships, we need Eldor's strength behind us.

Although we are tied to Eldor, we maintain our own culture as well. Be sure to attend one of our nightly fireside dances, which harken back to older times with their erotic themes. Yes, I thought that would get your attention..."

SHROGGA-PRAVAAZ, CITY OF GIANTS

AN OUTSIDER'S VIEW...

"This is a strange city, filled with a mixture of human and humanoids. Even creatures that are rare in other cities can be found here, or so I hear. The buildings are of various sizes to accommodate creatures large and small, and the massive gates suggest that even larger creatures may live here. Merchants traveling the Elos Road often stop here to buy water, and fine gems come from the local mines. I hear that the local thugs hate wizards, and target them above all other travelers."

AN INSIDER'S VIEW...

"Our city's strength lies in its diversity and, of course, our great gem mines. Our citizens are made up of those who are often shunned in other lands, such as kobolds, hobgoblins, gnolls, bugbears, ogres and so on. Oh, and humans. Here, we live well, and safely, as most thieves focus on the mines, gemcutters and jewelers, rather than the common citizens. Still, travelers should walk carefully here, for the authorities allow us to handle our own troubles, and we do so with little remorse.

Oh, two final warnings - if you are of a religious nature, be careful of the temples, for they request large tithes. Also, stay away from the docks unless you are looking for work as a pirate. A ship in need of a crew may just decide to take you, whether you be willing or not."

SHROGGA-PRAVAAZ

Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
10	20	Gerontocracy/Bureaucracy; ruled by the eldest kobold chieftain (currently Drossen-malak Traaggar), but enforced by the kobold mayor (currently Shosan-haasav) and his followers
		<b>Populations of Note</b>
10	20	Total: 5,500
		<b>Prominent Personalities</b>
10	20	Captain Rolakk (hobgoblin, leads mercenary force)
10	20	Grahahn Sepiter (human, flamboyant wizard)
		<b>Monetary System</b>
5	15	Barter and trade; uses coins from other cities and lands
		<b>Prominent Languages</b>
5	15	Draconic, Hobgoblin, Goblin, Merchant's Tongue
		<b>Race Relations</b>
5	15	Humans, humanoids (kobolds, hobgoblins, gnolls, bugbears) and a handful of ogres
		<b>Prominent Religions</b>
10	20	The Way of the Berserk, The Temple of the Stars, The Temple of the Tree Strengths, The Parish of the Prolific Coin, The Church of Chance, The Church of Endless Night, The House of Hunger, The Temple of Strife, The Conventicle of Affliction and The Temple of Sleepless Nights
		<b>Economy</b>
10	20	Imports: lumber, food, textiles, wines
10	20	Exports: gemstones, water
		<b>Legal System</b>
5	20	Harsh, based on mayoral decision
		<b>Other Notes</b>
10	25	Most kobolds live west of the city in a stretch of limestone caverns

THE WILD LANDS

AN OUTSIDER'S VIEW...

"This area has the harshest climate in Tellene, I think. That being said, it can still be quite comfortable here. The harsh climate is really only felt during the winter months, when it snows - sometimes quite heavily.

This land is the home of some of the strongest people in Tellene, the Fhokki. Their culture is somewhat primitive, but they are a hearty people. They welcome others to join them in their celebration of life. They have celebrations for every stage in their lives, every major event, every passing season. They are a very 'alive', if you know what I mean, and the land they live in suits them. They share this land with the Dejoy people, who are even more primitive. Dejoy are more interested in traditions than with power or curiosity, which makes them a quiet people. In fact, you don't see much of them, unless you are actively looking for them."

AN INSIDER'S (HUMAN) VIEW...

"This land is a powerful part of us. It has taught us about life, and about how to live. Every year, life gets hard, but every year, life gets easy again. Weather the hard times and good will return. Live! That is the most important part of life. Whatever you do, do it with a whole heart, because this land has taught us that you never know when the gods will call you away. Sometimes, you have to live as though every day is your last - because it might be, here.

Our people came here, following food and chased by enemies. This land is our home because it did not reject us outright. We are known for our beautiful land and harsh weather, but it is not as bad as many believe. This land is a

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refreshing place to live, and it makes us happy to be somewhere that food is plentiful, enemies are rare, and people are free."

### AN INSIDER'S (HUMANOID) VIEW...

"Elves tend to avoid the area, as the harsh winters depress them. Dwarves are somewhat common, mostly because they find the Fhokki mindset to be compatible with their own. They also avoid most of the winter extremes by living in strong underground cities. In fact, the heat of their forges makes their homes some of the warmest places around.

Other races common here are the gnomes and the halflings. They are found in small, scattered groups, and they are welcomed because they bring happiness and friendliness. They farm and build, like they do everywhere else, but they mostly keep to themselves.

In general, other races are welcomed in most human villages, but they do not reside in many of them. They are viewed as curiosities, but treated as well as humans – if that means anything."

## DRHOKKER

### AN OUTSIDER'S VIEW...

"The cities along the rivers tend to be the largest settlements around here. If you want to stop anywhere and still have the

DRHOKKER		
Insider's DC	Outsider's DC	Knowledge/Information Government
5	15	Loose confederation with no single leader
<b>Populations of Note</b>		
20	30	Total: 1,000,000 (estimate)
10	20	Nythok: 5,500
10	20	Trarr: 5,500
<b>Prominent Personalities</b>		
10	25	Mayor Cheun (ruler of Nythok)
15	30	Adya (horseman in charge of gathering Nythok's army)
10	25	Duke Agdar (ruler of Trarr)
15	30	Sturr the one-handed (leader of Trarr's army)
<b>Monetary System</b>		
5	20	Barter based; inhabitants use coins from other lands
<b>Prominent Languages</b>		
5	15	Fhokki, Dejj, Merchant's Tongue
<b>Race Relations</b>		
5	15	Humans are prominent, though humanoids are welcome
<b>Prominent Religions</b>		
10	25	The Temple of Stars, The Face of the Free, The Thunderer's Temple, The Temple of the Patient Arrow, The Order of Life, The Church of the Life's Fire, The Way of the Berserk and The Temple of Sleepless Nights
<b>Economy</b>		
10	25	Imports: wheat, fruits, wines, lamp oil, pitch
10	15	Exports: leather, martial gear, Drhokkeran chargers
<b>Legal System</b>		
10	25	Varies with region, typically light but firm
<b>Other Notes</b>		
10	25	The Pact of Tharokken prevents fighting between towns

## PARU'BOR

Insider's DC	Outsider's DC	Knowledge/Information Government
5	15	Monarchy ruled by Prince Ragil V
<b>Populations of Note</b>		
20	30	Total: 750,000
10	20	Bet Regor: 23,300
10	20	Paketa: 19,500
<b>Prominent Personalities</b>		
5	20	Prince Rigan (son of Ragil V)
10	25	Balan Furak (Captain of the Knights of Justice, in Bet Regor)
15	30	Renuusio (Reanaarian captain of Bet Regor's archers)
10	25	True Seer Rumar Kales'Tet (stern temple leader of the Courts of Justice, in Bet Regor)
20	30	Faerbast (Gnomish sage and translator, in Bet Regor)
10	20	Duke Amalen (ruler of Paketa)
15	25	Domerolo (son of Duke Amalen)
15	30	Count Gesan (leader of Paketan military)
20	30	High Watcher Remona Visino (recruiter for the Watchers)
20	30	RotheK the Wise (merchant satirist of Paketan ways)
15	30	Baroness Kamira (female Kalamaran wizard, in Paketa)
<b>Monetary System</b>		
10	15	Gold based, Paru'Bor mints its own coins
5	20	Paruvian coins feature the visage of Ragil I
5	25	Copper piece is known as a Peasant
5	20	Silver piece is known as a Knight
5	20	Gold piece is known as a Noble
10	25	Platinum piece is known as a Ragil
10	20	Paketan coins are widely accepted because of their consistent weight and purity.
<b>Prominent Languages</b>		
5	20	Kalamaran, Fhokki, Dejj, Merchant's Tongue
<b>Race Relations</b>		
5	20	Humans are dominant, though humanoids (mostly gnomes and dwarves) make up a small portion of the citizenry
<b>Prominent Religions</b>		
10	25	The Courts of Justice, The Hall of Oaths, The Halls of the Valiant, The Church of Everlasting Hope, The Founder's Creation, The Order of Thought and The Inevitable Order of Time. All other religions are forbidden.
20	30	The House of Vice, The Temple of Strife, The Impostors and The Congregation of the Dead have small underground followings.
<b>Economy</b>		
10	20	Imports: wines, gems, metals, horses, elven weapons and crafts
10	20	Exports: vellum, paper, maple syrup, stout bows
<b>Legal System</b>		
10	25	Generally follows the Kalamaran system, with a few changes. Penalties are swift.
<b>Other Notes</b>		
5	20	Upper class: lords, wealthy merchants, clergy, high-ranking military
5	20	Middle class: successful merchants, craftsmen, shopkeepers, army officers
5	20	Lower class: farmers, laborers, peasants and rogues

comforts of society, then you'd be best served to stop in one. The rest of this land is made up of empty plains and farms, with large open tracts of land used by the horse clans to run their beasts. It is really a drab land, once you've been here for a while. You can watch your horse run away from you for days. And it's all yellow, on the plains. The best route is along the rivers, as I said before. At least there you have cities, some forests, and people to talk to."

**AN INSIDER'S VIEW...**

"The world is simple here, and so is life. You farm, you fish, you ranch... It doesn't matter. You work, you play, you live and you breathe. Trade is simple. You never need to know more than the value of your own wares, because that's all you have to ask for. Nothing more, nothing less.

With the Pact of Tharokken in place, we are secure. We can fight, but we never have to, and we can grow without the need to conquer. Our prices are fair, and trade is good. What else could we want?"

**Major Cities**

**NYTHOK**

"We are a Dejy tent city, though a few Fhokki live here under roofs of sod or wood. We are independent, and need nothing that we cannot find for free on the open plains. We scoff at those we consider cowardly and weak."

**TRARR**

"We are a frontier city, and proud of it. We love hearty foods and drinks, and we get into frequent and bloody fights for any number of reasons. Like us common folk, our ruler bows to no one."

**THE PRINCIPALITY OF PARU'BOR**

**AN OUTSIDER'S VIEW...**

"Life here is very structured. Peoples are divided into classes, and disobeying the law brings harsh punishment. The cities are usually prosperous, but the common people may not be. Sometimes, the cities are prosperous because they drain the poor, instead of using them to build a better city. Life for the lesser classes is difficult.

On the other hand, if you are in the higher classes, this is a good place to live. Taxes are relatively low, trade is brisk and the people in power are friendly to visiting nobles and powerful merchants. If you bring exotic gifts, most houses overlook a few small transgressions, and may even convince the city guard to do the same..."

**AN INSIDER'S VIEW...**

"Life here is well-structured, with a place for everyone, and everyone in their place. This makes life much easier for everyone. Our laws are strict, that is true, but they exist for a reason. Anyone disobeying them poses a threat to the stability of our society. If we failed to enforce our laws, we would be no better than savages. The rulers know that, and so do the people."

<b>SHYNABYTH</b>		
<b>Insider's DC</b>	<b>Outsider's DC</b>	<b>Knowledge/Information</b>
		<b>Government</b>
5	20	Monarchy ruled by King Joto II
		<b>Populations of Note</b>
20	30	Total: 750,000
10	25	Rynoshok: 15,900
		<b>Prominent Personalities</b>
5	20	Prince Sobryn (ruler of Rynoshok)
10	25	Chadij Thy (militia leader, of Rynoshok)
10	25	Vitar (court wizard)
		<b>Monetary System</b>
5	25	Gold based; Shynabyth mints its own coins
5	20	Shynabyth coins display a group of Dejy men and women walking into the background (symbolizing the eviction from the land of their forefathers)
5	25	Copper piece is known as a Sotar
5	20	Silver piece is known as a Loon
5	20	Gold piece is known as a Bythen
10	25	Platinum piece is known as a Kylshar
		<b>Prominent Languages</b>
5	15	Dejy, Merchant's Tongue
		<b>Race Relations</b>
5	20	Humans, on good relations with the dwarves of the Byth Mountains
		<b>Prominent Religions</b>
10	20	King Joto bans all organized religion
		<b>Economy</b>
5	20	Imports: weapons, armor, gold
5	20	Exports: food, lumber, textiles
10	25	Recent inflation has caused the price of goods to skyrocket.
		<b>Legal System</b>
10	15	Based on a harsh feudal system where the King can rule as he wishes.
		<b>Other Notes</b>
5	15	Shynabyth is at war with both Slen and Paru'Bor.

**Major Cities**

**BET REGOR**

"This city is a metropolitan trading center, so a lot of traffic comes through here. While it is clean and efficient, visitors find it a little stifling, and traders should watch their worshipping practices."

**PAKETA**

"The town is built around Trade Street, and so is the economy. Travelers are welcomed, and merchant caravans are the focus of that traffic."

**THE KINGDOM OF SHYNABYTH**

**AN OUTSIDER'S VIEW...**

"The nomadic Dejy of this land have been at war for centuries, fighting with Paru'Bor to retake their ancient home – the Kabela Downs and Renador River valley. Meanwhile, they are also fighting a war against the Theocracy of Slen, who raid border towns and capture townsfolk. Fortunately, the dwarves of the region are allied with the Shynabyth, or they might have been wiped out long ago.

Life here is hard, and religion is outlawed. Taxes are heavy, and food is poor. If I were to choose a land in which to live, it would certainly not be this one."

## AN INSIDER'S VIEW...

"Yes, the outsider speaks the truth - the wars have drained us. We have been fighting Paru'Bor since they took our ancient homeland, and now, with the Slenish threat, our forces are stretched to the brink. The Slen steal our peoples, they cause crops to fail, and no doubt they cause many problems we are unaware of. Still, though the cost of war is high, we refuse to give up. We have lasted this long, we will last to the end.

Do I think King Joto mad for banning organized religion from his kingdom? Or hate him because of his heavy taxes? Why do you ask...? You're one of his spies, aren't you?"

## Major Cities

### RYNOSHOK

"This fortified log city is the capital of Shynabyth. It is the center of what little trade takes place in our country, but inflation is rampant, and our military is falling apart. No temples operate openly here, and I must practice my faith in secret."

<b>DRASKA</b>		
Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
5	20	Dwarven monarchy ruled by King Norbaren
<b>Populations of Note</b>		
15	20	Total: 17,200
10	20	Humans: 200
10	20	Dwarves: 17,000
<b>Prominent Personalities</b>		
10	25	Prince Barkandor (also Chief Magistrate)
10	20	Rurik Guntern (leader of The Halls of the Valiant)
15	30	Farstad the Steadfast (dwarven wizard, uses illusion to defend the kingdom)
<b>Monetary System</b>		
5	20	Gold based; Draskans mint their own coins
5	25	Copper piece is known as a Anvil
5	20	Silver piece is known as a Heir
5	20	Gold piece is known as a King
10	25	Platinum piece is known as a Damburd
<b>Prominent Languages</b>		
5	20	Dwarven, Merchant's Tongue
<b>Race Relations</b>		
5	20	Dwarves, plus some Fhokki refugees from Slen
<b>Prominent Religions</b>		
10	25	The Halls of the Valiant, The Home Foundation, The Church of Life's Fire, The Temple of the Three Strengths, The Fraternal Order of Aptitude, and The Inevitable Order of Time
<b>Economy</b>		
5	20	Imports: foodstuffs, lumber, textiles
10	15	Exports: weapons, armor, gold
<b>Legal System</b>		
5	15	Based on an ancient dwarven code
<b>Other Notes</b>		
10	25	An underground lake provides an abundance of fish

## DRASKA, THE HIDDEN CITY

### AN OUTSIDER'S VIEW...

"This city is not really part of Shynabyth, but they have become a treaty partner with them. It is a dwarven city with few, if any, humans. It is a safe house against the Slenish armies, and a haven for dwarves in the area."

### AN INSIDER'S VIEW...

"Our mutual protection treaty with Shynabyth was signed over a century ago, to protect both our kingdoms against the Slenish threat. At the moment, we are only trading a few goods, but I feel sure that the human King Joto will call on us soon. No doubt he will claim that his people's help to us in the Great Mountain Wars obligates us to return the favor. Whether we will or not is up to King Norbaren, who will no doubt make the correct decision.

Meanwhile, we live good lives here in the Byth Mountains, with our primary concern being the raiding Slen berserkers. Fortunately, the smoke from our forges is diverted miles away, so little of our capital is evident from outside. Still, our military is strong, and supplemented by the few Fhokki wizards who apprentice our young in the teachings of arcane magic.

Inside the city, our rooms are small, but our passages are larger, and many works of beauty can be found here. One crystal cave, the Starry Vault, is of particular note as the most beautiful sight on all of Tellene."

## THE LANDS OF SKARNNA

### AN OUTSIDER'S VIEW...

"This is a large, open land, with many natural resources. The people here are all tall-standing Fhokki, who maintain the region as a collection of cities, each independent from the rest. They work together to maintain their borders, but other than that, their leaders are little more than the mayors of their own little towns. However, the people are hard working, and the land rewards them for it. They live well, for winter is not as harsh here as it is in other areas.

Each city, so I hear, has a very different flavor. Citizens may trade different things to you, and may want strange things from you... Tolerance is high, however, so you have little to worry about when it comes to visiting. If you do not have what is wanted, they will simply direct you to move to somewhere else."

### AN INSIDER'S VIEW...

"Our region is run by our eight most respected battle lords, whom we call Skryvalkkers. Though they sometimes squabble over the loose borders like a couple of old fishwives, they are good rulers, and allow us to generally live as we please. As long as we work hard, we can live with peace and comfort here."

## Major Cities

### ARDARR-NORR

"This log town is surrounded by two walls, though the outer one is barely ever used. It is a good place to pick up supplies on a journey through the area, as most wares are reasonably priced."



THEOCRACY OF SLEN

AN OUTSIDER'S VIEW...

"Little is known about this strange and evil place. They worship the Flaymaster, and their government is overrun with clerics from the Ministry of Misery. They do not trade in anything other than slaves, and no outsider is safe. People who go there rarely ever leave..."

AN INSIDER'S VIEW...

"You came here to find out about us? Well, I'll be happy to tell you a few facts before you depart. No, no, I mean you'll be departing in a spiritual sense. Here, let me tighten that.

Once a primitive tribe reveling in the glories of the Flaymaster, we are now a strong nation, with a powerful city here on Mount Shakota. Unlike your more primitive land, government and religion are inseparable here. The Order of Agony controls all, and our lives are the better for it.

Our region is rich in mineral wealth, and cattle and sheep donated by the local herdsman help supplement our diets. Oh, stop screaming. I've barely gotten started..."

Major Cities

KAKO-GYR, CITY OF PAIN

"A city where it pays to be either very rich or very poor. Buying your way out of trouble is possible, but the surest way to survive is to avoid notice."

SKARRNA

Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
10	20	Octarchy; land ruled by eight different Skryvalkkers (below)
10	20	Thelka (Ruler of Ardarr-Norr and the Lands of Skarrna)
10	25	Sigurth Fourhorns (Ruler of the Isle of Voritti)
10	25	Hurrkal (Ruler of the Gateway to Reanaaria)
10	25	Takdkar (Ruler of the Western Midlands)
10	25	Viloth (Ruler of the Eastern Midlands)
10	25	Gokrakk (Ambassador to Shyff)
10	25	Natfal (Ruler of the Gateway to the West)
10	25	Edorrad (Lord of the New North)
<b>Populations of Note</b>		
15	25	Total: 600,000
10	25	Ardarr-Norr: 16,100
<b>Prominent Personalities</b>		
5	25	Viljar (commander of Skarrna's heavy cavalry)
15	30	Hreslin (gnome who sells some magical items)
10	25	High Worlder Jorgen (leads The Temple of the Stars)
<b>Monetary System</b>		
5	20	Gold based; Skarrna mints its own coins
5	25	Copper piece is known as a Yolk
5	20	Silver piece is known as a Axe
5	20	Gold piece is known as a Falven
10	25	Platinum piece is known as a Norath
<b>Prominent Languages</b>		
5	15	Fhokki, Merchant's Tongue
<b>Race Relations</b>		
5	25	Humans are the only citizens of Skarrna but they have good relations with the gnomes in the Vrykarr Mountains
<b>Prominent Religions</b>		
10	20	The Way of the Berserk, The Halls of the Valiant, The Temple of Armed Conflict, The Temple of the Stars, The Assembly of the Four Corners, The Church of the Life's Fire, The Inevitable Order of Time, The House of Knives and The House of Scorn
<b>Economy</b>		
10	25	Imports: metals and minerals from the Vrykarr Mountains
10	20	Exports: grain, whale oil, kelp, octopus ink, coral, pearls and foodstuffs
10	20	Reanaarians and Skarrns are close trading partners
<b>Legal System</b>		
10	15	A feudal system where local lords have much sway over the law and how it is enforced
<b>Other Notes</b>		
15	30	The inhabitants of the Island of Voritti, south of Skarrna, build long slim ships similar to Brandobian galleys

SLEN

Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
10	20	Theocracy ruled by Grand Theocrat Toth Senkan
<b>Populations of Note</b>		
5	10	Total: unknown.
10	25	Kako-Gyr: 19,900
<b>Prominent Personalities</b>		
5	20	Ice Priest Maleth Dervil (leader of The Order of Agony)
<b>Monetary System</b>		
5	20	Gold based; Slen mint their own coins
5	20	Slenish coins are imprinted with a blooded dagger
5	30	Copper piece is known as a Painpiece
5	25	Silver piece is known as a Scar
5	25	Gold piece is known as a Biter
10	30	Platinum piece is known as a Kennwrot
<b>Prominent Languages</b>		
5	15	Dejy, Merchant's Tongue
<b>Race Relations</b>		
5	25	Humans of mixed Dejy and Fhokki heritage
<b>Prominent Religions</b>		
5	20	The Order of Agony; all others are forbidden
<b>Economy</b>		
10	25	Imports: fine cloth, wooden crafts, horses, caribou and ivory. Raiders take cattle and sheep from herdsman of the Shada Hills
10	20	Exports: gold and gems
<b>Legal System</b>		
5	20	The Theocracy sets the law as fits their theology
<b>Other Notes</b>		
10	20	Wizards are persecuted here

THE QUEENDOM OF THARGGY

AN OUTSIDER'S VIEW...

"Speaking as a man, this country is a mystery to me. Women run the cities, they run the shops, they even run the government. The queen is the head of the entire nation, and no king is on the horizon, either. Men are usually kept as 'studs', or lower class servants. They are rare here, however, so any males entering the country, beware...

The culture is actually quite vibrant, or so I hear, and the people are happy. They are at war, which makes them somewhat suspicious of strangers, but they fight with honor and strength, not with deceit and lies, so they are not the best at rooting out spies. They also need the trade that 'spying' merchants bring in, so they usually just watch them for any suspicious activity. As long as the merchants are polite to the women of Tharggy, the people return the favor."

THARGGY		
Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
5	15	Matriarchy; ruled by Queen Defyn
<b>Populations of Note</b>		
15	25	Total: 750,000
10	20	Bynarr: 19,800
<b>Prominent Personalities</b>		
10	20	Gytha (younger sister of Queen Defyn, second-highest ranking cleric of The Church of the Life's Fire)
10	20	Hylar (male, famous Pekalese musician)
10	25	Matriarch Udula (leads The Church of the Night's Beauty)
10	25	Rothla the Red (leads Bynarr's infantry division)
<b>Monetary System</b>		
5	20	Silver based; Tharggy mint their own coins
5	20	Coins feature the visage of Queen Defyn
5	25	Copper piece is known as a Alyvar
5	20	Silver piece is known as a Moon
5	20	Gold piece is known as a Queen
10	25	Tharggy does not mint a platinum coin
<b>Prominent Languages</b>		
5	15	Fhokki, Merchant's Tongue, Kalamaran
<b>Race Relations</b>		
5	20	Mostly human, though humanoids are also present in large numbers
<b>Prominent Religions</b>		
10	20	The Temple of Armed Conflict, The Church of Life's Fire, The Church of Night's Beauty, The Home Foundation, The Church of Endless Night, and The Temple of Sleepless Nights
<b>Economy</b>		
10	20	Imports: metals, gems and war-horses from Drhokker.
10	20	Exports: foodstuffs and fabulous textiles
<b>Legal System</b>		
10	25	Strict, based on a long-used model
<b>Other Notes</b>		
5	15	Females have dominated Tharggy ever since most of the males were killed in a battle against Doderia.

AN INSIDER'S VIEW...

"The Queen runs a good, solid country. We work well, and defend our borders with ease. Some kingdoms look down on us because we women hold the premier posts in the government, but we are just as powerful as any other nation. We have a viable economy, strong warriors, a powerful and stable government and a healthy culture. We treat all races and sexes as equals, whether citizens or visitors - though the latter may receive some suspicious glances. The only major drain is the war with Doderia, which we would like to end. We fight on, however, and we will win!"

THYBAJ		
Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
10	20	Bureaucracy; an appointed Shajody for life (currently Dakary II), oversees hundreds of Dothoki who control all governmental and political aspects
10	25	The position of Shajody is not a hereditary seat; the current Shajody appoints the new Shajody from outside his own family
<b>Populations of Note</b>		
15	25	Total: 400,000
10	20	Shyta-Thybaj: 17,200
<b>Prominent Personalities</b>		
10	25	Bajyr (head Dothoki of Thybaj)
15	30	Telera (elven commander of the army)
15	30	Ashten (wizard, advising Dothoki to the Shajody)
10	25	Huntmaster Syjem (leader of The Temple of the Patient Arrow)
<b>Monetary System</b>		
5	20	Silver based; Thybaj mint their own coins
5	20	Thybaj coins feature the image of masons building a stone wall
5	20	Copper piece is known as a Vrycoin
5	15	Silver piece is known as a Giant
5	15	Gold piece is known as a Dothok
10	20	Platinum piece is known as a Shajo
<b>Prominent Languages</b>		
5	20	Dejy, Fhokki, Merchant's Tongue
<b>Race Relations</b>		
5	20	Mostly human, though humanoids are also present in large numbers
<b>Prominent Religions</b>		
10	20	The Church of the Life's Fire, The Courts of Justice, The Founder's Creation, The Order of Life, The Church of Chance, The Temple of Enchantment, The House of Scorn, The House of Hunger, and The Imposters
<b>Economy</b>		
10	20	Imports: various
10	20	Exports: gemstones, silver ore, copper ore, wool
<b>Legal System</b>		
10	25	Light but firm, based on the decision of the Shajody
<b>Other Notes</b>		
15	30	A former granite quarry in the center of the capital is a frequent dumping ground for murdered corpses

## Major Cities

### BYNARR

"A clean, efficient capital city with wide, safe streets. Those streets are safe even at night, as a thief might take your money but not your life."

## KINGDOM OF THYBAJ

### AN OUTSIDER'S VIEW...

"Thybaj is a good place to travel, especially if you are part of a diverse group. Tolerance, both racial and religious, is common. People of all types, human or not, come here and live in peace. Trading is fair, and the local merchants, while successful, are not the greedy types that seem to be found elsewhere. The classes are not separated here, and anyone can become rich and powerful, even the lowliest serf."

### AN INSIDER'S VIEW...

"Our country is built on the hard work and abilities of the people. We know what we have to do to make it work, and we do it! Everyone has something they are good at, right? Well, as long as they do it, everybody wins. Some visitors come into our country and say, "Bah! Living with useless dwarves, elves and gnomes? Ridiculous!" Those people are stupid. The dwarves, the elves, the gnomes, everyone who comes here can do something, and is a useful addition to our population. That's the way we like it here."

## Major Cities

### SHYTA-THYBAJ

"We live in a fine city with strong, stone buildings. We see much trade here, and our relations with others are friendly."

## LANDS OF TORAKK

### AN OUTSIDER'S VIEW...

"The lands of Torakk are harsh indeed. There is little here, other than wild herds, wild grass, and wild people. These clans are a strong, independent lot, but they are very backward and primitive. Their settlements rarely stay in one place for very long, and when they do, they build there not because they want to, but because they have to. They constantly fight with other tribes over land, and the borders are constantly moving. It is hard to come here and trade, because only the strongest and largest settlements have a specific location, and those towns rarely have much to trade."

### AN INSIDER'S VIEW...

"Our clans have lived here forever. We are proud of our heritage, and our land is ours and ours alone. We live in collapsible settlements so that we may follow the migrating herds of caribou, elk or reindeer. We do not need much, and our lands have provided us with all we need, so we live here happily, even through the harshest of times.

In times of need, usually when fighting the Jorakk orcs and ogres or the Theocracy of Slen, we rely on the guidance of our leader and shaman. We welcome those of other lands and races, though few choose to live among us."

## Major Cities

### NORR BHARR

"We are a small village, and the largest permanent settlement in these parts. We live simply, and trade here consists of selling furs, flint and antlers to the Jorakk dwarves for iron ingots, then selling the ingots to Narr-Rytarr in exchange for worked metal items, armor and weapons."

TORAKK		
Insider's DC	Outsider's DC	Knowledge/Information
5	20	<b>Government</b> Patriarchy/Loose confederation of families and clans; each group is known as an aronak, and led by a shaman
20	30	<b>Populations of Note</b> Total: 112,500
10	20	Norr Bharr: 1,000
10	25	<b>Prominent Personalities</b> Arturr Bharr (anorak ruler of Norr Bharr, 80 years old)
15	30	Mantak Bharr (younger brother of Arturr, 62 years old)
15	30	Rastur Bharr (wizard-in-training, great-grandchild of Arturr)
5	20	<b>Monetary System</b> Barter based; inhabitants may use coins from other lands
5	15	<b>Prominent Languages</b> Fhokki, Dejy, Merchant's Tongue
5	15	<b>Race Relations</b> Humans are prominent, though humanoids are welcome
10	25	<b>Prominent Religions</b> The Way of the Berserk, The Temple of the Patient Arrow, The Church of the Night's Beauty, The Order of Life, The Temple of Strife, The Congregation of the Dead, and The Thunderer's Temple
10	25	<b>Economy</b> Imports: weapons, armor, other metal items
10	15	Exports: furs, flint, antlers
10	20	<b>Legal System</b> The laws of each anorak differ, but each is mediated by the shaman
10	25	<b>Other Notes</b> Norr Bharr holds no wizards or scholars (save Rastur), and no criminals

## INDEPENDENT CITIES

### CITY-STATE OF DARUK

#### AN OUTSIDER'S VIEW...

"You can find this isolated city between Paru'Bor and O'Par. It was once a mining colony for the Kalamarans, but they care nothing for it now. Its people are proud, independent and suspicious of strangers. They do make good bread, though."

#### AN INSIDER'S VIEW...

"Living as we do, between Paru'Bor and O'Par, requires strength of body and mind. They would take our city in an instant, if they dared risk our wrath. Still, this is a fine place to

live. Our wells provide us with water, and the wide rye fields around the city keep us well fed, while our copper mine provides income without attracting the attention that other mines of precious metal do. As such, crime here is light, save for a few brigands and bandits roaming around outside the city walls. Yes, this is a fine place."

### FYMAR, GATEWAY TO THE EAST

#### AN OUTSIDER'S VIEW...

"Fymar? Bah – whod ever want to go there? It's too far east to be part of the Jorakk River trade, and too far north of the major Reanaarian cities, to be of any use to us merchants. Why, the last time I was there they almost ignored me! Apparently they've got some mad scheme to establish a trade route overland to Thygasha, and us Bay merchants aren't good enough for them anymore!"

#### AN INSIDER'S VIEW...

"If you visit Fymar, you will notice that our city is made of sturdy brick and masonry in the Reanaarian style, but new bronze ornamentation is popping up everywhere! It's not really my style, but I suppose it's not too bad. Still, I'd rather the Atharr build up our militia, and get the economy back under control. The goods that once were common, I can't get any more, and of those that I can, I can't afford!"

### NARR-RYTARR, LOST CITY OF THE NORTH

#### AN OUTSIDER'S VIEW...

"The peoples of this lonely forest city are all strong and beautiful, or so I hear. Yet, I still cannot find a reason to visit there. It is too far north for me, and the woods are filled with monsters! Also, I need no furs or lumber, which seems to be the only goods they sell."

#### AN INSIDER'S VIEW...

"Once a small trading post, we are now the greatest city of the north, home to the best furriers, lumberjacks, trappers and rangers! Yes, we occasionally have some trouble with predators from the Rytarr Woods, but nothing very serious. Only a few bears, giant spiders, wolves, orcs, bugbears, and so on. Oh, and those fish-like creatures that came out of Lake Jorakk. Like I said, nothing very serious. I'm sure our cavalry and warships can handle threats from any direction."

DARUK		
Insider's DC	Outsider's DC	
		<b>Knowledge/Information</b>
		<b>Government</b>
5	20	Monarchy; ruled by Duke Dalorak II
		<b>Populations of Note</b>
15	25	Total: 11,200
10	20	Human: 8,960
10	20	Halfling: 2,240
		<b>Prominent Personalities</b>
15	25	Gortha Redshield (half-orc, leader of Black Riders mercenary cavalry, often hired by the city for protection)
15	25	Barkam (leader of Barkam's Raiders mercenary troops, often hired by the city for protection)
20	30	Enga (female Fhokki wizard)
15	30	Likon (wizard/chemist, owns a tiny shop in the town center)
		<b>Monetary System</b>
5	20	Gold based; Daruk mints its own coinage
5	20	Daruk's coins display a horse-drawn cart
5	20	Copper piece is known as a Miner
5	25	A second, larger copper piece displays the image of a copper mine, is worth five Miners, and known as a Kovnor
5	15	Silver piece is known as a Mount
5	15	Gold piece is known as a Tandar
10	20	Platinum piece is known as a Voray
		<b>Prominent Languages</b>
5	15	Fhokki, Dejj, Halfling, Merchant's Tongue
		<b>Race Relations</b>
5	20	Humans are prominent, with a large number of halflings. Other humanoids are welcome
		<b>Prominent Religions</b>
10	25	The Home Foundation, The Church of the Life's Fire, The Church of the Night's Beauty, The Temple of the Three Strengths, The Temple of Enchantment, The Church of Chance, and The Parish of the Prolific Coin
		<b>Economy</b>
5	10	Imports: various
10	15	Exports: copper, rye bread
		<b>Legal System</b>
10	20	Based on a feudal system where the ruler can do whatever he wants
		<b>Other Notes</b>
5	20	The city is built in circles, with labyrinthine roads
10	20	Five-vented windmills operate mills or drive water pumps

**FYMAR**

Insider's		Outsider's		Knowledge/Information
DC	DC	DC	DC	
5	20			<b>Government</b> Monarchy based on the Skarnnid Skryvalkker system; ruled by an Atharr (currently Heger)
				<b>Populations of Note</b>
15	25			Total: 5,200 (estimated)
10	20			Human: 4,500
10	20			Humanoid: 700-800
				<b>Prominent Personalities</b>
10	25			Captain Bythok (leader of the local militia)
15	30			Avol Xearan (local pirate)
15	30			Tethen Coldhammer (male dwarf wizard)
15	30			Haruma the Lonely (female human, studies religious artifacts)
				<b>Monetary System</b>
5	20			Silver based; Fymar mints its own coinage
5	20			Fymar coins are imprinted with the image of a soldier shading his eyes against the sun as he stands watch
5	20			Copper piece is known as a Vorayl
5	15			Silver piece is known as an Alikarr
5	15			Gold piece is known as a Bull
10	20			Fymar does not mint platinum coins
10	25			Foreign coins are accepted, but with a 10% penalty for the exchange. Change is always given in local coinage – as in other lands, the foreign monies are melted down and recast.
				<b>Prominent Languages</b>
5	20			Fhokki, Dejj, Reanaarese, Merchant's Tongue
				<b>Race Relations</b>
5	20			Humans, with half-elves, elves, halflings, gnomes, and a few dwarves
				<b>Prominent Religions</b>
10	25			The Assembly of Light, The Founder's Creation, The Parish of Love, The Temple of Enchantment, The Conventicle of the Great Tree, The Conventicle of Affliction, The Parish of the Prolific Coin, and a shrine to the Vicelord
15	30			The Conventicle of the Great Tree is located outside the city, in the Narrajy Forest
				<b>Economy</b>
10	25			Imports: textiles, spices, herbs, Drhokkeran chargers, deer, amber, silver, glass, pottery
10	20			Exports: timber
10	20			City merchants are neglecting Bay traffic in favor of establishing trade with Thygasha, and the price of goods from the Bay is rapidly increasing
				<b>Legal System</b>
10	15			Modeled after the Skryvalkkers' feudal system, where the powerful have much sway over the law and how it is enforced
				<b>Other Notes</b>
15	25			New, brilliant city ornamentation is based on ruins from the Khydoban desert
20	30			Fymar's militia is spread thin, and visitors who can command troops might be asked to stay and help build an army

**NARR-RYTARR**

Insider's		Outsider's		Knowledge/Information
DC	DC	DC	DC	
5	20			<b>Government</b> Psephocracy/Bureaucracy; ruled by an elected mayor-for-life (currently Tanarr Lorr), over an array of appointed civil servants
				<b>Populations of Note</b>
20	30			Total: 28,000
15	25			Humans: 25,000
15	25			Halflings: 2,000
15	25			Wood Elves: 1,000
				<b>Prominent Personalities</b>
15	30			Captain Thalnawr (senior member of the military)
10	25			High Huntress Alentarr (of The Temple of the Patient Arrow)
20	30			Amilakar Thoran (O'Paran scholar searching for his Fhokki roots)
				<b>Monetary System</b>
5	20			Silver based; Narr-Rytarr mints its own coinage
5	20			Coins feature the face of the semi-mythical hero Jorakk, after whom the area is named. The reverse of each coin displays two men (a Fhokki and a Dejj) trading furs, above the words "I [name of coin]."
5	20			Copper piece is known as a Ranger
5	15			Silver piece is known as a Blaze
5	15			Gold piece is known as a Jormin
10	20			Narr-Rytarr does not mint platinum coins
				<b>Prominent Languages</b>
5	15			Fhokki, Dejj, Merchant's Tongue
				<b>Race Relations</b>
5	20			Humans are prominent, though humanoids are welcome
				<b>Prominent Religions</b>
10	25			The Temple of the Patient Arrow, The Church of the Night's Beauty, The Church of Chance, The Temple of Strife, The Parish of the Prolific Coin, and The House of Vice
				<b>Economy</b>
10	25			Imports: small ice
10	15			Exports: furs, fish, lumber, large ice
				<b>Legal System</b>
10	20			Firm but fair; at the decision of the magistrate; if involved parties are of the same faith, civil disputes are settled by clerics
				<b>Other Notes</b>
10	25			A druidic grove lies west of town
5	20			The statue of semi-mythical hero Jorakk is prominently displayed inside the city gate



SHYFF

AN OUTSIDER'S VIEW...

"This simple bay city smells of dead fish during the summer – it's so bad that I don't understand how anyone can stand to live there! They do supply excellent ships, and good quality amber, but they are still a primitive people. Why, one of their favorite pastimes is to dance around a giant, burning pit of dung!"

AN INSIDER'S VIEW...

"We were once a simple Dejay village, then a mining colony, and now a city of our own! Our greatest achievement, I should say, are our shipwrights. They build the finest ships in the known lands! I'm sure that if it were not for them, our economy would be in much poorer shape than it is now. What's that? No thank you – I don't accept coins in exchange for information, but I will be happy to discuss a trade of some sort..."

Insider's		Outsider's		SHYFF
DC	DC	DC	DC	Knowledge/Information
10	25			<b>Government</b> Monarchy; ruled by a mayor (currently Dealaan), appointed by the head of the shipwright's guild
20	30			<b>Populations of Note</b> Total: 7,500
10	25			<b>Prominent Personalities</b> Merr (resident Fhokki wizard)
15	30			Athaga (noble of the house of Chay)
5	20			<b>Monetary System</b> Gold based; Shyff mints its own coinage
5	20			Shyff coins are imprinted with the image of a swan's head above the words "I [name of coin]" on one side, while the obverse displays a sailing ship.
5	20			Copper piece is known as an Arkurr
5	15			Silver piece is known as a Wright
5	15			Gold piece is known as a Falkorr
10	25			Platinum piece is known as a Gulkarr
10	25			The cost of goods with foreign costs is at least double
5	15			<b>Prominent Languages</b> Dejay, Fhokki, Reanaarese, Merchant's Tongue
5	15			<b>Race Relations</b> Humans are prominent, though humanoids are welcome
10	20			Gnomes and wood elves live in and around the city, in the Narrajy Forest
10	25			<b>Prominent Religions</b> The Courts of Justice, The Parish of Love, The Temple of the Patient Arrow, The Church of the Silver Mist, The Church of Chance, The Order of the Passionate One, The House of Knives
10	25			<b>Economy</b> Imports: weapons, armor, metals
10	15			Exports: ships, lumber
5	20			Inflation is currently high
10	20			<b>Legal System</b> Lightly enforced; but when enforced, punishments are harsh
10	25			<b>Other Notes</b> Ships built here are outstanding (price is double that of similar ships built elsewhere)

REANAARIA BAY

AN OUTSIDER'S VIEW...

"Reanaaria Bay is a large region, with diverse peoples living along the coastline. Each city is literally a state unto its' own, and run as its inhabitants see fit. It makes for an incredible place, as each city is so different from the rest, and little more than a day's travel from the others. The cities are often isolated, with water on one side and mountains on the other, making it hard for them to expand. This, combined with the poor land-based resources in this area, restricts the population and the growth of their city-states. Most people here, however, live comfortably from the fish in the sea, or from the trade with other city-states.

Merchants regularly trade for the riches that come down from the mountains, as well as the plentiful foods that come from the sea, and in a few places, the interesting or rare items that are retrieved from the forests. This traffic supplies the entire bay with fresh supplies that are not easily found elsewhere. This trade is also a main source of another major trade here; shipbuilding. Without the major trading cargo ships, many of shipbuilding yards would quickly go out of business. This trade has also fostered good relations among the many races, and racial prejudice is much rarer here than in other lands. Yes, the Bay is a fine place to live."

AN INSIDER'S VIEW...

"Our settlements are sheltered, both from the elements and from each other. Each city is free, free to be the city we want it to be, though it may have been founded at very different times, and for very different reasons. Some were founded around settlements of other races, others were founded because of some natural resource, while others were founded seemingly on a whim. There are cities and towns of every type, and each city produces something that the others cannot match. It gives the Bay a strength that few other regions have.

Every race is accepted within the bay area. Some places are more accepting than others, but for the most part, we understand and respect the other races for their contributions to our society. Gnomes, dwarves, elves, halflings... All exist here, and are mostly integrated into the communities. Halflings are mainly farmers, while elves mostly stay near the cities, working the administration or trading with others, and dwarves and gnomes manufacture quality products. Everyone has a role to play here."

Independent City-States

AASAER

AN OUTSIDER'S VIEW...

"Stay away from here, unless you have something to hide, something to sell, or something to steal. Aasaer is filled with thieves and murderers, or worse, pirates. Gold moves quickly here, however, and if you are cunning, you can make some of it yours. But be warned - the more you have, the bigger target you are, and the longer you stay, the more likely you'll end up floating under the docks..."

I suppose a few good things can be said about this place. There are always tradable cargoes here, but whether they are legal or not is another question. The farms of the area do provide more than the city can use, but their goods are not as valuable as some of the other, more illegal, types that travel through this city."

**AN INSIDER'S VIEW...**

"There are no other places like Aasaer, anywhere. Where else can you get rich off one simple mark, and lose it all without even noticing? Plus, you can always find a bit of money through honest trade as well. We have everything here - drinking, fighting, and women! What else do you want?

Many other things about Aasaer are incredible. There are reports of treasure just outside of our city. Nothing much, you understand, but a sizable amount for a desperate person. It would make a nice nest egg, if you could find it, but many have searched for a very long time, and nobody has found it yet."

**BAETHEL**

**An Outsider's View...**

"A more wondrous place would be hard to find - the incredible architecture, the bustling markets, and gnomes living next to humans without a single misstep or argument. The humans

do not seem to mind, and are careful not to hurt their smaller friends. This city is a beacon of racial tolerance, and an example of what races working together can produce.

Not all things are equal here, but everyone seems to like it the way they are. The government is run exclusively by gnomes, as is city administration, while humans make up the vast majority of the armed forces. The arrangement seems to work, however, and the peoples of Baethel are happy and strong."

**An Insider's View...**

"Baethel is a great place to live, where everyone has a place and every place welcomes. Most buildings have entrances of multiple sizes, as well as furniture and windows of differing scales.

The gnomish government has ruled, and quite successfully, for many years, and everyone works together well. The gnomes,

<b>AASAER</b>		
<b>Insider's DC</b>	<b>Outsider's DC</b>	<b>Knowledge/Information</b>
<b>Government</b>		
10	20	Tyranny; ruled by a vicious cutthroat named Pacuam
<b>Populations of Note</b>		
10	25	Total: 6,700
<b>Prominent Personalities</b>		
15	25	Kaino the Peaceful (leader of monastery operated by The Church of Everlasting Hope)
15	25	Zinhomha the Ancient (elderly author of bestiaries)
<b>Monetary System</b>		
5	20	Gold based; uses coins from other lands
<b>Prominent Languages</b>		
5	15	Merchant's Tongue, plus various human and humanoid tongues
<b>Race Relations</b>		
5	25	Humans form the majority, but a small number of humanoids live in Aasaer
<b>Prominent Religions</b>		
10	25	The Church of Everlasting Hope, The Order of Agony, The House of Knives, The Temple of Strife, The Home Foundation, The Temple of the Three Strengths, and The Way of the Berserk
<b>Economy</b>		
10	20	Imports: stolen and looted goods
15	20	Exports: hogs, hemp, alfalfa, and stolen and looted goods
<b>Legal System</b>		
10	15	There are very few laws in Aasaer, and they are to protect those in power. Punishment is quick and lethal.
<b>Other Notes</b>		
10	20	A long stone pier can handle the most massive of ships

<b>BAETHEL</b>		
<b>Insider's DC</b>	<b>Outsider's DC</b>	<b>Knowledge/Information</b>
<b>Government</b>		
10	20	Monarchy/Gerontocracy (gnomish); ruled by Prince Jebim with a council of seven gnomish elders
<b>Populations of Note</b>		
10	25	Total: 7,500
10	25	Humans: 3,600
10	25	Gnomes: 3,600
15	30	Elves: 300
<b>Prominent Personalities</b>		
10	25	Naaman (chief advisor and eldest son of Prince Jebim)
15	30	Caralle (female gnome, council member and army commander)
<b>Monetary System</b>		
5	20	Silver based; Baethel mints its own coinage
5	20	Baethelite coins feature a human and gnome riding a single horse through a city street, while the reverse displays the words "I [name of coin]" below an image of the city.
5	20	Copper piece is known as an Ally
5	15	Silver piece is known as a Draah
5	15	Gold piece is known as a Staatuir
10	25	Baethel does not mint a platinum piece
<b>Prominent Languages</b>		
5	20	Gnome, Reanaarese, Dejy, Low Elven, Merchant's Tongue
<b>Race Relations</b>		
5	20	Gnomes, Reanaarese and Dejy humans are predominant, with a small number of elves
<b>Prominent Religions</b>		
10	25	The Church of Life's Fire, The Theater of the Arts, The Church of the Silver Mist, and The Church of the Night's Beauty
<b>Economy</b>		
10	20	Little is imported or exported but many local goods are sold in the market such as barley, radishes, leafy vegetables, tomatoes, walnuts, carts, wagons, furniture and toys
<b>Legal System</b>		
10	20	Based on the gnomish system of law. Usually understanding, but can be harsh
<b>Other Notes</b>		
10	20	Baethel is home to the best locksmiths on Tellene

<b>DYNAJ</b>		
Insider's DC	Outsider's DC	
5	20	<b>Knowledge/Information</b> Pentarchy; ruled by a council composed of the head of the five dominant local clans
		<b>Government</b>
		<b>Populations of Note</b>
10	25	Total: 4,000
		<b>Prominent Personalities</b>
5	20	High Harvester Semantoth (leads The Congregation of the Dead)
5	25	Field Leader Anferset (leads The Church of the Life's Fire)
15	30	Senchet Amon (city's principal spellcaster)
		<b>Monetary System</b>
5	20	Gold based; Dynaj mints its own coinage
5	20	Dynaj coins are imprinted with an image of the city from a short distance away
5	20	Copper piece is known as an Trooper
5	15	Silver piece is known as a Kojen
5	15	Gold piece is known as a Gilter
5	20	Faience (glass) piece is worth five gold, and known as a Kycho
10	25	Dynaj does not mint a platinum piece
		<b>Prominent Languages</b>
5	15	Dejy, Merchant's Tongue
		<b>Race Relations</b>
5	20	Humans are the majority, but a few humanoids (mostly gnomes and halflings from the Nanakary Forest) can be found
		<b>Prominent Religions</b>
10	20	All religions are allowed, but The Congregation of the Dead and The Church of Life's Fire are the most important.
10	20	The Congregation of the Dead presides over all funerals
		<b>Economy</b>
10	20	Imports: foods, wines, silver, fine cloth
10	20	Exports: gold, beer, medicinal herbs
		<b>Legal System</b>
10	20	Based on clan law, the worst crime is grave robbing.
		<b>Other Notes</b>
5	15	Rumors tell of an undead nation hidden in the Khydoban Desert

the humans, even the elves that frequent our fine city pitch in and help their fellow beings. People come here and see everyone here working together and they ask, "How do you keep from running into all these gnomes?" What a stupid question! How do you avoid running into walls when you walk? You watch where you are going, and be careful. Besides, the only crowded area in town is the busy marketplace.

We live here because we have chosen to make friends with each other, and to work together. There are those that question our ability to do that, but we have proven them wrong. This city is the truest example of the gnomish-human ability to coexist. When we work together, we are stronger and better than we ever could be separately."

## CITY-STATE OF DYNAJ

### AN OUTSIDER'S VIEW...

"This city is a quiet city, and somewhat brooding. The people here live and work in the looming shadow of giant stone buildings, within a crumbling stone wall, and always seem like they're waiting for salvation to come over the horizon. Between the desert and the sea, they mostly have just given up. I mean, who wouldn't, with a sea that eats people alive, and a desert that spits out desiccated skeletons on a regular basis? There are ways to make a living, but life here tends to be more dangerous than anyone sane would put up with.

The thing is, there are many goods to come here for, with gold being number one on anyone's list. This place is teeming with gold mined from farther inland! The other major source of it is in sunken vessels just outside the port. Many ships sank with a full load of gold, while other ships sank trying to get the gold. Yes, there is a veritable shipyard at the bottom of that harbor..."

### AN INSIDER'S VIEW...

"Farming is hard here, on the edge of the desert, but we survive. Our council rules the city well, allowing freedom of all religions, and keeping our military strong. Foreign rulers fear us, though we have ample supplies of gold – the threat of undead from the Khydoban keeps them safely at bay, though it does occasionally draw warlords desperate for undead mercenaries.

While some people fear The Congregation of the Dead, whose influence is visible throughout the city, here we respect death. We make sacrifices to their spirits, and think of them in great reverence. If you come here to rob graves, you'd best be careful – horrific punishments await you, successful or not."

<b>GEANAVUE</b>		
Insider's DC	Outsider's DC	Knowledge/Information
10	20	<b>Government</b> Monarchy; ruled by Lord Haar of the House of Geana
15	25	<b>Populations of Note</b> Total: 8,400
15	25	<b>Prominent Personalities</b> Mearo (son of Lord Haar, ambassador to Zoa)
10	20	High Peace Maker Khazuk (leads The House of Solace)
5	20	<b>Monetary System</b> Gold based; Geanavue mints its own coinage
5	20	The reverse of Geanavese coins display the words "I [name of coin]," while the obverse shows the city's coat of arms (a wings-spread eagle clutching a ruby in its talons).
5	20	Copper piece is known as a Small
5	15	Silver piece is known as a Rosaara
5	15	Gold piece is known as a Glint
10	25	Geanavue does not mint a platinum piece
5	15	<b>Prominent Languages</b> Reanaarese, Merchant's Tongue, various humanoid languages
5	15	<b>Race Relations</b> Humans are the majority, but humanoids form an important part of the population
10	20	<b>Prominent Religions</b> The House of Solace
5	10	<b>Economy</b> Imports: various goods and foodstuffs
15	20	Exports: works of basalt, marble, obsidian, jet, malachite, beryl, and tourmaline, as well as sheep, goats, pigs and clockwork devices
10	15	<b>Legal System</b> Laws are simple and based on Geanavue's pacifistic stance, but law enforcement is proactive and often stops crime before it begins
5	15	<b>Other Notes</b> Most of Geanavue's trade comes through the nearby port town of Loona

### CITY-STATE OF GEANAVUE

#### AN OUTSIDER'S VIEW...

"Geanavue is mostly known for its peacefulness, its many guilds, and stonework. The entrance to the Castle Geana is one of the largest and most magnificent pieces of fine art ever produced. With many fine craftsmen working in this city, it is no wonder it is filled with such beautiful works of art. Why, the dwarven gemcutters here produce some of the finest jewelry around! All in all, this city is a place of wonderful things.

In other lands, these riches would normally attract some unwanted wars, but the people of Geanavue are not only useful in making beautiful stonework. Their military is strong, and even giants help defend this fortified city!"

#### AN INSIDER'S VIEW...

"Our city is one great work of art. Our guilds have built this city to not only display their talents, but to be a better city than any other. The stone giants help protect it, the dwarves build

<b>GIILIA</b>		
Insider's DC	Outsider's DC	Knowledge/Information
5	20	<b>Government</b> Tyranny; ruled by the 200-year-old vampiress Esmaran
10	25	<b>Populations of Note</b> Total: 7,100 (and falling)
10	25	<b>Prominent Personalities</b> Protector Navadaal (leader of The Halls of the Valiant)
5	20	<b>Monetary System</b> Silver based; Giilia mints its own coinage
5	20	Coins display the words "I [name of coin]" under a silhouette of the city.
5	20	Copper piece is known as a Nightpiece
5	15	Silver piece is known as a Shadow
5	15	Gold piece is known as a Coldcoin
10	25	Giilia does not mint a platinum piece
5	15	<b>Prominent Languages</b> Reanaarese
5	20	<b>Race Relations</b> Population is human; all races are equally oppressed
10	20	<b>Prominent Religions</b> The Halls of the Valiant, The Courts of Justice, The Assembly of Light, and The House of Solace
10	20	<b>Economy</b> Esmaran discourages all trade with outsiders
10	20	<b>Legal System</b> At the whim of Esmaran, who does whatever she wishes.
15	25	<b>Other Notes</b> Esmaran has long since slain all wizards in the city

fine works of art and the gnomes create clockwork artifacts that cannot be found anywhere else. It all works, and it works well.

By using the port of Loona to carry our trade, we've kept the smugglers and thieves out of the city proper, leaving us here in Geanavue to work peacefully. The only threats we face are occasional raiders – mostly fire giants from the Sotai Gagalia Headlands and their lackeys. Oh, we still have the occasional criminal, but our constables are on constant patrol, showing rogues that our pacifism does not extend to those that break the law."

### GIILIA, CITY OF BATS

#### AN OUTSIDER'S VIEW...

"Stay away from Giilia, if you be wise. This city is dreary and drab, and the people treat visitors like plague-bearers. There is no trade, there are no resources worth trading for, and there is no beautiful scenery to admire. The only things that come from Giilia are bats, and tales of horror. If you want to study bats, this is the best place for you - the caves nearby house enough of them to darken the sky! For me, that's just another reason to stay away."

#### AN INSIDER'S VIEW...

"This town is cursed, but it's not because our ruler is one of the living dead. It is because the rest of the world has given up on us - we have no hope here, and no one will come to save us.

Meat is hard to come by – at least for those of us who prefer it cooked, and animal. The bandits in the hills make ranching difficult, and so cabbages, leeks and almonds are our main sustenance. Yes, all religions are tolerated here, but most keep their heads down and out of sight, unless they have already sworn loyalty to Esmaran. The monthly public ritual slaying and feeding is more than enough to bend their knees – and mine too, for that matter...”

## SAANIEMA

### AN OUTSIDER'S VIEW...

“They were once the head of a small empire, right? Then they were part of Zoa afterwards? Yeah, I remember hearing about that. Well, now they are just another small town, fishing the sea for food and trade, and growing hogs to feed themselves. The island, Ucea, shelters their harbor, so at least they have a decent port for weary sailors.

Their government is rather young, and they are new to self-government, but it seems to be catching on. It helps them with their trading, as well as making it easier to run the city. And it doesn't cost as much, either. That's a good thing, because I hear they barely raise enough food to feed themselves.”

### AN INSIDER'S VIEW...

“We were once the biggest empire in the bay. We had a beautiful future ahead of us, but that is in the past... Now we are forging ahead again, with a republic - one that can stand the test of time.

Adventurers often journey here to see the towering, unfinished stonework fortress on the Island of Ucea, and to battle the predators that live there. Visitors - and their coins - are always welcome here, but we do not tolerate rudeness and boastfulness from foreigners.”

## THYGASHA, CITY OF DREAMS

### AN OUTSIDER'S VIEW...

“This is an interesting city - walking through it almost feels like you are entering a different world. When you pass through one of the six gates breaking the thick stone wall, you notice that the air feels different here. Beings, feelings, scents and smokes seem to float through this city all day, and even more so at night.

The night here is very active, with religious groups vying to control the dreams of the people. The Church of the Silver Mist fights to keep the night a peaceful place of rest and darkness, while The Church of Endless Night seeks to turn the night into an everlasting torment of darkness and suffering, and The Order of Light seeks to banish all evil from the darkened streets. What truly amazes me is that so many pilgrims and other travelers visit Thygasha. I've had nightmares almost every night I've been here!”

### AN INSIDER'S VIEW...

“Thygasha is a magical place. It combines the beauty and power of the desert with civilization and people. We understand the power of dreams, of night and of emotions. Our city teems with the dreams and desires of many, many people, and we feel the needs of others around them. Sometimes, you can even feel someone who needs you; needs you to come, needs

		<b>SAANIEMA</b>
<b>Insider's DC</b>	<b>Outsider's DC</b>	
		<b>Knowledge/Information Government</b>
5	20	Republic; ruled by Count Eilan
15	30	The true executive and legislative power is an Assembly (powerful landowners, artisans and merchants) using Count Eilan as a weak figurehead
		<b>Populations of Note</b>
10	20	Total: 5,000
10	20	Human: 4,800
15	25	Elves and Half-elves: 200
		<b>Prominent Personalities</b>
10	25	Major Baenar (leads The Temple of Armed Conflict)
10	20	Keeper of Harmony Tuhoor Meamon (leads The Parish of Love)
10	25	Malefactor Paar Hamion (leads The Congregation of the Dead)
		<b>Monetary System</b>
5	20	Gold based; Saaniema mints its own coinage
5	20	Saaniema's coins are imprinted with an image of the sun rising over the stonework of the Island of Ucea.
5	20	Copper piece is known as a Liiraa
5	15	Silver piece is known as a Poloi
5	15	Gold piece is known as a Republic
10	25	Saaniema does not mint a platinum piece
		<b>Prominent Languages</b>
5	20	Reanaarese, Merchant's Tongue
		<b>Race Relations</b>
5	25	Humans are the majority, but elves and half elves are important citizens.
		<b>Prominent Religions</b>
10	25	The Temple of Armed Conflict, The Parish of Love, The Face of the Free, The Fraternal Order of Aptitude, The Church of Chance, and The Congregation of the Dead
		<b>Economy</b>
10	15	The city's key product is shrimp from the bay
10	20	Few imports/exports; most goods are local crops (rye, wheat, cotton), animals (ponies, goats, chickens, hogs)
		<b>Legal System</b>
10	25	Stable, based on a government charter
		<b>Other Notes</b>
5	15	Saaniema is the last bastion of the brief, first (and only) Reanaarian Empire

you to buy, needs you to die. It is a wonderful place to live, but also a dangerous one.

We live here because we choose to be close to the desert. We sell its Silver Sand, and farm the land around it for sustenance. We also sustain ourselves from the coins of pilgrims that visit the city each year, hoping for dreams of guidance and prophesy.”



		<b>THYGASHA</b>	
Insider's DC	Outsider's DC	<b>Knowledge/Information Government</b>	
5	20	Monarchy; ruled by Prince Shyja	
10	25	<b>Populations of Note</b> Total: 35,600	
<b>Prominent Personalities</b>			
15	30	Count Dashy (cavalry commander)	
10	25	Keeper of the Mist Rozhan (leads The Church of the Silver Mist)	
10	25	Torch Khali (leads The Assembly of Light)	
10	25	Xaanu (leads The Temple of Sleepless Nights)	
<b>Monetary System</b>			
5	20	Gold based;Thygasha mints its own coinage	
5	20	Each coin displays the image of the city's founder	
5	20	Copper piece is known as a Jyjan	
5	15	Silver piece is known as a Sandpiece	
5	15	Gold piece is known as a Sun	
10	25	Platinum piece is known as a Prince	
<b>Prominent Languages</b>			
5	15	Dejy, Reanaarese, Merchant's Tongue	
<b>Race Relations</b>			
5	20	Humans are the majority, though humanoids are accepted	
<b>Prominent Religions</b>			
10	20	The Church of the Silver Mist,The Temple of Sleepless Nights,The Assembly of Light, and The Inevitable Order of Time	
10	15	The city sees many pilgrims ofThe Temple of Sleepless Nights,The Church of the Silver Mist, and The Inevitable Order of Time, who consider Thygasha a holy place.	
<b>Economy</b>			
5	15	Imports: food, wool and various goods	
5	15	Exports: the drug known as the Silver Sand, textiles	
<b>Legal System</b>			
10	20	Based on the decision of the Prince	
<b>Other Notes</b>			
10	15	The drug known as the Silver Sand sells throughout the world	

		<b>XAARUM</b>	
Insider's DC	Outsider's DC	<b>Knowledge/Information Government</b>	
10	20	Monarchy/Pentarchy; ruled by Duke Emearer and backed by a council of five barons	
<b>Populations of Note</b>			
10	25	Total: 6,400	
15	30	Human: 4,400	
15	30	Halfling: 1,000	
15	30	Gnome: 1,000	
<b>Prominent Personalities</b>			
10	25	Mother Roalee (leads The Home Foundation)	
15	30	Voolain (studies musical notation and songs)	
10	25	Miazaar (local songstress, also runs the Dwarf's Load Inn)	
<b>Monetary System</b>			
5	20	Silver based; Xaarum mints its own coinage	
5	20	Xaarum coins are imprinted with an image of five men talking to one man (a representation of the Duke and the Council).	
5	20	Copper piece is known as a Single	
5	15	Silver piece is known as a Baron	
5	15	Gold piece is known as a Duke	
10	25	Xaarum does not mint a platinum piece	
<b>Prominent Languages</b>			
5	20	Reanaarese, Halfling, Gnome, Merchant's Tongue	
<b>Race Relations</b>			
5	25	Humans are the majority, but most humanoids are welcome	
<b>Prominent Religions</b>			
10	25	The Halls of the Valiant, The Home Foundation,The Parish of Love, The Theater of the Arts, The Church of the Silver Mist and The Assembly of the Four Corners	
<b>Economy</b>			
10	20	Imports: precious metals, coconuts, ponies, talking birds	
10	20	Exports: Fautee truffles, musical instruments, fruits, leather	
<b>Legal System</b>			
10	25	Balanced; based on laws defined by the monarch and the council	
<b>Other Notes</b>			
15	30	Xaarum claims the nearby Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue), but the people of the islands ignore this claim	

## XAARUM

### AN OUTSIDER'S VIEW...

"This city is backward in almost every way. The ruling class has stepped on the rights of the people, especially their right to improve their lot, and stopped themselves from improving their own as well. They have restricted everything in the city, and made expansive claims about what they control, when they truly do not even control everything within the city walls...

The city itself is mostly run down, with few buildings having avoided the neglect and misuses that run rampant here. Many buildings lie in ruins, but those ruins are often inhabited - not by carrion crawlers, or even giant rats, but by the poorest people of Xaarum. Nobody has enough money to build cheap housing, and nobody cares enough to try."

### AN INSIDER'S VIEW...

"Our city is a fine city. Yes, there are a few shoddy sections, but most of the city is clean and well maintained. The people, for the most part, are fed and employed, and while there are some poor in our city, that is something you would see anywhere. The main problem is getting the Duke and the Council to do anything about it. Fortunately, The Home Foundation is a strong force for order and maintenance.

We are well known for producing some of the finest musical instruments in all of Tellene, and our musical talent is almost as well known! Our singers and musicians could easily tour the entire world, and never find an unappreciative audience. We supply most of the region with its bards, it's true. They tend to forget where they come from when they wander off, but we give them their start right here."

		<b>ZOA</b>	
Insider's DC	Outsider's DC		
10	20	<b>Knowledge/Information</b>	
		<b>Government</b>	
		Republic; ruled by a council of 12 elected representatives	
		<b>Populations of Note</b>	
10	20	Total: 49,400	
15	30	Humans: 40,400 (mostly Reanaarians)	
15	30	Dwarves: 1,500	
15	30	Gnomes: 1,500	
15	30	Elves: 2,000	
15	30	Half-Elves: 2,000	
15	30	Halflings: 2,000	
		<b>Prominent Personalities</b>	
10	20	Welren (male elf, most powerful member of the council)	
15	25	Captain Liamar Bloodsword (of the Zoan navy)	
10	25	Administrator Neila Tarealeon (runs The Parish of the Prolific Coin)	
10	20	Sutiola "Sooty" Suoriina (dirty wizard and former miner)	
15	30	Restam (gnome tutor)	
15	25	Ziliana Abeilua (painter, author on golems and constructs)	
		<b>Monetary System</b>	
5	20	Gold based; Zoa mints its own coinage	
5	20	Zoan coinage displays a merchant ship in dock on the obverse, with the words "I [name of coin]" on the reverse of each.	
5	20	Copper piece is known as a Spender	
5	15	Silver piece is known as a Guilder	
5	15	Gold piece is known as a Elder	
10	25	Platinum piece is known as a Fleetcoin	
		<b>Prominent Languages</b>	
5	20	Reanaarese, Dwarf, Gnome, Low Elven, Halfling, Merchant's Tongue	
		<b>Race Relations</b>	
5	20	Humans are the majority but humanoids are welcome	
15	30	New council pricing standards on weapons and armor are causing dissatisfaction among dwarf and gnome crafters, who make low-priced, quality goods	
		<b>Prominent Religions</b>	
10	25	The Parish of the Prolific Coin, The Home Foundation, The Assembly of Light, The Parish of Love, The Temple of Stars, The Theater of the Arts, and The Order of the Passionate One.	
		<b>Economy</b>	
10	20	Imports: exotic luxuries and oddities	
10	20	Exports: lumber, gems, textiles, silver, gold	
		<b>Legal System</b>	
10	25	Fair and just, based on the decision of the council	
		<b>Other Notes</b>	
10	20	Foreigners are common here, making it a good place to hide	

**AN OUTSIDER'S VIEW...**

"This large, airy city is one of the richest places on Tellene, or so I hear. Why, you should see its busy market – packed with exotic goods from lands even I've never heard of! I'm sure much smuggling occurs here, but it's not obvious."

**AN INSIDER'S VIEW...**

"Zoa is a wonderful place to live – our climate is warm, our market contains goods from all over Tellene, and our military is strong. What's that? Yes, the people of the "small town" district – those dwarves and gnomes – have been a little noisy lately. They claim that the council is forcing them to sell their goods for more money, or something like that. It sounds silly to me – complaining that you want to make less money. Still, we welcome all races, as long as they come here with good intentions."

**SVIMOHZIA**

**AN OUTSIDER'S VIEW...**

"To the traveler, Svimohzia harbors more dangers than worth, but it is an exotic and historical place. It is the home of ancient civilizations untouched by the hands of time, and the oldest human empires on Tellene. It houses religious sects that are found nowhere else in the world, unique tribal societies, and peoples that have seen the rise and fall of entire civilizations. It also holds a beautiful wilderness at its heart — a beautiful, dangerous wilderness with the nature of a jungle beast.

There are a variety of reasons for travelers to come here - they might be looking to strike it rich, they might be looking for a quiet, tropical paradise, or they might seek to profit from the civil wars. You see, the lands of Svimohzia are varied and diverse, ranging from dense jungle to open plains to ancient, luxurious cities, and the nations are not always on the best of terms."

**AN INSIDER'S VIEW...**

"We Svimohz know that we live at the very heart of all civilization. We know that, at its heart, our homeland must be given the respect it deserves. Wilderness is not the only place that danger exists, for even the most civilized nation is dangerous to the unwary.

The nation of Meznamish is known for having once ruled most of this land, but now owns only a small portion. The Meznamis still see themselves as being the leaders and most powerful of Svimohz, but they understand that they only lead culturally, not politically. Though they have a noticeable flair for the dramatic, they are a peaceable people, but their crumbled empire and long history have earned them enemies along the way.

Ahznomahn is a rich place, run by the wealth of many of its citizens. People travel there to make money or to be seen with money. Trade is brisk, as are the merchants. Taxes may not seem outrageous at first, but that is only because the people coming or going want to be seen as having lots of money. The Ahznoms are known for being polite, but slightly greedy, especially when dealing with someone they consider inferior.

Our Kingdom of Ozhvnmish is the largest of nations in all of Svimohzia, and we are almost as diverse as the entire continent. Our kingdom is large, with many untamed lands, as well as pockets of brigandry and bandits. Fortunately, we also have the largest armed force on all of Svimohzia. However, we are not expansionistic, and our army is usually occupied with the bandits and other minor evils within our borders.

The central nation of our isle is the Kingdom of Zazahni, once a part of Meznamish. Now, it is a poor kingdom with few natural resources, and constantly warring with itself and those on its borders. You want proof of their warlike tendencies? What if I told you that the two largest exports of this kingdom are poison and mercenaries?

Finally, there is the Kingdom of Ul-Karg. This hobgoblin society tends toward violent rule, but I suppose it is a viable society none the less. They rule with an iron fist, it is true, and they do not take kindly to outsiders, but they have built up a startling amount of trade with other countries, and have even developed some small amount of civilized culture! Even some learned sages exist within this realm, although such a person that does not directly deal with the 'real' world is shunned and abused. Other races, especially dwarves and elves, are not welcome in Ul-Karg, and any excuse for chasing them out of town – or removing them in other ways - is accepted."

Oh, two other areas of particular note are the Vohven Jungle and the Awhom Forest. They contain beauty and blood, riches and death, great opportunity and high risk. They are rumored to contain every imaginable danger, from ancient civilizations to powerful artifacts that have been abandoned for millennia. To enter is almost certain death, but to succeed and survive is to become rich beyond your wildest dreams..."

## CONFEDERACY OF AHZNOMAHN

### AN OUTSIDER'S VIEW...

"As one of the most affluent countries in the area, it sometimes slips the minds of people that it is also one of the least populated ones for its size. The riches that abound here come from natural resources and strong trade with the primitives of both the Awhom Forest and Vohven Jungle.

The people of this land do not respect any one leader, but are ruled by a council of the wealthy. They are well known for their greed here, and the land's government proves it. The value of a person is measured only by the size of their purse, which has both an equalizing effect and a disturbingly separating one."

### AN INSIDER'S VIEW...

"Even before we declared our independence from Meznamish, we were the best sailors on the island. It is this strong trading fleet that helped us grow into the strong, wealthy land we are today. Yes, now even our poor folk rarely go without food and shelter, and the rich rule from well deserved positions of power.

We are a prosperous people, with large stone palaces and beautiful whitewashed homes, from which we journey to our exotic markets, fine temples and beautiful theaters, safe from danger. Oh, of course, visitors might run into the occasional black marketer or criminal, but that is simply because they insist on going into the poorest areas. Why, my guards and I never have any trouble at all..."

AHZNOMAHN		
Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
10	20	Parliamentary; ruled by the wealthy
10	25	Any Ahznomahn-born citizen with a net worth of 75,000 gold pieces may hold a seat in parliament, if they so choose
<b>Populations of Note</b>		
15	25	Total: 550,000
15	25	Zha-nehzmish: 126,200
<b>Prominent Personalities</b>		
10	20	Izenmas (owns the zurena on which the capital sits)
10	25	Grandfather Razhan (leads The Home Foundation)
10	25	Worlder Emeni Zalden (leads The Temple of the Stars)
10	25	Administrator Avenshi Sotar (leads the busiest temple to The Parish of the Prolific Coin)
10	25	Shinter Wol (Headmaster of the University of Zha)
15	30	Umhul Mezahn (University professor)
<b>Monetary System</b>		
5	20	Gold based; Ahznomahn mints its own coinage
5	20	Ahznomahnii coins are slightly rounded, eight-sided, and proudly display the University of Zha in the capital city
5	20	Copper piece is known as a Cheap
5	15	Silver piece is known as a Hawker
5	15	Gold piece is known as a Anvim
10	25	Platinum piece is known as a Zova
<b>Prominent Languages</b>		
5	15	Svimohzish, Merchant's Tongue
<b>Race Relations</b>		
5	25	The people of Ahznomahn are more likely to judge people by their wealth than by their race.
<b>Prominent Religions</b>		
10	25	The Parish of the Prolific Coin, The Home Foundation, The Temple of the Stars
<b>Economy</b>		
10	20	Almost every imaginable item passes through here
<b>Legal System</b>		
10	20	Favors the wealthy over the poor
<b>Other Notes</b>		
10	25	Island properties are known as zurenas; most owners claim noble heritage from before the creation of the Confederacy

### Major Cities

#### ZHA-NEHZMISH

"Our large, prosperous capital city is known as the Garden of Svimohzia. Why, even our less vibrant streets are opulent, compared to other cities on Tellene. We are the summer home to the wealthiest people on Tellene, and the main port of all of Ahznomahn. We also are home to the famous University of Zha, a training ground for all sorts of sages and scholars. Our military is a bit strained, having to protect us from intruding jungle creatures, and criminals who seek the wealth we possess. Still, nothing less than divine intervention can stop our bustling activity."

## KINGDOM OF MEZNAMISH

### AN OUTSIDER'S VIEW...

"This kingdom is a place of great tales, mostly of long ago. Once, Meznamish ruled the entire isle, but now they own only a small portion. Travelling through here is a strange but wonderful experience. It is an interesting place to be, and a comfortable place to live as well. All peoples are accepted, and all religions are practiced. Everyone should feel welcomed somewhere within this grand place."

### AN INSIDER'S VIEW...

"We lead the other nations, both politically and culturally. Though we no longer own their land, they still look to us for guidance. King Warven II is a just and strong ruler, and he has brought much political glory back to our nation.

We have good relations with the humanoids living nearby, while our fleet and army protect us from outside invaders. We

are a kingdom of diversity, with a strong economy, and many natural resources. Yes, life in Meznamish is good."

### Major Cities

#### MONAM-AHNOZH

"Our huge city is one of the finest in the land, and one of the oldest. Simply walk down the streets, and you will see artifacts from our ancient conquests proudly displayed. Our government is benevolent, and our economy is strong, for we trade with Ozhvinmish, Zazahni, the nearby dwarven and gnomish clans, and ships from all over Tellene. We are also fine craftsmen and architects, as you can see from our structures. Simply look at the Palace Wall, the Harbor Wall, and the world's largest temple to The True, and you will see what I mean."

## KINGDOM OF OZHVINMISH

### AN OUTSIDER'S VIEW...

"This is a large nation, but one that tends to overestimate its own importance. They lay claim to parts of the world that they really do not control, and although their military forces are the largest on the continent, they are usually occupied with raiders from the forests to be of much use elsewhere.

Though Ozhvinmish is at peace with most of the rest of the continent, their jealousy towards Ahznomahn makes it uncomfortable for travelers and merchants from that land. Fortunately, this is usually overshadowed by the fact that they wish to trade with everyone, and view favorable trade to be a boon and a pleasure."

### AN INSIDER'S VIEW...

"We are both the largest and most powerful nation kingdom in all of Svimohzia. Our military forces are more powerful and better trained than any of our neighbors, our artisans are more skilled, and our natural riches outmatch those of any other nation. We are powerful, but we use that power only to protect ourselves.

Our kingdom is a benevolent, quiet place to live, but at the same time has a rugged edge. The sheer size of our land makes it almost impossible to explore and understand all of it, and the peoples of the east and west operate like separate countries."

### Major Cities

#### ANOWHIZH

"Ours is a polite, self-sufficient city filled with brilliant color and powerful history. We understand that we live in the oldest city on Vohnazni – which we call Tellene - and respect its history. The buildings range from the ancient to the modern, and only seem a bit out of place if adjacent to each other. We are friendly to strangers who show us respect, and do not tolerate abuse. We encourage guests, but we do not live on a main trade route, so we produce our own materials, and few others. Still, we are happy here."

#### ASHOSHANI

"This is the western and national capital, known for its gemworks and large ships. It is a good place to go on business, though the people are polite but distant. Humanoids are rare and watched with suspicion, and the authorities brook no

<b>MEZNAMISH</b>		
Insider's DC	Outsider's DC	Knowledge/Information
		<b>Government</b>
10	20	Monarchy; ruled by King Warven II
		<b>Populations of Note</b>
		Total: 775,000
15	25	Monam-Ahnozh: 88,500
10	20	- Humans: 86,500
15	25	- Dwarves: 2,000
		<b>Prominent Personalities</b>
20	30	Sowiven Dahmlar (brash naval officer)
15	25	Collector Selevahn Vezdor (leads The Congregation of the Dead)
10	20	High Seer Hava Tanshen (leads The Courts of Justice)
		<b>Monetary System</b>
5	20	Gold based; Meznamish mints its own coinage
5	20	Meznamishii coins are slightly rounded, eight-sided, and display a merchant ship in dock, above the words "I [name of coin]" in Svimohzish.
5	20	Copper piece is known as a Sealcoin
5	15	Silver piece is known as a Vhohm
5	15	Gold piece is known as a Miznor
10	25	Platinum piece is known as a Mewzhor
		<b>Prominent Languages</b>
5	15	Svimohzish, Merchant's Tongue
		<b>Race Relations</b>
5	25	Humans are the majority, but dwarves hold important positions
		<b>Prominent Religions</b>
10	25	The Home Foundation, The Hall of Oaths, The Church of the Night's Beauty, The Founder's Creation, The Parish of the Prolific Coin, and The House of Vice
		<b>Economy</b>
5	10	Imports: various foodstuffs and items
15	20	Exports: seal fur, oil, bone and ivory tools
		<b>Legal System</b>
10	25	Lenient but just; based on the rule of the King
		<b>Other Notes</b>
15	25	Rumors persist that King Warven II desired to conquer the rest of Svimohzia.

**OZHVINMISH**

Insider's DC	Outsider's DC	Knowledge/Information
<b>Government</b>		
10	20	Monarchy; western area directly ruled by King Shahn III over a council of five clerics of differing faiths
10	25	A steward of the King (currently Ahzimian of the House of Nhasahm) rules eastern Ozhvinnish from Svowmahni
<b>Populations of Note</b>		
15	25	Total: 1,875,000
10	20	Anowhizh: 22,200
10	20	Ashoshani: 88,900
10	20	Nenehi: 25,700
10	20	Svowmahni: 123,100
10	20	Zomo-wim: 19,100
<b>Prominent Personalities</b>		
10	20	Master Builder Borli the Bald (leads The Temple of the Founder's Creation, in Anowhizh)
10	20	Hilano Aziri (High Priest of The Hall of Oaths, in Svowmahni)
10	20	High Field Master Hochul Emfid (leads The Church of the Life's Fire, in Anowhizh)
10	20	Milhavin the Eagle-Eyed (head of the Mizani family, appointed ruler of Anowhizh)
10	20	Duke Nishmani (ruler of Zomo-wim)
15	25	Onahu Wishu (royal sage to the King, in Ashoshani)
10	20	Duke Roshanaz (second cousin to the King, ruler of Nenehi)
15	25	Zarakhil (famous dwarven smith, in Svowmahni)
10	20	Hero Zinh Zhamish (council member, leads The Halls of the Valiant, in Ashoshani)
<b>Monetary System</b>		
5	20	Gold based; Ozhvinnish mints its own coinage
5	20	Ozhvinnishii coins are slightly rounded, eight-sided, and display a large, flat galley loaded with cargo
5	20	Copper piece is known as a Zarvim
5	15	Silver piece is known as a Dancer
5	15	Gold piece is known as a Champion
10	25	Platinum piece is known as a Sanovar
<b>Prominent Languages</b>		
5	15	Svimohzish, Merchant's Tongue
<b>Race Relations</b>		
5	20	Humans are the majority, but humanoids are welcomed
<b>Prominent Religions</b>		
10	25	The Halls of the Valiant, The Courts of Justice, The Assembly of Light, The Temple of the Three Strengths, The Temple of Armed Conflict, The Order of Thought, The Church of Endless Night, The Temple of Sleepless Nights and The Conventicle of Affliction
<b>Economy</b>		
10	20	Imports: precious metals, armor, perfume
10	20	Exports: gems, lumber, horses, wheat, oats, soap, sails
<b>Legal System</b>		
10	20	Firm, by order of the local ruler
<b>Other Notes</b>		
10	20	Ozhvinnish has the largest organized army in Svimohzia

arguments from anyone. Evil faiths are banned within the city, but still operate just outside it."

**NENEHI**

"Our town swarms with large markets and wide open spaces, without the cramped feeling that so many cities give you. Our tailors are famous throughout the Kalamaran Bay, and our people are the best sailmakers alive."

**SVOWMAHNI**

"This large, spectacular city is the eastern capital. Most foreign and Ozhvinnishii trade takes place here, and the merchants are growing in power. No doubt they will one day rule us, in one form or another. We bear the joyous burden of constantly busy trade, but we are also the home to the library of the Hall of Oaths, and the keeper of the Royal Tombs. Our military protects us from the outside world, and I sleep peacefully every night."

**ZOMO-WIM**

"Our thick walls protect us from the wild and dangerous lands outside, and we are well known for the beautiful horses we sell. Though our northern neighbors claim that we are as rough as our surroundings, this is far from true."

**KINGDOM OF UL-KARG**

**AN OUTSIDER'S VIEW...**

"The Nazguk Hills are rough territory, period. The land is harsh, the bandits are deadly, and the people, well, the people aren't exactly people... This is hobgoblin territory. They made war on us long ago, but after they were defeated they withdrew to the Nazguk Hills and haven't come out again."

**AN INSIDER'S VIEW...**

"Long ago, my people made war on the Svimohz, battling for two weeks without pause until we splintered their great Empire. Leaving the humans to fight amongst themselves, we returned in glory to our homeland, where we began to found a greater society.

Now, we trade with passing merchant ships and pirates, we have mastered the art of sea travel, and founded three cities! Our country is ruled by tribes, under the hand of our strongest, King Krarag-Randatk, and our hearts are ruled by The Church of Endless Night.

Someday soon, we will expand beyond our current boundaries. And this time, there will be no need to withdraw."

**Major Cities**

**BURZUMAGH**

"A city that plagues visitors, quite literally, with deadly diseases. However, it is a rich port with lots of rare goods, so it is visited frequently by merchants hoping to make some fast coin."

**RONAZAGH**

"This town is a breeding ground for raiders and mercenaries alike. If you value your life, either come here well armed or don't come at all."



		<b>UL-KARG</b>
Insider's	Outsider's	
DC	DC	<b>Knowledge/Information</b>
10	20	<b>Government</b> Autocracy; ruled by the strongest (currently King Krarag-Randatk), receiving homage from tribal leaders
<b>Populations of Note</b>		
5	10	Total: unknown
10	25	Burzumagh: 9,500
10	25	Ronazagh: 11,400
10	25	Kazullagh: 8,200
<b>Prominent Personalities</b>		
10	25	Grand Duke Patukhar (rules Burzumagh)
5	20	Pitmaster Kurgaz (leads The Church of Endless Night, in Burzumagh)
10	25	Grand Duke Grullagz (brother of the King, rules Ronazagh)
15	30	Vulak (chief administrator of Ronazagh)
5	20	Pitmaster Gornatt Ironwall (leads The Church of Endless Night, in Ronazagh)
<b>Monetary System</b>		
5	20	Barter based; Ul-Karg mints its own coinage for use with foreigners, but rarely use coinage amongst themselves
5	20	Kargi coins are slightly rounded, triangular, with an obverse marked with a shining crown, and a reverse displaying the words "I [name of coin]."
5	20	Copper piece is known as a Bandit
5	15	Silver piece is known as a Chieftain
5	15	Gold piece is known as a Tuuakh
10	25	Ul-Karg does not mint a platinum piece
<b>Prominent Languages</b>		
5	15	Hobgoblin (Kargi dialect), Merchant's Tongue
<b>Race Relations</b>		
5	20	Hobgoblins are the majority, other races are usually slaves
<b>Prominent Religions</b>		
5	15	The Church of Endless Night
10	20	Other lawful evil religions are tolerated, the largest being The Temple of Armed Conflict and The House of Knives
10	20	In Burzumagh, The Conventicle of Affliction is now more popular than The Church of Endless Night
<b>Economy</b>		
10	20	Imports: foodstuffs, textiles, livestock, warhorses
10	20	Exports: gems, metals, ivory, rare woods, spices, slaves
<b>Legal System</b>		
10	20	By word of the tribal chieftain; problems between tribes bow to the decision of the King if they cannot be resolved internally
<b>Other Notes</b>		
5	20	There is little difference between civil and military government; soldiers act as police when they feel like it, and citizens can only resist by force of arms

		<b>ZAZAHNI</b>
Insider's	Outsider's	
DC	DC	<b>Knowledge/Information</b>
5	15	<b>Government</b> Monarchy; currently without a king as the noble houses compete for the throne
5	20	Cities are ruled by dukes
<b>Populations of Note</b>		
20	30	Total: 1,600,000
15	25	Emosvom: 8,000
15	25	Svomwhi: 18,900
15	25	Zenshahn: 24,700
<b>Prominent Personalities</b>		
5	20	Duke Inawhil (ruler of Emosvom)
15	30	Miznamwho the Elder (local druid, of Emosvom)
5	20	Duke Dovizhem III (ruler of Svomwhi)
10	25	Baron Svemahni (seneschal, rules Svomwhi under the Duke)
5	20	Duke Whanavi (ruler of Zenshahn)
<b>Monetary System</b>		
5	20	Gold based; Zazahni mints its own coinage
5	20	Zazahni coins are slightly rounded, eight-sided, and feature the words "I [name of coin]" in Svimohzish on each side, above a sword crossing a throne.
5	20	Copper piece is known as a Onzar
5	15	Silver piece is known as a Azhvar
5	15	Gold piece is known as a Leshvim
10	25	Platinum piece is known as a Svohr
10	25	It is still possible to find a variety of older Zazahni coins imprinted with the visage of the then-current ruler. These coins escaped melting down and re-minting when a new ruler came to power. Their value is equivalent to that of the current coinage.
<b>Prominent Languages</b>		
5	15	Svimohz
<b>Race Relations</b>		
5	20	Humans are the majority, but humanoids are present in most dukedoms
<b>Prominent Religions</b>		
10	25	The Halls of the Valiant, The Temple of the Armed Conflict, The Way of the Berserk, The Thunderer's Temple, The Courts of Inequity, The Congregation of the Dead, The House of Knives, and The Temple of Strife
<b>Economy</b>		
10	25	Imports: clothing, tools, various
10	25	Exports: barley, rare woods, spices, mercenaries, poisons
<b>Legal System</b>		
5	15	By the decision of the duke or his underlings
<b>Other Notes</b>		
10	25	Zazahni has 27 competing noble families

surviving on the tariffs they collect from us passing merchants. I'm amazed that they've lasted this long..."

#### AN INSIDER'S VIEW...

"Our country is currently under siege from within, as the noble families war with themselves. The southern barons are under attack by strange creatures from the Vohven Jungle, the northern baronies skirmish with Ozhvinmish, and the middle baronies fight the northern and southern armies passing through, while all fight with each other.

### KINGDOM OF ZAZAHNI

#### AN OUTSIDER'S VIEW...

"Zazahni is a land of chaos and infighting, as the nobles war to claim the throne. They've been fighting themselves for almost 100 years, or so I hear, and I think they're likely to go on fighting for a hundred more. This is a poor nation, barely

Still, our land has its strong points, for anyone can become powerful, provided that they have the right talents and a good voice for diplomacy. Workers tend to be able to keep most of their profits to themselves, because the manpower required to tax us is off fighting wars or raiding neighboring areas. In the meantime, our land is weakening. I myself hope for the return of Meznamish – it can't be worse than this."

## Major Cities

### EMOSVOM

"A small city with lazy rivers providing most of the travel. As there is little reason for anyone to travel here, Emosvom is virtually independent. Its only claim to fame is its large prison, and use as a staging ground for expeditions into the Vohven Jungle."

### SVOMWHI

"This city is rich and beautiful, with majestic gardens and large markets. It attracts people from all over Zazahni to come and trade, as well as to visit or see the sights."

### ZENSHAHN

"Although our economy is still in horrid shape due to recent wars, we are now the base of a peaceful leadership, and are on

the rise again. When the economy recovers, we will be more powerful than ever before."

# INDEPENDENT CITIES

## FREE CITY OF BRONISH

### AN OUTSIDER'S VIEW...

"This is a small, barely noticeable city that has been run as an independent state for about a century. There are rumors of a dragon running this city as his own and protecting the people living here. The people trade with many other nations, but very little is known about them."

### AN INSIDER'S VIEW...

"Though we are somewhat isolated, our independent state is free of the persecutions and evils in so many other lands. It is for this that we have our protector to thank. Long ago, when our ancestors encountered His Magnificence, their tributes pleased him, and he vowed to protect us ever since. With no worry of

		BRONISH	
Insider's DC	Outsider's DC	Knowledge/Information	Government
10	20	Septarchy/Republic; ruled by an elected council of seven who each rule for seven-year terms	
5	20	A gold dragon protects the city in exchange for praise and tribute	
10	25	<b>Populations of Note</b> Total: 8,000	
10	20	<b>Prominent Personalities</b> Verlo Relnman (proprietor of the Merry Merchant inn)	
15	25	Glanden Strom (Mendarn alchemist)	
15	25	Amera (female elf, spell scroll scribe)	
5	20	<b>Monetary System</b> Gold based; Bronish mints its own coinage	
5	20	Bronish coins are round, and display the image of their gold dragon protector	
5	20	Copper piece is known as a Tollpiece	
5	15	Silver piece is known as a Bard	
5	15	Gold piece is known as a Dragon	
10	25	Platinum piece is known as a Vromlond	
5	20	<b>Prominent Languages</b> Svimohzish, Brandobian, Merchant's Tongue	
5	20	<b>Race Relations</b> Humans are the majority but all races are welcomed here	
10	25	<b>Prominent Religions</b> The House of Solace and Parish of Love	
5	10	<b>Economy</b> Imports: various goods	
15	20	Exports: fine rope, basketry	
10	20	<b>Legal System</b> Fair and just; by decision of the Council of Seven	
10	20	<b>Other Notes</b> Most of the city's wealth is given to the gold dragon	

		VRANDOL	
Insider's DC	Outsider's DC	Knowledge/Information	Government
10	20	Monarchy/Militocracy; ruled by General Cavdrol, who was appointed by the Mendarn king	
10	25	<b>Populations of Note</b> Total: 9,700	
10	25	Human (Svimohz): 7,600	
10	25	Human (Brandobian): 2,100	
10	25	Dwarves: 200	
15	30	<b>Prominent Personalities</b> Captain Bolgdran (head of coast patrolling detachment)	
5	20	<b>Monetary System</b> Barter based; also uses Mendarn coinage	
5	15	<b>Prominent Languages</b> Svimohz, Brandobian, Merchant's Tongue	
5	25	<b>Race Relations</b> Mostly Brandobians hold nobility and governmental positions, though all races are segregated by class. Humanoids are allowed but generally not easily trusted. Most races stay with their own.	
10	20	<b>Prominent Religions</b> The Church of Life's Fire, The House of Laughter, The Temple of the Stars, The House of Solace, The Assembly of the Four Corners, The Temple of Enchantment, The House of Shackles, The Temple of Armed Conflict and The House of Scorn	
10	20	<b>Economy</b> Imports: gems, metals, ivory, rare woods, spices	
10	20	Exports: slaves, foodstuffs, textiles, livestock, warhorses	
10	20	<b>Legal System</b> Based on the Mendarn legal system, with the upper classes often getting special treatment	
10	25	<b>Other Notes</b> There are many rumors of Brolenese spies and loyalist groups	

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outside dangers, aside from a few strange creatures that our footmen can turn back with ease, we focus our energies on maintaining a good and just place for our people to live. If you seek peace, come to Bronish.”

years. The military rule here, and keep the people suppressed through fear and terror. If you want to end up dead, or a slave of the Kargi, I suggest you hurry to Vrandol right now...”

### COLONY OF VRANDOL

#### AN OUTSIDER'S VIEW...

“This was once a Brolenese slaver outpost, and even though the Mendarns conquered it later, it hasn't changed much over the

#### AN INSIDER'S VIEW...

“We are the bastion of civilization on the borders of chaos. Our military rule us efficiently and well, wisely separating out our social classes by areas of the city to better guard and protect us from Brolenese spies and invaders. Through trade with the hobgoblins, we grow stronger, and support our King with slaves and riches. Long live the King!”

### COUNTRY QUICK-REFERENCE CHART

Country	Capital City	Population	Ruler	Resources
Ahznomahn	Zha-nehzmish	550,000	Parliamentary rule	spices, herbs, lumber, foodstuffs
Basir	Bet Urala	685,000	Her Exalted Highness, Princess Dela II, Princess Regent of Basir, Admiral of the Imperial Fleet	foodstuffs, rare herbs, gold, gems, minerals, lumber
Cosdol	Cosolen	650,000	Welren Endremin, Archmage of the North, Ruler of Cosdol	furs, oils, foodstuffs, textiles
Dodera	Bet Dodera	525,000	His High Lordship, Orilaras I, Grand Duke of Dodera, Scourge of Tharggy	iron, copper, tin, gold
Drhokker	None	1,000,000	No single ruler	horses
Ek'Gakel	Betasa	602,000	His Most Excellent Chancellor, Brond Epseln, Ruler of Ek'Gakel for Life	textiles
Ek'Kasel	Bet Kasel	412,500	His Most Lordly Monarch, Erasar II, King of Ek'Kasel	lumber
Eldor	Dalen	2,625,000	His Most Regal Majesty, King Brenbol I of Eldor, Sovereign of Central Brandobia	foodstuffs
Kalamar	Bet Kalamar	4,450,000	His Most August Supremacy, Kabori I, Mighty Emperor of Kalamar, Supreme Ruler of Basir, Dodera, Tarisato, and Tokis	iron, tin, silver, copper, foodstuffs, livestock, gems
Korak	Korem	670,000	General Alere Garnak, Ruler of Korak	iron
Mendarn	Ospolen	1,125,000	His Royal Majesty, Aldorn III, King of Mendarn, Supreme Ruler of Southern Brandobia	foodstuffs, livestock, gold, gems
Meznamish	Monam-Ahnoz	775,000	His Most High Majesty, Warven II, King of Meznamish	gems, minerals, metals
Norga-Krangrel	Rinukagh	Unknown	King Krok-al-Marg the Mighty, King of Norga-Krangrel, Bringer of Blood and Gore	foodstuffs
O'Par	Bet Bireli	520,000	His Most Royal Lordship, Gadadik II, Grand Duke of O'Par	livestock, textiles
Ozhvinmish	Ashoshani	1,875,000	His Grand Monarch, King Shahn III, Lord Ruler of Ozhvinmish	lumber, gems
Paru'Bor	Bet Regor	270,000	His Most Noble Highness, Price Ragil V, Lord Ruler of Paru'Bor, Supreme Commander of the Knights of Justice	some foodstuffs
Pekal	Bet Rogala	1,275,000	His Royal Excellency, Kafen I, Lord Prince of Pekal	foodstuffs, minerals, textiles
Pel Brolenon	Vrendolen	375,000	His Most Dreaded High Priest, Dowrel Yelmon, the Unyielding Vassal of the Overlord, Shackler of the Mighty, Tyrant of Pel Brolenon	gemstones
Shynabyth	Rynoshok	750,000	His Supreme Majesty, Joto II, King of Shynabyth	foodstuffs, lumber, textiles
Skarrna	None	600,000	Ruled by feudal battlelords	whale oil, octopus ink, coral, textiles, foodstuffs, pearls
Slen	Kako-gyr	Unknown	His Most Dark and Powerful Lord, Toth Senkan, Grand Theocrat, Vicar of Pain, Inflictor of Torment, Terror of the North	Unknown
Tarisato	None	937,500	Ruled by nine lords	livestock, gems, minerals, metals, rare plants, herbs, spices
Tharggy	Brynarr	750,000	Her Most Royal and Noble Highness, Queen Defyn I of Tharggy	textiles, foodstuffs
Thybaj	Shyta-Thybaj	400,000	His Most Lordly Sovereign, Dakary II, Shajody of Thybaj	gems, silver, copper, lumber
Tokis	Bet Seder	1,690,000	His Excellency, King Adoku I of Tokis, Guardian of the Northern Empire	livestock, foodstuffs
Torakk	None	112,500	No organized government or single ruler	furs, flint, ice
Ul-Karg	Unknown	Unknown	King Krarag-Randatk the Powerful, Ruler of Ul-Karg, Commander of All Tribes	gems, metals, ivory, lumber, spices, textiles
Zazahni	None	1,600,000	No current ruler	minerals, lumber, spices

# CHAPTER TWO: CRAFTS AND PROFESSIONS



Each professional knows certain people because of his business. For example, a blacksmith knows adventurers, merchants and other travelers because they frequently need horseshoes or weapons to defend themselves from highwaymen. A blacksmith also knows miners, because they bring him metal to work into finished goods. A scribe knows noblemen whose edicts he copies, sages who want to check records, and travelers that need maps and directions. And so it is with each profession.

The social standing of these professionals depends primarily upon these customers. For example, the upper classes may look down upon a wealthy merchant of noble birth who decides to openly sell drugs and poisons to street thugs. On the other hand, a poor merchant whose shop is frequented by a king often has a good social standing among the upper classes, for they will frequent his shop in hopes of associating themselves with the king.

Social class has much to do with where you can and cannot go in Tellene. If you are in the upper echelons of society, you can meet with kings and nobles, deal with the heads of merchant houses, and perhaps even get invited to the most exclusive parties. As a middle class merchant, you can get into any shop, you may be allowed into the palace on official business and you

can be a part of most community organizations. If you are part of the lower class, you may be allowed in community organizations and may (or may not be) allowed to own property, but you are more likely to gain acceptance from those of your own social station or those of "less than savory" reputations.

Player characters, of course, have the opportunity to learn more than one profession, thus giving them multiple possible social standings. For example, a wealthy lawyer who once worked as a pig farmer will still have a rustic, lower class stigma among other lawyers. However, among NPC pig farmers he may be regarded as someone who either "went to the big city and made good" or "got too big for his britches," depending on the NPC's character.

## Variant: Social Class Modifiers

A DM who wishes to add a greater level of authenticity to his campaign should take into account how the character's profession and related social class causes others to view him or her. With this variant system, the character's social class modifies his Charisma modifier and related skills, but only for purposes of skills that involve influencing other intelligent humans and humanoids. Animals and non-intelligent creatures are not affected. For example, social class does not affect Use Magic Device and Handle Animal, but would affect Diplomacy and Intimidate. Note that the character's Charisma *modifier* is changed, not his actual Charisma score. Table 2-2: Social Class Modifiers shows the effect of social class in character interactions.

## ALCHEMIST

**OTHER PEOPLE KNOWN:** Sages, wizards, adventurers

**SOCIAL STANDING:** Upper middle class; alchemists are often in demand by the wealthy upper classes – usually the only persons who can afford them. As such, they are usually treated as one of the upper middle class, unless they are known for shady dealings with lower class individuals.

**OTHER NOTES:** Alchemists are only found in cities unless the DM specifically locates one elsewhere. Gnomes make great Alchemists due to their racial bonus to Craft (Alchemy) checks. They are often in such demand that they require an offer include: a bonus payment of up to 100 gold pieces, a well-stocked laboratory and the assurance of not less than a full year of employment. Otherwise, the job is not worth accepting.

**TABLE 2-1: SOCIAL CLASSES**

Social Class	Typical class member
Lower lower class	Animal tender, farmer, furrier
Middle lower class	Cook, fishmonger, guide
Upper lower class	Blacksmith, entertainer, poor merchant
Lower middle class	Apothecary, mason
Middle middle class	Architect/engineer, common merchant, weaponsmith
Upper middle class	Alchemist, cartographer, lawyer
Lower upper class	Steward, wealthy merchant
Middle upper class	Noble soldier; very wealthy merchant
Upper upper class	Extremely wealthy merchant, noble

**TABLE 2-2: SOCIAL CLASS MODIFIERS**

Social Class	Charisma Modifier
Per social class lower than opponent	-1
Same class as opponent	0
Per social class higher than opponent	+1

## ANIMAL TENDER/GROOM

**OTHER PEOPLE KNOWN:** Blacksmiths, soldiers

**SOCIAL STANDING:** Lower lower class; these individuals are trained at loading, handling, caring for and unloading beasts of burden (donkeys, mules, horses, etc.). However, this job also tends to cover the animal tender with odors that are very offensive to those of the upper middle classes or above. They rarely come into direct contact with the upper classes, unless such individuals are devoted to their animals and acknowledge the need of those who care for them.

**OTHER NOTES:** Animal tenders/grooms can be found in both rural and urban areas.

## APOTHECARY

**OTHER PEOPLE KNOWN:** Healers, woodsmen, adventurers

**SOCIAL STANDING:** Lower middle class; the apothecary is a person of healing. They get the necessary ingredients from woodsmen and through trips into the wilds themselves. Commoners know them as healers and solid citizens, but they rarely hold any power in the community. Nobles and upper class merchants sometimes employ them, but only when quicker methods, such as magic, are unavailable.

**OTHER NOTES:** The apothecary can be found in most large towns, and may be established in a smaller town to care for people as well as animals.

## ARCHITECT/ENGINEER (SEE ALSO SIEGE ENGINEER, BELOW)

**OTHER PEOPLE KNOWN:** Carpenters, masons, plumbers, roofers

**SOCIAL STANDING:** Middle middle class; this character is a designer of both great and small things. He can prepare plans for everything from working devices (river locks and gristmills) to large buildings (fortresses, breweries, towers and dams). All classes have some respect for an engineer's talent.

**OTHER NOTES:** An architect must be provided with competent expert hirelings to actually carry out his plans; he is trained to supervise and manage their work. This character's wages always total an entire month's employment, even if the work is completed in less than one month. He also collects an additional fee equal to 10% of the total expenditure on the construction.

## ARMORER

**OTHER PEOPLE KNOWN:** Blacksmiths, adventurers, soldiers

**SOCIAL STANDING:** Lower middle class; an armorer repairs and manufactures armor. A good armorer will be well respected by soldiers and others who use armor on a regular basis. A shoddy armorer will be treated poorly.

**OTHER NOTES:** One armorer is always required for every 40 soldiers, or fraction thereof, in a military unit. A workroom and forge must be available for an armorer. Dwarven armorers are more efficient due to their racial bonus to metalwork craft checks. However, dwarven armorers will not often labor for non-dwarves beyond one year of service. They may also cost up to 20% more than a non-dwarven armorer.

**BARTENDER (SEE INNKEEPER, BELOW).**

## BLACKSMITH

**OTHER PEOPLE KNOWN:** Armorer, weaponsmith, soldiers, adventurers

**SOCIAL STANDING:** Upper lower class

**OTHER NOTES:** There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 40 men or horses. Another smith is required for each additional 40 men or horses or fraction thereof. An NPC blacksmith is capable of making simple tools and implements from iron, steel and other metals. He requires a forge with a coal-fed fire and bellows, as well as the tools of the trade, including a hammer and anvil. He cannot make armor or most weapons (he needs the appropriate skills for that), but he can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows and most other iron objects. Dwarven smiths are more efficient due to their racial bonus to metalwork craft checks but can cost up to 20% more.

## BOATER

**OTHER PEOPLE KNOWN:** Fishers, wharf workers, shipmakers.

**SOCIAL STANDING:** Middle lower class; this profession simply consists of guiding a boat down a river. Depending on the river and the size of the boat, they can be held in high regard, but clients usually just view them as a piece of the boat. As such, they are not usually part of any social scene above the lower class.

**OTHER NOTES:** Boaters are good sources of information on recent travelers through the area.

## BEEKEEPER

**OTHER PEOPLE KNOWN:** Woodsmen, bakers, brewers

**SOCIAL STANDING:** Upper lower class; beekeepers are known for their concentration and the quality of their honey, but they are actually not very highly thought of. This may be because it seems strange to the average commoner to make money by sticking their arms into living beehives. They are generally on par with any other commoner, but possibly somewhat higher if they are well known, or lower, if they are new to the profession and covered with stings.

**OTHER NOTES:** They are known for their ability to concentrate when in the midst of danger.

## BOOKBINDER

**OTHER PEOPLE KNOWN:** Scribes, wizards, sages, scholars, merchants

**SOCIAL STANDING:** Middle middle class; a bookbinder binds new books or repairs damaged ones. Those who can read and write (usually the upper middle class or above) often make use of a bookbinder.

## BREWER

**OTHER PEOPLE KNOWN:** Innkeeper, Tavern owners, Farmers

**SOCIAL STANDING:** Any middle class; a brewer prepares ale or liquor through the process of infusion, boiling and fermentation. The brewer's social status may also depend on the size of the brewery.

**OTHER NOTES:** Inn and tavern owners treat brewers well, as few want to be cut off from their drink supply.



### BUTCHER (ANIMAL OR FOWL)

**OTHER PEOPLE KNOWN:** Farmer, Innkeeper, Woodsman

**SOCIAL STANDING:** Upper lower class; commoners and nobles alike need the butcher. Everyone needs meat, and everyone has to get it from him. Most see his job as a distasteful one, but a necessary one.

**OTHER NOTES:** Followers of the Patient Arrow are usually respectful of a butcher because of their knowledge of how to kill an animal quickly and painlessly. On Tellene, there are typically two types of butchers – one for chickens and other fowl, and one for beef and other mammalian flesh.

### CARPENTER

**OTHER PEOPLE KNOWN:** Architect/engineer, masons, woodcarvers, woodcutters

**SOCIAL STANDING:** Lower middle class

**OTHER NOTES:** A person in this profession is assumed skilled at most woodworking jobs. A carpenter might be hired to secure a portal by building a door, fashion a chest, build the frame of a house (in collaboration with an architect), construct a peg leg, etc.

### CARTOGRAPHER

**OTHER PEOPLE KNOWN:** Adventurers, army officers, royalty

**SOCIAL STANDING:** Upper middle class; because cartographers are skilled at drawing accurate maps of lands or dungeons, they are often sought out by wealthy persons planning military campaigns or long overland journeys.

**OTHER NOTES:** All cartographers need proper tools. There is a 50% chance the cartographer will already possess the necessary equipment – if they do not, it may (75% chance) be an indication of inexperience. If the hireling does not have the proper equipment, he will need a cartographer's kit before he can be of much use. DMs should give any party with a cartographer extra help (perhaps extra time) in drawing dungeon maps to signify the job this NPC is doing (although the players should still be the ones to map).

In a typical dungeon setting, skill checks for the cartographer are usually unnecessary. However, when trying to negotiate a particularly convoluted dungeon, or any type of maze or similar construct designed for difficulty in navigation, the cartographers must make a skill check (either Craft or Profession - DC 15 or as applicable by the specific scenario). If the skill check fails, the cartographer becomes lost for at least 1d4 rounds.

### COOK

**OTHER PEOPLE KNOWN:** Butchers, Innkeepers

**SOCIAL STANDING:** Middle lower class; even though they work in a variety of different places, and may have access to the dining rooms of the wealthy, they are still lower class citizens. They can attain some stature as a head cook at a noble's table, but even then, they are common folk with a small part of the noble's life.

**OTHER NOTES:** Cooks of exceptional talent can attain a greater social standing, and petty nobles may even fight over them.

### DOCTOR

**OTHER PEOPLE KNOWN:** Any

**SOCIAL STANDING:** Middle middle class; doctors give help to all that can afford their fees. A kindly hearted professional may charge next to nothing for their services, in certain situations.

**OTHER NOTES:** If one does not have access to a healer (divine or otherwise), most cities have professionals available to render aid. Bleeding is used (often unsuccessfully) to treat certain illnesses. Leeches are used during surgical procedures to keep an injured area free of excessive blood, or to treat swelling.

### DRIVER

**OTHER PEOPLE KNOWN:** Stablehand, animal tender/groom

**SOCIAL STANDING:** Middle middle class; drivers attain some measure of repute by owning a good cart and horse, and driving for nobles. A driver retained by a high noble, if loyal and trustworthy, can gain many favors.

**OTHER NOTES:** Many people need drivers and they can always find work.

### ENGINEER/ARCHITECT (SEE ARCHITECT/ENGINEER, ABOVE)

### ENTERTAINER/PERFORMER

**OTHER PEOPLE KNOWN:** Nobles, innkeepers

**SOCIAL STANDING:** Upper lower class; a performer is appreciated by the upper class, who frequently hire them to entertain at private parties. However, a person of noble birth would rarely associate with a performer when not being entertained by them; i.e. passing them on the street.

**OTHER NOTES:** This profession includes people ranging from dancers to jugglers, actors, singers, tumblers, etc.

### FARMER

**OTHER PEOPLE KNOWN:** Merchants, millers, brewers, laborers

**SOCIAL STANDING:** Lower lower class; farmers are almost never invited to any social events outside of the farming community. They are hard working folks, but not very clean or sophisticated. The higher the noble, the less they think of the common farmer. A farmer may gain some repute, if they somehow manage to purchase, or are given, their own land. A farm family that can repeat this process over a few generations can rise in their social standing.

**OTHER NOTES:** Although one of the lowest rungs on the social ladder, farmers are one of the most important parts of any community.

### FISHER (FRESHWATER OR SALTWATER)

**OTHER PEOPLE KNOWN:** Sailors, merchants, innkeepers

**SOCIAL STANDING:** Middle lower class; fishing is tedious work, and is not highly regarded. A fisher that owns his own boat can attain the same station as a middle class merchant, if he works hard and well.

### FISHMONGER

**OTHER PEOPLE KNOWN:** Sailors, merchants, innkeepers

**SOCIAL STANDING:** Middle lower class; a fishmonger buys and sells fish – a smelly job that does not endear them to others.

**OTHER NOTES:** Because of the temporary nature of their wares, fishmongers are usually found in movable market stalls, not shops.

## FORTUNE TELLER

**OTHER PEOPLE KNOWN:** Any

**SOCIAL STANDING:** Any lower or middle class; superstitious nobles and military officers often seek guidance from fortunetellers. The fortuneteller's social standing derives not only from their clientele, but how accurate their prophecies are (or seem to be).

**OTHER NOTES:** Unlike clerics who may receive visions directly from their deities, a fortuneteller may receive his information from any number of sources. These fortunes can be either real, imagined or a combination of both.

## FURRIER

**OTHER PEOPLE KNOWN:** Merchants, rangers, farmers, guides, woodcutters

**SOCIAL STANDING:** Lower lower class; only a furrier who traps and skins exotic animals or monsters can rise above their social station.

**OTHER NOTES:** Furriers may have good knowledge of forest dwellers or local bandits, brigands and highwaymen.

## GROOM (SEE ANIMAL TENDER/GROOM, ABOVE)

## GUIDE/SCOUT

**OTHER PEOPLE KNOWN:** Woodcutters, furriers, merchants, adventurers, rangers

**SOCIAL STANDING:** Middle lower class; although the common guide is found in the city, they are more at home in the wilds. They are not regarded as being stable, since they prefer to be traveling.

**OTHER NOTES:** Merchants usually hire a guide only for a few days, or until they reach another city. They then hire a second guide who is more familiar with the new region.

## HERBALIST

**OTHER PEOPLE KNOWN:** Merchants, alchemists, apothecaries, rangers

**SOCIAL STANDING:** Upper lower class; the herbalist deals primarily with commoners. However, herbalism occasionally comes into fashion, whereupon the upper classes pay dearly for 'cures' to their problems. In these cases, a herbalist can charge high rates and can attain a greater station.

## HERDSMAN

**OTHER PEOPLE KNOWN:** Farmers, butchers, merchants

**SOCIAL STANDING:** Lower lower class; farmers without farms, they are nomads and common folk. Adventurers and travelers respect them because of their toughness, but most folk view them as dirty, unkempt individuals with little to no social skills.

## INNKEEPER

**OTHER PEOPLE KNOWN:** Merchants, brewers, cooks, adventurers

**SOCIAL STANDING:** Lower middle class; the person who manages a house or tavern with rooms to let for lodging and entertainment is an innkeeper. An innkeeper is often in charge of the females (or males) who provide nightly comfort for his customers. He may even double as a bartender. The innkeeper deals primarily with the lower middle class or upper lower class, though seedy inns draw a crowd from a lower social standing.

**OTHER NOTES:** Inns are the backbone to certain economies, and most nobles in the area give the proprietor respect and

honor. Any noble that mistreats the innkeepers in his domain may find that tourists and travelers avoid the area, reducing the income from taxation and tariffs.

## JEWELER/GEMCUTTER

**OTHER PEOPLE KNOWN:** Merchants, nobles, adventurers, miners

**SOCIAL STANDING:** Any middle class; due to the cost of their goods, jewelers and gemcutters are often sought by wealthy nobles and royalty, and rarely by the lower classes. A jeweler with fine craftsmanship and artistry may even rise above middle class.

**OTHER NOTES:** A jeweler has the ability of rapid and accurate appraisal of any precious metal, gem or piece of jewelry (except those that the DM, specifically designates as "heretofore unknown"). In addition, this person can set stones in various items (sword hilts, flags, etc.) or fashion jewelry from gems and precious metals. The finished product increases the total value of the materials provided by 10% to 50%, depending on the quality of workmanship.

As a gem cutter, this individual might well increase the value of a rough or poorly cut stone (those under 5,000 gold piece base value) by rolling a 20 on a skill check. Rolling a 1 on a skill check ruins the stone in the process. Note that this individual will maintain that he or she cannot be held responsible for damage to any items he or she may ruin. The customer must agree to such terms before commencement of work or they will be turned away.

## LABORER

**OTHER PEOPLE KNOWN:** Various

**SOCIAL STANDING:** Lower lower class or lower middle class; this category is a catch-all for many of the unskilled tasks that are beyond the scope of this list. A general laborer might be called upon to do anything from harvesting crops, spinning a spit in a kitchen or cleaning a latrine. Laborer almost never comes into direct contact with nobles or royalty while performing their duties.

## LANTERN BEARER (SEE TORCH BEARER, BELOW)

## LAWYER

**OTHER PEOPLE KNOWN:** Scribes

**SOCIAL STANDING:** Upper middle class; while legal representatives are beyond the means of many commoners, they are frequently utilized by middle class merchants or upper class nobles for settling disagreements.

**OTHER NOTES:** Legal counselors are available for short consultations in most major cities.

## LOCKSMITH

**OTHER PEOPLE KNOWN:** Merchants, nobles

**SOCIAL STANDING:** Any middle class; this person makes and mends locks, and the quality of such locks is what sets the locksmith's position on the social rung.

**OTHER NOTES:** Because of their familiarity with locks, dishonest locksmiths may become thieves. Naturally, an openly dishonest locksmith (or one who is caught being dishonest) suffers a significant drop in his or her social standing.

## MASON

**OTHER PEOPLE KNOWN:** Architects, engineers, carpenters, plasterers

## Chapter Two: Crafts and Professions

**SOCIAL STANDING:** Lower middle class; most people regard a mason as necessary for a community, but the position holds no glamour for non-masons.

**OTHER NOTES:** A freemason is skilled at finely carving stone to its final finish, while a rough mason is basically a stone cutter that supplies blocks of stone in various sizes cut to rough geometric shapes.

### MERCENARY

**OTHER PEOPLE KNOWN:** Soldiers, adventurers, innkeepers, merchants

**SOCIAL STANDING:** Upper lower class; mercenaries have been reared and trained to fight, and are simultaneously looked down upon and admired by the upper classes.

**OTHER NOTES:** Mercenaries are used to working for money alone, and will not question their employer's motives or methods (within reason). NPC mercenaries have had several different employers by the time they contract with the PCs. This means that they will be knowledgeable and experienced when it comes to working for someone. They will not tolerate abuse, poor conditions or unfair terms. Additionally, they are much more dangerous if they revolt because of their military training.

### MERCHANT

**OTHER PEOPLE KNOWN:** Innkeepers, adventurers, various craftspeople

**SOCIAL STANDING:** Upper lower class to lower upper class; a merchant can exist almost anywhere in the social hierarchy. A lower class merchant sells foodstuffs on a street corner, or junk from a tiny shop, while a middle class merchant sells quality goods from a storefront or sells consumables to taverns and inns. An upper class merchant might run a merchant house, sell fine fabrics to the nobles, or even distribute the necessary wares to other merchants so they can produce their products. With such flexibility of status, a merchant must keep on top of his business, or another merchant may undercut him and leave him out in the cold.

**OTHER NOTES:** Merchants are the basis for much economic growth. Any significant changes to local merchants, whether for good or bad, may soon be felt by all.

### MILLER

**OTHER PEOPLE KNOWN:** Farmers, merchants, engineers

**SOCIAL STANDING:** Upper lower class or lower middle class; in a rural community, the miller grinds grain to powder for baking, and is well respected, provided his prices are fair. In larger communities, he is simply seen as a go-between for the farmer and the merchant. In either case, he stands above the farmer, sometimes representing them, sometimes controlling them.

**OTHER NOTES:** The profession of miller tends to be a hereditary position, handed down to the eldest son.

### MINER

**OTHER PEOPLE KNOWN:** Merchants, blacksmiths, engineers

**SOCIAL STANDING:** Any lower class or middle class; the social standing of miners really depends on the job they perform. If he or she is a pickaxe-swinging slave, they have little standing (lower lower class). If they run the smelters, they are slightly better off (lower middle class). If they maintain the whole mine, however, they may be much more respected (any middle class, depending upon how much precious metals/gems the mine produces).

**OTHER NOTES:** Mine work is dangerous, and mine workers are often prone to deadly accidents. Many miners are dwarves.

### MINSTREL (SEE ENTERTAINER/PERFORMER, ABOVE)

### MISCELLANEOUS CRAFTSMAN

**OTHER PEOPLE KNOWN:** Various

**SOCIAL STANDING:** Upper lower class or lower middle class

**OTHER NOTES:** This category covers anything else not listed here. This is not to say that the miscellaneous craftsman is adept at creating anything and everything, of course. This category represents the fact that there may be other crafts one might find a need for, that are not specifically described in this chapter. Some examples include: chandlers, leatherworkers, listers, oilmakers, painters, plasterers, potters, roofers, tailors, weavers and so on.

### PLUMBER

**OTHER PEOPLE KNOWN:** Engineers, carpenters, masons

**SOCIAL STANDING:** Upper lower class; though plumbers are knowledgeable about an important field of study, they often reek of sewage. As such, those of a greater social standing usually avoid them until they are needed.

**OTHER NOTES:** Plumbers are only found in larger cities with sewer systems.

### PORTER/BEARER

**OTHER PEOPLE KNOWN:** Merchants

**SOCIAL STANDING:** Lower lower class or middle lower class; porters are not known for their intelligence, and are usually ignored by those above them. However, they may have more knowledge than others give them credit for.

**OTHER NOTES:** NPC porters have a Strength score of 3d4+6, and each is capable of carrying a weight of goods based on that number.

### SAGE

**OTHER PEOPLE KNOWN:** Scribes, bookbinders, librarians, merchants, adventurers

**SOCIAL STANDING:** Upper middle class; though not always wealthy, sages are often frequented by those who are.

**OTHER NOTES:** Sages are intelligent and studious individuals who have focused their skill advancement in a few specific areas of knowledge. As such, they have become the encyclopedic, expert consultants of the milieu. Any character hiring a sage on a permanent basis must have a stronghold with ample space for the sage and his research materials.

### SAILOR

**OTHER PEOPLE KNOWN:** Boaters, merchants, fishers, fishmongers

**SOCIAL STANDING:** Middle lower class; a common sailor is a wanderer, a vagrant and an untrustworthy soul. Sometimes carrying more than one disease, they are often viewed with distaste. Generally, they are only welcomed at the brothels and taverns they frequent. However, a wealthy sailor or captain of a ship may raise his social standing to as great as upper middle class.

**OTHER NOTES:** A sailor may be in contact with thieves and smugglers in the harbors he or she frequents.

## SCOUT (SEE GUIDE, ABOVE)

### SCRIBE (COMMON OR LEGAL)

**OTHER PEOPLE KNOWN:** Merchants, lawyers, clerics

**SOCIAL STANDING:** upper middle class; anyone who needs something written or read to them needs a scribe. Scribes are generally well educated and may even be poor nobles (in this case, lower upper class)...

**OTHER NOTES:** A legal scribe is authorized by the local government to produce official documents and recognize and document transfers of assets due to sale and settlement of debt. Without an authorized scribe involved in a transaction or contract, one or both of the parties involved may become the victims of fraud.

### SHIPMAKER

**OTHER PEOPLE KNOWN:** Woodcutters, naval officers, sailors, merchants

**SOCIAL STANDING:** Lower middle class; a shipmaker (also called a shipwright) is well regarded among those who frequently travel by sea, but those of an upper class lifestyle usually view them as nothing more than specialized carpenters.

### SIEGE ENGINEER

**OTHER PEOPLE KNOWN:** Architects/engineers, soldiers

**SOCIAL STANDING:** Any middle class; a siege engineer specializes in weapons of war, and is well respected by those in the military or by nobles planning offensive campaigns. Because of this, siege engineers often gain sophistication (upper middle class) by association. Other folk tend to simply regard them as a specialized soldier (lower middle class).

### SOLDIER

**OTHER PEOPLE KNOWN:** Innkeepers, merchants, siege engineers

**SOCIAL STANDING:** Any class; how a soldier is viewed depends largely on his heritage, plus his achievements in battle, rather than his associates (usually other soldiers). Great deeds of renown on the battlefield can raise a character's social standing by as much as two classes! A conscripted serf, for example, is considered lower lower class, though his deeds may raise him to upper lower class. An former middle middle class merchant who defeats many enemies may be regarded as one of lower upper class standing, and a knight of lower upper class birth who performs great deeds may be viewed as a person of upper upper class. A character whose renown grows greater than upper upper class is regarded as a legend in his or her own time. Unfortunately, this also attracts enemies who seek to gain a name for themselves by defeating the great warrior.

### SPY

**OTHER PEOPLE KNOWN:** Nobles, military officers, merchants, adventurers

**SOCIAL STANDING:** Any; a spy's social class depends upon his known profession. However, a character that is discovered to be a spy suffers a loss of three social classes among those who know of his secret life.

**OTHER NOTES:** Because of the sensitive nature of their profession, spies are generally not easy to find. The character must locate a likely prospect and then employ him in some capacity that is in accord with the spy's station and normal occupation or profession. Then, by means of discussion and offers of payment, the character must convince the spy to work for him. The sums offered can range from as little as 100 gp to as great as 10,000 gp or more depending on the situation and the person being approached. If the area where the spy must go is distant, the

person or persons to be spied upon are dangerous, or the prospective spy is of high station, the likelihood of acceptance is low unless the pay is exceptional. Payment may consist of money, magic, land, position or some other valuable consideration. The payment must always be made by installment – part upon acceptance of the assignment and the remainder on completion of the assignment.

### STEWARD

**OTHER PEOPLE KNOWN:** Nobles, merchants, soldiers, architects/engineers

**SOCIAL STANDING:** Lower upper class; a steward (also known as a castellan) is viewed as one of the upper classes by his or her association with them.

**OTHER NOTES:** This occupation pertains to the overseeing of a castle, particularly if the owner of the stronghold intends to be away for a time and desires to make certain that the castle is well-run and safe. A castle with a competent steward is always sufficiently garrisoned, has ample food, water reserves, oil, siege equipment and engines, missiles, etc., and will be kept in good repair. Of course, the player character must initially establish the stronghold and its attendant needs for men and supplies of all sorts. Once this has been accomplished, bought and stocked, the steward will see that levels are maintained according to the dictates of his master. The costs of such work come from standard support costs of the stronghold, but a steward will see that such funds are actually spent on what they were meant for.

### TORCH BEARER

**OTHER PEOPLE KNOWN:** Adventurers, merchants

**SOCIAL STANDING:** Middle lower class; a torchbearer is a specialized porter who gains prestige from his adventuring companions. A torchbearer (also known as a lantern bearer, or linkboy) is everything the name indicates – one who carries or holds a torch or lantern. They are often youngsters, but mature men will also serve.

### WEAPONSMITH

**OTHER PEOPLE KNOWN:** Adventurers, blacksmiths, merchants, sailors, soldiers

**SOCIAL STANDING:** Middle middle class; those who use his goods respect a weaponsmith. A weaponsmith with a good reputation, or one who creates masterwork weapons, may be of upper middle class.

**OTHER NOTES:** A general weaponsmith specializes in the manufacturing of high quality arms. Certain specialties exist within the profession such as atilliators, bowyers, fletchers, swordsmiths (including most things with a blade), etc. General weaponsmiths fashion all weapons not made by the other specialties. As with other craftsmen of this sort, the weaponsmith must have a forge and a workroom.

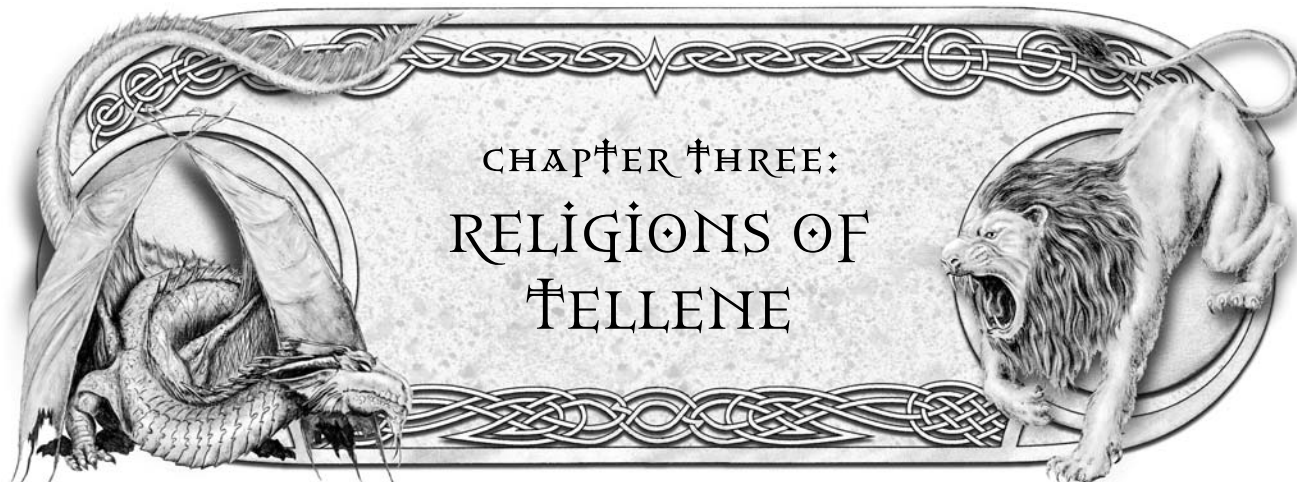
### WOODCUTTER

**OTHER PEOPLE KNOWN:** Carpenters, shipmakers, architects/engineers.

**SOCIAL STANDING:** Middle lower class; woodcutters are not viewed as intelligent, but they earn a reasonable wage at their work and are often powerfully strong.

**OTHER NOTES:** Because they frequent the woods, they are a good resource for anyone seeking to know what lies therein.

## CHAPTER THREE: RELIGIONS OF TELLENE



Except for clerics, the average person on Tellene does not worship a single god. Instead, they offer donations and prayers to many gods, depending on which deity best serves their needs at the time. For instance, a farmer might attend a service of The Raiser before planting his crops, propitiate The Storm Lord with a small sacrifice while the crops grow and then donate to The Traveler's temple before taking his goods to market.

The following section details certain views of the organized religions of Tellene, based on the perspective of practitioners and outsiders, in order of alignment (beginning with lawful good and ending with chaotic evil). Information on what deities are appropriate for certain characters, domains, racial names, alignments and other information can be found in the Kingdoms of Kalamar campaign setting sourcebook and the Kingdoms of Kalamar Player's Guide.

### THE CHURCHES OF TELLENE

#### Halls of the Valiant

**DEITY NAMES:** Knight of the Gods, The Valiant, The Swift Sword, Evil Slayer, Champion of Tellene

#### AN OUTSIDER'S VIEW...

"Servants of the Swift Sword are quite helpful to have around, for they feel it is their duty to help the innocent, to slay monsters and to lift up the downtrodden. However, their obsession with valor and honor can be somewhat annoying. They scrutinize every action of those around them, and tend to make everyone nervous. However, they do travel often, and rarely bother any single group of people for long."

#### A PRACTITIONER'S VIEW...

"We do the jobs that no one else wants to do. We right the wrongs, defend the weak and help the needy. There is no injustice too small to avoid my wrath, no monster too horrible to escape my sword, and no evil too small to evade my ever-watchful eye. I am all that stands between you and the darkness."

#### ENEMIES AND ALLIES...

**THE COURTS OF JUSTICE:** "A good group, but somewhat light on the punishment. They need to be more swift with their 'swords of justice'."

**THE HALL OF OATHS:** "Worthy people; their honesty makes them useful in the search for evil."

**THE TEMPLE OF THE THREE STRENGTHS:** "Strength and power and purity of soul... If only they would fight more often."

**THE CHURCH OF EVERLASTING HOPE:** "Everyone needs hope. Evil tries to take it from you, and they help bring it back."

**THE ASSEMBLY OF LIGHT:** "Anyone who makes it their business to fight and destroy undead is a friend of mine."

**THE IMPOSTORS:** "They are the very epitome of why evil still lurks in this world. If they can be found, they should be destroyed."

**THE HOUSE OF KNIVES:** "Sneaky, conniving, and dangerous adversaries."

**THE TEMPLE OF SLEEPLESS NIGHTS:** "Spreading terror is not only evil, but foolish. Why, it is simple for us to undo their foul works - we merely arrive and the peoples' confidence is restored."

#### The Home Foundation

**DEITY NAMES:** The Holy Mother, Homemaker, The Counselor

#### AN OUTSIDER'S VIEW...

"The Brothers of Industry are wonderful neighbors, always lending a helping hand. They are honest, hardworking folk, who are sometimes a little simple, but mostly just, well, nice. They work towards the prosperity of their own families and friends, which keeps them out of everyone else's business, except in the arena of love. It seems they are always looking for good people to match up, hosting dances and the like to attract couples. However, it's always good, wholesome fun."

#### A PRACTITIONER'S VIEW...

"We know what is important in life: Family, home, hard work, and the simple life. I work, I plan, I take care of my family and my home. That is all that I can do, and yet, it is enough. If we all did as I am doing, just think how good and peaceful Tellene could be!"

#### ENEMIES AND ALLIES...

**THE FOUNDER'S CREATION:** "They do good work, providing sound foundations upon which people can build a life. They also make good buildings."



**THE PARISH OF LOVE:** "Any group that can see this much love in the world is a good group of people. They sometimes put love over family, but love is a very important part of any family."

**THE THEATER OF THE ARTS:** "An entertaining group; they are useful in maintaining a community."

**THE HALL OF OATHS:** "Every community is based on a foundation of trust, and these fine people show us how to build that foundation."

**THE HOUSE OF VICE:** "Every community has someone who would rather starve in the winter than save in the summer..."

**THE TEMPLE OF STRIFE:** "They are a blight on the world, and we work to protect ourselves from them."

**THE CONFUSER OF WAYS:** "We need trust upon which to build a strong community, but every act the Impostors perform hurts that trust."

**THE COURTS OF INEQUITY:** "They are sickeningly righteous, even while they kill and spread envy throughout the lands."

### The Hall of Oaths

**DEITY NAMES:** The Speaker of the Word, Honorable Highness, The Irreproachable One, The Lord on High, The Honorable One

#### AN OUTSIDER'S VIEW...

"These folk are a little strange. They never lie. Never. Not to cover up a foolish little accident, not to protect the feelings of a friend, not even to protect their own life. They are good, solid citizens, and always helpful and honorable. However, they do not make very many close friends, for constant honesty strains any relationship."

#### A PRACTITIONER'S VIEW...

"Lying is an evil that is simple to avoid. Most people will be honest, given the chance, and we Keepers of the Word simply try to serve as a good example. To lie is to tarnish and dishonor oneself to oneself."

#### ENEMIES AND ALLIES...

**THE HALLS OF THE VALIANT:** "They value glory above all else. I just wish they were not so violent."

**THE COURTS OF JUSTICE:** "The law is just because it understands the value of truth, and so do the followers of The Blind One."

**THE FOUNDER'S CREATION:** "A solid foundation is very important. Truth is the mortar for the Founder's bricks of law."

**THE CONFUSER OF WAYS:** "They will all collapse under the weight of their lies."

**THE HOUSE OF VICE:** "The Vicelords have no respect for anything, including truth."

**THE CONGREGATION OF THE DEAD:** "They sacrifice anything to attain their goal of bypassing the final truth. If they were not dangerous and violent, they would be pitiable."

### The Courts of Justice

**DEITY NAMES:** The True, The Blind One, The Magnificent Magistrate, The Exalted Judge

#### AN OUTSIDER'S VIEW...

"The Truthseekers are the most honorable people I know. They work hard within the laws of their community, and often act as judges for the crown, magistrates for the community, or as city guards. They make everyone around them slightly nervous, though. After all, who has not broken a law or two?"

#### A PRACTITIONER'S VIEW...

"Justice and truth! These watchwords should adorn every city. We bring order and structure to every city, town and home we inhabit. Without our influence, the kingdoms would crumble, the lawless would rule, and chaos would engulf the world. We are the backbone of society, and you are safer for it."

#### ENEMIES AND ALLIES...

**THE HALL OF OATHS:** "Truth is the foundation to justice. The Hall of Oaths is the keeper of that truth."

**THE HALLS OF THE VALIANT:** "They work to bring justice and glory to the people. I only wish they were a little more peaceful in their actions..."

**THE FOUNDER'S CREATION:** "The foundation of justice is law. The Founder's Creation helps lay down those laws."

**THE ORDER OF THOUGHT:** "The Seekers of Sagacity know that wisdom walks hand in hand with judgment."

**THE CHURCH OF EVERLASTING HOPE:** "To bring about the dreams of another is a good deed, so long as it breaks no laws..."

**THE INEVITABLE ORDER OF TIME:** "Everything comes back to time. We all have to do what is right and just, for we will meet our own justice in the end..."

**THE TEMPLE OF STRIFE:** "Wars and destruction are unjust, and forcing such things on the innocent is horrible."

**THE WAY OF THE BERSERK:** "Berserk rage is insanity with a sword. There is no right or wrong, merely bloodlust, and bloodlust is wrong."

**THE COURTS OF INEQUITY:** "To judge yourself greater than others because of where and to whom you were born is foolish. These rich fops should be ashamed of themselves."

**THE CONFUSER OF WAYS:** "Lies undermine justice at all times, and these Imposters are a major obstacle to justice."

**THE CONGREGATION OF THE DEAD:** "They have no respect for justice or honor, if it obstructs their search for undeath..."

### The Assembly of Light

**DEITY NAMES:** The Eternal Lantern, The Shining One, Lord of Luminosity, Radiance

#### AN OUTSIDER'S VIEW...

"As a seasoned traveler, I've encountered a number of these devotees in my travels. As missionaries, they are nice but annoying - always working the angles to gain converts. They try too hard, if you ask me. However, once they have gotten past that, they are the most stalwart companions one could ask for. Always ready with a light, and never scared of anything..."

### A PRACTITIONER'S VIEW...

"We bring our Faith with us everywhere we walk. The only thing that can make one pure is to be illuminated by the Light of Radiance, for evil lurks everywhere, and we must shine the Light in every corner, every nook and cranny, every dark hole. The Lord of Light is the only thing holding back the darkness."

### ENEMIES AND ALLIES...

**THE COURTS OF JUSTICE:** "Bringing the light of justice to everyone is an admirable goal."

**THE THEATER OF THE ARTS:** "They lighten the emotional loads of our lives, making it easier to live a tranquil life..."

**THE CHURCH OF THE LIFE'S FIRE:** "To life, sunlight is the source and sole provider..."

**THE CHURCH OF THE NIGHT'S BEAUTY:** "The moons they worship provide even the night with light. To break the night's darkness is helpful, indeed."

**THE TEMPLE OF STRIFE:** "They use the darkness as cover for their evil deeds. If we eliminate the dark, we remove them as an element..."

**THE CONGREGATION OF THE DEAD:** "These creatures need the nights' darkness like the living need sunshine. The world would be much better if they no longer existed."

**THE CHURCH OF ENDLESS NIGHT:** "To want the void of absolute darkness to embrace you is pure insanity. Who but madmen would want to never feel the light on their skin, or to see with their own eyes?"

### The Church of the Life's Fire

**DEITY NAMES:** The Raiser, Farmer's Wife, The Midwife, Field Mother, Queen of Green Pastures, The Bringer of Life, Mother Tellene

### AN OUTSIDER'S VIEW...

"The Friends of the Fields are fine companions, helping others in need and thinking nothing of it. Why, they just helped farmer Senden bring in his crop when his son broke his leg. I don't know very many people that worship there, but those I do are good people."

### A PRACTITIONER'S VIEW...

"I am a simple person. I know that, alone, I cannot change the world. Nevertheless, I can change the world around me. I can make it grow and develop, and cause the good things in it to become the great things I know they can be. Hard work and careful, loving attention can make anything prosper. These above all else are my tools, my trade."

### ENEMIES AND ALLIES...

**THE HOUSE OF SOLACE:** "They wish to nurture the intelligent life, to bring it to full fruition. A lofty goal indeed."

**THE FACE OF THE FREE:** "To bring freedom to the enslaved is a grand goal."

**THE ASSEMBLY OF THE FOUR CORNERS:** "The raw energies they wield are the food and formula for strong, healthy lives."

**THE HOME FOUNDATION:** "The use of husbandry to improve and nurture life is a grand achievement..."

**THE FOUNDER'S CREATION:** "The Builders of Law provide our community with laws – a fine method of keeping the peace."

**THE TEMPLE OF THE THREE STRENGTHS:** "To hone the abilities of the person is a fine goal. To do so at the expense of experience, however, is to take it too far..."

**THE TEMPLE OF STRIFE:** "To damage the life or livelihood of another is wrong, and harmful to all."

**THE HOUSE OF KNIVES:** "To kill for the sheer joy of it? How can anyone be so depraved?"

**THE HOUSE OF VICE:** "They are sick and foolish, seeing no harm in overindulgence, and being willing to hurt and kill for pleasure."

**THE CONGREGATION OF THE DEAD:** "They worship everything that is against life. They are the epitome of evil."

**THE CHURCH OF ENDLESS NIGHT:** "To never see the light of day is to wither and die. We try to let growth happen, even in the darkest corners."

**THE HOUSE OF HUNGER:** "It is hard to focus on peace when your belly rumbles for food. The Gaunt know this, and care not."

**THE CONVENTICLE OF AFFLICTION:** "How can we keep our people healthy when the Pestilent Ones spread disease throughout the land? They must be stopped!"

**THE ORDER OF AGONY:** "Causing pain and suffering is more than wrong, it is impossible to understand."

### House of Solace

**DEITY NAMES:** The Peacemaker, Lord of Tranquility, Lord of Ease, The Peaceful One, King of Comfort, Master of Serenity, The Pacifier

### AN OUTSIDER'S VIEW...

"The Peacemakers are helpful, serene, and peaceful. They provide arbitration for disagreements, and preach calm thought. Though many are cloistered pacifists, others travel the lands promoting peace, even through force. A strange dichotomy indeed..."

### A PRACTITIONER'S VIEW...

Our view of the world is simple. Good is calm and serene, and evil is violent and harsh. The King of Comfort is the true source of peace and calm in the world, and we serve him by bringing these ideals forward in others."

### ENEMIES AND ALLIES...

**THE COURTS OF JUSTICE:** "Justice helps to keep the peace."

**THE PARISH OF LOVE:** "Love is the most serene of all emotions. It is a beautiful thing."

**THE HOME FOUNDATION:** "The home is the most important place to peace of mind, and taking care of that home is important."

**THE FACE OF THE FREE:** "Freedom is the first step to peace. The path to freedom should be a calm one, however."

**THE HALL OF OATHS:** "Trust and honesty helps defuse conflict, and bring about peace."

**THE CHURCH OF EVERLASTING HOPE:** "For the most part, they help bring people to peace and prosperity. When they fuel the hopes and dreams of conquest, however, they are being foolish."

**THE FRATERNAL ORDER OF APTITUDE:** "A calm order of thinkers. They have brought about more knowledge than most, and peace of mind with it..."

**THE TEMPLE OF STRIFE:** "To live with so much anger must be painful. Why don't they give up their hate and be peaceful citizens?"

**THE WAY OF THE BERSERK:** "Reveling in pain and violence is a despicable way to live. Why would you live, if only to kill your fellow creatures?"

**THE TEMPLE OF ARMED CONFLICT:** "A strange group - they focus on calmness in battle, and work to cause more conflict... They are impossible to understand."

**THE ORDER OF THE PASSIONATE ONE:** "Aggressive, violent, and disruptive - they would be much worse if they weren't constantly drunk."

**THE FLAYMASTER:** "How can someone feel good about another person feeling bad? These Ministers of Misery are sick and twisted."

**THE JEALOUS EYE:** "To seek out inequity is to cause conflict. They are foolish if they expect this to bring them happiness."

**THE SELLER OF SOULS:** "Committing cold-blooded murder for your faith is unfathomable. Why should any of them trust each other?"

**THE EMPEROR OF SCORN:** "The search for pleasure is fine - in moderation. In excess, it only leads to conflict and hate."

### Parish of Love

**DEITY NAMES:** The Pure one, Lady Love, Protector of the Heart

#### AN OUTSIDER'S VIEW...

"You see the Children of Love everywhere, trying to convert us. Still, they are well-liked. They try to help us work together, which is always useful. No one sees them as smart or strong, merely friendly and nice. I usually think of them of as pretty boys or sweet girls, because of their focus on love and company. Still, I doubt one would be of much use in a fight."

#### A PRACTITIONER'S VIEW...

"Without the Pure One, all people would be groveling in the dirt. We bring her love to the world, promoting harmony and understanding between all peoples, in all lands."

#### ENEMIES AND ALLIES...

**THE TEMPLE OF ARMED CONFLICT:** "They fight as part of their worship, but even when they are fighting, they are passionless and without mercy or care. However, they show dedication to their fellows, and that's a start."

**THE HOME FOUNDATION:** "They understand the importance of love in the community. They cherish and nurture it, and so they are always welcome."

**THE HOUSE OF SOLACE:** "Peace and love go hand in hand."

**THE CHURCH OF EVERLASTING HOPE:** "They have helped more than a few people realize their love. A lofty accomplishment indeed!"

**THE TEMPLE OF STRIFE:** "They do not understand love at all. If they did, they would not cause so much conflict."

**THE WAY OF THE BERSERK:** "Where lust meets battle, that's where they are found. Violence should never meet love, or even lust..."

**THE CONGREGATION OF THE DEAD:** "They want death, where love and warmth cannot reach."

**THE HOUSE OF SHACKLES:** "To imprison another is the greatest affront to the spirit of love."

### Church of Everlasting Hope

**DEITY NAMES:** Lord of Silver Linings, Caregiver, Lord of the Blue Sky

#### AN OUTSIDER'S VIEW...

"Helpful to the downtrodden no matter what, the Merciful Fates are highly regarded as healers and wonderful people. They are usually viewed as pure of thought and action, although they will do battle if need be. Though somewhat intimidating because of their reputation for fairness and incredible helpfulness, they are good friends and excellent neighbors."

#### A PRACTITIONER'S VIEW...

"Striving for mercy is what we do. We are no different from anyone else except that we have accepted mercy and hope as our responsibilities. We help those in need no matter what, and it is hard, but it is worth it. We are helpful and kind, so everyone knows the mercy of the Caregiver."

#### ENEMIES AND ALLIES...

**THE PARISH OF LOVE:** "They want only the calm peacefulness of love. What a hope to cherish!"

**THE CHURCH OF THE LIFE'S FIRE:** "Assisting the growth and development of any creature leads to the fulfillment of its greatest potential."

**THE HALL OF OATHS:** "To honor truth above all else makes helping each other easier."

**THE FACE OF THE FREE:** "To be free is a goal that everyone should share."

**THE TEMPLE OF ENCHANTMENT:** "The use of magic can be very helpful, at times..."

**THE CONVENTICLE OF AFFLICTION:** "Sickness and death are ills no one should willingly endure."

**THE TEMPLE OF STRIFE:** "Conflict is the lowest form of communication. It is the last resort of the foolish."

**THE ORDER OF AGONY:** "To cause another pain is a grievous evil."

**THE CONGREGATION OF THE DEAD:** "To hope for death and to bring others to it is more than evil, it is foolish and sick."

**THE TEMPLE OF SLEEPLESS NIGHTS:** "To cause fear and loathing in others is a twisted goal."

### Temple of the Stars

**DEITY NAMES:** The Traveler, Bright Eyes, The Nimble Navigator, The Voyager

#### AN OUTSIDER'S VIEW...

"Wanderers, vagrants, hooligans... All know to avoid such people. However, for the Journeymen, they are excellent friends! They know much about traveling, and often will fight

to protect a fellow traveler. However, they are distant, for they often think about the road and not its end."

### A PRACTITIONER'S VIEW...

"Traveling is all that matters to us. The point of traveling is to travel, not to get somewhere. A Journeyman travels because wisdom cannot be gained in one place - one learns true wisdom in many places."

### ENEMIES AND ALLIES...

**THE WATCHERS:** "They understand that they gain wisdom through travel and movement. Good companions on any trip."

**THE FACE OF THE FREE:** "They want freedom for all, the freedom to travel and the freedom to be."

**THE ASSEMBLY OF LIGHT:** "Light is important to all travelers. The Dark Watch is useful wherever you are."

**THE THUNDERER'S TEMPLE:** "Weather is of great importance to any traveler. The Thunderer deserves respect for his control over it."

**THE HOUSE OF SHACKLES:** "Holding control over others binds them to one location, and restricts the travel of all"

**THE CHURCH OF ENDLESS NIGHT:** "Darkness and void are two perils that every traveler should avoid."

**THE TEMPLE OF STRIFE:** "Conflict restricts movement."

## The Face of the Free

**DEITY NAMES:** The Guardian, The Liberator, Free Soul, The Insurgent One, The Inducer of Independence

### AN OUTSIDER'S VIEW...

"The followers of the Liberator are oft-misguided individuals whose energies would be better put to another cause. They stir up distrust and trouble, as they attempt the overthrow of governments. They are pure anarchists."

### A PRACTITIONER'S VIEW...

"We are the freedom fighters of this land. We Messengers of Liberty organize the people so they can be freed from tyranny. We wish nothing in return, for the freedom of those we help is payment enough. Though some view us as troublesome, we are confident in our faith. Only one who has been freed will ever be truly grateful and appreciate the Face of the Free."

### ENEMIES AND ALLIES...

**THE HOUSE OF SOLACE:** "They help those who need help, such as the enslaved. They are very good allies to have."

**THE CHURCH OF EVERLASTING HOPE:** "Hope is the mainstay of the enslaved. Without hope, freedom is impossible."

**THE COURTS OF JUSTICE:** "Slavery is not just, and therefore they ally with us."

**THE CHURCH OF THE LIFE'S FIRE:** "Developing life means giving it freedom to live and grow."

**THE THEATER OF THE ARTS:** "They are interested in freedom, both physical and mental..."

**THE TEMPLE OF THE PATIENT ARROW:** "The Golden Arrows guard the wilds, where we can hide and be safe. All they ask in return is that we take no more than we need to survive."

**THE ORDER OF THE PASSIONATE ONE:** "Passionate and emotional - they are friendly to those who wish to be free. They also know how to break out of most jails."

**THE HOUSE OF SHACKLES:** "They capture and enslave. They are evil and must be stopped! We allow no follower of the Overlord to pass us by unless it risks the freedom and wellbeing of many others."

**THE ORDER OF AGONY:** "They are sick, twisted, and use pain to make slaves..."

**THE CONGREGATION OF THE DEAD:** "They take the final freedom from others for their own selfish ends. They are nasty and conniving."

**THE TEMPLE OF STRIFE:** "Conflict kills freedom."

**THE CONVENTICLE OF AFFLICTION:** "They promote illness and suffering, hoping to make everyone a slave to their god."

## Theater of the Arts

**DEITY NAMES:** Raconteur, The Eternal Bard, Loremaster

### AN OUTSIDER'S VIEW...

"I usually only encounter the Merry Muses when they travel through my town, as part of a traveling show. They are friendly but strange, always looking for another aesthetic or art to use, and I never really trust them. In larger cities, I hear they respected, especially at major social scenes. They know how to add beauty and sophistication to any gathering, and they usually have something interesting up their sleeves..."

### A PRACTITIONER'S VIEW...

"We bring you entertainment from the Eternal Bard. All joy comes from him, and we are just distributors of it. The world is better because of our actions, and that is all that is important, for joy brings about peaceful intentions and better lives for all."

### ENEMIES AND ALLIES...

**THE CHURCH OF THE NIGHT'S BEAUTY:** "They understand the beauty of art and appreciate the works of the masters."

**THE ORDER OF THE PASSIONATE ONE:** "They are emotional and usually quite friendly. They make the best audiences."

**THE FACE OF THE FREE:** "They understand why freedom of expression and movement is important."

**THE HOUSE OF SHACKLES:** "They capture and destroy all that is beautiful."

**THE FOUNDER'S CREATION:** "They have no understanding of beauty, only stability."

**THE HOME FOUNDATION:** "Honest and hard working, but definitely dull. They see us as irresponsible, and cannot appreciate what we do."

## Church of the Night's Beauty

**DEITY NAMES:** The Shimmering One, the Face of Rapture, Ablutor

### AN OUTSIDER'S VIEW...

"The Moonknights value beauty in all things, but their practice of dancing in the moonlight, not to mention their strange quirk of sacrificing beautiful objects, makes me wary. Still, their museums are definitely worth visiting."

### A PRACTITIONER'S VIEW...

"The Shimmering One watches over us, his light brightening the dark nights and chasing away the darkness within us. We operate our temples for the good of all, enlightening the minds of all around us, and spreading culture and beauty throughout Tellene."

### ENEMIES AND ALLIES...

**THE THEATER OF THE ARTS:** "They understand beauty - how to make it, how to enjoy it. They produce the vast majority of all good art in the world today."

**THE PARISH OF LOVE:** "The Children of Love understand that beauty can tie lovers together. A very beautiful ceremony, indeed."

**THE TEMPLE OF THE STARS:** "The stars form their map through the world, and they appreciate not only the utility of the night sky, but its beauty."

**THE CHURCH OF THE LIFE'S FIRE:** "The Friends of the Field understand beauty, at least in growth and development. If only they would accept the beauty of manmade objects, too."

**THE CHURCH OF ENDLESS NIGHT:** "The Knights of the Black Pit disrespect the beauty of the night. They abuse it, taking it for granted, and perverting it for their own ends."

**THE CONVENTICLE OF AFFLICTION:** "Disease destroys the beauty of the body, even as it takes away its ability to enjoy the beauty around it."

**THE TEMPLE OF ARMED CONFLICT:** "Such focus on fighting and death leaves so little room for the appreciation of the finer things in life."

**THE ORDER OF AGONY:** "Pain is not beautiful!"

## Temple of the Patient Arrow

**DEITY NAMES:** The Great Huntress, Bulls-Eye, The Merry Marksman, The Tenacious Bowman

### AN OUTSIDER'S VIEW...

"Rangers and woodsmen appreciate the Golden Arrows, for they are helpful and informative. However, they do make some hunters nervous, for they often protect the 'monsters' that others would slay, claiming that even a monster has a place in nature. Anyone who wastes nature's bounty incurs the wrath of the Golden Arrows."

### A PRACTITIONER'S VIEW...

"The world is blessed with an abundance of wildlife, and we must protect it, ensuring our children will be blessed as well. We must hunt carefully, to ensure that we do not damage the delicate balance The Great Huntress provides. We work to ensure that no animal is taken without reason, and that all slain

animals are used to their fullest, and taken with the least pain possible. We are the protectors of the world's natural beauty, for now and forever."

### ENEMIES AND ALLIES...

**THE FACE OF THE FREE:** "The Messengers of Liberty respect the wildlife that nourishes them. They never harvest more than they need."

**THE CONVENTICLE OF THE GREAT TREE:** "The Brotherhood of the Bear understand the beauty and balance of nature, but they hope to control it."

**THE TEMPLE OF THE STARS:** "In their travels, the Journeymen often pass through our lands. They respect the world that they travel through, and enjoy its fruits in moderation."

**THE COURTS OF INEQUITY:** "The Covetous Ones take whatever they want, and leave nothing to balance that which they take."

**THE HOUSE OF VICE:** "The Vicelords find perverse uses for all of Tellene's creatures."

**THE CONVENTICLE OF AFFLICTION:** "The Pestilent Ones push the balance of nature toward destruction, and away from rebirth."

**THE FOUNDER'S CREATION:** "The Builders of Law destroy nature by building their stone abominations. They construct cities using wood stolen from the forest, destroying the wilds to make unneeded room for themselves."

**THE FRATERNAL ORDER OF APTITUDE:** "The Brothers in Logic value knowledge over truth. I feel they would destroy all nature merely to prove one of their theories, not even considering whether doing so is right or wrong."

**THE HOUSE OF SHACKLES:** "Freedom is a natural state of being, and any who oppose it oppose nature itself."

## Church of the Silver Mist

**DEITY NAMES:** The Coddler, The Night Watchman, The Imparter of Inspiration

### AN OUTSIDER'S VIEW...

"The Dream Weavers are a very arrogant folk, if you ask most people, and just as aloof as they are arrogant. If it were not for the fact that they openly oppose the Temple of Sleepless Nights, I would be sure they are up to no good. Still, they can be very nice when you get to know them."

### A PRACTITIONER'S VIEW...

"We value dreams and aspirations above all else. To succeed at a task is important, but to strive for that task is even greater. We understand that some dreams cannot be fulfilled, but it does not matter. Now, if you'll excuse me... I must get adequate sleep before I can continue."

### ENEMIES AND ALLIES...

**THE HOUSE OF SOLACE:** "Comfort allows dreams to flourish. Without comfort, dreams will not achieve fullness."

**THE ORDER OF THE PASSIONATE ONE:** "Passion drives the dreams of men. The more emotions behind a dream, the more powerful it will be."

**THE INEVITABLE ORDER OF TIME:** "Dreams drive fate. Time can turn dreams into reality."



**THE TEMPLE OF SLEEPLESS NIGHTS:** “To steal dreams is evil. They seek to pervert dreams in hopes of creating their own world of terror.”

**THE ORDER OF AGONY:** “Pain destroys hope, which in turn destroys dreams. They seek to destroy all dreams.”

**THE CHURCH OF ENDLESS NIGHT:** “They pervert the nature of night away from rest and dreams.”

**THE HOUSE OF VICE:** “By replacing restful sleep with vile pleasures, they pervert all natural goodness.”

## The Founder’s Creation

**DEITY NAMES:** The Founder, The Great Builder, The Upholder.

### AN OUTSIDER’S VIEW...

“The Builders of Law are solid architects and law-abiding citizens. As a town guardsman, I respect these people. They never truly break laws, though they have been known to stretch them to their own advantage – only the letter of the law matters to them.”

### A PRACTITIONER’S VIEW...

“The most important part of any building is the foundation, and society is no different. A strong society must be built on laws, providing the groundwork on which everything rests. Like the foundation of a building, our work is very important, but mostly goes unnoticed.”

### ENEMIES AND ALLIES...

**THE HOUSE OF SOLACE:** “Healers perform a great service to the community, acting as a strong support for its people.”

**THE HALL OF OATHS:** “Truth is said to be the foundation of all law. Even if it is not, it is a good place to start.”

**THE HOME FOUNDATION:** “The law is the foundation of each community, and each community together forms the foundation of the world.”

**THE COURTS OF JUSTICE:** “Law is the cornerstone. Without law, society crumbles and falls like a house built on sand.”

**THE HOUSE OF SHACKLES:** “The foundation of their beliefs is the enslavement of others – surely a shaky platform on which to build.”

**THE COURTS OF INEQUITY:** “They make a mockery of the legal system, undermining the basis of all society.”

**THE CONVENTICLE OF AFFLICTION:** “They foul our irrigation and sanitation systems, using them to spread disease. They must be stopped!”

## The Fraternal Order of Aptitude

**DEITY NAMES:** The Mule, The Enlightener, Mathmaster, The Professor

### AN OUTSIDER’S VIEW...

“The Brothers in Logic are smart, but become lost in thought at the strangest times. They are well respected for their knowledge and teaching ability, but they are also known for their absent-mindedness and slowness to react. A building could burn down while a Brother still ponders the fastest way to bring water to it.”

### A PRACTITIONER’S VIEW...

“Math is a wonderful gift granted to us by The Mule, and it is our purpose to spread it to others. Some say we are slow, but I prefer to say we are careful. You see, the Mule grants enlightenment to those who search for answers, but sometimes one must have patience.”

### ENEMIES AND ALLIES...

**THE TEMPLE OF ARMED CONFLICT:** “They understand the value of forethought and planning. They have developed great methods for thought and meditation.”

**THE HOME FOUNDATION:** “While they are at home with the simpler things in life, they understand the value of wisdom. They know much about the world around them, and manage it well.”

**THE FOUNDER’S CREATION:** “They wield math to build their wonderful buildings – they are much like us, only more rash.”

**THE TEMPLE OF THE THREE STRENGTHS:** “Building the mind to its pinnacle of power is a wonderful thing. Now, if they would merely focus on that alone, they would be great.”

**THE CHURCH OF THE LIFE’S FIRE:** “They have developed animal husbandry to a science. They understand the natural sciences very well.”

**THE INEVITABLE ORDER OF TIME:** “Time is a part of any equation, and can bring enlightenment to the mind of one who seeks a solution.”

**THE CONFUSER OF WAYS:** “Lies and deceit destroy knowledge, and distributing misinformation is wrong.”

**THE TEMPLE OF STRIFE:** “Conflict destroys many secrets, many truths and much in the way of knowledge... To spread conflict for its own sake is to work to destroy knowledge.”

**THE WAY OF THE BERSERK:** “They fight without thought, and work to eliminate thinking from their lives.”

**THE ORDER OF THE PASSIONATE ONE:** “Alcohol kills thought.”

**THE CHURCH OF CHANCE:** “One should avoid randomness and risk, instead having faith in one’s ability to plan.”

**THE THEATER OF THE ARTS:** “They understand the power of learning, but waste its strength on frivolous art.”

**THE TEMPLE OF SLEEPLESS NIGHTS:** “Subverting thought through terror and panic is the most insane thing I can imagine.”

## Temple of the Three Strengths

**DEITY NAMES:** Powermaster, The Harbinger of Healing, The Invigorator, The Quickener

### AN OUTSIDER’S VIEW...

“They are muscular cowards. They build great physical strength, but refuse to fight! Why would anyone waste their time on constructing a great work, if they never use it?”

### A PRACTITIONER’S VIEW...

“The supports of true power are three in number: the body that houses the individual, the mind that controls the individual and the spirit that drives the individual. If one does not contain all three of these things, they will find themselves weak when they should be powerful. To develop true power is more important than any earthly pursuit.”

## ENEMIES AND ALLIES...

**THE CHURCH OF EVERLASTING HOPE:** "Hope is what drives the common man on to do great things. Without hope, all is lost."

**THE ORDER OF THOUGHT:** "It is wise to develop a powerful mind. If only they would see the wisdom of developing the body as well."

**THE FOUNDER'S CREATION:** "Solid buildings, solid people. They are not always powerful, but they are good nonetheless."

**THE HOUSE OF SHACKLES:** "They seek to gain strength through capturing the strength of others. They have no understanding of the true power of self."

**THE CONVENTICLE OF AFFLICTION:** "Disease cannot bring about anything but weakness."

**THE HOUSE OF VICE:** "They waste themselves on all their lesser senses. They do not understand the power of healthy strength."

**THE ORDER OF THE PASSIONATE ONE:** "Wasteful and uncontrolled - they seek joy of spirit at the expense of their own body and mind."

**THE CONFUSER OF WAYS:** "Illusions rob the mind of its power just as disease robs the body... A lie is not a forgivable offense."

## Temple of Armed Conflict

**DEITY NAMES:** The Old Man, The Strategist, Master of Tactics, King of the Battlefield

### AN OUTSIDER'S VIEW...

"Cold and calculating - they care little for anything but battle. They work well together, but will sacrifice one of their own to save greater numbers. They are the best soldiers a ruler could ask for, save for their desire of conflict. Peace is inevitably broken when many of the Order of the Pike are together..."

### A PRACTITIONER'S VIEW...

"Highly disciplined - we of the Order of the Pike work together as one, and this unerring devotion to teamwork is what makes us such incredible warriors. Each of our lives is important, but the welfare of the group is even more so. In the end, we view battle as the whetstone at which to hone our abilities as a team."

## ENEMIES AND ALLIES...

**THE FRATERNAL ORDER OF APTITUDE:** "Learned men, with an understanding of what it means to plan and see the plans come to fruition..."

**THE FOUNDER'S CREATION:** "They see order and rules as a good foundation to creating a society... They understand the need for teamwork, and the power of selflessness."

**THE HALL OF OATHS:** "Honesty is important for teamwork."

**THE HOUSE OF SHACKLES:** "They destroy not through teamwork, but through overpowering numbers. They force people to work for them, without working with them. That is impossible."

**THE WAY OF THE BERSERK:** "They fight as though only individuals are important. They either do not see the power of togetherness, or do not care to be a part of something that powerful."

**THE CHURCH OF CHANCE:** "They wrongly see forethought as a weakness... To them, risk is more important than success."

**THE ORDER OF THE PASSIONATE ONE:** "Their emotions are useless, unless they bind people together as comrades."

**THE CHURCH OF EVERLASTING HOPE:** "Hope is an illusion, unless you have the plans and power to back it up."

**THE SELLER OF SOULS:** "Cowards - anyone who kills from the shadows should be ashamed. Killing that way is pointless and weak."

**THE HOUSE OF SOLACE:** "They protect the foolish from their own mistakes. This is not the way to grow."

## The Order of Thought

**DEITY NAMES:** Eye Opener, The Wise One, Lord of Intuition

### AN OUTSIDER'S VIEW...

"The King's advisor is a Seeker of Sagacity, I believe... A nice man, always ready with an answer - not always the popular one, but the right one. He's a bit cryptic, but kind, and always seeking more knowledge. If you have something to tell him, he will listen, but he will not return the favor unless you provide him with information first."

### A PRACTITIONER'S VIEW...

"We reward wisdom, but know that wisdom gained but not tested is not wisdom at all. We require our members to help those they encounter because it helps them grow wiser and, thus, stronger. Make no mistake - we are observers and counselors, not oracles."

## ENEMIES AND ALLIES...

**THE FRATERNAL ORDER OF APTITUDE:** "They seek out knowledge and truth. Although their methods are a little too stoic, they seek the right things."

**THE FOUNDER'S CREATION:** "The knowledge and wisdom in a sound building is self evident."

**THE TEMPLE OF ENCHANTMENT:** "Magic can be a gateway to great wisdom, or to great folly. Be careful, and wield these tools well..."

**THE CHURCH OF CHANCE:** "Luck and risk are not wise tools. Approach the world with thought and contemplation, not reckless abandon."

**THE CONFUSER OF WAYS:** "The enemy of wisdom is deceit."

**THE HOUSE OF VICE:** "Moderation is wise, and lack thereof breeds sloth in thought."

**THE WAY OF THE BERSERK:** "To seek death with such abandon is unwise."

## Assembly of the Four Corners

**DEITY NAMES:** Mother of the Elements (by cult: Earth Mother, Wave Crusher, Madame of the Wind, The Grand Incinerator)

### AN OUTSIDER'S VIEW...

"You know what? I have heard more rumors about the Assembly of the Four Corners than I have of anyone else, but I still know nothing. They worship the elements, right? I mean, they worship them all for a while, and then they choose one to

worship solely. Sounds strange to me. But then again, it takes all kinds.”

### A PRACTITIONER’S VIEW...

“Each corner views its opposite with some suspicion, but we all worship the same goddess, so there is still some mutual respect. We follow the most fundamental of all gods, the goddess of the elements. She is everywhere, as are the elements that are her domain. Therefore, the Assembly of the Four corners strives to maintain a balance of the Mother’s elements, while also maintaining our duties to our chosen aspect.”

### ENEMIES AND ALLIES...

**THE CONVENTICLE OF THE GREAT TREE:** “The balance of nature is a powerful part of the merging of the elements. Nature helps to keep all elements in balance and check.”

**THE CHURCH OF THE LIFE’S FIRE:** “Life, when nurtured, is a force of almost elemental proportions.”

**THE TEMPLE OF ENCHANTMENT:** “They seek to balance magical forces as we seek to balance the elemental ones.”

**THE CHURCH OF ENDLESS NIGHT:** “An imbalance in the light is like a blight on the world; too much or too little, and the world becomes sick.”

**THE TEMPLE OF STRIFE:** “Conflict wields any imbalance in the elements like a sword, and exacerbates it.”

**THE ASSEMBLY OF LIGHT:** “They seek to burn the land with eternal light - an imbalance as unhealthy as eternal darkness...”

**THE THEATER OF THE ARTS:** “The arts are a weak and useless expression of the elements that give our lives sustenance and meaning.”

## Temple of Enchantment

**DEITY NAMES:** The Riftmaster, The Gatekeeper, Sorcerer Supreme, The Flowmaster

### AN OUTSIDER’S VIEW...

“Not only do the Keyholders tend to be magical sorts, or so I hear, but they have strange motivations. One day they are breathing fire, showing off and the next day forbidding the use of magic, even to save their own lives. I’ve also heard that none of the Keyholders ever seem to possess magical relics or devices. This is very, very strange.”

### A PRACTITIONER’S VIEW...

“We regulate the world’s magical energy for the Flowmaster. We are important to this world because we maintain the balance, for we are the only ones who understand it. The world needs us, though we too are rarely understood. The Riftmaster grants us this station to protect the magicks of the world. Those who abuse their magical prowess will feel our wrath.”

### ENEMIES AND ALLIES...

**THE ORDER OF THOUGHT:** “Wisdom seekers understand the need for a balanced flow of magic, and seek to assist us in our mission.”

**THE FOUNDER’S CREATION:** “A firm foundation can strengthen any building without the need for magic or power... They understand how to conserve forces around them.”

**THE ASSEMBLY OF THE FOUR CORNERS:** “The elemental forces that they maintain are powerful, and the balance between them is just as delicate as that of magic...”

**THE CONFUSER OF WAYS:** “Wasting magic to maintain a lie is a powerful misdeed, worthy of retribution.”

**THE TEMPLE OF STRIFE:** “Conflict and strife forces people to wield much great magic, unbalancing the flow.”

**THE HALLS OF THE VALIANT:** “They know nothing of the balance, often wielding powerful magicks to destroy weak evils.”

## The Conventicle of the Great Tree

**DEITY NAMES:** The Bear, Old Grizzly, Father of the Treant, The Old Oak

### AN OUTSIDER’S VIEW...

“I think the Brotherhood of the Bear are the guardians of the forest, sort of like The Temple of the Patient Arrow. I’m not quite sure how they differ, except that I think the Brotherhood worship an oak tree of some form, or possibly a treant. I even heard someone say that they worship a giant bear! Sure, you can laugh at that, but it might be true. I only know that they protect the wilds, and work to maintain a boundary between the intelligent species and the wild.”

### A PRACTITIONER’S VIEW...

“We are the protectors of the forest, awaiting the time when the so-called “intelligent” races destroy themselves, and nature again rises to rule Tellene. We do not attack civilization - that is not our purpose. We merely protect... and wait.”

### ENEMIES AND ALLIES...

**THE ASSEMBLY OF THE FOUR CORNERS:** “The elements are a part of the nature that we love. They are the bedrock, the breath, the drink and the time of death and rebirth...”

**THE CHURCH OF THE LIFE’S FIRE:** “To help life in all forms to develop is a great cause, as long as they focus on nature...”

**THE FACE OF THE FREE:** “The freedom of people is like the freedom of nature. The more free a person is, the closer to nature they may become...”

**THE TEMPLE OF THE PATIENT ARROW:** “They understand the value of nature, but they still seek to control it, rather than allowing it to grow stronger.”

**THE FOUNDER’S CREATION:** “Incursions on our land, taking trees to build buildings, spreading the urban sprawl... These are evil things indeed.”

**THE PARISH OF THE PROLIFIC COIN:** “Harvesters and rapists! They destroy the land in order to sell it for profit.”

**THE CONVENTICLE OF AFFLICTION:** “Disease spreads in nature, but they seek to tip the balance of nature toward death. They understand nothing of life, only death...”

**THE TEMPLE OF STRIFE:** “Strife causes destruction, both of civilized lands and wild terrain.”

**THE HOME FOUNDATION:** “They seek to bind all life to themselves. They harvest and control all the lives they maintain.”

### Parish of the Prolific Coin

DEITY NAMES: Profitmaker, The Landlord, The Coinmaster

#### AN OUTSIDER'S VIEW...

"The Profiteers are sharp dealers, always looking out for the coin. Every harbor we dock at seems to have at least one major merchant house assisting this church. They never cheat you outright, but if you give them a chance, they will sell you the shirt off your back."

#### A PRACTITIONER'S VIEW...

"We allow civilization to grow and prosper, through the pursuit of economic well being. You see, the search for profit is the glue that holds society together. Without a desire to be greater, and possess greater goods, society would fail, becoming sluggish and depraved."

#### ENEMIES AND ALLIES...

**THE FOUNDER'S CREATION:** "Builders require construction materials. They understand that we provide a service to the community, and agree with our drives."

**THE TEMPLE OF THE STARS:** "Trading usually takes many different routes, and travelers are always needed."

**THE CHURCH OF THE LIFE'S FIRE:** "Growth and development cause that which is worthless to rise dramatically in value."

**THE CHURCH OF CHANCE:** "You should avoid reliance on luck, and risk weighed carefully against gain... These thieves do not understand the merit of a well-traded deal."

**THE TEMPLE OF STRIFE:** "Conflict hurts honest trade, and forces us into mediation instead of more worthwhile pursuits. They only seek to destroy what we have, not take it from us..."

**THE HALL OF OATHS:** "Honest and truthful, but completely ignorant and useless, when it comes to shrewd business dealings."

### The Inevitable Order of Time

DEITY NAMES: Fate Scribe, Queen Destiny, Keeper of Fortunes, She Who Sees All, Lady Time, Empress

#### AN OUTSIDER'S VIEW...

"The Prophets are somewhat fatalistic. They do not purposefully put themselves in danger, but they do not flee from it, either. They seem to drift through life, taking life as it happens to come their way. Low on motivation, they work very hard at doing nothing. The only event that inspires them is when someone else tries to change their destiny."

#### A PRACTITIONER'S VIEW...

"Everything that happens is supposed to happen. The world is destined to become what it will become, and fighting it only makes it harder to get there. We enlighten the people as to why they should accept their fates, not stray from the path of destiny. If they still try, we will set them right."

#### ENEMIES AND ALLIES...

**THE TEMPLE OF ARMED CONFLICT:** "They understand that fate is an unstoppable force, and gladly surrender to it if they can make the world a better place."

**THE HOME FOUNDATION:** "They make it possible to live in contentment, without struggling against fate."

**THE TEMPLE OF ENCHANTMENT:** "They allow the flow of magic to run its course, without altering it or manipulating it."

**THE CONGREGATION OF THE DEAD:** "Here are people who understand inevitability and plan for it! Unfortunately, they are prone to taking matters into their own hands instead of leaving it to us."

**THE FACE OF THE FREE:** "They seek freedom so that all can follow their own fate, without being dominated by another."

**THE COURTS OF INEQUITY:** "They pervert fate to better their position in life. They should be ashamed!"

**THE CONFUSER OF WAYS:** "Twisted and perverse - their illusions only cheat fate for a while..."

**THE CHURCH OF CHANCE:** "They try to manipulate fate by pretending to rely on it, and then changing the rules when their fate does not suit them."

### The Way of the Berserk

DEITY NAMES: Battle Rager, The Red, Sentinel of Unbridled Rage, The Fearless One, Blood Boiler, Prince of Turmoil

#### AN OUTSIDER'S VIEW...

"I once knew a Brother in Blood - an insane person, to be sure. She was the best fighter I knew, but would never surrender, no matter what. Once, we actually knocked her out to drag her away from a fight. When she woke up, she was so mad she started to fight us! Luckily, our foes returned at that moment, or I do not know what would have happened. We lost her about two years ago, fighting some giants up north, when she paused to ask one how it felt to die. I'd hate to fight a Brother in Blood, but I'd rather not work with one again, either."

#### A PRACTITIONER'S VIEW...

"The Red understands what it is to be alive. The thrill of battle, the joy of wielding a blade, the unbridled exuberance of bloodthirsty rage. No being can understand these things without experiencing them for themselves. Even the calm blackness of death cannot be shared with another. We must experience everything whenever we can, and the best place for that is in the heat of battle!"

#### ENEMIES AND ALLIES...

**THE THUNDERER'S TEMPLE:** "A god that is worthy of worship! If only his focus was more to the battle and less to the fury of the storms..."

**THE ORDER OF THE PASSIONATE ONE:** "Emotion fills the hearts and minds of all powerful people!"

**THE TEMPLE OF STRIFE:** "Conflict breeds emotion and rage. A powerful tool to be used to create the worldly emotions..."

**THE CONGREGATION OF THE DEAD:** "The dead are emotionless and at the same time cruel. They no longer know the beauty of courage and battle."

**THE HALLS OF THE VALIANT:** "Calm killing is the same as cold death! They seek to eradicate evil, without understanding it first."

**THE HALL OF OATHS:** "Honor be damned! Power comes from rage and winning, not truth and honor."

**THE HOUSE OF SOLACE:** "They seek to heal the fallen and protect the weak, rather than assist the victors and become the powerful."

**THE TEMPLE OF ARMED CONFLICT:** "They kill by rote, like a scythe clearing a field, and deserve as little respect."

**THE FOUNDER'S CREATION:** "Buildings are only as useful as the people they shelter. Spending your entire life building huts is no way to truly live!"

## The Watchers

**DEITY NAMES:** The Watcher, The Wanderer, Prince of Solitude, The Solitary Traveler

### AN OUTSIDER'S VIEW...

"Watchers are sneaky, voyeuristic spies! Every time there is trouble, there is a Watcher around. Moreover, they always leave before cleaning up the mess they leave behind! I have only met a few, but they do not like to talk about the fact they are Watchers. It figures, too, causing all that trouble!"

### A PRACTITIONER'S VIEW...

"Worship of the Wanderer is a personal thing. Each person must find their own path, and that means worship as well as life. I wander and I watch, and I learn and worship by doing so. Others may see the world differently than I do, but that is because they haven't seen what I have."

### ENEMIES AND ALLIES...

**THE THUNDERER'S TEMPLE:** "The weather surrounds a traveler, always, and one must show it the proper respect."

**THE FACE OF THE FREE:** "Freedom is imperative to the growth of any being."

**THE TEMPLE OF THE STARS:** "Travelers not unlike ourselves, though they do not understand the need for solitude."

**THE HOUSE OF SHACKLES:** "To bind a creature is to remove its soul, and to bind yours to it as well."

**THE FOUNDER'S CREATION:** "They sit and stagnate in their great buildings. The longer they stay in one place, the harder they will find it to leave, like a treant putting down roots..."

**THE HOME FOUNDATION:** "Small minded people, always focusing on the 'community' and 'family'. They cannot understand why solitude can be so freeing."

## The Thunderer's Temple

**DEITY NAMES:** The Storm Lord, The Lord of Thunder and Lightning, The Thunderer, Bluebolt

### AN OUTSIDER'S VIEW...

"My friend Hurrkal worships the Storm Lord. He is a bit of a moody fellow, and has little self control. However, he understands what all us farmers do - weather can make or break a farm. I don't really think he's cut out for farming, but he's a good neighbor for a farmer to have."

### A PRACTITIONER'S VIEW...

"Weather controls everyone, in one way or another, and we Tempestions realize its power. A rainstorm feeds the fields and closes the market, a tempest ruins a voyage and fills a tavern's

coffers, a sunny day pleases the gentlefolk and annoys the traveler. We are all Bluebolt's servants, in one way or another..."

### ENEMIES AND ALLIES...

**THE ASSEMBLY OF THE FOUR CORNERS:** "The power of weather is fed by the elements. The source of all change in the elemental realm is weather. The two go hand in hand."

**THE WAY OF THE BERSERK:** "They understand what fury can break from a man's heart in the heat of battle, even as the lightning erupts from the heart of a storm..."

**THE FACE OF THE FREE:** "Freedom is a powerful gift, to be enjoyed by those that have earned it..."

**THE ORDER OF THE PASSIONATE ONE:** "Fury and passion are like parts of the storm, one like a lightning bolt burning down a farmhouse, the other like the rain watering the crops..."

**THE TEMPLE OF STRIFE:** "They understand what an opportunity weather provides, but they seek to pervert it into a hiding place rather than the powerful force it is..."

**THE TEMPLE OF ARMED CONFLICT:** "The armed force cannot stand up to the mightiest storm, and the most masterful battle plans can be torn asunder by a simple change in weather."

**THE HOUSE OF SOLACE:** "To heal and shelter is to protect from growth. The only way to grow and develop is to weather the storm."

**THE CHURCH OF EVERLASTING HOPE:** "They harbor dreams like others hold strength. They are weaklings who cannot appreciate the strong."

## Church of Chance

**DEITY NAMES:** Risk, Old Lucky, Master of Stealth, Prince of Chance, King of the Dice

### AN OUTSIDER'S VIEW...

"Dirty, rotten, no-good... Let me tell you something about those little weasels. They will steal the carpet out from under your feet just to prove they can. Do not trust them a wink! They do not care how foolish they seem, for the bigger the risk the better they like it! I refuse to let any of them into my tavern ever again!"

### A PRACTITIONER'S VIEW...

"Life is a risky proposition - a gamble you will eventually lose. After understanding that, you understand that the only way to live is with Risk. Do not worry, simply take what you want and rely on a combination of skill and luck to see you through. Pushing the limits of your luck is the only way to live. Luck is like any muscle of your body, you have to use it to make it stronger!"

### ENEMIES AND ALLIES...

**THE CONFUSER OF WAYS:** "Illusion can confuse anyone, even the gods... or at least in a pinch, buy you some time!"

**THE TEMPLE OF STRIFE:** "They know how to manipulate chaos for their own ends. They would probably make very good thieves or gamblers."

**THE ORDER OF THE PASSIONATE ONE:** "Emotion spurs on the most risky ventures!"

**THE PARISH OF THE PROLIFIC COIN:** "Always a good mark, when you need one."



**THE FOUNDER'S CREATION:** "So stoic and straight; it makes me sick. They never leave anything to chance!"

**THE FRATERNAL ORDER OF APTITUDE:** "They believe the world can be entirely predicted, with enough information. That is simply untrue, the world will always contain some element of risk..."

**THE HALL OF OATHS:** "Honor-bound. They seek nothing but the truth, and get left behind in the search for it..."

**THE COURTS OF JUSTICE:** "Who cares who it originally belonged to? It's mine now!"

## The Order of the Passionate One

**DEITY NAMES:** The Passionate One, The Laughter, King of Climax, Father of Wine, Master of the Grape

### AN OUTSIDER'S VIEW...

"Most of the Passionate Peoplehood are lazy, foolish drunkards. However, I suppose I'm biased, since I have to clean up after them. If this were my inn, I would never let them in the door. The innkeeper likes them, though, because he says they tip more than enough to cover the damage they cause. Still, I wish they would just calmly drink their wine and leave."

### A PRACTITIONER'S VIEW...

"The Passionate One likes to see us in the throes of emotion, because emotion is what makes life worth living. You see, every creature is ruled by passion, and our good brawls, fantastic orgies, or wild parties all help bring about the greatest passions or emotions that we so crave."

### ENEMIES AND ALLIES...

**THE THUNDERER'S TEMPLE:** "The power of a storm is like the emotion of a person; washing away all that lie in its path."

**THE TEMPLE OF STRIFE:** "The emotions of conflict are powerful and full. Strife breeds anger, rage, fear, sometimes even lust..."

**THE HOUSE OF VICE:** "They seek gratification for their emotional needs, but they do not focus on the emotions, only on their wants and needs."

**THE CHURCH OF CHANCE:** "Nothing is as thrilling as throwing your life to the winds of chance... These fellows make great cellmates..."

**THE THEATER OF THE ARTS:** "Art is driven by the more powerful emotions and it exemplifies the best of them!"

**THE FRATERNAL ORDER OF APTITUDE:** "So cold and calculating. If they ever felt any emotions, I think it would kill them with surprise."

**THE HALL OF OATHS:** "Truth? Truth is but an illusion to those that experience emotion... Lies come from great emotional context, and can cover a great many sins performed in that state."

**THE FOUNDER'S CREATION:** "Too obsessed with the etiquette and rules of law. They don't understand how wonderful it feels to throw caution to the wind."

**THE COURTS OF JUSTICE:** "The duller people the world has ever seen. They stop parties in full swing simply to complain about the noise..."

**THE HOME FOUNDATION:** "Ugh! They want so little joy in their lives, I wonder if they are dead already."

## The Courts of Inequity

**DEITY NAMES:** The Corrupter, The Queen of Inequity, Jealous Eye, Mistress of Spite, The Covetous One

### AN OUTSIDER'S VIEW...

"Both hated and envied, the Covetous Ones are an enemy of the state and of most common people. They are rich snobs and political hacks trying to move up the social ladder. Everyone hates them because they have everything, and they know it. Only the most vain or foolish want to join them."

### A PRACTITIONER'S VIEW...

"The Queen revels in the misery of good people treated unjustly, and we use our riches and power for this very task. We are her best, most beautiful, most prestigious servants, for we reap the fruits of others for her. We do not even need to seek out new applicants, for the famous, wealthy and noble know we are their friends, and they know where to find us."

### ENEMIES AND ALLIES...

**THE CHURCH OF ENDLESS NIGHT:** "The nighttime wanderings of these fellows keeps the weak and helpless at home, and out of our way."

**THE HOUSE OF SHACKLES:** "They understand the value of owning, but focus too much on causing pain instead of poverty..."

**THE HOUSE OF SCORN:** "They see the natural hierarchy as do we. They focus a little much on the divisions between races, and less between classes, but the divisions are there nonetheless."

**THE HOUSE OF KNIVES:** "A good assassin is not hard to find... Death can retrieve what thieves cannot."

**THE COURTS OF JUSTICE:** "They don't understand our station in life; few rules apply to us, and the law is for those of common rank!"

**THE FACE OF THE FREE:** "Freedom is not for everyone... The strong deserve to own the weak."

**THE HALL OF OATHS:** "Truth is worthless."

**THE HALLS OF THE VALIANT:** "They wish to take from us all that is ours, and keep it themselves. What vile pigs!"

## The House of Shackles

**DEITY NAMES:** The Overlord, Tyrant of Tellene, Enemy of the Free, The Oppressor, Bringer of the New Order, Yelder to None, He Who Brings the Gods Low, Shackles

### AN OUTSIDER'S VIEW...

"I rented my ship to the House of Shackles once – and never again. They did not tell me we were going to be transporting slaves! They kept them hidden until we were ready to get underway, and then threatened to put me in with the slaves if I complained!"

### A PRACTITIONER'S VIEW...

"One day, we will rule the world under the iron fist of The Overlord! We are the advance wave of his army, the Bringers of the New Order. We see this world as a hunter sees a deer, as a carpenter sees a tool, as a slaver sees a tribe of primitives. It is something to be taken, used, wielded and manipulated. We will control it all!"

**ENEMIES AND ALLIES...**

**THE HOUSE OF SCORN:** "The lesser peoples need to be enslaved. This house understands that and assist in accomplishing it."

**THE ORDER OF AGONY:** "Pain can bind better than bars or manacles, sometimes. A good torturer can train a slave in half the time."

**THE TEMPLE OF SLEEPLESS NIGHTS:** "Terror eats away at hope – a very effective tool in breaking the will of others."

**THE PARISH OF THE PROLIFIC COIN:** "Buyers and sellers of anything, they understand the value of a good slave."

**THE FACE OF THE FREE:** "They seek freedom for all! They cannot see the true value of the relationship between a slaver and his property..."

**THE HOUSE OF SOLACE:** "Giving hope to all is a foolish endeavor, as some will always be hopeless..."

**THE PARISH OF LOVE:** "Love is like a flower; easily crushed, mostly useless, and almost always in the way."

**THE HALLS OF THE VALIANT:** "They seek to destroy anyone that opposes their moralistic standards of decency..."

**Church of the Endless Night**

**DEITY NAMES:** The Dark One, Blackmourn, Blacksoul, Devourer of Light, Eyeless One, Ruler of the Night, Lord Midnight, Lord Twilight, Lurker in the Void

**AN OUTSIDER'S VIEW...**

"No one knows much about the Knights of the Black Pit. They only appear at night, and they favor darkness – I don't know anyone who has seen them in the light. They seem to be hurt by light, as if it burns their eyes. I also heard they make strange sacrifices where they eat the faces of others - dogs if they have to, people if they can. Every year, a few children go missing thanks to these strange night-dwellers, but no one can ever find them again..."

**A PRACTITIONER'S VIEW...**

"The Dark One will envelop us all in time, and we are the only ones who are prepared for it. Darkness, whether personal, physical, or spiritual, should be embraced. Only the darkness can give power and truth. We understand the darkness, and it understands us. Our sacrifices are not cruel, they are Cleansings – the eyes betray, and must be removed before true enlightenment can begin."

**ENEMIES AND ALLIES...**

**THE TEMPLE OF SLEEPLESS NIGHTS:** "Terror and darkness go hand in hand. Terror breeds in the darkness, and removes the light in one's soul..."

**THE COURTS OF INEQUITY:** "They want everything without need, and we need everything without want for it. This is usually a good relationship, when we give them everything they want and they give us all we need..."

**THE ASSEMBLY OF LIGHT:** "They seek to destroy the darkness with their all-powerful radiance. It is sad that they cannot embrace the darkness that resides within us all."

**THE CHURCH OF THE SILVER MIST:** "They see dreams and aspirations and sacred, but focus on light, rather than darkness."

They fail to prepare for the Time of the Void, and it will cost them."

**Order of Agony**

**DEITY NAMES:** Flaymaster, Ice Heart, Slowdeath, The Hood, The Prince of Suffering, Cold Death, The Knife, Icebite, The Cruel Master, Scourge of Tellene

**AN OUTSIDER'S VIEW...**

"What do you want with those masochists? Everyone around here has heard of them, but they are not seen too much anymore. Believe me, when they are, everyone notices. All those scars, all that ugly hate, they are hard to miss."

**A PRACTITIONER'S VIEW...**

"The Flaymaster understands pain, and she is the only one that can transmute pain into pleasure. We bring this message to everyone – that only through pain and anguish can the Flaymaster ease their torment. If they will not listen, we will have to show them..."

**ENEMIES AND ALLIES...**

**THE HOUSE OF KNIVES:** "Death is a tool for anyone who wields the power of pain. It can be a release, a threat or an elusive goal..."

**THE CHURCH OF ENDLESS NIGHT:** "Darkness hides much in the way of creating pain and suffering."

**THE FRATERNAL ORDER OF APETITUDE:** "They seek information about everything, even how much pain a body can survive. It can be very useful information..."

**THE HOUSE OF SHACKLES:** "They understand the value of pain in subverting another. They are useful in training new torturers..."

**THE TEMPLE OF THE THREE STRENGTHS:** "They make strong sacrifices, but are otherwise useless. They only care about themselves, however, so they are easy to ignore."

**THE CHURCH OF EVERLASTING HOPE:** "They seek to give hope where we would take it away... If they could only see the world through the eyes of the pained, they would understand."

**THE HOUSE OF SOLACE:** "Healing the hurt is a sad proposition. It takes away all the strength that can be gained from feeling pain."

**THE CHURCH OF THE NIGHT'S BEAUTY:** "They waste their time celebrating artificial beauty, knowing nothing of the wonders of pain."

**THE HOUSE OF VICE:** "They do not understand the true value of pain. They do not mind giving pain in the pursuit of pleasure, but they are afraid to receive it..."

**THE CONVENTICLE OF AFFLICTION:** "They spread suffering, it is true, but they do not inflict it upon themselves. They are useful to manipulate, but weak and foolish."

## The Congregation of the Dead

**DEITY NAMES:** Harvester of Souls, Ruler of the Dead, Bringer of the Grave, King of the Undead, Lord of the Underworld

### AN OUTSIDER'S VIEW...

"With their unholy and unnatural attraction to the undead, most Harvesters are feared and abhorred. The common Harvester is seen as a deviant, or possibly a youth trying to rebel. They are either foolish but harmless, or dangerous and well hidden. Those that are not known are the dangerous ones, but anyone who worships the undead should be carefully watched."

### A PRACTITIONER'S VIEW...

"Death is not inevitable – it can be avoided. You must embrace death, surrounding yourself with it, to understand how it works. At this point, you can work to avoid it, or to embrace it. Devote your life to one purpose – delivering souls to our god, and he will grant you undeath – to remain here forever, doing his work."

### ENEMIES AND ALLIES...

**THE INEVITABLE ORDER OF TIME:** "Time, like death, is an unstoppable force. It should be understood as such."

**THE TEMPLE OF ARMED CONFLICT:** "They bring death in multiples, with cold precision. They are the ideal army."

**THE WAY OF THE BERSERK:** "Bringers of death and destruction, they are powerful warriors."

**THE HOUSE OF KNIVES:** "They kill without mercy. Bringing death to people with such precision is a wonderful thing."

**THE HOUSE OF HUNGER:** "Starvation is a most interesting method of causing death."

**THE CONVENTICLE OF AFFLICTION:** "They bring about much random death, and create a better understanding of death through disease... An admirable goal, even if the methods are too slow for my liking."

**THE CHURCH OF EVERLASTING HOPE:** "Hope should elude the fallen, because death and destruction befall all."

**THE CHURCH OF THE LIFE'S FIRE:** "Life is one side of the coin, and death is the other. Life is wasted on the living."

**THE PARISH OF LOVE:** "Love is useless, and temporary. At its best, it only causes pain."

**THE TEMPLE OF THE THREE STRENGTHS:** "The Seekers focus on strength, power and ability - wasted efforts to stave off death for one more day."

**THE HOUSE OF SOLACE:** "Healing the wounded only delays the inevitable."

## The House of Hunger

**DEITY NAMES:** Locust Lord, Harbinger of Hunger, Baron of Starvation, Provider of Famine, Beastfouler, Gluttonous One, Devourer of All

### AN OUTSIDER'S VIEW...

"Those gaunt freaks are strange, my friend. They do not eat. Ever. They think that by starving themselves, they will accomplish something. To my way of thinking, they make themselves look foolish and weak. Still, they are dangerous – keep them away from your food or they will destroy it."

### A PRACTITIONER'S VIEW...

"To bring hunger to others is to sacrifice their food to the Locust Lord. Each time someone goes without, the Cropslayer eats their share. Every time a person starves, he gets stronger. Every ounce of uneaten food goes to him; every morsel that is spoiled or rotten or poisoned is his. We work to increase his share, so he will look upon us with favor."

### ENEMIES AND ALLIES...

**THE CONVENTICLE OF AFFLICTION:** "Disease brings about hunger."

**THE CONGREGATION OF THE DEAD:** "The dead make excellent allies, as they understand true hunger."

**THE CHURCH OF EVERLASTING HOPE:** "Hope dies when faced with constant hunger."

**THE HOME FOUNDATION:** "They feed and shelter the needed, even when they have little for themselves. They seek to undermine the great hunger by replacing it with pride in generosity."

## House of Scorn

**DEITY NAMES:** Emperor of Scorn, The Despiser, Slayer of the Inferior, Lord of Intolerance, Hatemonger, Purge of Tellene, Hater of (Elves, Deji, Hobgoblins, Halflings, Kalamarans, etc)

### AN OUTSIDER'S VIEW...

"The Purgers are the most twisted, malignant people you will ever meet. They cannot see the good in anyone. It would be sad, really, if they were not so dangerous. But, sometimes... Well... They do make good points, but sometimes their views are too extreme."

### A PRACTITIONER'S VIEW...

"Our House is superior, and everyone knows it. They hate us and mock us for this very reason, and we will not stand for it! All who are not one of us are against us. We must keep our race pure, or we will lose any strength of spirit we have."

### ENEMIES AND ALLIES...

**THE COURTS OF INEQUITY:** "They understand the concept of inferiority. In that, they are like us."

**THE HOUSE OF SHACKLES:** "They have enslaved all the lower races... They put them in their place and give us the position of rulers, as it should be..."

**THE HOUSE OF KNIVES:** "They kill any who cross them, and are very useful people..."

**THE PARISH OF LOVE:** "Love blinds people to the differences between them, and makes them think that all races are worthy of love..."

**THE HOUSE OF SOLACE:** "They heal and protect all, no matter how unworthy..."

**THE CHURCH OF EVERLASTING HOPE:** "Hope is not a useful thing. It tricks the inferior into searching for unattainable greatness."

**THE TEMPLE OF THE STARS:** "They travel to taint others with their presence, rather than remaining with their own kind."

## House of Knives

**DEITY NAMES:** The Unseen One, The Seller of Souls, The Silent Slayer, Father of Murder, Provider of Retribution, The Vengeful One, The Vindicator, The Avenger

### AN OUTSIDER'S VIEW...

"They know black magic. They are invisible when they want to be, they can kill a man by making him sneeze himself to death and you hear all these things about the Veiled Priesthood. They are supernatural monsters that rule the night, and invincible assassins. They murder for the love of the kill - money is only a bonus to them."

### A PRACTITIONER'S VIEW...

"We are the Veiled Priesthood - the providers of death, the bringers of blood. The Unseen One uses souls as we use coins, to barter and gain power among his fellow gods. We bring him the gold to barter with. In return, he blesses us with power and stealth."

### ENEMIES AND ALLIES...

**THE CONGREGATION OF THE DEAD:** "They supply our god with souls, hoping to keep their own. Fortunately, they never stop with their harvest."

**THE TEMPLE OF SLEEPLESS NIGHTS:** "They understand how frightening death can be, and how useful we can be in creating that fear..."

**THE PARISH OF THE PROLIFIC COIN:** "They understand the worth of a man is measured in quantity, not quality."

**THE CHURCH OF ENDLESS NIGHT:** "Darkness and blindness only assist us in our task."

**THE HALLS OF THE VALIANT:** "They seek to prevent our collection of souls, mistakenly believing that the original owners have more need of them..."

**THE CHURCH OF EVERLASTING HOPE:** "Hope is wasted on a doomed one."

**THE FOUNDER'S CREATION:** "They build greater and greater walls, in a vain attempt to protect their souls for as long as possible."

**THE HOUSE OF SOLACE:** "They fight to keep their souls through any means necessary, believing that even a pain-filled life is better than death. How foolish..."

**THE HALL OF OATHS:** "They know nothing of falsehoods and vengeance - they waste their lives on pretenses of honesty and justice."

## The Conventicle of Affliction

**DEITY NAMES:** The Rotlord, King of Affliction, Bringer of the Plague, Lord of the Putrid, Prince of Carrion, Malignant one, Prince of Pestilence

### AN OUTSIDER'S VIEW...

"We have to clean out the sewers at least once a month, and keep a guard on the lake upstream, just to make sure that the Pestilent Ones don't poison us all. They wallow in their own filth, and want us to do the same. Nasty, dirty little vermin, that's what I say. We really should kill them all, and put them out of their self-imposed misery."

### A PRACTITIONER'S VIEW...

"We spread pestilence in the name of the Rotlord, generously giving to others the bounty with which he has smiled upon us. We do not encourage death, or how could we spread disease? We are the shunned of society, but also the ones who will rule Tellene when the Lord of the Putrid manifests himself. He will remember his flock, and grant us great power - join us now, before it is too late..."

### ENEMIES AND ALLIES...

**THE HOUSE OF HUNGER:** "Hunger makes disease so much easier to inflict, and often brings about the same result..."

**THE CONGREGATION OF THE DEAD:** "The dead spread such wonderful diseases..."

**THE TEMPLE OF THE THREE STRENGTHS:** "They are so focused on health and power that they rarely become ill - they do not understand the spiritual value of disease."

**THE HOUSE OF SOLACE:** "They heal all illnesses, without acknowledging the value of the illness itself."

**THE CHURCH OF EVERLASTING HOPE:** "Hope is not what the diseased should feel, if they are to understand the true nature of their illness..."

## The Imposters (no formal church)

**DEITY NAMES:** The Confuser of Ways, The Great Deceiver, The Great Imposter, Master of Mischief, Addler, Father of All Falsehoods, Lord of Illusion, The New Creator, etc. (The Confuser of Ways is known by many different names in every land.)

### AN OUTSIDER'S VIEW...

"Every month our temple is desecrated, and every month we have to clean out and sanctify the entire church because it. Now, discord and mistrust are spreading among the rival clergy. We should provide every church with a full-time guard, but the miscreants would probably just eliminate the guard. More violence is the last thing we need..."

### A PRACTITIONER'S VIEW...

"The only real truth is that all truth contains some falsehood. We understand lies and deceit, and use their power to bring out destruction. We know that you will believe anything, and be damned with the truth. It is from this that our power grows."

### ENEMIES AND ALLIES...

**THE TEMPLE OF STRIFE:** "Violence is usually brought about by lies and deceit. We supply the discord, they supply the violence."

**THE HALL OF OATHS:** "Oaths are made to be broken. The Keepers of the Word foolishly believe that they could never do so, but in claiming this, they lie to themselves."

**THE COURTS OF JUSTICE:** "Our greatest enemy - they who refuse to give false witness. They are also our greatest target, as we use deception and lies to confuse them so that the truth they tell is our false truth, not theirs."

## The Temple of Sleepless Nights

**DEITY NAMES:** Prince of Terror, Sultan of Fear, Bloodcurdler, Master of Horrors, King of the Macabre, Old Shivers, Sender of Dread

### AN OUTSIDER'S VIEW...

"The Fellows of Terror are powerless against one of strong body and soul. They are weak fighters, and useless against one with a formidable will. Still, they fight well in groups and sneak attacks, being too cowardly for single combat. Also, I hear that they wield strange potions and powders that can destroy your mind. Be wary of them, but not afraid, or they will soon own you."

### A PRACTITIONER'S VIEW...

"We spread dread in the name of the Sultan of Fear, feeding him terror so that all other gods will fear his might. To do so, we fight the War of the Intangibles, our psychological warfare

against Tellene, in which fear is the greatest weapon. If your opponents know fear, you have already won."

### ENEMIES AND ALLIES...

**THE ORDER OF AGONY:** "Pain creates fear, removes hope, destroys dreams. It is more useful than most tools."

**THE CHURCH OF ENDLESS NIGHT:** "They see darkness as a goal, but it can be a useful tool for creating terror in the minds of others..."

**THE CONGREGATION OF THE DEAD:** "Death frightens all. Undeath is even more frightening..."

**THE HOUSE OF KNIVES:** "They are friends of terror... Stalking and killing without a trace, they are a force that most fear with good reason."

**THE FACE OF THE FREE:** "Freedom makes people brave, and this we cannot endure..."

## TELLENE DEITY NAMES (HUMAN)

(Refer to Table 6-1, Kingdoms of Kalamar Player's Guide pg. 94)

Deity	Brandobian	Dejy	Fhokki	Kalamaran	Reanaarese	Svimohzish
Knight of the Gods	Brovadol	Dejfo	Vorr	Deb'fo	Naemae	Whenhesh
Holy Mother	Brampmonel	Trondar	Thokkarr	Taladari	Mosia	Moimivam
Speaker of the Word	Fornor	Fyjner	Fonorr	Forinori	Foorbaar	Shozhor
The True	Vrilnan	Lydthesh	Aydharr	Fapeki	Mosaa	Svishozh
The Eternal Lantern	Bleslelna	Sharynath	Natrakk	Dirasip	Naetuir	Shanvim
The Raiser	Liela	Shanydefyn	Dhytorrhokker	Regorike	Naataal	Ehshwhomnesh
The Peacemaker	Ranas	Wejryn	Dhavokk	P'Rofali	Geonea	Hezhovozh
The Pure One	Lelnani	Yewaji	Koverr	Lelani	Lauraiz	Shanano
Lord of the Silver Linings	Selandi	Jynondish	Rorfadd	Selanadi	Ceotao	Shoniz
The Traveler	Plampern	Shodaf	Ravarr	Rostak	Huunaav	Amehz
The Guardian	Melnador	Yelajod	Lokker	Relivik	Neevuu	Sashoz
Raconteur	Lendanor	Yejda	Kydarra	Pinini	Keifau	Shanoh
The Shimmering One	Bendon	Feyd	Ayllorr	Liganali	Roovao	Shimz
The Great Huntress	Darnel	Dofejy	Nykkerr	Kalenadil	Wiulee	Vishnoz
The Coddler	Slompelna	Yendaj	Fyadarr	B'Neli	Boegoo	Sohadowah
The Founder	Crinlan	Blojyk	Vortakk	Sobati	Gaaria	Minmivozh
The Mule	Keplern	Roshko	Khete	Rotovi	Roatoov	Shapirozh
Powermaster	Strocor	Stryjor	Stokkerr	Sitiri	Seenoor	Shozor
The Old Man	Vlad	Kyrkshynad	Thygokk	Natirel	Daar	Siriumno
Eye Opener	Browend	Dokshy	Sytherr	Lokalas	Loakaer	Shamnan
Mother of the Elements	Elandril	Thyjyk	Rykkerr	Lisar	Zeenoa	Mohrah
The Riftmaster	Emnon	Djahn	Tykhorr	Hokalas	Bealai	Ehnovam
The Bear	Belnar	Bylenyr	Othgorr	Belanar	Bealaar	Bemmini
The Landlord	Guldwon	Hydary	Hydarr	Golidirin	Fealain	Gohnim
Fate Scribe	Plondar	Shardar	Tandarr	Pagari	Paag	Movan
Battle Rager	Omvleln	Dokarek	Falkker	Pagarog	Feenoo	Minammoz
The Watcher	Randor	Ryjnarr	Rannorr	Ranadori	Rounai	Rohsowmi
The Storm Lord	Weyyel	Dofededejy	Vrykorr	Bilapi	Bouri	Vimanshimozh
Risk	Delneb	Seyver	Pavorr	Rigel	Miazaar	Mizar
The Laughter	Malmsey	Zymur	Kholnarr	Kasatori	Oowaaw	Neshvan
The Corruptor	Enard	Ojob	Takkarkk	Kar'soloti	Zoolaa	Namona
The Overlord	Velmn	Asha	Dakkar	E'Patali	Foobi	Thehzn
The Dark One	Manfred	Nyko	Norakk	Lamas	Voomau	Zhanvim
The Flaymaster	Elnamna	Slen	Kennad	Pirabi	Leom	Minmehw
Harvester of Souls	Blonlen	Kygyryr	Nytharr	Galapiti	Xiznoom	Zazimash
Locust Lord	Calnsib	Shynadyr	Dhadd	Alu	Eoru-Roerar	Zhazaz
Emperor of Scorn	Mormov	Thananany	Jhekkarr	P'Rakeke	Peasor	Slazhzh
The Seller of Souls	Frinta	Dotogyr	Skrökkor	P'Lipu	Zael	Imohn
Rotlord	Drelmn	Shathy	Dahann	Fetor	Xeakue	Moshohn
The Confuser of Ways	varies*	varies*	varies*	varies*	varies*	varies*
Prince of Terror	Fintor	Adajy	Tannar	Goli	Vasau	Owhzi
Creator of Strife	Eprel	Kokyt	Thydorr	Ranaka	Veuxoo	Zhamaz
The Vicelord	Almnas	Jy	Larr	Lamako	Foobia	Zohsi

\* The Confuser of Ways is known by many different names in every land (see Kingdoms of Kalamar campaign setting sourcebook, pg. 221)



**THE ASSEMBLY OF LIGHT:** "Light has a withering effect on fear. Some things are better left in the dark."

**THE THEATER OF THE ARTS:** "Laughter and beauty are powerful enemies of fear. They must be eliminated."

### The Temple of Strife

**DEITY NAMES:** Creator of Strife, Bringer of Drought, King of Disharmony, Maker of Dissension, He who Brings Misfortune, Ill-Luck, Discordant One

### AN OUTSIDER'S VIEW...

"We are always on the lookout for them here on the coast. Every time a storm passes through, the Minions of Misfortune are out causing mischief. You can tell, because there are always houses, crops and livestock that suffer strange damage. I tell you, if we could get rid of them, we would probably get rid of almost all the property damage around here."

### A PRACTITIONER'S VIEW...

"Ill-Luck is good to us. We provide misfortune - death here and destruction there - and he provides the foul weather to hide us as we do so. Those that have more, make better targets, as we bring them the bad luck that they deserve. Soon, we will descend upon society in great numbers, turning peaceful harmony into a vortex of chaos..."

### ENEMIES AND ALLIES...

**THE THUNDERER'S TEMPLE:** "Storms cover our best exploits, and make damage all the more merry!"

**THE ASSEMBLY OF THE FOUR CORNERS:** "The elements are a great tool in spreading violence... The clash of elements is a sight to be admired."

**THE WAY OF THE BERSERK:** "They understand the joy of pure, unadulterated violence, and its power..."

**THE IMPOSTERS:** "Sometimes, illusions cause more chaos than reality."

### TELLENE DEITY NAMES (NON-HUMAN)

(Refer to Table 6-1, Kingdoms of Kalamar Player's Guide pg. 94)

Deity	Dwarven	Elven	Gnomish	Halfling	Hobgoblin	Orc
Knight of the Gods	Lusurk	Berereldar	Mirazi	Adaran	Thargaz-Tubrog	Rorg
Holy Mother	Manklim	Adraladdlaen	Thimaneo	Periva	Gulmab-Thrakkro	Barag
Speaker of the Word	Sesilk	Calamassi	Lulipa	Resim	Kurgaz-Thal	Pruurk
The True	Salimak	Eleria	Treslin	Lareki	Graz-Vagh	Rork
The Eternal Lantern	Resgad	Javaeclya	Serit	Birin	Kuban-Randtak	Gank
The Raiser	Kelburd	Gavedever	Grozer	Dari	Dolkagh-Naz-Kelgar	Vralg
The Peacemaker	Nisakil	Valaennon	Wabamel	Valdi	Tukamek-Ultak	Varbag
The Pure One	Roirak	Adrabrintariel	Salansa	Kavagon	Thunarrag	Vrodash
Lord of the Silver Linings	Namioka	Nanaeclya	Kaerast	Milamal	Gorrand-Krotak	Bok
The Traveler	Gemila	Landanna	Kalborm	Taktan	Kakkal-Gazh	Hogor
The Guardian	Moimili	Adrededar	Jeday	Zaldi	Kelgul-Nazka-Dol	Grinak
Raconteur	Doisin	Banadar	Laulla	Birah	Grozar-Tuka	Valg
The Shimmering One	Kolir	Devamaeriel	Miraemos	Fulan	Raithal-Terek	Rilg
The Great Huntress	Adda	Albabrilia	Sendal	Rasda	Nagra-Kel	Pridash
The Coddler	Gilli	Manassi	Cozer	Baktar	Thulvar-Tudar-Brog	Grik
The Founder	Hildal	Ebaenderiel	Graemond	Vendan	Herkka-Magazh	Vrudash
The Mule	Gramlek	Darabentariel	Nidorn	Kavdela	Mukli-Gurkkagh	Padash
Powermaster	Lasterm	Alabriria	Wiakith	Lekimal	Thagraz-Ranmek-Kro	Porag
The Old Man	Tragrim	Contabesi	Serabal	Nounad	Vradhka-Khor-Vredhi	Bugar
Eye Opener	Migmar	Elobreria	Denfort	Sartan	Tukhar-Renn	Vroshnak
Mother of the Elements	Suzek	Carrobredanten	Ferran	Vela	Katha-Gulmakkel	Punak
The Riftmaster	Lugad	Halobrendar	Halit	Boerin	Ganlinaraz-Krok	Eraurk
The Bear	Kernus	Valanna	Sevay	Thassah	Terenka-Shalik	Bushnak
The Landlord	Gisila	Albereclya	Toa	Fuleta	Dazuoghaz-Vakh	Praurk
Fate Scribe	Foimek	Enaryn	Pomawin	Taotan	Grondvar-Brogguk	Groshnak
Battle Rager	Ragmar	Halamaegyn	Laeribel	Malakkan	Thallak-Shakarz	Grarg
The Watcher	Sunila	Ranalaessi	Wicilat	Tojela	Greznar-Tukro-Kuul	Vrigor
The Storm Lord	Taglek	Faranna	Dohas	Noala	Mokdar-Marrag	Puol
Risk	Gloinum	Landobalaen	Lanari	Kaepbran	Luggukagh	Prarbag
The Laughter	Rublim	Jennaentariel	Sulreen	Ledia	Akdren-Ulkromar	Grolg
The Corruptor	Surik	Adrenannon	Norenn	Tarbak	Ganor-Thana-Kurrug	Vrak
The Overlord	Moizarak	Enedeteriel	Foirin	Shakkan	Grebok-Krokramar	Vraol
The Dark One	Solin	Beraclya	Ruwin	Gonwen	Mravroshkha-Khielshor	Gridash
The Flaymaster	Zegnar	Beraendar	Laripa	Ralek	Patukk-Ro-Tirnog	Grodish
Harvester of Souls	Dusur	Wyleredar	Baxeeri	Rawen	Domaadrik-Kanar	Prudush
Locust Lord	Fuoro	Laberel	Gulrath	Gefen	Korrogaz-Melrak	Vagar
Emperor of Scorn	Gordal	Calereria	Golmel	Rendravan	Kortak-Tuvaghaz	Bugdash
The Seller of Souls	Kezek	Valandar	Yumas	Narokam	Guldarr-Thorbrog	Vadash
Rotlord	Lignar	Gherhimm	Treiben	Alvear	Azzabrak-Kathal	Rudash
The Confuser of Ways	Guralk	Valamariel	Feim	Galirem	Rondarg-Thallinatt	Gung
Prince of Terror	Benlarr	Kheiskhari	Gardonn	Sevar	Haagul-Naz	Hilg
Creator of Strife	Gloran	Shambourki	Kerra	Mometh	Vakkro-Gur-Haad	Bolg
The Vicelord	Minakil	Lhaghari	Lothoeloth	Noorshar	Stirnoggul-Brog	Grurg

\* The Confuser of Ways is known by many different names in every land (see Kingdoms of Kalamar campaign setting sourcebook, pg. 221)

## DEITIES OF TELLENE: COMPREHENSIVE TABLE

(Refer to Table 2–1 pg. 34, Table 6–2 pg. 95 and Table 6–6 pg. 98 Kingdoms of Kalamar Player's Guide, and Kingdoms of Kalamar campaign setting sourcebook pgs. 226-229)

Alignment & Deity	Spheres of Influence	Priesthood	Church	Canon
LG- Knight of the Gods	chivalry, valor	Servants of the Swift Sword	Halls of the Valiant	To Serve
LG- Holy Mother	home, industriousness, marriage	The Brotherhood of Industry	The Home Foundation	The Home
LG- Speaker of the Word	honor, oaths, ethics	Keepers of the Word	The Hall of Oaths	The Word
LG- The True	justice, truth	Truthseekers	The Courts of Justice	Judgment
LG- The Eternal Lantern	day, light, dawn, sun	The Order of Light	The Assembly of Light	The Radiant Order
NG- The Raiser	fertility, agriculture, harvest, life	Friends of the Fields	The Church of the Life's Fire	Blessings of the Land
NG- The Peacemaker	peace, comfort	The Peacemakers	House of Solace	Amities
NG- The Pure One	love, harmony	Children of Love	Parish of Love	The Way of Love
NG- Lord of the Silver Linings	mercy, hope, healing	The Merciful Fates	Church of Everlasting Hope	Every Cloud
NG- The Traveler	travel, stars	The Journeymen	Temple of the Stars	The Endless Journey
CG- The Guardian	happiness, liberty, freedom	Messengers of Liberty	The Face of the Free	Liberation
CG- Raconteur	art, poetry, music, humor	The Merry Muses	Theater of the Arts	Creation
CG- The Shimmering One	beauty, moon	Moonknights	Church of the Night's Beauty	True Beauty
CG- The Great Huntress	archery, hunting, patience	The Golden Arrows	Temple of the Patient Arrow	One Arrow
CG- The Coddler	restful sleep, dreams, aspirations	Dream Weavers	Church of the Silver Mist	Tranquility
LN- The Founder	law, order, cities	Builders of Law	The Founder's Creation	Keystones
LN- The Mule	math, science, invention, reasoning, knowledge	Brothers in Logic	The Fraternal Order of Aptitude	Enlightenment
LN- PowerMaster	medicine, strength	Seekers of the Three Strengths	Temple of the Three Strengths	The Triad
LN- The Old Man	war, power, strategy	Order of the Pike	Temple of Armed Conflict	The Way of Strategy
LN- Eye Opener	wisdom	Seekers of Sagacity	The Order of Thought	The Epiphanies
N- Mother of the Elements	elements	The Keepers of the Four Corners	Assembly of the Four Corners	Fundamentals
N- The Riftmaster	magic	The Keyholders	Temple of Enchantment	The Balance
N- The Bear	nature	Brotherhood of the Bear	Conventicle of the Great Tree	Laws of Nature
N- The Landlord	money, business, greed	The Profiteers	Parish of the Prolific Coin	The Ledger
N- Fate Scribe	time, fate, prophesy	The Prophets	The Inevitable Order of Time	The Fortunes
CN- Battle Rager	battle, chaos, berserking, courage	Brothers in Blood	The Way of the Berserk	Let the Rage Take You
CN- The Watcher	wanderers, loneliness	The Watchers	**	New Paths
CN- The Storm Lord	lightning, thunder, storms	Tempestions	The Thunderer's Temple	Sky's Fury
CN- Risk	thievery, gambling, luck	Challengers of Fate	Church of Chance	Chances
CN- The Laughter	passion, wine	The Passionate Peoplehood	The Order of the Passionate One	The Gift of Passion
LN- The Corruptor	envy, injustice, jealousy	The Covetous Ones	The Courts of Inequity	Longings
LE- The Overlord	oppression, slavery	Bringers of the New Order	The House of Shackles	Subjugation
LE- The Dark One	darkness, dusk, night	Knights of the Black Pit	Church of Endless Night	Book of Endless Night
LE- The Flaymaster	pain, hurt, torture, cold	Ministry of Misery	Order of Agony	Sweet Pain
NE- Harvester of Souls	death, underworld	The Harvesters	The Congregation of the Dead	Final Word
NE- Locust Lord	famine, hunger, starvation	The Gaunt	The House of Hunger	Swarms
NE- Emperor of Scorn	bigotry, hate	The Veiled Priesthood	House of Scorn	The Stone Tablets
NE- The Seller of Souls	murder, revenge	The Purgers	House of Knives	Ill Wind
CE- Rotlord	sickness, epidemics, disease, plague, vermin	The Pestilent Ones	The Conventicle of Affliction	Endless Decay
CE- The Confuser of Ways	lies, deceit, mischief	The Imposters	**	Invisible Lives
CE- Prince of Terror	nightmares, fear	The Fellowship of Terror	Temple of Sleepless Nights	Indescribable Horrors
CE- Creator of Strife	discord, misfortune, foul weather	Minions of Misfortune	Temple of Strife	Catastrophes
CE- The Vicelord	vice, sloth	Vicelords or Insulters	Known as the House of Vice**	Innocent Pleasures

\*\* no formal church

\*\*\* determined randomly each night

**THE CHURCH OF CHANCE:** "Risky ventures usually end in chaos..."

**THE FOUNDER'S CREATION:** "They want everything to be calm and stable, forever and ever. It makes me sick!"

**THE PARISH OF LOVE:** "Love provides a shield against sorrow and strife, but can also be the cause of even greater misfortune..."

**THE THEATER OF THE ARTS:** "Beauty calms the mind, lulling the spirit into complacency. They must be taught that chaos can be found everywhere."

**THE HOUSE OF SOLACE:** "They seek to repair the damage that we cause, and generally slow the tides of chaos."

### The House of Vice

**DEITY NAMES:** The Vicelord, The Insulter, His Immenseness, Abaser, The Indolent One, Master of Depravity, Slayer of Morals, Violator of the Pure, The Ravisher, Sodomizer of All

### AN OUTSIDER'S VIEW...

"Lazy, disgusting perverts... If they were motivated at all, we would be in trouble. However, they seem content to keep their vile acts among themselves. They are a nuisance, but rarely do anything bad enough to warrant public executions, so they continue to exist. I wish we could just round them all up and feed them to the pigs - a better fate than they deserve."

### A PRACTITIONER'S VIEW...

"Why do tomorrow what you can put off until next week? Our bodies only last a few years, in the span of eternity, so why spend your life in toil? Join us - let us show you how to use your senses to the fullest! The morals of society do not apply to us - we are sensual beings! I, for one, plan on using my senses to the fullest, experiencing everything I can!"

### ENEMIES AND ALLIES...

**THE IMPOSTERS:** "Such fun fellows! They are always poking fun at someone..."

**DEITIES OF TELLENE: COMPREHENSIVE TABLE (CONTINUED)**

(Refer to Table 2-1 pg. 34, Table 6-2 pg. 95 and Table 6-6 pg. 98 Kingdoms of Kalamar Player's Guide, and Kingdoms of Kalamar campaign setting sourcebook pgs. 226-229)

Alignment & Deity	Weapon*	Symbol of Deity	Divine Focus	Sacred Animal
LG- Knight of the Gods	Greatsword	Golden eye on blue/white diamond patterned field	Blue/white patterned cloth bearing golden eye symbol	White stallion
LG- Holy Mother	Light Hammer	House encircled by ring	Two linked metal rings	Beaver
LG- Speaker of the Word	Mace	Open book	Canon entitled "The Word"	Lion
LG- The True	Longsword	Scale balanced on golden sword	Small golden sword or tiny scale	Falcon
LG- The Eternal Lantern	Mace	Half sun shining over horizon	Shiny half sun emblem	Rooster
NG- The Raiser	Sickle	Blazing hearth	Pouch of seeds or sheaf of wheat	Deer
NG- The Peacemaker	Quarterstaff	Two hands clasped in friendship	Small carving of clasped hands	Sheep
NG- The Pure One	Net	Dove over a white rose	Silver rose	Dove
NG- Lord of the Silver Linings	Quarterstaff	Psi symbol w/circle above center vertical, upon a rainbow	Medallion bearing psi symbol	Dog
NG- The Traveler	Quarterstaff	Shooting star on a black background	A silver star	Pigeon
CG- The Guardian	Longsword	Eagle claw on black	An eagle's claw	Eagle
CG- Raconteur	Club	Theatrical mask or jester hat	Tiny theatrical mask	Peacock
CG- The Shimmering One	Rapier	Full moon breaking through clouds	Full moon emblem	Owl
CG- The Great Huntress	Spear	Hawk with spread wings on a green background	Gold or silver hawk's head or hawk w/ spread wings	Hawk
CG- The Coddler	Halberd	Crossed hands resting on chest as if sleeping	Small pillow or blessed sand	Felines
LN- The Founder	Warhammer	Sword and red bricks on a blue background	Red brick	Bee
LN- The Mule	Crossbow	Triangle within a circle, within a square	Silver piece with the holy symbol stamped on it	Mule
LN- PowerMaster	Greatclub	Mountain rising up through cloud	Equilateral triangle w/blue, white & silver angles	Ox
LN- The Old Man	Halberd	Crossed polearms	Tiny replica of two crossed polearms	War dog
LN- Eye Opener	Quarterstaff	Owl in flight grasping a beech staff in its talons	Silver owl pendant or a beech staff	Owl
N- Mother of the Elements	Air: Bow Earth: Sling Fire: Scimitar Water: Trident	Circle divided into four parts with each cult/element represented in one corner	Air: Silver bird figurine Earth: Gem stone Fire: Obsidian flame Water: Coral wave	Albatross (air), mole (earth), salamander (fire), clam (water)
N- The Riftmaster	Dagger	Platinum key	Colored key according to church rank	Dragon
N- The Bear	Quarterstaff	Huge oak tree	Silver acorn	Bear
N- The Landlord	Dire Flail	Golden weight scale	Miniature balanced scale	Livestock
N- Fate Scribe	Quarterstaff	Silver crescent moon and three stars on a light green background	Silver crescent moon	Crow
CN- Battle Rager	Hand axe	Crossed swords behind a double-bladed axe	Small silver sword or double-bladed axe	Wolverine
CN- The Watcher	Quarterstaff	Winding road disappearing over a hill, or a winged staff	Intricately carved walking stick topped by feathered wings	Coyote
CN- The Storm Lord	Warhammer	Crossed lightning bolts behind a warhammer	Small silver warhammer	-
CN- Risk	Dagger	Two six-sided dice	Silver six-sided dice on a silver chain	Raccoon
CN- The Laugher	Club	Fresh grapes, wineberries, or a gaping mouth	Small sculpture of wineberries	Hyena
LN- The Corruptor	Longsword	Tipped scales resting on a goat's skull	Tiny golden scales (unbalanced)	Goat
LE- The Overlord	Spiked Chain	Mailed fist	Gauntlet worn on the right hand	Draft horse
LE- The Dark One	Greataxe	An eyeless raven gripping a bloody eye	Small leather pouch full of sacrifices	Bat
LE- The Flaymaster	Whip	Dagger with blood dripping off the blade	Bloodied dagger	Hornet
NE- Harvester of Souls	Scythe	Skull and scythe	Small golden sickle	Skeletal dragon
NE- Locust Lord	Mace	Goblet with a hole in the bottom and Death (hooded skeleton) oozing out	Ornate goblet with a hole in the bottom	Locust
NE- Emperor of Scorn	Club	Golden sceptre on a dark blue background	Small golden sceptre	Jackal
NE- The Seller of Souls	Dagger	Skull-headed scorpion with blood dripping from its stinger	Silver scorpion	Scorpion
CE- Rotlord	Flail	Rotting, worm-eaten head	Piece of rotting flesh	Rat
CE- The Confuser of Ways	Club	Snake head with extended tongue	Emblem of hissing snake	Snake
CE- Prince of Terror	Greatsword	Face filled with terror	Shrunken head	Black stallion
CE- Creator of Strife	Flail	Various regionally (i.e.: dark storm clouds, twister or tidal wave)	Spatially impossible geometric shape atop a crooked stick	Raven or black cat
CE- The Vicelord	Heavy Pick	Varies regionally (i.e.: male boar)	Boar genitals or tusks wrapped wearing a crown)	Male boar in hair from a convert

\*In addition to indicating the favored weapon of each deity, the above list provides the weapon type created by the divine spell spiritual weapon. Weapons deal 1d8 points of damage regardless of form, though threat ranges and critical hits function as the weapon listed above. Note that ranged weapons created by the spiritual weapon function in the same manner as melee weapons; they have no advantages over spiritual melee weapons.

## DEITIES OF TELLENE: COMPREHENSIVE TABLE (CONTINUED)

(Refer to Table 2-1 pg. 34, Table 6-2 pg. 95 and Table 6-6 pg. 98 Kingdoms of Kalamar Player's Guide, and Kingdoms of Kalamar campaign setting sourcebook pgs. 226-229)

Alignment & Deity	Colors	Cleric Spells	
		Restored	Domain
LG- Knight of the Gods	Blue, gold, white	Dawn	Good, Law, Protection, War, Nobility
LG- Holy Mother	White, blue, gray	Dawn	Good, Healing, Law, Community, Family
LG- Speaker of the Word	Red, silver	Dawn	Good, Knowledge, Law, Strength, Inquisition
LG- The True	White, gold	Dawn	Good, Knowledge, Law, Protection, Nobility, Retribution
LG- The Eternal Lantern	White, yellow, gold	Noon	Fire, Good, Law, Sun, Glory, Sentinel
NG- The Raiser	Brown, green	1 hour before dawn	Good, Healing, Plant, Protection, Community, Creation, Family
NG- The Peacemaker	Sky blue, lt. green, lavender	Dawn	Good, Healing, Protection, Warding, Community
NG- The Pure One	White, pastels, floral	Dawn	Good, Healing, Luck, Community, Charm
NG- Lord of the Silver Linings	Sky blue, rainbow, silver	Dawn	Good, Healing, Luck, Exorcism, Renewal
NG- The Traveler	Yellow, black, silver	1 hour after dusk	Good, Sun, Travel, Celerity, Portal
CG- The Guardian	Black, gray, white	Dawn	Chaos, Good, Protection, Travel, Celerity
CG- Raconteur	Red, gold	Dawn	Chaos, Good, Knowledge, Luck
CG- The Shimmering One	Silver	Dusk	Chaos, Earth, Good, Moon (Veshemo), Moon (Pelselond), Moon (Diadolai), Charm
CG- The Great Huntress	Green, brown	Dawn	Animal, Chaos, Good, Luck
CG- The Coddler	Midnight blue, lt. gray, silver	Dusk	Chaos, Good, Healing, Protection, Mind, Mysticism
LN- The Founder	Blue, red	Dawn	Earth, Law, Protection, Craft, Metal, Planning
LN- The Mule	Gray	Dawn	Knowledge, Law, Magic, Divination, Craft
LN- PowerMaster	Blue, white, silver	Noon	Healing, Knowledge, Law, Strength, Mentalism
LN- The Old Man	Green, white	Dawn	Law, Strength, War, Planning
LN- Eye Opener	Lt. brown	Dawn	Knowledge, Law, Travel, Divination, Mind, Rune
N- Mother of the Elements	Brown (earth), silver (air), red (fire), blue (water)	Dawn	Air, Animal, Earth, Cavern, Metal, Ocean
N- The Riftmaster	Black, white	Dawn	Knowledge, Magic, Timing, Summoning, Illusion, Portal, Spell
N- The Bear	Green, brown	Dawn	Animal, Plant, Beastmaster, Renewal
N- The Landlord	Gold, silver, platinum	Dawn	Knowledge, Luck, Trickery, Rune, Trade
N- Fate Scribe	Lt. green, silver	Dusk	Knowledge, Magic, Celerity, Divination, Mind, Fate, Time
CN- Battle Rager	Blue, red	Dawn	Chaos, Strength, War, Metal
CN- The Watcher	Gray, brown, green, white	Noon	Chaos, Knowledge, Travel, Portal
CN- The Storm Lord	Green, blue, silver	Dawn	Air, Chaos, Tempest, Strength, Water, Madness, Ocean, Storm
CN- Risk	Gray, dk. brown, black	Dawn	Chaos, Luck, Trickery
CN- The Laugher	Purple	Dawn	Chaos, Destruction, Plant, Trickery, Madness
LN- The Corruptor	Green	Dawn	Evil, Law, Trickery, Hatred
LE- The Overlord	Red, brown	Dusk	Evil, Law, Strength, Domination, Suffering, Tyranny
LE- The Dark One	Black	Midnight	Earth, Evil, Law, Cavern, Darkness
LE- The Flaymaster	Ice blue	Dusk	Cold, Destruction, Evil, Law, Suffering
NE- Harvester of Souls	Black, bone white	Dusk	Death, Destruction, Evil, Undeath
NE- Locust Lord	Gray, burgundy	Dusk	Destruction, Evil, Fire, Plant, Spider
NE- Emperor of Scorn	Gold, dk. blue	Dusk	Evil, Knowledge, Strength, Hatred
NE- The Seller of Souls	Red, black	Midnight	Death, Evil, Trickery, Retribution
CE- Rotlord	Drab yellow, sickly green	Dusk	Chaos, Death, Destruction, Evil, Pestilence, Slime
CE- The Confuser of Ways	various	1 d6 hrs. after Dusk***	Chaos, Evil, Oblivion, Trickery, Madness, Scalykind
CE- Prince of Terror	all colors	Dusk	Chaos, Evil, Terror, Trickery, Mind, Mysticism, Illusion
CE- Creator of Strife	Clashing red, green, orange	Dusk	Air, Chaos, Destruction, Evil, Water, Ocean, Tempest
CE- The Vicelord	Brown	Midnight	Animal, Chaos, Evil, Trickery

\*\*\* determined randomly each night

**THE TEMPLE OF SLEEPLESS NIGHTS:** "They really know how to enjoy themselves. Not always what I would think of as fun, but seem happy nonetheless."

**THE ORDER OF THE PASSIONATE ONE:** "Such emotional freedom! They understand the power of fully immersing oneself in an experience, and the dangers of moderation."

**THE HOME FOUNDATION:** "Our greatest foes - seekers of calm who embrace romance and industry as though they were virtues and not sins."

**THE FRATERNAL ORDER OF APTITUDE:** "They are so cold and calculating, they seek only knowledge, and have never felt anything but boredom."

**THE HALL OF OATHS:** "Their truth is a falsehood, for they keep their inner desires private, not unleashing them as they should."

**THE PARISH OF LOVE:** "Love is what old women feel for their cats, not what real men feel for their lovers."

**THE CHURCH OF THE LIFE'S FIRE:** "Life should be a search for new experiences, and not a path of development. To spend your life in an attempt to become greater, up until the day you die, is pointless - and no fun at all."



## CHAPTER FOUR: RANDOM NAMES

The continent of Tellene is a wide expanse filled with many different races and cultures, and the names of its inhabitants are just as varied. The following tables provide randomly generated names for any character, though you can choose your name without rolling on the table, of course.

If you prefer a name that sounds like it does not fit your character's background, it is easy enough to explain, for parents often choose to name their children according to common traits found in neighboring languages. For instance, "My forest gnome ranger's name is Bellanoria. It's an elven word meaning "sure strike."

### BRANDOBIAN

Surnames are common only among nobility and freemen. Brandobians speak the family name first, though most scribes follow the Kalamaran custom of listing the personal name first. Brandobians address strangers by their full names and expect the same in return.

### DEJY

Most Dejy tribesmen use only one name.

### FHOKKI

The Fhokki disdain the use of surnames.

### KALAMARAN

Kalamaran nobility always have two names. Freemen have picked up this custom as well, with two names being more common in heavily populated areas. Serfs and rural Kalamarans only use one name.

### REANAARESE

Reanaarians tend to use only personal names. Few Reanaarians, save for nobility (or those attempting to appear cosmopolitan), use surnames.

### SVIMOHZISH

Svimohz take two names, sometimes three (two personal names and a family name). When a Svimohz becomes a wizard, he takes a single name only and drops any family name. The most modest wizards keep their given name, but others give themselves new names, taken from arcane words of power.

### DWARVEN

Dwarves are clannish and reluctant to break a family tradition by brazenly claiming to start their own dynasty. Therefore, they have retained only a handful of family names for centuries. Similarly, they often reuse personal names, hoping that some admired quality of the original will appear in the namesake as well. Dwarves mingling among other races will choose names in Merchant's Tongue or the local human language. Examples include Bromide Ironheart, Borli the Smith, Silverbeard the Axe, Cesium Stonecraft and Ferrous.

### ELVEN (LOW)

When dealing with non-elves, family names are usually translated to Low Elven. Some elves translate directly them into Merchant's Tongue, so high elves have names such as Whitehelm, Highspear and Lightfoot, while wood elves use arboreal or rural-sounding names, like Woodhall, Oaklimb and Greentree. Wild elf names might refer to animals or locations such as Foxtail or Riverrunner. Gray elves prefer to use their native names, since they are less concerned with making pronunciation easier for the "lesser races." If the humans cannot pronounce Jenneriaeclya, it simply further demonstrates their barbarism and lack of culture.

### GNOMISH

Gnomes use both personal names and family names, and are unlikely to translate their surnames into human words or to adopt human surnames. Still, the practice is not too rare, and gnomish communities among larger human settlements generally use both methods, so a Faerbast Galborn might live next door to a Hreslin Whitewright. Merchant's Tongue names tend to reflect crafts, metals or tools.

### HALFLING

Halflings use both personal names and surnames. However, nicknames are extremely popular with halflings, and any given halfling might be known by a dozen different nicknames among his friends and other associates.

### HOBGOBLIN

Both Kargi and Krangi hobgoblins use personal names and surnames. Other, smaller hobgoblin tribes, such as the Dazlak, Kors and Rankki, usually follow this practice as well.



**BRANDOBIAN NAMES**

Roll (1d100)	Female	Male	Surname
1-2	Anseleen	Aldus	Blondol
3-4	Avita	Altamir	Blonmil
5-6	Benita	Benren	Bransol
7-8	Blesden	Brandven	Brendril
9-10	Blesel	Brendoln	Brodoran
11-12	Brava	Brensen	Bronvidar
13-14	Brennor	Brondil	Celdon
15-16	Brildrel	Coldon	Colden
17-18	Coldrel	Coldran	Colnandar
19-20	Cosolel	Colnor	Corolm
21-22	Crendril	Corbren	Corvled
23-14	Dandrel	Crend	Crindar
25-16	Debnor	Dandol	Crimol
27-18	Debsela	Darmin	Crintonolm
29-30	Elbren	Debben	Dandrilon
31-32	Elvled	Defrin	Dolcridel
33-34	Evelna	Dolcor	Doldor
35-36	Evlle	Dolm	Dolmonor
37-38	Foladel	Dorran	Dorbren
39-40	Forlema	Ervlen	Dorguld
41-42	Gulda	Eselnor	Edarn
43-44	Hanadrel	Estand	Eplon
45-46	Lelten	Folcor	Folnester
47-48	Lencrita	Fornol	Fordril
49-50	Lensel	Fortind	Fortron
51-52	Mindan	Gandal	Galborn
53-54	Mindoleen	Granden	Guldrin
55-56	Mindrel	Gruthal	Guldselan
57-58	Norlel	Hurthal	Ingamin
59-60	Norlen	Ichil	Lelten
61-62	Norvita	Ilthan	Melcodin
63-64	Olelita	Lanomar	Melran
65-66	Pandred	Lonvlen	Minel
67-68	Pelema	Maldus	Norcol
69-70	Ranselita	Munvaln	Norcresnel
71-72	Rennor	Nandten	Olmcrelnel
73-74	Sabeleen	Norbren	Olmvril
75-76	Sarva	Nurband	Plonnor
77-78	Selguld	Plonthal	Rancren
79-80	Selmel	Randar	Randoran
81-82	Strolema	Randoln	Rondstern
83-84	Tabulan	Senden	Selcran
85-86	Telvril	Sevlen	Seldarlen
87-88	Tindolel	Stromen	Stron
89-90	Vosita	Transen	Thronel
91-92	Vurethel	Tronben	Torist
93-94	Wencrel	Valdesin	Trolendar
95-96	Wuldra	Voldomar	Velsin
97-98	Yavlel	Vrasten	Vleldin
99-100	Yulan	Vrindon	Vovren

**DEJY NAMES**

Roll (1d100)	Female	Male
1-2	Adagyr	Bajesh
3-5	Adako	Bajyr
6-7	Asesh	Chojani
8-10	Ashny	Chojen
11-12	Ashsha	Darja
13-15	Chada	Gyrjen
16-17	Chasha	Janad
18-20	Cheshy	Janesh
21-22	Daresh	Jaresh
23-25	Darshy	Jijen
26-27	Doka	Jish
28-30	Dolshy	Jorath
31-32	Freesha	Jorjen
33-35	Jondar	Khodri
36-37	Jynda	Kokevi
38-40	Jynjen	Konish
41-42	Jynko	Kotesh
43-45	Koda	Nyrash
46-47	Koji	Nyrtesh
48-50	Kony	Rijani
51-52	Koshy	Rojen
53-55	Kylsha	Roshani
56-57	Kyra	Roshnyr
58-60	Nyrko	Sajyr
61-62	Rijko	Sanyr
63-65	Rokada	Saryf
66-67	Rosharek	Shajen
68-70	Roshy	Shako
71-72	Shaji	Shanath
73-75	Shary	Shanjen
76-77	Slajen	Shanko
78-80	Theja	Shathy
81-82	Thena	Shiseth
83-85	Vashel	Shyja
86-87	Vashshy	Shynath
88-90	Yendo	Thajani
91-92	Yeren	Thakyr
93-95	Yerjen	Thaseth
96-97	Yoji	Thekevi
98-100	Yokoji	Theryf

**FHOKKI NAMES**

Roll (1d100)	Female	Male
1-2	Defyn	Artakk
3-5	Dortha	Arturr
6-7	Dunilla	Dvokk
8-10	Dythrok	Dvorn
11-12	Elkka	Elmin
13-15	Enga	Eselvan
16-17	Fontharra	Fralnurr
18-20	Fyvena	Froljar
21-22	Ganarra	Fythur
23-25	Genakk	Gornarr
26-27	Gulli	Gortakk
28-30	Gytha	Gortha
31-32	Halvena	Gurthay
33-35	Hanula	Gurvarr
36-37	Lontharra	Hostud
38-40	Otha	Hreath
41-42	Oyatha	Hreathwrot
43-45	Ranalkka	Hurgil
46-47	Renerra	Hurrkal
48-50	Rortakk	Lokkal
51-52	Rothla	Lokkur
53-55	Ryndar	Mantak
56-57	Rythrok	Murrjar
58-60	Shrokker	Ragil
61-62	Sorykka	Rasttak
63-65	Sulli	Rastur
66-67	Sylla	Rasvokk
68-70	Tankarra	Ronarr
71-72	Tenga	Rythok
73-75	Thanarkka	Rywrott
76-77	Thelka	Thalnawr
78-80	Thilla	Thelturr
81-82	Thillena	Thelvan
83-85	Thotha	Thurtok
86-87	Thraya	Thurvan
88-90	Thrayd	Thurvokk
91-92	Ullagakk	Viljar
93-95	Unula	Voskkal
96-97	Venena	Vosted
98-100	Vrykor	Vrytherr

**KALAMARAN NAMES**

Roll (1d100)	Female	Male	Surname
1-2	Aneta	Balamir	Arami
3-4	Asa	Balan	Arotur
5-6	Benali	Baram	B'Peratak
7-8	Berisa	Bavamir	Balemo
9-10	Dela	Darokar	Bilasek
11-12	Derilu	Desamir	Bimelo
13-14	Dorata	Famalan	Darisek
15-16	Dorena	Fanam	Dilegel
17-18	Elenaru	Fedamir	Dilomas
19-20	Falara	Feledar	Doraga
21-22	Falinena	Feranis	Elapari
23-14	Famaril	Folikor	Esamil
25-16	Fanam	Fonamar	Falama
27-18	Febelu	Galinon	Fapeki
29-30	Felana	Gulasar	Faseri
31-32	Fera	Halanar	Firinas
33-34	Fitolima	Haraman	Gomanas
35-36	Gimane	Holaras	Goteris
37-38	Gira	Hovaran	Hakaru
39-40	Goranu	Hul'Mar	Heran
41-42	Gosalaka	Humatar	Hiralego
43-44	Hal'Vena	Lakaran	Kasar
45-46	Helena	Lanokar	Kolatinus
47-48	Hilu'A	Malaran	Koraga
49-50	Hiralu	Minon	Ku'Ato
51-52	Ilubek	Minoral	Kuwaki
53-54	Inara	Molamer	Legoru
55-56	Irana	Moranam	Leseper
57-58	Kalila	Morisato	Melinar
59-60	Kaperele	Nelata	Mokira
61-62	Ki'Isa	Nerator	Moneta
63-64	Kilisa	P'Ligel	Naritur
65-66	Kinura	Palar	Norash
67-68	Kobela	Parama	P'Folosip
69-70	Korasela	Pavaran	P'Mare
71-72	Lalare	Pilamel	Palorin
73-74	Lamasaru	Piramar	Pateris
75-76	Linura	Pitar	Pilomas
77-78	Lisanara	Pulan	Ragarela
79-80	Melana	Puramel	Ragosip
81-82	Mepate	Relemir	Remel
83-84	Nelata	Resemer	Remosa
85-86	Pakara	Saterus	Saketi
87-88	Pamabe	Satira	Selekarin
89-90	Radama	Selemar	Sepiter
91-92	Selata	Selinoras	Setiran
93-94	Takane	Senovar	Tesipo
95-96	Tolali	Sulat	Tolivar
97-98	Tomare	Suramit	Vikirel
99-100	Torare	Vanamir	Vitisar

**REANAARESE NAMES**

Roll (1d100)	Female	Male	Surname
1-2	Alixoor	Belaar	Bouratao
3-5	Arisee	Boelain	Daaroe
6-7	Biasa	Bouzaar	Faawiu
8-10	Boebea	Daavao	Feamau
11-12	Ceonai	Dealaan	Feasiari
13-15	Ceopari	Elaruulan	Feaveu
16-17	Daaralau	Emearer	Fooromau
18-20	Daolia	Geolain	Gazee
21-22	Gaafoor	Govuur	Geoorva
23-25	Giitova	Haaneir	Haavuu
26-27	Haavau	Haar	Huuraew
28-30	Huurum	Lealaur	Laaria
31-32	Kaavou	Lenaiz	Laarumau
33-35	Keilaaw	Liamar	Leenoorova
36-37	Laarairi	Luurear	Loolaiika
38-40	Leugoo	Mearaxiu	Lorot
41-42	Lewao	Mouzaar	Luurailain
43-45	Luuboor	Naavoov	Nae
46-47	Malee	Naerum	Naizix
48-50	Miana	Neila	Narituir
51-52	Moorau	Peasor	Nearoo
53-55	Naatea	Poataar	Needaar
56-57	Naavabi	Raalain	Noorooe
58-60	Nooria	Raizix	Paar
61-62	Raasaava	Reenea	Raeroa
63-65	Rianoo	Reolaar	Reemae
66-67	Saosee	Reolain	Roaanar
68-70	Seolana	Ruuariz	Rooxea
71-72	Taakei	Seevaar	Saerum
73-75	Teelia	Seluuk	Seetoov
76-77	Vaalee	Sortureer	Soruukei
78-80	Vaatisea	Sutilla	Sumoraa
81-82	Vandakeer	Taofoor	Taaroemae
83-85	Vaolai	Taunaar	Tarealeon
86-87	Vauvoor	Vaxea	Vaizee
88-90	Veuzo	Veeroa	Vaotal
91-92	Viasea	Vuuawa	Vousia
93-95	Vuubou	Wiuixiu	Vuria
96-97	Zaeria	Wuuvoo	Xookaer
98-100	Ziliana	Zarmau	Xoorva

**SVIMOHZISH NAMES**

Roll (1d100)	Female	Male	Surname
1-2	Amazha	Amar	Arhomven
3-5	Anasvish	Anarvis	Ashoz
6-7	Daresvim	Ansven	Azhana
8-10	Dezha	Azhanimahr	Aziri
11-12	Ehnamo	Azvan	Damozh
13-15	Ehnoham	Dashaz	Dezhul
16-17	Emeni	Hilano	Eshom
18-20	Hava	Hilanozh	Eshovim
21-22	Hazhasha	Himvho	Ghanim
23-25	Hizavah	Imoh	Hasorohm
26-27	Lashasvow	Izvan	Hezonesth
28-30	Lehano	Jovohr	Izahn
31-32	Leshan	Lahzni	Izornoh
33-35	Lezosa	Lonamvho	Lanshavazh
36-37	Manona	Mehnoz	Lhamizh
38-40	Menahvna	Mesvanish	Mezahn
41-42	Mensha	Miznamvho	Mizani
43-45	Minona	Mizovohr	Mowani
46-47	Mohlamo	Movazh	Mozaresh
48-50	Morashez	Nimozh	Narahzha
51-52	Movamo	Onsvar	Neshnamohn
53-55	Nenimah	Ozhivahn	Nhomvor
56-57	Nomishim	Pahnish	Ohmdalz
58-60	Parahvna	Ranozh	Ohvamo
61-62	Savano	Razhan	Piranozar
63-65	Sharresh	Rhovan	Shaneshna
66-67	Shazi	Roshanaz	Sharesh
68-70	Shizresh	Sanozh	Shenshal
71-72	Sisi	Selevahn	Svowmizh
73-75	Svazha	Shazahn	Vezdor
76-77	Svowano	Shozar	Vlan
78-80	Vanazha	Suvar	Whamohnan
81-82	Vemresh	Vahni	Whenonesh
83-85	Vorazam	Vozohr	Whezani
86-87	Wheminah	Whehan	Yahul
88-90	Yozham	Wherahzni	Zalden
91-92	Zeminah	Zharven	Zhamish
93-95	Zhani	Zhulurah	Zhanahn
96-97	Zhashosa	Zohshanam	Zhasorozh
98-100	Zoravam	Zovazh	Zhenshi

**DWARVEN NAMES**

Roll (1d100)	Female	Male	Family Name
1-3	Ada	Adurmak	Angklim
4-6	Adel	Arzabak	Angklim
7-10	Agmar	Blim	Angklim
11-13	Angelka	Bolburd	Damvalk
14-16	Dagmar	Borli	Damvalk
17-20	Darloka	Burlom	Damvalk
21-23	Dorra	Dargrum	Fermost
24-26	Edda	Durmak	Fermost
27-30	Elta	Fargad	Fermost
31-31	Farada	Fargel	Gramdal
34-36	Femek	Folok	Gramdal
37-40	Fonera	Forbarek	Gramdal
41-43	Ganila	Fulkaft	Gunterm
44-46	Gomore	Fuwek	Gunterm
47-50	Gunor	Golzumak	Gunterm
51-53	Imelka	Gurum	Kerak
54-56	Inafa	Kelterak	Kerak
57-60	Kanura	Khazuk	Kerak
61-63	Kelarr	Klim	Rulmak
64-66	Ketta	Kordur	Rulmak
67-70	Klass	Lomburd	Rulmak
71-73	Kombar	Lurgrum	Talek
74-76	Kormeta	Rorak	Talek
77-80	Kuoro	Rurik	Talek
81-83	Mieka	Tregel	Tukurz
84-86	Mosko	Trezhek	Tukurz
87-90	Nadel	Ulgrum	Tukurz
91-93	Zarakil	Urdur	Zarduk
94-96	Zedda	Urgaz	Zarduk
97-100	Zomed	Urik	Zarduk

**GNOMISH NAMES**

Roll (1d100)	Female	Male	Surname
1-5	Caila	Banarak	Bagazi
6-10	Cainfreda	Banil	Bagborn
11-15	Fulansa	Faeram	Cainfort
16-20	Galfreda	Faerbast	Chivralpa
21-25	Habamel	Forbor	Dalfort
26-30	Jandy	Fulmor	Davazi
31-35	Lulla	Gromar	Galborn
36-40	Meileen	Gruthal	Galman
41-45	Merabal	Gultemp	Gozer
46-50	Meripa	Gumari	Gulazi
51-55	Nandy	Habarak	Herazi
56-60	Raxeen	Herjrst	Herit
61-65	Rella	Hreslin	Lulman
66-70	Saleen	Merbast	Meilayt
71-75	Salipa	Raxil	Nitanni
76-80	Semanba	Restam	Piulman
81-85	Semaneo	Romari	Semafel
86-90	Vandy	Romlin	Tesafel
91-95	Vulansa	Sil	Vuler
96-100	Zarabel	Sulin	Zarayt

**HALFLING NAMES**

Roll (1d100)	Female	Male	Surname
1-5	Arenou	Babaktar	Almalal
6-10	Arshela	Batar	Altean
11-15	Bagela	Bodan	Bojardi
16-20	Bousrah	Borin	Guleki
21-25	Catrakkan	Furokam	Kapran
26-30	Furda	Furum	Kazi
31-35	Gonjeyla	Gondan	Maleki
36-40	Kavra	Gonflen	Mapran
41-45	Mari	Guvrokam	Murmamal
46-50	Murnou	Karum	Namar
51-55	Noolau	Kavleta	Nurtean
56-60	Nurri	Murdan	Padravan
61-65	Sahar	Nardan	Ramin
66-70	Sarlau	Nolan	Sadek
71-75	Sarshar	Nurtan	Sajardi
76-80	Sejeyla	Ralan	Sapran
81-85	Tajela	Sonom	Sarazi
86-90	Vinou	Tarin	Tadek
91-95	Virda	Theartan	Takhti
96-100	Zarah	Zandi	Zatean

**ELVEN (LOW ELVEN) NAMES**

Roll (1d100)	Female	Male	Family Names
1-4	Ameris	Amascai	Aladanna
5-8	Asaivelia	Amator	Avalariel
9-12	Asanita	Amelad	Bereralae
13-16	Celmerieian	Bare	Calaeclya
17-20	Coleiana	Cateine	Calberiel
21-24	Colinaseti	Cyrn	Cebaenaryn
25-28	Culerena	Devarel	Daramariel
29-32	Culessa	Elamaryn	Dareriabrilla
33-36	Hanasila	Hulirrad	Elobalaen
37-40	Jelanica	Hullitee	Gavalennon
41-44	Jelena	Hurell	Halamaela
45-48	Jeserel	Jumar	Halonannon
49-52	Laraneai	Melidor	Harrobalaea
53-56	Mehamia	Mellitee	Isachariel
57-60	Mehelet	Selemar	Jenneriaeclya
61-64	Setita	Sellitad	Jolarilia
65-68	Seviavena	Shifan	Laberiaddlaen
69-72	Tessevi	Sinatai	Lhaberel
73-76	Tulmerree	Sincarel	Mavabessi
77-80	Tultetika	Telarai	Naedredar
81-84	Wylameia	Torasceine	Nalabouranna
85-88	Wylee	Toratin	Onaeriel
89-92	Wylica	Wecarel	Paraddlaen
93-96	Zasaina	Werlen	Ranamaeriel
97-100	Zowale	Wevelin	Sheiredar

**HOBGOBLIN NAMES**

Roll (1d100)	Female	Male	Surname
1-2	Akagh	Azgran	Akdrenned
3-5	Arazagh	Azzak	Akolovik
6-7	Brogarz	Bekkron-Naz	Dazarnog
8-10	Brogatu	Bohagazh	Diaddun
11-12	Brogulda	Dolmak	Drolannik
13-15	Bulanaz	Dozhgran	Folenazel
16-17	Dazuika	Ganakh	Gabrazel
18-20	Dokamett	Gharzagh	Grazlak
21-22	Gubrakk	Ghekkgaz	Grond
23-25	Guldaz	Ghottak	Gulthal
26-27	Gulkumek	Gornatt	Gurand
28-30	Gulmabek	Graz-Naz	Haadrik
31-32	Gulmardar	Grezat	Harrag
33-35	Gultta	Gulak	Hulimak
36-37	Kaghaz	Harrgran	Kagghaz
38-40	Kaghe	Herkuul	Kelggred
41-42	Kakrana	Kargran	Kolredden
43-45	Kanabek	Kelghaz	Korenkol
46-47	Kanaraz	Kelrand	Krolovik
48-50	Kathal	Kinshag	Kubannik
51-52	Kolmarz	Koron	Kuglek
53-55	Krokamel	Krihtak	Kurgar
56-57	Makkel	Kurgaz	Lhakrol
58-60	Makranmek	Orakh	Lugguk
61-62	Mekkulka	Paggagh	Mabrogguk
63-65	Mrogul	Pagrahzak	Malzurek
66-67	Mukli	Patukhar	Mravroshkha
68-70	Mulakk	Pulmak	Narennd
71-72	Nagraz	Puwagh	Narragg
73-75	Norog	Raitagh	Ranttaz
76-77	Raggazh	Rargaz	Rondarg
78-80	Randarz	Sagrhar	Sekrott
81-82	Silkathal	Senakh	Serenggur
83-85	Sulkro	Shagraz	Stirnog
86-87	Thakarz	Sokak	Terenkol
88-90	Thazu	Thaltak	Thrakkol
91-92	Tubrak	Thanagazh	Thulhak
93-95	Tukrome	Tizraz	Ulkromak
96-97	Vuthal	Tukkraz	Vakhtan
98-100	Wrogga	Tuvagh	Vradhka





## CHAPTER FIVE: QUICK ROLL BACKGROUND

This chapter is designed to help a player design a detailed history and background for his or her character. To use these tables, simply roll on the following charts as indicated below. Whenever a phrase appears within square brackets, roll on the chart named to fill in details such as names, relation, etc.

If, at any time, the results seem to contradict an earlier roll, feel free to roll again. These tables are guidelines for you to tailor your background, not strict rules that you must obey.

### RACE

Use Table 5-1: Races to determine the race of any character who is not necessarily the same race as you; reroll if needed.

Note: if you want only humanoid results, impose a -50 penalty to any die roll of 51 or greater. If you want only human results, add a +50 modifier to any die roll of 50 or less.

### FAMILY

The following tables will help you get a very broad idea of your character's heritage/lineage. On Table 5-3: Ancient Family History, roll 1d6+1 times. On Table 5-4: Recent Family History, roll only 1d4 times.

### PARENTAL HISTORY

These tables determine what, if anything, interesting happened to the PC's parents. Roll once on Table 5-6 to determine status of parents, then twice on Table 5-7 (once for each parent).

### SIBLINGS

Roll once on Table 5-8: Number of Siblings to determine the number of siblings. Next, roll 1d20 for each sibling. A 1-10 indicates sibling is a brother, an 11-20 indicates sibling is a sister. For each sibling, roll once on Table 5-9: Sibling Relations.

### PC HISTORY

These tables determine if anything unusual happened to the PC during his or her formative years. Roll 1d4 times on Table 5-10: PC Childhood, and twice on Table 5-11: PC Adolescence.

### CLASS TRAINING

Roll once on the table of your chosen starting class.

### CRAFTS AND PROFESSIONS

These tables allow you to randomly determine a job for your PC or NPC character, as well as events that relate to your chosen Craft or Profession. Detailed information on each profession can be found in Chapter 3: Crafts and Professions.

Roll once on Table 5-32: Craft/Profession Training, if your character starts with a Craft or Profession skill. If you have more than one Craft or Profession skill, you may roll for the one with the most ranks, choose one or roll once for each.

### RELIGION

Table 5-33: NPC Religion allows you to randomly choose the deity an NPC might worship. Players should carefully consider their PC's chosen religion.

**TABLE 5-1: RACES**

Roll (1d100)	Race
1-4	Dwarf (hill)
5-8	Dwarf (mountain)
9	Dwarf (stone)
10	Elf (dark)
11-12	Elf (gray)
13-16	Elf (high)
17	Elf (wild)
18-19	Elf (wood)
20	Gnome (deep)
21-22	Gnome (forest)
23-24	Gnome (rock)
25-30	Half-elf
31-33	Half-hobgoblin
34	Halfling (golden)
35-37	Halfling (lightfoot)
38-39	Half-orc
40	Hobgoblin (Dazlak)
41-44	Hobgoblin (Kargi)
45	Hobgoblin (Kors)
46-49	Hobgoblin (Krang)
50	Hobgoblin (Rankki)
51-60	Human (Brandobian)
61-65	Human (Dejy)
66-70	Human (Fhokki)
71-83	Human (Kalamaran)
84-92	Human (Reanaarian)
93-100	Human (Svimohz)

**TABLE 5-2: ANCIENT FAMILY RELATIONS**

Roll (1d100)	Relation*
1-8	Great-grandfather
9-16	Great-grandmother
17-26	Great-great-grandfather
27-36	Great-great-grandmother
37-75	Ancestral male
76-100	Ancestral female

\* Roll on this table to determine the family member's relation to the PC

**TABLE 5-4: RECENT FAMILY RELATIONS**

Roll (1d100)	Relation
1-18	Grandfather
19-30	Grandmother
31-40	Great-uncle
41-50	Great-aunt
51-70	Uncle
71-80	Aunt
81-100	Cousin

**TABLE 5-6: PARENTS**

Roll (1d100)	Parent
1-20	Mother living; father deceased
21-40	Father living; mother deceased
41-80	Mother and father living
81-100	Mother and father deceased

**TABLE 5-8: NUMBER OF SIBLINGS**

Roll (1d100)	Siblings
01-15	0
16-30	1
31-50	2
51-70	3
71-80	4
81-90	5
91-94	6
95	7
96	8
97	9
98	10
99	11
100	10 + 1d10

TABLE 5-3: ANCIENT FAMILY HISTORY

## Roll (1d1000) Ancient Family History Event\*

0001-0008	Your [roll on Table 5-2], [roll on Chapter 4 name chart], angered a prominent [roll on Table 5-1].
0009-0014	Your [roll on Table 5-2], [roll on Chapter 4 name chart], slew a dragon.
0015-0025	Your [roll on Table 5-2], [roll on Chapter 4 name chart], fled from religious persecution.
0026-0033	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of herbs.
0034-0037	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of goblins.
0038-0042	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of poisons.
0043-0050	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of heraldry.
0051-0058	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of paints and pigments.
0059-0066	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of languages.
0067-0072	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of astronomy.
0073-0080	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of mathematics.
0081-0088	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of alchemy.
0089-0095	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of trade laws.
0096-0104	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of monstrous humanoids.
0105-0112	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of engineering.
0113-0118	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a widely known scholar of warfare and siege tactics.
0119-0124	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned chef.
0125-0130	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a gambler who lost the family fortune.
0131-0139	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pirate.
0140-0146	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a slaver.
0147-0155	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a slave.
0156-0165	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was enslaved to a cruel owner who beat him/her regularly.
0166-0172	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a slave who escaped with the help of the Brotherhood of the Broken Chain.
0173-0180	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a priest of [roll on Table 5-33].
0181-0185	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an artist for a minor noble.
0186-0191	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was imprisoned for stealing.
0192-0199	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was flogged and imprisoned for stealing.
0200-0208	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pirate who went missing somewhere in Reanaaria Bay.
0209-0217	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a healer of some skill.
0218-0224	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pathetic excuse of a healer who caused more death and suffering than they cured.
0225-0230	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a gifted athlete.
0231-0240	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was convicted of murder.
0241-0248	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was convicted of murdering a wealthy merchant.
0249-0255	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was convicted of murdering a noble.
0256-0260	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was convicted of murdering a member of the royalty.
0261-0271	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was wanted for murder.
0272-0280	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was wanted for murdering a noble.
0280-0288	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was wrongly convicted of murder.
0289-0299	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was wrongly convicted of murdering a wealthy merchant.
0300-0310	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a horse rustler.
0311-0325	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pig thief.
0326-0330	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was framed for murder.
0331-0340	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was arrested for smuggling.
0341-0349	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a smuggler.
0350-0358	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned weapon smith.
0359-0368	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned weapons expert.
0379-0389	Your [roll on Table 5-2], [roll on Chapter 4 name chart], trained people in the use of weapons.
0390-0400	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a teacher.
0401-0410	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a private tutor for a minor noble's children.
0411-0420	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was rumored to have been a wizard.
0421-0435	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a con man who once conned a town out of 7,000 gp by selling fake potions.
0436-0450	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was the apprentice of a renowned hero.
0451-0470	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was the town crier.
0471-0500	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was the town fool.
0501-0515	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pillar of the community.
0516-0521	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an important figure in local politics.
0522-0530	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a bard of great renown.
0531-0538	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a warrior in an adventuring party who later had songs sung of them.
0539-0544	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an assassin.
0545-0560	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a bodyguard for a rich merchant.
0561-0570	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a member of a thieves' guild.
0571-0590	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a ranking member in the local militia.
0591-0600	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was once ambushed by several goblins but managed to fight them off unarmed.
0601-0615	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was the town drunk.
0616-0625	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a liar and a thief.
0626-0635	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a lawyer.
0636-0640	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a lawyer, a liar and a thief.
0641-0650	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a klutz who once caused the collapse of a building. People still remember the antics.
0651-0660	Your [roll on Table 5-2], [roll on Chapter 4 name chart], started a new sect of [roll on Table 5-33].

**TABLE 5-3: ANCIENT FAMILY HISTORY (CONTINUED)**

**Roll (1d1000) Ancient Family History Event\***

0661-0665	Your [roll on Table 5-2], [roll on Chapter 4 name chart], started a cult that quickly disbanded.
0666-0670	Your [roll on Table 5-2], [roll on Chapter 4 name chart], started a cult that became entrenched and only ended with the death of the founder.
0671-0680	Your [roll on Table 5-2], [roll on Chapter 4 name chart], started a cult that drew the attention of a passing paladin.
0681-0690	Your [roll on Table 5-2], [roll on Chapter 4 name chart], started a cult that still exists.
0691-0700	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an artist of great skill that created techniques that are still used today.
0701-0710	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a sculptor of great skill.
0711-0720	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a peeping tom who regularly received public beatings.
0721-0732	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a pyromaniac.
0733-0745	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a gladiator.
0746-0750	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a gladiator of renown.
0751-0761	Your [roll on Table 5-2], [roll on Chapter 4 name chart], died in the gladiatorial arena.
0762-0768	Your [roll on Table 5-2], [roll on Chapter 4 name chart], fought for civil justice.
0769-0790	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a scheming merchant.
0791-0800	Your [roll on Table 5-2], [roll on Chapter 4 name chart], disappeared while out walking.
0801-0809	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was gored to death by a bull.
0810-0813	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was killed by dire otters.
0814-0820	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an explorer.
0821-0828	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was killed exploring the Vohven Jungle.
0829-0835	Your [roll on Table 5-2], [roll on Chapter 4 name chart], moved here from Giilia.
0836-0840	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a violent criminal.
0841-0850	Your [roll on Table 5-2], [roll on Chapter 4 name chart], stole from a [roll on Table 5-1] family. They still hold a grudge.
0851-0855	Your [roll on Table 5-2], [roll on Chapter 4 name chart], died shortly after poking a giant sleeping lizard with a stick.
0856-0860	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was orphaned at age 6.
0861-0870	Your [roll on Table 5-2], [roll on Chapter 4 name chart], loved to play practical jokes.
0871-0875	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned brewer.
0876-0882	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a wizard who studied divination magic.
0883-0890	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a wizard who studied enchantment magic.
0891-0895	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was said to be of mixed [roll on Table 5-1] and [roll on Table 5-1] heritage. You may still have some small vestige of the other race in you.
0896-0900	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned hunter.
0901-0908	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a renowned archer.
0909-0915	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a serious student of comedic plays.
0916-0922	Your [roll on Table 5-2], [roll on Chapter 4 name chart], had a love of history.
0923-0924	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a musician.
0925-0927	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a writer.
0928-0930	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a military officer decorated for bravery.
0931-0933	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a military officer who abandoned his post.
0934-0940	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a military officer executed for treason.
0941-0945	Your [roll on Table 5-2], [roll on Chapter 4 name chart], died shortly after the birth of his/her first child.
0946-0949	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was killed by a group of marauding kobolds.
0950-0953	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a sailor who disappeared from a ship during a storm.
0954-0956	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a grave robber who stumbled upon an ancient curse (DM's call) that has plagued your family ever since.
0967-0968	Your [roll on Table 5-2], [roll on Chapter 4 name chart], disappeared under mysterious circumstances.
0969-0970	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was murdered and is now a ghost residing where they were killed.
0971-0974	Your [roll on Table 5-2], [roll on Chapter 4 name chart], led a double life with two families, leaving you with an extended family that you are unaware of.
0975-0976	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was an adventurer who had a magical sword which is still in the family.
0977-0978	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was lost at sea.
0979-0980	Your [roll on Table 5-2], [roll on Chapter 4 name chart], made a pact with a powerful entity that will soon come to claim payment for services rendered to the family.
0981	Your [roll on Table 5-2], [roll on Chapter 4 name chart], would only wear red clothes.
0982	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was the mayor of a small city.
0983	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a [roll on Table 5-31].
0984	Your [roll on Table 5-2], [roll on Chapter 4 name chart], captured a giant squid.
0985	Your [roll on Table 5-2], [roll on Chapter 4 name chart], owned several exotic turtles.
0986	Your [roll on Table 5-2], [roll on Chapter 4 name chart], had a pet hamster that he/she talked to all of the time.
0987	Your [roll on Table 5-2], [roll on Chapter 4 name chart], had an encounter with an incubus/succubus.
0988	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a nudist.
0989	Your [roll on Table 5-2], [roll on Chapter 4 name chart], is now a vampire that still monitors the family.
0990	Your [roll on Table 5-2], [roll on Chapter 4 name chart], angered a god [roll on Table 5-33].
0991	Your [roll on Table 5-2], [roll on Chapter 4 name chart], sold sibling into slavery.
0992	Your [roll on Table 5-2], [roll on Chapter 4 name chart], had preternatural strength.
0993	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was eaten by a dragon who now seeks out members of this family for food.
0994	Your [roll on Table 5-2], [roll on Chapter 4 name chart], owed a great debt of honor to the royal family.
0995	Your [roll on Table 5-2], [roll on Chapter 4 name chart], swore the everlasting fealty of his family to a local noble.
0996	Your [roll on Table 5-2], [roll on Chapter 4 name chart], swore the everlasting fealty of his family to the Emperor of Kalamar.
0997	Your [roll on Table 5-2], [roll on Chapter 4 name chart], was a member of a secret society.
0998	Your [roll on Table 5-2], [roll on Chapter 4 name chart], is a powerful lich who will soon seek out his/her descendants.
0999-1000	Your [roll on Table 5-2], [roll on Chapter 4 name chart], drooled continuously while muttering.

\*This table determines what some of the PC's ancestors accomplished during their lifetime.

**TABLE 5-5: RECENT FAMILY HISTORY**

**Roll (1d100) Event**

- 1 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a senator.
- 2 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was eaten by a shark.
- 3 Your [roll on Table 5-4], [roll on Chapter 4 name chart], recently disappeared without a trace.
- 4 Your [roll on Table 5-4], [roll on Chapter 4 name chart], recently died of a long illness.
- 5 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a jovial sport who loves a good joke.
- 6 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is locally renowned as a good bar brawler.
- 7 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was known by the family to have been a lycanthrope.
- 8 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was murdered by an unknown doppelganger.
- 9 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a low-level wizard.
- 10 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a cleric of [roll on Table 5-33].
- 11 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a hopeless romantic.
- 12 Your [roll on Table 5-4], [roll on Chapter 4 name chart], had three kids with three different people.
- 13 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was murdered by a large Fhokki for an unknown reason.
- 14 Your [roll on Table 5-4], [roll on Chapter 4 name chart], contracted a disease that can only be cured by some rare exotic herb that only grows in jungles.
- 15 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is reputed to have been eaten by a monstrous humanoid.
- 16 Your [roll on Table 5-4], [roll on Chapter 4 name chart], murdered his/her spouse.
- 17 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was sacrificed by a cleric of the Harvester of Souls.
- 18 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is secretly a wererat.
- 19 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a sage who swears to have encountered a tarrasque, although everyone else believes him/her mad.
- 20 Your [roll on Table 5-4], [roll on Chapter 4 name chart], had a dog that family legend says lived to be 30 years old.
- 21 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a druid who was always surrounded by animals.
- 22 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was your hero whom you love greatly.
- 23 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a [roll on Table 5-31].
- 24 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a wealthy merchant.
- 25 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an unscrupulous merchant.
- 26 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was killed in a bar brawl.
- 27 Your [roll on Table 5-4], [roll on Chapter 4 name chart], died while researching a new spell.
- 28 Your [roll on Table 5-4], [roll on Chapter 4 name chart], had an embarrassing encounter involving a pig just before meeting the future in-laws.
- 29 Your [roll on Table 5-4], [roll on Chapter 4 name chart], valiantly slew an ogre mage.
- 30 Your [roll on Table 5-4], [roll on Chapter 4 name chart], had a large collection of exotic frogs.
- 31 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a great cook.
- 32 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a healer.
- 33 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a scribe.
- 34 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a bard who spoke in verse for hours on end.
- 35 Your [roll on Table 5-4], [roll on Chapter 4 name chart], thought he/she was much funnier than they actually were.
- 36 Your [roll on Table 5-4], [roll on Chapter 4 name chart], stole the family fortune.
- 37 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was attacked by a dire boar.
- 38 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a sailor.
- 39 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a fisher.
- 40 Your [roll on Table 5-4], [roll on Chapter 4 name chart], drowned at sea.
- 41 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was eaten by a sea monster.
- 42 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was an adventurer who fought and killed dragons and vampires only to die at the hands of a backstabbing goblin.
- 43 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was gored by a deer.
- 44 Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a wizard who had a toad for a familiar. He/she died but the familiar lives on.
- 45 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an artist of little skill, but grand schemes.
- 46 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an artist of great skill.
- 47 Your [roll on Table 5-4], [roll on Chapter 4 name chart], likes to sit, drink a mug of ale and talk about the good old days.
- 48 Your [roll on Table 5-4], [roll on Chapter 4 name chart], always complains about the weather.
- 49 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a hypochondriac.
- 50 Your [roll on Table 5-4], [roll on Chapter 4 name chart], suffers from some mental disease.
- 51 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a shipbuilder of great skill.
- 52 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a poor excuse for a farmer.
- 53 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an average commoner.
- 54 Your [roll on Table 5-4], [roll on Chapter 4 name chart], grew up as a street urchin.
- 55 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an unscrupulous lawyer.
- 56 Your [roll on Table 5-4], [roll on Chapter 4 name chart], falsified important land grant documents.
- 57 Your [roll on Table 5-4], [roll on Chapter 4 name chart], traffics in illegal goods.
- 58 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a member of a secret society.
- 59 Your [roll on Table 5-4], [roll on Chapter 4 name chart], took a secret with him/her to the grave.
- 60 Your [roll on Table 5-4], [roll on Chapter 4 name chart], faked their own death.
- 61 Your [roll on Table 5-4], [roll on Chapter 4 name chart], is rumored to be an undead creature.



**TABLE 5-5: RECENT FAMILY HISTORY (CONTINUED)**

**Roll (1d100) Event**

62	Your [roll on Table 5-4], [roll on Chapter 4 name chart], lives a normal life, despite being one of the planetouched.
63	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a sage searching for an item that was lost centuries ago.
64	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a liar, a thief and a cheat, but otherwise fun to be around.
65	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a sleepwalker.
66	Your [roll on Table 5-4], [roll on Chapter 4 name chart], frequently has nightmares.
67	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is very old but still as fit as a fiddle.
68	Your [roll on Table 5-4], [roll on Chapter 4 name chart], has secretly hidden over 10,000 gp.
69	Your [roll on Table 5-4], [roll on Chapter 4 name chart], owes over 1,000 sp to the local thieves' guild.
70	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a paladin.
71	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is said to be best friends with a [roll on Table 5-1].
72	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is rumored to have a mixed heritage [roll twice on Table 5-1].
73	Your [roll on Table 5-4], [roll on Chapter 4 name chart], died while robbing a noble.
74	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is imprisoned for attempting to steal from the church of [roll on Table 5-33].
75	Your [roll on Table 5-4], [roll on Chapter 4 name chart], was killed by an exotic pet that they bought from an unscrupulous merchant.
76	Your [roll on Table 5-4], [roll on Chapter 4 name chart], died shortly after the birth of his/her first child.
77	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is imprisoned for theft.
78	Your [roll on Table 5-4], [roll on Chapter 4 name chart], recently became a slave
79	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a scholar of great renown.
80	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is not spoken of in your family.
81	Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a cruel vindictive person who got what was coming.
82	Your [roll on Table 5-4], [roll on Chapter 4 name chart], tried to cheat a wealthy [roll on Table 5-1].
83	Your [roll on Table 5-4], [roll on Chapter 4 name chart], was shot by a [roll on Table 5-1] [roll on Table 5-31] but survived.
84	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an explorer whose tales first interested you in the life of an adventurer.
85	Your [roll on Table 5-4], [roll on Chapter 4 name chart], was a failure as a cooper and a blacksmith but makes a good farmer.
86	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a weakling who sits and reads all day.
87	Your [roll on Table 5-4], [roll on Chapter 4 name chart], barely manages to keep from drooling on themselves.
88	Your [roll on Table 5-4], [roll on Chapter 4 name chart], has not been the same since a [roll on Table 5-1] mace struck his/her head five years back.
89	Your [roll on Table 5-4], [roll on Chapter 4 name chart], has a fascination with creatures that has gotten him/her into trouble more times than they dare count.
90	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an amateur undead hunter who survives due to the apparent lack of undead in the region.
91	Your [roll on Table 5-4], [roll on Chapter 4 name chart], knows much less than he/she thinks.
92	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a scholar of great misinformation.
93	Your [roll on Table 5-4], [roll on Chapter 4 name chart], has an uniformed opinion on everything and thinks that everyone must stop and listen.
94	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is a prophet.
95	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is the luckiest person that you ever met.
96	Your [roll on Table 5-4], [roll on Chapter 4 name chart], must have angered the gods due to everything that has happened to them.
97	Your [roll on Table 5-4], [roll on Chapter 4 name chart], fled during military service.
98	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is an unscrupulous military officer.
99	Your [roll on Table 5-4], [roll on Chapter 4 name chart], dishonored the family and is not well liked in the community.
100	Your [roll on Table 5-4], [roll on Chapter 4 name chart], is important in local politics.

**TABLE 5-7: PARENTAL HISTORY**

<b>Roll (1d100) Event</b>	<b>Roll (1d100) Event</b>
1 [Parent] was once a spy for the largest nearby military force.	53 [Parent] is a fun person.
2 [Parent] has a twin.	54 [Parent] fancies himself or herself as an inventor.
3 [Parent] is of mixed heritage [roll twice on Table 5-1].	55 [Parent] owns a vast collection of exotic wines.
4 [Parent] was raised by a different race [roll on Table 5-1].	56 [Parent] is an exceptionally skilled [roll on Table 5-31].
5 [Parent] is an average [roll on Table 5-31].	57 [Parent] is a moneylender who creates counterfeit coins.
6 [Parent] owns a mysterious artifact from the Vohven Jungle.	58 [Parent] is very knowledgeable in monster lore.
7 [Parent] was a wanderer.	59 [Parent] does not believe in monsters.
8 [Parent] was a famous goblin slayer.	60 [Parent] is a daredevil who likes to take risks, the bigger the risk the better.
9 [Parent] was an adventurer who settled down and started a family.	61 [Parent] is a cook once trained by a halfling.
10 [Parent] can breathe underwater.	62 [Parent] is a retired military officer.
11 [Parent] is a sailor; you visited several ports before the age of ten.	63 [Parent] possesses one of the famous Silver Dragon coins.
12 [Parent] was a troublemaker.	64 [Parent] is a mercenary.
13 [Parent] is an alcoholic.	65 [Parent] is a skilled apothecary who is near to finishing a new potion.
14 [Parent] worked in a brothel.	66 [Parent] loves to travel and see exotic lands.
15 [Parent] is addicted to a narcotic.	67 [Parent] is a minor noble who owns a small amount of land.
16 [Parent] has a secret life, DM's discretion.	68 [Parent] has never traveled more than 15 miles from home.
17 [Parent] disappeared last month under suspicious circumstances.	69 [Parent] is obsessed by jewelry and has a small number of hidden items.
18 [Parent] suffers from a form of mental illness.	70 [Parent] had an affair and has not told their spouse.
19 [Parent] looks much younger than they are.	71 [Parent] has dreams of becoming an adventurer.
20 [Parent] has a collection of fine artwork.	72 [Parent] is extremely timid.
21 [Parent] is a hypochondriac.	73 [Parent] wants nothing more than a few friends to share a mug of ale with.
22 [Parent] is an adventurer.	74 [Parent] is known for being extremely lucky.
23 [Parent] is a guard.	75 [Parent] is a compulsive gambler.
24 [Parent] is a military officer.	76 [Parent] is a small merchant but actually has ties to the local thieves' guild.
25 [Parent] is a glutton.	77 Before settling down, [parent] had a secret life of crime that will soon come back to haunt him/her.
26 [Parent] has a great love for animals.	78 [Parent] broke an arranged marriage to marry the other parent.
27 [Parent] is a great hunter.	79 Parents never married.
28 [Parent] is well known as a wise person.	80 Mother was raped and gave birth to PC who was never told the truth.
29 [Parent] is the town sage.	81 [Parent] is obsessed with get rich schemes.
30 [Parent] is a well-respected bard.	82 [Parent] is a deep and meaningful thinker.
31 [Parent] is a true believer of [roll on Table 5-33].	83 [Parent] is deaf.
32 [Parent] is a great artist.	84 [Parent] is blind.
33 [Parent] disappeared and has been reported seen as undead.	85 [Parent] is a paraplegic.
34 [Parent] is a scholar of the undead.	86 [Parent] a mute.
35 [Parent] hunts undead creatures.	87 [Parent] speaks very little and says only wise words.
36 [Parent] was forced to kill a sibling who was under the influence of some evil force.	88 [Parent] loves to watch theater.
37 [Parent] is a pacifist and disapproves of the character's adventuring ways.	89 [Parent] loves to watch gladiators fight.
38 [Parent] is a paladin.	90 [Parent] owns slaves.
39 [Parent] was convicted of murder.	91 [Parent] is a former assassin.
40 [Parent] is a rogue.	92 [Parent] lived an unusually boring life.
41 [Parent] has a nemesis.	93 [Parent] is a gifted cartographer.
42 [Parent] has a [roll on Table 5-1] friend, [roll on Chapter 4 name chart], that they are always competing with	94 [Parent] received an excellent formal education.
43 [Parent] is a lycanthrope.	95 [Parent] has many odd ideas about foreign lands that may affect the character.
44 [Parent] is a well-respected brewer.	96 [Parent] has disowned the character for their adventuring life.
45 [Parent] can read write and speak several languages.	97 [Parent] seems to have a normal life but is actually a spy for a secret society.
46 [Parent] has a best friend of a different race [roll on Table 5-1].	98 [Parent] is a member of the Golden Alliance.
47 [Parent] has a great love for children.	99 [Parent] is secretly the ruler of the local thieves' guild.
48 [Parent] is known for being honest.	100 [Parent] is actually an outsider, hiding his/her identity.
49 [Parent] is a spellsinger.	
50 [Parent] is imprisoned for a minor crime that they committed.	
51 [Parent] is imprisoned for a crime that they did not commit.	
52 [Parent] is a gifted orator.	

**TABLE 5-9: SIBLING RELATIONS**

<b>Roll (1d100) Event</b>	<b>Roll (1d100) Event</b>
1 [Sibling] is a troublemaker who always finds ways of making your life interesting.	51 [Sibling] is an alcoholic.
2 [Sibling] is always getting into fistfights.	52 [Sibling] is a druid who lives in the wilderness.
3 [Sibling] is an adventurer and your rival.	53 [Sibling] is a shipbuilder.
4 [Sibling] is 1d10 years old.	54 [Sibling] loves to go fishing.
5 [Sibling] is a [roll on Table 5-31].	55 [Sibling] had a family heirloom stolen from their house lately.
6 [Sibling] is married and has 1d4 children.	56 [Sibling] is an amazing orator.
7 [Sibling] has married into money, their spouse is a wealthy merchant.	57 [Sibling] is deaf.
8 [Sibling] is a military officer.	58 [Sibling] is blind.
9 [Sibling] is a cleric of [roll on Table 5-33].	59 [Sibling] is mute.
10 [Sibling] is an academic who has studied the world but never traveled.	60 [Sibling] is intellectually challenged.
11 [Sibling] has married into money, their spouse is a knight.	61 [Sibling] is a jovial sort who loves to crack jokes.
12 [Sibling] is married and has lost a child to disease.	62 [Sibling] is crippled and can not walk.
13 [Sibling] is mute.	63 [Sibling] speaks with a slurred speech.
14 [Sibling] is an apprentice [roll on Table 5-31].	64 [Sibling] is ridiculed by people because of "the incident".
15 [Sibling] is a mediocre [roll on Table 5-31].	65 [Sibling] is highly uncoordinated.
16 [Sibling] is a superb [roll on Table 5-31].	66 [Sibling] is a gifted athlete.
17 [Sibling] is a gifted healer.	67 [Sibling] is a warrior.
18 [Sibling] is a paladin.	68 [Sibling] is a successful adventurer who slew an ogre mage.
19 [Sibling] is a member of a cult.	69 [Sibling] is a ranger who hunts evil beasts in the local area.
20 [Sibling] is the town fool.	70 [Sibling] is widowed, mate was killed in a bar brawl.
21 [Sibling] is a drunkard.	71 [Sibling] is a local constable.
22 [Sibling] is not on speaking terms with the character.	72 [Sibling] is a thief.
23 [Sibling] is currently imprisoned for failure to pay tax.	73 [Sibling] is a renowned scholar of ancient literature.
24 [Sibling] trades in illegal goods.	74 [Sibling] is a bodyguard for a local merchant.
25 [Sibling] is a smuggler.	75 [Sibling] is a member of the town guard.
26 [Sibling] owns a small farm.	76 [Sibling] is a renowned scholar of herbs.
27 [Sibling] is a gifted hunter.	77 [Sibling] thinks that he or she is a gifted intellectual.
28 [Sibling] was murdered by a [roll on Table 5-1].	78 [Sibling] has little tact.
29 [Sibling] is insane.	79 [Sibling] isn't on speaking terms with another sibling.
30 [Sibling] is criminally insane.	80 [Sibling] has a highly visible scar that they received in an accident that killed his/her best friend.
31 [Sibling] is secretly a murderer.	81 [Sibling] lost an eye.
32 [Sibling] has been disowned by the family.	82 [Sibling] lost an arm.
33 [Sibling] is lecherous.	83 [Sibling] lost a leg.
34 [Sibling] is an aspiring necromancer who is shunned by the people of the area.	84 [Sibling] killed a kobold with a hammer when he/she was ten.
35 [Sibling] is a compulsive liar.	85 [Sibling] is shunned by the townsfolk because they caused an accident that killed a local priest.
36 [Sibling] is a hypochondriac.	86 [Sibling] is an engineer who is always creating new inventions...most of which work.
37 [Sibling] is suffering from a wasting disease.	87 [Sibling] is a glassblower who specializes in arcane equipment for wizards.
38 [Sibling] had a child out of wedlock.	88 [Sibling] has recently come into a great deal of money but will not say where it came from.
39 [Sibling] was abducted by slavers.	89 [Sibling] has a best friend of a different race.
40 [Sibling] was murdered by members of an evil religion (DM's choice).	90 [Sibling] has a different father.
41 [Sibling] is agoraphobic (afraid of the outdoors).	91 [Sibling] loves to play games.
42 [Sibling] is homeless and refuses to live indoors.	92 [Sibling] inherited a lot of money from an uncle.
43 [Sibling] has horrible nightmares.	93 [Sibling] found a magical weapon of great potency.
44 [Sibling] beats his/her mate, much to the family's chagrin.	94 [Sibling] is haunted by a ghost.
45 [Sibling] killed a friend.	95 [Sibling] has become an undead creature.
46 [Sibling] was killed in an accident.	96 [Sibling] is secretly a lycanthrope.
47 [Sibling] died of a childhood disease.	97 [Sibling] throws axes as a hobby.
48 [Sibling] was killed by animals.	98 [Sibling] is a gifted artist.
49 [Sibling] committed suicide at a young age.	99 [Sibling] is a deaf sculptor who expresses himself/herself with art.
50 [Sibling] is a compulsive gambler.	100 [Sibling] is very happy with his/her boring life.

TABLE 5-10: PC CHILDHOOD

**Roll Event\***

- 1 Best friend was a [roll on Table 5-1].
- 2 Nothing special.
- 3 Character had a normal urban upbringing.
- 4 Character had a normal rural upbringing.
- 5 Character had many friends of different races and beliefs.
- 6 Character was a frequent troublemaker.
- 7 Character had a strict upbringing.
- 8 Character's best friend died in an accident at the age of 1d10+6.
- 9 Character is indirectly responsible for the death of a loved one.
- 10 Character is indirectly responsible for the death of a family pet.
- 11 Character watched a friend die.
- 12 Character had a childhood [roll on Table 5-1] sweetheart.
- 13 Character is still friendly with the first person he or she was romantically involved with.
- 14 Character had an encounter with a ghost.
- 15 Character was obsessed with sailing ships.
- 16 Character loved to fish with his/her father.
- 17 Character nearly drowned at the age of 1d10.
- 18 Character had a childhood dream of growing up and becoming a [roll on Table 5-31].
- 19 Character had a childhood dream of growing up and becoming a dragon slayer.
- 20 Character had a childhood dream of growing up and becoming a wizard.
- 21 Character had a childhood dream of growing up and becoming a knight.
- 22 Character had a childhood dream of growing up and becoming a cleric of [roll on Table 5-33].
- 23 Character had a fascination with fire.
- 24 Character had a fascination with horses.
- 25 Character had a fascination with snakes and lizards.
- 26 Character feared fire.
- 27 Character was afraid of insects.
- 28 Character was afraid of being abducted by monsters.
- 29 Character grew up disliking other races.
- 30 Character was orphaned as a child.
- 31 Character was separated from family at age 1d10.
- 32 One of the character's siblings was abducted as a child.
- 33 Character loved horses and ponies.
- 34 Character became quite ill but overcame a life-threatening illness.
- 35 One of the character's siblings overcame a life-threatening illness.
- 36 One of character's close blood relatives died of a hereditary disease.
- 37 Character accidentally burned down a small building.
- 38 Character's childhood sweetheart died of a communicable disease.
- 39 At a young age, the character showed promise as an artist.
- 40 Character grew up with a close relative instead of with parents.
- 41 An accident with a runaway cart left the character feeling responsible for the dog that was hit and injured.
- 42 Character used to "sword fight" with sticks, often getting into trouble.
- 43 Bullies picked on the character.
- 44 Bullies picked on the character, but he/she learned to fight back.
- 45 Character had an intense desire to travel to other lands.
- 46 Character was continually disappointed about their lackluster upbringing.
- 47 Character had no interest in anything dangerous.
- 48 Character was a troublemaker.
- 49 Character was a bully.
- 50 Character learned how to steal early in life but may have forgotten those skills.
- 51 Character had a secret friendship with someone that his or her parents didn't approve of.
- 52 Character was indirectly responsible for a family member being arrested for a crime.

**Roll Event\***

- 53 Character accidentally poisoned himself/herself but lived due to the help of a local healer.
- 54 Ghost stories and local superstitions frightened the character.
- 55 Character caught an older sibling committing an illegal act, but has kept the secret thus far.
- 56 Character was raised by one of his/her parents.
- 57 Character traveled often.
- 58 A family member used the character to distract people while they picked pockets.
- 59 Character was raised in an orphanage.
- 60 Character's parents could not afford to keep him/her so they eventually sold the child into slavery.
- 61 One of character's siblings was sold into slavery by the parents.
- 62 Character refused to eat fish.
- 63 Character refused to eat meat.
- 64 At age 1d4+8, character stole a bottle of wine from his/her parents and drank it with a friend.
- 65 Character saw a monster attack a person at a young age and swore to fight creatures of its kind.
- 66 Character once impressed a passing adventurer.
- 67 Character spent many hours making friends with a kindly old man whom others in the community think mad. In actuality, he is a sorcerer of some power.
- 68 As a child, the character did something that earned the enmity of a peer, who still seeks revenge.
- 69 The PC's superstitious parents overreacted because of one bad reading from a supposedly phony mystic. What the mystic said (DM's call) still haunts you.
- 70 Character had a fever dream where they saw themselves as an adult adventurer fighting evil. Whether this was a vision or just what prompted the character to take up adventuring is not known.
- 71 Character earned a name for honesty when they returned a money pouch brimming with gold coins to a merchant who dropped it.
- 72 Character earned a name for honesty when they returned a lost family heirloom to a local politician.
- 73 Character was blessed by a local cleric of [roll on Table 5-33].
- 74 Character used to hide in barrels all of the time.
- 75 Character has a good luck charm. It was handed down to them by [roll on Table 5-4].
- 76 Character had an unusual pet.
- 77 Character was clumsy until he/she reached puberty.
- 78 An old woman once put a curse on the PC; the curse may or may not be real.
- 79 Character broke a leg falling out of a tree.
- 80 Character broke an arm.
- 81 Character had poor eyesight as a child.
- 82 Character disliked religion as a child.
- 83 Character loved attending religious services, as he/she felt safe there.
- 84 Character loved maps of all kinds and even tried to draw some.
- 85 PC was once lost in the woods, but found his/her way back home.
- 86 Character developed a food allergy (player's call) as a child.
- 87 PC was stung several times by insects and developed an allergy .
- 88 PC sneezes whenever in bright light.
- 89 Character received a nasty scar when a dog bit him/her.
- 90 An arrow struck the character in the leg; she/he now walks with a bit of a limp.
- 91 PC had a toy that they still keep as a reminder of their childhood.
- 92 Character does not remember much of his/her childhood.
- 93 Character does not like to talk of their childhood.
- 94 Character was a gifted athlete as a child.
- 95 PC showed great promise as an intellectual, even when quite young.
- 96 Character had no particular gifts but worked very hard as a child.
- 97 Some people have bad childhoods - you are one of them.
- 98 PC nearly lost his/her eyesight due to a disease.
- 99 Character was always hungry as a child.
- 100 Character often got into fights.

TABLE 5-11: PC ADOLESCENCE

**Roll Adolescence Event**

- 1 Character worked on a farm.
- 2 Character had a significant other that they grew apart from.
- 3 Character got into a lot of trouble several times.
- 4 Character fathered/mothered an illegitimate child.
- 5 Character spent a lot of time reading.
- 6 Character had a lot of time to think and contemplate.
- 7 Character loved to spend time surrounded by nature.
- 8 Character spent time traveling about the countryside.
- 9 Character had dreams of becoming an adventurer and purchased a bow to start practicing.
- 10 Character took part in hunting parties.
- 11 PC fell in love and is still in contact with their paramour.
- 12 Character had a friend of a different race [roll on Table 5-1].
- 13 PC showed promise as an apprentice [roll on Table 5-31].
- 14 Character forged a close bond with a relative.
- 15 PC was a "late bloomer" and did not physically develop until after their peers.
- 16 PC was always asking questions about monsters and far off lands.
- 17 PC wanted nothing more than to settle down and have a family. (The reason for this change is up to the player.)
- 18 Character had a pet that they were quite fond of.
- 19 The death of a close relative deeply affected the PC.
- 20 The PC was given a good luck charm by a close friend.
- 21 A friend of the PC disappeared mysteriously.
- 22 Character saved a friend from a lycanthrope's attack. The friend is now secretly a lycanthrope, and blames the PC for his/her condition.
- 23 The character was once lost in the woods until rescued.
- 24 The character studied local herbs and shows great promise as an apothecary.
- 25 The character had a failed apprenticeship as a [roll on Table 5-31].
- 26 Character was a bully.
- 27 Character received a severe beating at the hand of some thugs.
- 28 PC made a [roll on Table 5-1] friend who was devoted to [roll on Table 5-33]. This friend introduced the character to their religion.
- 29 Character had an unusual pet.
- 30 Character was bullied.
- 31 Character beat up a bully and became a pillar of the local community.
- 32 Character was always broke.
- 33 Character was approached by a secret society, but later rejected for membership.
- 34 Character befriended a local fighter; they often meet for a drink.
- 35 Character befriended a local wizard; they often meet for a drink.
- 36 Character befriended a local bard; they often meet for a drink.
- 37 A traveling bard impressed the PC.
- 38 The character once saved the live of an experienced woodsman by chasing off a wild animal.
- 39 Character had a secret, forbidden love affair.
- 40 The PC had a friendship that was frowned upon by society.
- 41 The PC has friends in low placed gained through a misspent youth.
- 42 The PC has several lowlife contacts in various cities.
- 43 The character spent some time in prison for theft.
- 44 The character inherited a shortsword from an adventuring ancestor.
- 45 The character has a rival that is a gifted hunter.
- 46 The character spent some time in prison for assault.
- 47 A friend of the PC was arrested for assault and placed in prison.
- 48 A friend of the PC was beaten for thieving by the local thieves' guild.
- 49 A friend of the PC was murdered for thieving by the local thieves' guild.
- 50 The character once rescued a person lost in the woods.
- 51 The character befriended the son of a local politician.

**Roll Adolescence Event**

- 52 The character lost a friend to a monster.
- 53 The character watched as a friend was attacked and killed by a vampire.
- 54 The character missed an opportunity to make a great deal of money, however his/her rival did not miss the opportunity.
- 55 The character studied with a healer for a short time.
- 56 The character found a copy of a cannon from an evil religion.
- 57 The character possesses a minor religious artifact, but is unaware of the fact. This item could be almost anything - even part of the PC's current equipment (DM's call)
- 58 The PC discovered an ornate axe. This axe is actually a famous, lost dwarven axe. Any mountain dwarf will recognize it and demand its return immediately.
- 59 The character had a friend that had several unusual pets.
- 60 The character had a friend that became a sorcerer.
- 61 The character had a friend that became a cleric.
- 62 The character had a friend that became a mercenary.
- 63 The character had a friend that became a military officer.
- 64 The character had a friend that became a bard.
- 65 The character had a friend that became a gladiator.
- 66 The character had a friend that became a thief.
- 67 The character had a friend that became an infiltrator.
- 68 The character had a friend that became a wizard.
- 69 The character had a friend that became a fighter.
- 70 The character had a friend that became a paladin.
- 71 The character had a friend that became a Basiran dancer.
- 72 The character had a friend that became a shaman.
- 73 The character had a friend that became a druid.
- 74 The character had a friend who became a necromancer and was banished by the community.
- 75 The character had a friend that mysteriously disappeared.
- 76 The character had a rival that had several unusual pets.
- 77 The character had a rival that became a sorcerer.
- 78 The character had a rival that became a cleric.
- 79 The character had a rival that became a mercenary.
- 80 The character had a rival that became a military officer.
- 81 The character had a rival that became a bard.
- 82 The character had a rival that became a gladiator.
- 83 The character had a rival that became a thief.
- 84 The character had a rival that became an infiltrator.
- 85 The character had a rival that became a wizard.
- 86 The character had a rival that became a fighter.
- 87 The character had a rival that became a paladin.
- 88 The character had a rival that became a Basiran dancer.
- 89 The character had a rival that became a shaman.
- 90 The character had a rival that became a druid.
- 91 The character has a rival that was always able to best the PC.
- 92 The character witnessed the death of a close loved one.
- 93 A misunderstanding with his/her parents destroyed the PC's dreams of a quiet life.
- 94 The PC earned the enmity of a [roll on Table 5-1] in a drunken bar brawl.
- 95 The PC gained the trust of a [roll on Table 5-1] wizard at a young age.
- 96 The character had an embarrassing nickname that some people still use.
- 97 A very embarrassing event took place that the character never talks about.
- 98 The PC learned not to make fun of old wizards.
- 99 The character discovered a treasure map that they have not used yet.
- 100 Character found a book with inscriptions that he/she could not read.



**TABLE 5-12: BARBARIAN TRAINING**

**Roll Event**

- 1 A true master of the wild, who hails from a fierce tribe from the far north, trained you.
- 2 During your training you became rivals with another apprentice and were always trying to see who was the best hunter.
- 3 You master used to call you by the name of some timid creature.
- 4 You once encountered a vicious creature in the wild and managed to kill it - turns out it was a kobold.
- 5 Whether by luck or skill, you gained a reputation as a good tracker.
- 6 You were once told that you "show promise."
- 7 An inept hunter accidentally shot you in the leg with an arrow, during your training.
- 8 Once, while hunting, you set baited traps and were later surprised to find that it attracted an owlbear.
- 9 Your master once told you that he had known your family from birth and had witnessed your rage while merely a toddler. He expects great things from you.
- 10 You were taught the ways of the barbarian by a surprisingly wise monstrous humanoid.

**TABLE 5-13: BARD TRAINING**

**Roll Event**

- 1 You are embarrassed because one of your parents shows no artistic skill whatsoever.
- 2 A local celebrity trained you. She may not be well known to the world but in your community, that carries a lot of prestige.
- 3 You were given a musical instrument from your master that was in his family for several generations.
- 4 You memorized a small book of poetry that a friend gave you.
- 5 A former friend once stole a song of yours, and claimed it as her own. It has become well known in your hometown, and people laugh at you for claiming it is yours.
- 6 You have an idea for a play that you are certain will make you famous. However, you first need to find the right subject for your already brilliant story.
- 7 You used to suffer from a bit of stage fright and you actually vomited before your first public performance. You are now very comfortable in front of crowds.
- 8 Your master once told you that to be taken seriously as a bard, you must look the part - dressed in fine clothes, well-mannered, dashing and friendly, yet still more than a bit of mystery.
- 9 People from where you grew up see you as "the kid who made good."
- 10 You once made a friend by writing a song he could serenade a girl with. They were married the next spring.

**TABLE 5-14: BASIRAN DANCER TRAINING**

**Roll Event**

- 1 Your father has "two left feet."
- 2 Your mother was a graceful dancer who seemed to float across the dance floor.
- 3 Once you tripped and fell while performing - it was quite embarrassing.
- 4 You have a knack for spinning and incorporate this in most of your dances.
- 5 Your master is well known and respected throughout the country of your origin.
- 6 You have a rival that in your opinion does not dance as well as you, but you do admit that she does know how to move gracefully.
- 7 You have memories of your family singing and dancing from as far back as you can remember. When you were old enough you would join the dance - it was then that you finally discovered yourself.
- 8 Your master gave you a colorful sash to wear when dancing, saying it would bring you luck.
- 9 You have a particular type of instrument that you do not like to dance to.
- 10 You were trained in the samarata by a master of the art. He has since passed on and it is up to you to carry on the tradition.

**TABLE 5-15: BRIGAND TRAINING**

**Roll Event**

- 1 You are a brigand, as your father was before you.
- 2 You did not choose a life as an outlaw; it was thrust upon you by an evil lord.
- 3 You do not like being a brigand, but you do take pride in doing the job well.
- 4 You have fled the law for most of your life and fear that settling down will be the end of you.
- 5 You did something horrible and refuse to talk about it. This is why you have exiled yourself into a life of crime.
- 6 You have a rival brigand that you compete with to see who can pull off the most outlandish crime. Currently, you lead the competition.
- 7 You have a nemesis - a constable who has sworn to bring you to justice. Usually, you are only a step ahead of this thorn in your side.
- 8 You take pride in the fact that you have never been forced to hurt anyone while robbing them.
- 9 Your master, who has since been imprisoned, taught you the ways of the outlaw.
- 10 You love to tell stories of your escapades and near misses. Unfortunately, this sometimes leads to trouble.

**TABLE 5-16: CLERIC TRAINING**

Roll	Event
1	You once got in trouble when you accidentally ate some of the sacraments.
2	You were trained by a harsh disciplinarian and are now quite thankful for their efforts.
3	After your first day at the temple, you had a dream where your deity spoke to you and told you that you would be given a mission when the time was right.
4	Despite your devotion to your god, you almost left the church because of a horrible prank pulled on you during your first week of training.
5	One of your favorite teachers gave you an old, worn copy of your religion's canon.
6	You once caught a person stealing from the temple and had the guards arrest the person. You later found out that it was a childhood friend.
7	You once caught a priest in an illegal activity, but did not alert the authorities.
8	Your parents placed you in the care of the church at an early age (1d12 years).
9	You spent much of your early career traveling to various temples.
10	You are considered an average student, but plan to become greater.

**TABLE 5-17: DRUID TRAINING**

Roll	Event
1	You were once accidentally poisoned.
2	Your master was a renowned scholar of dangerous beasts.
3	You were once lost in the wilds, but managed to find your way back home after three weeks.
4	Over the years, you noticed that some of your favorite edible plants are disappearing.
5	You like to watch some of nature's most dangerous beasts from afar.
6	You once stumbled upon an ancient grove that you are certain is a place of great power. However, try as you might, you cannot find the place again.
7	You gathered most of your equipment from the band of deceased adventurers you stumbled across while tending to your chores.
8	You are amazed at how inept most city folk are at traveling through the wilds. You have seen adventurers enter the forest ill equipped and then nearly starve to death because they were unwilling to eat what nature provided.
9	You remember seeing a warrior enter the forest and kill a noble beast. As ready as he was to face the poor animal, he was not prepared for the scolding that you gave him.
10	You once stumbled across a strange, mysterious creature, and intend to find out what it was.

**5-18: FIGHTER TRAINING**

Roll	Event
1	Your master is a renowned swordsman.
2	You were taught that wit and skill are more important than strength alone. However, you only learned this after being embarrassed many times by your teacher.
3	One of your master's other students tried to kill him in hopes of gaining a reputation. The master survived, but the student managed to escape. Someday your paths will cross again.
4	You were trained at a prestigious martial school.
5	You met one of your best friends during a drunken bar brawl. You have remained close ever since.
6	Another apprentice of your master is now your rival. You both frequently compete and jest with each other, with no intention of hurting the other.
7	Your master gave you a special gift when you finished your training (this is one of your starting items).
8	Once, during a sparing match, you disarmed one of the more experienced students. She has never forgiven you for embarrassing her.
9	Once, your master introduced a friend to help teach the class a lesson. The friend was a monk, who quickly defeated the entire class. That experience taught you not to underestimate an opponent - especially one you know little about.
10	Your master taught you a special feat you have not yet mastered.

**TABLE 5-19: GLADIATOR TRAINING**

Roll	Event
1	Your master was a gladiator of renown, who eventually won his freedom and began training others.
2	A piece of your equipment was gathered from a friend who was killed in the arena.
3	A vicious ogre killed a friend of yours during a pit fight.
4	You bear a scar that reminds you to keep track of your friends during combat.
5	You were nearly run over by a chariot, but were pushed out of the way by a fighter who is now a good friend.
6	One of your worst experiences was fighting a small man who kept tripping you. It made you feel slow and ineffectual.
7	Your master gave you a piece of armor after you defeated your first foe. You have cherished it ever since.
8	A piece of your equipment was taken from a foe you killed in the arena.
9	One of your childhood friends also became a gladiator. The two of you have fought on several occasions, but neither of you would ever seriously harm the other.
10	You have a rival you have fought several times. Each of you has the feeling that one of you will die at the other's hand.

**TABLE 5-20: INFILTRATOR TRAINING**

**Roll Event**

- 1 You were trained by the best. Your master is reputed to have once stolen the money pouch of the captain of the guard.
- 2 You have a rival that always attempts to best you.
- 3 You were arrested once but freed from jail by a friend. You await the time when you can repay your friend.
- 4 To prove a point, you once crept into a noble's house and rearranged their furniture. Of course, a few items may have been reported stolen...
- 5 A former friend once gave you a gift that turned out to be stolen. You were arrested, and instantly knew that your "friend" had betrayed you to cover her own crime.
- 6 You enjoy the sense of freedom that infiltration provides, though you wish you could tell others of your deeds.
- 7 You are one of the few infiltrators that were actually trained by the military.
- 8 You have the skills, but are still to make a name for yourself.
- 9 You know that your mother would not approve of your career choice, but you cannot deny the call of the adventurer.
- 10 You were once hired as a spy for rival nobles. Both sides paid you for information on the other noble. Eventually, your game was discovered and both nobles tried to have you killed.

**TABLE 5-21: MONK TRAINING**

**Roll Event**

- 1 Your parents left you at the monastery at an early age (1d10 years). They have kept contact since but rarely visit.
- 2 A weapon master of great skill trained you. She could defend herself against attacks from many opponents, even unseen ones.
- 3 Once you were blindfolded and attacked. Later, your master said that you showed promise.
- 4 You were nicknamed after some harmless insect.
- 5 You once sparred with a master of over three styles. He beat you, but you learned much that day.
- 6 You are certain that you left your body once while you were meditating, but have not been able to achieve that result again.
- 7 You spent much of your training traveling with your master. You saw many exotic lands and people, but never stayed in one place long enough to learn the customs and languages.
- 8 You prefer the exertion of physical training to tedious book learning.
- 9 A friend of yours left the monastery for an unknown reason.
- 10 Your master gave you a weapon, joking that you would need it until you learned your craft properly.

**TABLE 5-22: PALADIN TRAINING**

**Roll Event**

- 1 You dream of the animal that will one day be your mount. You can picture the animal in detail and are certain that it will appear.
- 2 Your mentor gave you your first sword, which you have kept to this day.
- 3 One of your favorite teachers gave you an old, worn copy of your religion's canon.
- 4 You gained notoriety by foiling an assassination attempt against the temple's head cleric.
- 5 You have a good friend who is a cleric of a different religion [roll on Table 5-33]. The two of you are always teasing the other about converting them.
- 6 During your training, you accidentally injured one of your fellow trainees. It was an accident, but you still feel responsible.
- 7 As a joke, you loosened the straps on one of your fellow trainee's saddles. Unfortunately, he flew off his horse in front of a crowd of spectators. You are sorry, but also glad he does not know that it was you.
- 8 While you were still a trainee, you attacked a hobgoblin that you believed evaded the temple guard. However, the hobgoblin was a worshipper. You were properly chastised.
- 9 Before your final inspection at graduation, someone wrote obscene verses on the blade of your sword. You are not sure what would have happened if you had not noticed it, and still want to find out who did it.
- 10 You were once stabbed in the leg during a brief scuffle. It has left a scar and aches just before a storm.

**TABLE 5-23: PSION TRAINING**

**Roll Event**

- 1 A person claiming to be a Disciple of Avrynnner once appeared to you in a dream. You are not sure what that meant, but he was wise, and helped you out a great deal in the time that you spoke with him.
- 2 As a child, you knew that people thought that you were strange. Now, you understand how you knew what their thoughts.
- 3 Your abilities appeared suddenly and without warning, as objects began flying across the room, surrounded in a mysterious glow.
- 4 Once your abilities became apparent, people either thought that you were a demon or a miracle. The ones who thought you a miracle were the most frustrating, as they always wanted to know which of the gods you worshipped.
- 5 You left your hometown because you feared how your friends would think of your powers.
- 6 You once heard a story about a person with abilities like yours. You cannot remember much detail, or even who told it to you, but you are certain that you have heard the story.
- 7 You once encountered another person who had powers like yours. You had a telepathic conversation about your life, your dreams and many other topics. The strange thing is that you only passed the person on the street in a crowd and you are not sure who person they were.
- 8 You had a mentor who sought you out and trained you. He also gave you a small crystal and told you that you would know what to do with it when the time came.
- 9 You once encountered a horrible creature that invaded your thoughts and tried to kill you. You are not sure how you escaped, but you did. The thing is still present in your nightmares.
- 10 Although you have never told anyone, your powers manifested early. You remember being quizzed at school and plucking the answers out of the teacher's mind.

**TABLE 5-24: PSYCHIC WARRIOR TRAINING**

**Roll Event**

- 1 Your abilities first manifested during a fight with a town bully. He never saw the attack coming, and you scared several of your friends that day.
- 2 You dreamt of far off places and adventures. Now you are not so certain that they were all dreams.
- 3 You were given a small weapon by a family friend who trained you how to fight; all she asked in return was that you help with some chores.
- 4 Your abilities first became apparent during a game where you gambled a bit too much on the outcome. Your friends still think that you rigged the game that day.
- 5 You once encountered a slug-like creature that seemed to have abilities similar to yours.
- 6 You once fought a man who improved your abilities as a fighter. You later learned that he was a monk.
- 7 You have always had a gift for hunting and now you know why. You seem to know how the animal will react.
- 8 Sometimes you can tell a great deal about a person just by touching them.
- 9 A person claiming to be a Disciple of Avrynner once appeared to you in a dream. You are not sure what that meant but he was wise, and helped you out a great deal in the time that you spoke with him.
- 10 You once dreamt of your own death, and slept uneasy ever since.

**TABLE 5-25: RANGER TRAINING**

**Roll Event**

- 1 As a child, your parents had feared you lost in the woods. They sent out a search party, who found you fishing 20 miles from where you disappeared.
- 2 You used to go for long walks alone in the wilderness. You preferred that to the company of people, so you wandered away from home and haven't gone back since.
- 3 You have always enjoyed nature and were saddened to see a group of bullies tormenting a young deer. You tricked them into a large nest of wasps, were they learned the error of their ways.
- 4 A friend was killed by the creature you chose as your first favored enemy.
- 5 You feel at home in the wild places, even when facing great adversity.
- 6 You find it much easier to deal with the dangers of nature, than those of the city.
- 7 A man who knew much of nature trained you. He claims to have never once set foot inside of a city.
- 8 The ranger who trained you was fond of keeping many creatures, most of which you had never heard of, and some stranger than you could have imagined.
- 9 You were trained by a druid to help manage the local herds and to keep poachers out of the forest.
- 10 You became a ranger because of the thrill of the hunt, tracking some exotic beast to the end... The stuff legends are made of.

**TABLE 5-26: ROGUE TRAINING**

**Roll Event**

- 1 It is not that you planned to become a rogue, but you had little choice growing up. The food had to come from somewhere. Still, you only stole from those who could afford it.
- 2 All those times that you crept out of your parents' house, you never dared to dream that you were preparing for a future career.
- 3 A friend of yours once lost something very valuable to a bully. You retrieved it from the bully along with a few other items that you believe he stole from others.
- 4 A guild thief who set up a small group of "personal assistants" once trained you.
- 5 You were adopted by the thieves' guild, who trained you and prepared you for your unsavory career choice. All they ask in return is a small fraction of whatever you stole - about 40%...
- 6 You are one of the few rogues who actually were trained as a scout.
- 7 While training, you did not enjoy stealing, but did enjoy picking locks and disabling complex traps.
- 8 You were taught to only take what someone could afford to lose, though you think that if they failed to take adequate precautions, they can afford to lose whatever you steal.
- 9 You like to take things, and always have. You do not know why, but you accept the fact that you will never be satisfied with what you own.
- 10 You want to become famous without anyone actually knowing who you really are, perhaps by leaving a symbol at extravagant thefts.

**TABLE 5-27: SHAMAN TRAINING**

**Roll Event**

- 1 You were chosen by your tribe's previous shaman to succeed him. It has been a difficult road but you will soon have all of the tools you need to protect your tribe.
- 2 You were anointed by your tribal spirit and blessed with its gifts ever since.
- 3 You once helped save an important member of your tribe. That elder now owes you his life.
- 4 You have the talent of the herbalist and can identify several medically important plants from your region.
- 5 You once met several spirits that protect your tribe.
- 6 You have a spirit guide that aided you on several occasions.
- 7 You have a bitter rival, angry that you were chosen for training while he was not.
- 8 Once you thought that tribal legends were not important, but you have learned that you were wrong.
- 9 A young child died under your care; you accidentally gave him the wrong herb for his illness.
- 10 Your totem is particularly wise and potent. This gives you great comfort that such a powerful creature safeguards your tribe.

**TABLE 5-28: SORCERER TRAINING**

**Roll Event**

- 1 You were born with power, and you do not know why.
- 2 Members of your family claim to have a power in their blood that gives them the ability to see and know things that others cannot. While you are certain that most say that only to win arguments, you know there is enough truth to the family legends to warrant further thought.
- 3 Your abilities appeared abruptly and without warning. You shocked your friends and family when faint glowing energy surrounded you during an argument. Ever since then, you have discovered other abilities, and probably many more just waiting to be discovered.
- 4 You have heard legends that the power of a sorcerer comes from the blood of dragons. However, you have found no dragons in your family history.
- 5 For many years, you tried to deny your abilities, until one day when you used them to save the life of a loved one. Since then, you try to master your abilities in case the need ever arises again.
- 6 You do not know why the gods have granted you this power, but you are going to master it and prepare for the day when their plans for you are revealed.
- 7 You enjoy your powers, for they make you feel superior to others, but you are not yet confident in their use. For this reason, you accept aid from those who are not quite your peers.
- 8 You are mystified by your abilities, and strive to discover their origin and meaning.
- 9 You tried to train and become a wizard, but their way was confusing. You feel you have a better, more intuitive way to get the job done.
- 10 You have heard stories that sorcery comes from having dragons as ancestors. You do not trust the stories but you would like to think that they are true.

**TABLE 5-29: SPELLSINGER TRAINING**

**Roll Event**

- 1 Your gift came upon you suddenly and in quite an embarrassing manner.
- 2 Although your abilities are innate, you still sought voice training.
- 3 You are just beginning to come into your powers, and still need opportunities to discover what else lays hidden within you.
- 4 Once your voice faltered while singing. All you remember is waking up the next day with a ringing in your ear.
- 5 You have always enjoyed singing, and it did not surprise you when your gift became apparent.
- 6 You have a rival singer who does not have your particular gift.
- 7 You have a rival singer who has similar abilities to you.
- 8 You have a mentor that helped you discover your abilities.
- 9 You love certain types of songs and seek out that style of music.
- 10 In your youth, you met a man with a wonderful voice. You now believe that he was a spellsinger. You wish that you could find the man, as you have many questions to ask him.

**TABLE 5-30: WIZARD TRAINING**

**Roll Event**

- 1 You were accepted into training at a young age, and missed out on some of the normal childhood experiences for your race.
- 2 You were almost dismissed from your apprenticeship because of an accident while mixing spell components.
- 3 You got along well with your master, but have difficulties with his familiar.
- 4 You were very smart as a child - so smart that you gained the attention of a wizard who began to teach you the arcane arts. Since then you completed your apprenticeship and realize the power that you have been given.
- 5 You did not really want to become a wizard, even after you started your apprenticeship. Eventually you accepted your newfound abilities, but that was only after you discovered where they could take you.
- 6 You were an excellent student but never stayed with a single teacher for long. You often switched masters in a hope of finding a better way of doing things.
- 7 You never really took to the life of a cloistered academic and prefer to live among the common folk. You have been involved in a few bar brawls and often need to move after annoying the guards.
- 8 You enjoy the art of magic but never really appreciated the study required.
- 9 Another student of your master grew in power and then turned away from his peaceful teachings. She is now hunting and killing her fellow students. You are uncertain when she will come for you.
- 10 You have a rival that you compete with. Neither of you wishes to harm the other, simply prove who is the best.



**TABLE 5-31:  
PROFESSIONS**

Roll	Craft/Profession
1-2	Alchemist
3-4	Animal Tender/Groom
5-6	Apothecary
7-8	Architect/Engineer
9-10	Armorer
11-12	Bartender/Innkeeper
13-14	Blacksmith
15-16	Boater
17-18	Beekeeper
19-20	Bookbinder
21-22	Brewer
23-24	Butcher, animal
25-26	Butcher, fowl
27-28	Carpenter
29-30	Cartographer
31-12	Cook
33-14	Doctor
35-16	Driver
37-18	Entertainer
39-20	Farmer
41-42	Fisher
43-44	Fishmonger
45-46	Fortune Teller
47-48	Furrier
49-50	Guide/Scout
51-52	Herbalist
53-54	Herdsmen
55-56	Jeweler/Gemcutter
57-58	Laborer
59-60	Lawyer
61-62	Locksmith
63-64	Mason
65-66	Mercenary
67-68	Merchant
69-70	Miller
71-72	Miner
73-74	Misc. Craftsman
75-76	Plumber
77-78	Porter/Bearer
79-80	Sage
81-82	Sailor
83-84	Scribe
85-86	Shipmaker
87-88	Siege Engineer
89-90	Soldier
91-92	Spy
93-94	Steward
95-96	Torch Bearer
97-98	Weaponsmith
99-100	Woodcutter

**TABLE 5-32: CRAFT/PROFESSION TRAINING**

Roll	Eveny
1	You were nearly dismissed as an apprentice after "the incident."
2	You did not really choose this as a career, but found that the skills came easily enough that it would allow you the time to practice your adventuring skills.
3	You never liked your master because he was harsh, but you do admire his skill.
4	You were apprenticed to the irrefutable local master of the trade.
5	You have a rival who was always just a bit better than you. This may have been what led you to a life of adventuring.
6	You were dismissed from your apprenticeship after your master found you with his daughter/son.
7	You have the potential for great skill in your chosen career, if you only would put aside your dreams of adventuring.
8	You have the skills but picked up an idiosyncratic way of doing things that makes it easy for someone to identify your work.
9	Your master gave you a tool that his master gave him. The two of you are on good terms.
10	You never officially ended your apprenticeship. You claim to be taking a "break."

**TABLE 5-33: NPC RELIGION**

Roll	Religion
1-2	Knight of the Gods (LG)
3-5	The Holy Mother (LG)
6-7	The Speaker of the Word (LG)
8-10	The True (LG)
11-12	The Eternal Lantern (LG)
13-15	The Raiser (NG)
16-17	The Peacemaker (NG)
18-20	The Pure One (NG)
21-22	Lord of Silver Linings (NG)
23-25	The Traveler (NG)
26-27	The Guardian (CG)
28-30	Raconteur (CG)
31-32	The Shimmering One (CG)
33-35	The Great Huntress (CG)
36-37	The Coddler (CG)
38-39	The Founder (LN)
40-41	The Mule (LN)
42-43	Powermaster (LN)
44-45	The Old Man (LN)
46-47	Eye Opener (LN)
48-49	Mother of the Elements (N)
50-51	The Riftmaster (N)
52-53	The Bear (N)
54-55	The Landlord (N)
56-57	Fate Scribe (N)
58-69	Battle Rager (CN)
60-61	The Watcher (CN)
62-63	The Storm Lord (CN)
64-65	Risk (CN)
66-67	The Laughter (CN)
68-70	The Corrupter (LE)
71-72	The Overlord (LE)
73-75	The Dark One (LE)
76-77	The Flaymaster (LE)
78-80	Harvester of Souls (NE)
81-82	Locust Lord (NE)
83-85	Emperor of Scorn (NE)
86-87	The Seller of Scorn (NE)
88-90	Rotlord (CE)
91-92	The Confuser of Ways (CE)
93-95	Prince of Terror (CE)
96-97	Creator of Strife (CE)
98-100	The Vicelord (CE)



# APPENDICES

## APPENDIX A: KALAMAR NOMENCLATURE CHART

Domain*	Resident	Residents plural	Things of this origin
Ahznomahn	Ahznom	Ahznoms	Ahznomahnii
<b>All Tellene</b>	Dejy	Dejy	Dejy
Basir	Basiran	Basirans	Basiran
<b>Brandobia</b>	Brandobian	Brandobians	Brandobian
Cosdol	Cosdolite	Cosdolites	Cosdolite
Dodera	Dodera	Doderas	Doderan
Drhokker	Drhokker	Drhokkers	Drhokkeran
Ek'Gakel	Gakite	Gakites	Gakite
Ek'Kasel	Kasite	Kasites	Kasite
Eldor	Eldoran	Eldorans	Eldoran
Kalamar	Kalamaran	Kalamarans	Kalamaran
Korak	Korak	Koraki	Koraki
Mendarn	Mendarn	Mendarns	Mendarn
Meznamish	Meznam	Meznams	Meznamishii
Norga-Krangrel	Krang	Krangi	Krangi
O'Par	Par	Pari	O'Paran
Ozhvinmish	Ozhvin	Ozhvins	Ozhvinmishii
Paru'Bor	Paruv	Paruvs	Paruvian
Pekal	Pekalese	Pekalese	Pekalese
Pel Brolenon	Brolenese	Brolenese	Pel Brolenese
<b>Reanaaria Bay</b>	Reanaarian	Reanaarians	Reanaarese
Shynabyth	Shynabyth	Shynabyth	Shynabyth
Skarrna	Skarrn	Skarrns	Skarrnid
Slen	Slen	Slen	Slennish
<b>Svimohzia</b>	Svimohz	Svimohz	Svimohzish
Tarisato	Tarisato	Tarisato	Tarisatan
Tharggy	Thar	Thars	Tharggy
Thybaj	Thybaj	Thybaj	Thybajy
Tokis	Tokite	Tokites	Tokisian
Torakk	Torakki	Torakkis	Torakki
Ul-Karg	Karg	Kargi	Kargi
<b>Wild Lands</b>	Fhokki	Fhokki	Fhokki
<b>Young Kingdoms</b>	By country	By country	By country
Zazahni	Zazahni	Zazahni	Zazahni

\*While most of the domains on this list are countries, those in bold type are regions inhabited by people of many different nationalities. However, when applicable prevalent racial naming conventions are provided for the overall regions.

## APENDIX B: GLOSSARY

### A

**Aasaer:** Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay.

**Abaser:** A common name for the god of vice and sloth.

**Ablutor:** A common name for the god of moons and beauty.

**Adajy:** Dejy name for the god of fear and nightmares.

**Adasvero I, King:** Former king of Zazahni.

**Addler:** A common name for the god of lies, mischief and deceit.

**Adesh, Lake:** Lake north of Kannej Swamp.

**Adiv Hills:** Foothills in the western part of Korak.

**Adoku I, King:** King of Tokis.

**Agateli River:** An affluent of the Ridara River flowing thorough Dodera and the P'Rudekela Forest.

**Aggar Rise:** Hills on the eastern slope of the Kakidela Mountains.

**Ahzimian, Steward:** Ruler of eastern state of the Kingdom of Ozhvnmish.

**Ahznom(s):** Resident of Ahznomahn.

**Ahznomahn:** A small confederacy on the island of Svimohzia.

**Ahznomahnii:** That which is of Ahznomahn.

**Aldorn III, King:** Ruler of the Kingdom of Mendarn.

**Ali, King:** Ruler in the history of Kalamar of the House of Inakas.

**Almnas:** Brandobian name for the god of vice and sloth.

**Almven:** A town in Cosdol.

**Alnarma:** Free town on the Elos Desert.

**Alu:** Kalamaran name for the god of famine, hunger and starvation.

**Alubelok Swamp:** Large bog lying at the headwaters of the Ridara River in southwest Kalamar.

**Alufalik Hills:** Foothills of the Ka'Asa Mountains in eastern Kalamar, north of the P'Sapas Hills.

**Alumapale Springs:** Springs located high in the Legasa Peaks.

**Amehz:** Svimohzish name for the god of travel and stars.

**Andovel, King:** King of Brandobia.

**Andven:** A town in Eldor.

**Anowhizh:** City on the Ozhvnmishii coast.

**Arajyd Hills:** Hills marking the northwestern boundary of the Khydoban Desert.

**Arboretum of Clahz:** An area in the heart of the Vohven Jungle, where intelligent vegetable creatures are said to have originated.

**Ardarr-Norr:** The largest city in the Lands of Skarna, also known as the City of Pearls.

**Arid:** Merchant's Tongue name for the eighth month of the Svimohzish Calendar.

**Aronak:** Organized families of the Land of Torakk.

**Aroroleta:** A city in the southwest corner of Dodera.

**Arykk, Prince:** Slain son of the former king of Tharggy.

**Asha:** Dejy name for the god of oppression and slavery.

**Ashakulagh:** A town in Norga-Krangrel.

**Ashoshani:** The capital of the western state of Ozhvnmish.

**Ashul Weald:** Forest located just south of the Ek'Ridar River in the Norga Tors foothills.

**Asiotuxoo Islands:** Twin islands that sit northeast of the Faunee Rise, also called the Butterfly Islands.

**Assembly of the Four Corners:** Church of the Mother of the Elements, goddess of the elements.

**Assembly of Light:** Church of the Eternal Lantern, god of day, light and dawn.

**Avbron, King:** First ruler of the Kingdom of Mendarn of the House of Endremin.

**Avdoron Mires:** Large swamp south of Voldor Bay in southern Cosdol.

**Avenger, The:** A common name for the god of murder and revenge.

**Avrynner, Disciples of:** Group that studies, practices and teaches the use of psionics.

**Avrynner the Mind Master:** The father of modern psionics. Martyred in Pekal.

**Awhom Forest:** Densely wooded area in east central Svimohzia.

**Aydharra:** Fhokki name for the goddess of justice and truth.

**Ayllorr:** Fhokki name for the god of moons and beauty.

### B

**Badato River:** A heavily traveled waterway in southern Kalamar.

**Baethel:** Gnomish city on the east coast of Reanaaria Bay.

**Balelido:** Small city in Tarisato on the E'Korug River.

**Banader River:** River that serves as the primary trade route for the Young Kingdoms.

**Baneta:** City in Pekal just off of the Elos Bay.

**Barido:** A city in Ek'Kasel.

**Baron of Starvation:** A common name for the god of famine, hunger and starvation.

**Basir:** Kingdom west of Kalamar that is the naval power of the Kalamaran Empire.

**Battle of Kadir Ridge:** A famous battle in Kalamaran history between the Kalamarans and the dwarves of the Ka'Asas.

**Battle Rager:** A common name for the god of berserking, battle, chaos and courage.

**Batullagh:** A town in Tarisato.

**Bealaar:** Reanaarese name for the god of nature.

**Bealai:** Reanaarese name for the god of magic.

**Bear, The:** A common name for the god of nature.

**Beastfouler:** A common name for the god of famine, hunger and starvation.

**Bebeta:** A city in Dodera.

**Belanar:** Kalamaran name for the god of nature.

**Belnar:** Brandobian name for the god of nature.

**Bemmini:** Svimohzish name for the god of nature.

**Bendon:** Brandobian name for the god of moons and beauty.

**Bet Bireli:** Small capital city of the Duchy of O'Par located in the Shynako Hills.

**Bet Dodera:** Capital city of the Duchy of Dodera located on the Atageli River, at the edge of the Katagas Rise.

**Bet Kalamar:** Capital city of the Kingdom of Kalamar, the largest and most opulent city on Tellene.

**Bet Kasel:** Capital city of the Kingdom of Ek'Kasel.

**Bet Regor:** Capital city of the Principality of Paru'Bor situated on the Renador River.

**Bet Rogala:** Capital city of the Principality of Pekal located on the northeastern shores of Lake Eb'Sobet.

**Bet Seder:** Capital city of the Kingdom of Tokis off the Elos Bay.

**Bet Urala:** Capital city of the Kingdom of Basir.

**Betasa:** The capital of the free state of Ek'Gakel.

**Bharr:** Largest Aronak in the Lands of Torakk.

**Bilapi:** Kalamaran name for the god of storms, thunder, and lightning.

**Birirelido:** A city in Basir.

**Bisibopaki Hills:** The foothills of the Lopoliri Mountains east of the Obakasek Jungle.

**Blackfoot Society:** An organization whose goal is the overthrow of all monarchies.

**Blackmourn:** A common name for the god of dusk, darkness, and moonless nights.

**Black soul:** A common name for the god of dusk, darkness, and moonless nights.

**Blackthorn, Rogaar:** A pirate who discovered many islands in Reanaaria Bay.

**Bleslelna:** Brandobian name for the goddess of day, light, and dawn.

**Blind One, The:** A common name for the goddess of justice and truth.

**Blojyk:** Dejy name for the god of law, order, and cities.

**Blonlen:** Brandobian name for the god of death and the underworld.

**Blood Boiler:** A common name for the god of battle, berserking, courage, and chaos.

**Bloodcurdler:** A common name for the god of fear and nightmares.

**Bluebolt:** A common name for the god of storms, thunder, and lightning.

**B'Neli:** Kalamaran name for the goddess of restful sleep, dreams, and aspirations.

**Boegoo:** Reanaarese name for the goddess of restful sleep, dreams, and aspirations.

**Bosinela Island:** Island east of Sobeteta.

**Bouri:** Reanaarese name for the god of storms, thunder, and lightning.

**Bramponel:** Brandobian name for the goddess of home, industriousness, and marriage.

**Brandobia:** The western side of Tellene, named after the people who live there.

**Brandobian:** Language of the Brandobians, a human race.

**Brandobian Ocean:** The westernmost ocean of Tellene.

**Brenbol I, King:** King of Eldor.

**Breven:** A city in Mendarn.

**Bright Eyes:** A common name for the god of travel and stars.

**Brightstar:** A double star, with its twin being a black hole.

**Brindonwood:** Forest surrounding Shadesh Bay.

**Bringer of Life, The:** A common name for the goddess of harvest, life, fertility, and agriculture.

**Bringer of the Drought:** A common name for the god of discord, foul weather, and misfortune.

**Bringer of the Grave:** A common name for the god of death and the underworld.

**Bringer of the New Order:** A common name for the god of oppression and slavery.

**Bringers of the New Order:** Priesthood of the Overlord, god of oppression and slavery.

**Bringer of the Plague:** A common name for the god of disease, plague, and vermin.

**Brog-Tuuakh, Chieftain:** Creator of the Kingdom of Ul-Karg.

**Brolador Forest:** Forest in central Eldor.

**Brolador River:** The greatest river west of the Legasa Peaks, running through the Kingdom of Eldor.

**Brolenese:** Residents and things which originate in Pel Brolenon.

**Brond, Ruler:** Ek'Gakel's current ruler of the House of Epseln.

**Bronish:** Free city-state in northwest Svimohzia founded by refugees of Mendarn and Pel Brolenon.

**Bronven:** A town in Eldor.

**Brotherhood of Industry:** Priesthood of the goddess of home, industriousness, and marriage.

**Brotherhood of the Bear:** Priesthood of the Conventicle of the Great Tree.

**Brotherhood of the Broken Chain:** An organization that wishes to abolish all slavery.

**Brothers in Blood:** Priesthood of the god of battle, berserking, courage, and chaos.

**Brothers in Logic:** Priesthood of the god of mathematics, science, invention, reasoning, and knowledge.

**Brovadol:** Brandobian name for the god of chivalry and valor.

**Browend:** Brandobian name for the god of wisdom.

**Builders of Law:** Priesthood of the god of law, order, and cities.

**Bulls-Eye:** A common name for the goddess of hunting, archery, and patience.

**Burzumagh:** Kargi city in the Zamul Forest.

**Byksha:** A town in Shynabyth.

**Bylenyr:** Dejy name for the god of nature.

**Bynarr:** Capital city of Tharggy, on the banks of the Jenshyta River.

**Byth Mountains:** Mountain range west of Shynabyth and Slen, and home to the dwarven Kingdom of Draska.

C

**Calnsib:** Brandobian name for the god of famine, hunger, and starvation.

**Captains' Table of Thirteen:** A governing table of thirteen powerful pirate captains from Reanaaria Bay.

**Caregiver:** A common name for the god of mercy, hope, and healing.

**Ceotao:** Reanaarese name for the god of mercy, hope, and healing.

**Challengers of Fate:** Priesthood of the god of thievery, gambling, and luck.

**Champion of Tellene:** A common name for the god of chivalry and valor.

**Children of Love:** Priesthood of the goddess of love and harmony.

**Church of Chance:** Church of the god of thievery, gambling, and luck.

**Church of Endless Night:** Church of the god of dusk, darkness, and moonless nights.

**Church of Everlasting Hope:** Church of the Caregiver, god of mercy, hope, and healing.

**Church of the Life's Fire:** Temple of the Raiser, goddess of harvest, life, fertility, and agriculture.

**Church of the Night's Beauty:** Church of the god of moons and beauty.

**Church of the Silver Mist:** Church of the goddess of restful sleep, dreams, and aspirations.

**Cilorea:** Elven nation in the Kalalali Forest.

**Cilorealon:** Elven city, on the shores of the largest of the Renador Lakes in the Kalalali Forest.

**City of the Dead:** A deserted city deep within the Khydoban Desert.

**Clond, King:** First ruler of Eldor of the House of Endremin.

**Coddler, The:** A common name for the goddess of restful sleep, dreams, and aspirations.

**Coinmaster, The:** A common name for the goddess of money, business, and greed.

**Cold Death:** A common name for the god of pain, torture, and cold.

**College of Magic:** Located in the Principality of Pekal, which offers study in all schools of magic.

**Confuser of Ways, The:** A common name for the god of lies, mischief, and deceit.

**Congregation of the Dead:** The church of the god of death and the underworld.

**Coniper Gap:** Famous area in the Napalago Hills.

**Conventicle of Affliction, The:** Temple of the Rotlord, god of disease, plague, and vermin.

**Conventicle of the Great Tree:** Church of the Bear, god of nature.

**Corrupter, The:** A common name for the goddess of injustice, envy, and jealousy.

**Cosdol:** Kingdom in northwest Brandobia.

**Cosolen:** The capital city of the Kingdom of Cosdol, located off of Voldor Bay.

**Counai Heights:** Range of mountains lying between the Vrykarrs and Ka'Asas, west of Reanaaria Bay.

**Counselor, The:** A common name for the goddess of home, industriousness, and marriage.

**Courts of Inequity:** Church of the goddess of injustice, envy, and jealousy.

**Courts of Justice:** Church of the goddess of justice and truth.

**Covetous One, The:** A common name for the goddess of injustice, envy, and jealousy.

**Covetous Ones, The:** Priesthood of the goddess of injustice, envy, and jealousy.

**Cradle of Civilization:** The Svimohzish Isle.

**Crag Keep:** A castle located about a day's ride north of the city of P'Bapar.

**Crandolen:** Cosdol city on the edge of Voldor Bay and the Brandobian Ocean.

**Creator of Strife:** A common name for the god of discord, foul weather, and misfortune.

**Crinlan:** Brandobian name for the god of law, order, and cities.

**Crondor River:** River in Mendarn running from the Yan Elenon Mountains to the Brandobian Ocean.

**Crondor Woods:** Large forest located in the southwestern part of the Kingdom of Mendarn.

**Cropslayer:** A common name for the god of famine, hunger, and starvation.

**Cruel Master, The:** A common name for the god of pain, torture, and cold.

D

**Daar:** Reanaarese name for the god of war, tactics, and strategy.

**Dahann:** Fhokki name for the god of disease, plague, and vermin.

**Dakkar:** Fhokki name for the god of oppression and slavery.

**Dakyno:** Town, located where the Jenshyta and Jendasha rivers meet, which contains the Kingdom of Thybaj's largest marketplace.

**Dalen:** Capital city of the Kingdom of Eldor.

**Dalmond River:** A tributary of the Omdal, located in Cosdol, flowing west from the Kron'd Heights.

**Daresido:** A city in Korak.

**Dark One, The:** A common name for the god of dusk, darkness, and moonless nights.

**Darnel:** Brandobian name for the goddess of hunting, archery, and patience.

**Daruk:** Independent city-state at the southeastern edge of the Byth Mountains.

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**Dashahn Mountains:** Mountain range on Svimohzia, nicknamed Malachite Heights.

**Dayolen:** Port city in southwestern Mendarn.

**Dead Lands:** Common name for the Khydoban Desert.

**Deb'fo:** Kalamaran name for the god of chivalry and valor.

**Defohy:** A peaceful Dejy tribe.

**Defyn I, Queen:** First woman to rule Tharggy.

**Dejfo:** Dejy name for the god of chivalry and valor.

**Dejy:** Language of the Dejy, a human race.

**Dejy Wars:** Wars between tribes in Ek'Gakel.

**Dela, Princess:** Princess Regent of the Kingdom of Basir.

**Delneb:** Brandobian name for the god of thievery, gambling, and luck.

**Deshada Mountains:** Narrow range rising from the northern Byth Mountains, east of Shadesh Bay.

**Deshada River:** River running through the Theocracy of Slen and the Khorren Woods.

**Despiser, The:** A common name for the god of hate and bigotry.

**Devourer of All:** A common name for the god of famine, hunger, and starvation.

**Devourer of Light:** A common name for the god of dusk, darkness, and moonless nights.

**Dhadd:** Fhokki name for the god of famine, hunger, and starvation.

**Dhavokk:** Fhokki name for the god of peace and comfort

**Dhytorrfhokker:** Fhokki name for the goddess of harvest, life, fertility, and agriculture.

**Diaday:** The first day of the week (Merchant's Tongue).

**Diadolai:** Smallest of Tellene's three moons.

**Dijishy:** Small city-state lying on the Sliv Elenon Rise, at the western edge of the Elos Desert.

**Dirasip:** Kalamaran name for the goddess of day, light, and dawn.

**Disciples of Avrynn:** A secret association of psionicists.

**Disciples of the Creator:** A group that believes the Creator is not dead and will one day make her presence known again.

**Discordant One:** A common name for the god of discord, foul weather, and misfortune.

**Djahn:** Dejy name for the god of magic.

**Dodera:** A duchy, the smallest province in the Kalamaran Empire, nestled between the Katagas Rise and the Ridara and Doreba Rivers, in the northeastern corner of the Empire.

**Dofededejy:** Dejy name for the god of storms, thunder, and lightning.

**Dofejy:** Dejy name for the goddess of hunting, archery, and patience.

**Dokarek:** Dejy name for the god of battle, berserking, courage, and chaos.

**Dokshy:** Dejy name for the god of wisdom.

**Dopromond Hills:** Hill range, flanking the Yan Elenon Mountains, southeastern Mendarn.

**Dopven:** A town in Mendarn.

**Doreba River:** Tributary of the Ridara that forms the border between Kalamar and Dodera.

**Dorlanisti, King:** Elven king of Doulathanorian in the Edosi Forest.

**Dorndern:** A town in Cosdol that houses a vast library.

**Dothoki:** Appointees of the Shajody (ruler) who control all aspects of the government and judicial system of the Kingdom of Thybaj.

**Dotogyr:** Dejy name for the god of murder and revenge.

**Doulathanorian:** Elven kingdom located deep in the Edosi Forest of Basir.

**Dowond-Brandel:** The largest city in Pel Brolenon located on the coast near the Sliv Elenon Mountains.

**Dragon's Teeth:** Rock formations protruding from the Straits of Svimohzia.

**Dralven:** A town in Eldor.

**Draska:** Dwarven kingdom located in the Byth Mountains.

**Dream Weavers:** Priesthood of the goddess of restful sleep, dreams, and aspirations.

**Drelmn:** Brandobian name for the god of disease, plague, and vermin.

**Drhokker:** A loose confederation of towns and villages, from the Rokk Woods to the northern tip of the Narrajy Forest, and from the southern edge of the Rytarr Woods to Lake Adesh.

**Drossen-malak Iraaggar:** The kobold chieftain of the city-state of Shrogga-Pravaaz.

**DuKem'p Swamp:** Large fen in the Young Kingdom.

**Durbattum River:** River running through the Zamul Forest in Ul-Karg.

**Dwarven:** Language of the Dwarves.

**Dynaj:** Small city-state located on the southeast coast of Reanaaria Bay.

## E

**E'Dos II, Archduke:** Ruler of the city-state of P'Bapar, of the House of Kalanasi.

**E'Korug River:** River that creates the border between Kalamar proper and the Lands of Tarisato.

**E'Liral River:** This river divides the principalities of Pekal and Paru'Bor from Tokis and O'Par, respectively.

**E'Patali:** Kalamaran name for the god of oppression and slavery.

**Earth Mother:** A common name for the goddess of the elements.

**Ek'Kakido:** A town in Korak.

**Ek'Sarido:** A town in Dodera.

**Ek'Sobet, Lake:** A deep lake in central Pekal.

**Edosi Forest:** Large forest in north Basir.

**Edros Bay:** This bay is bordered by Eldor to the north and Mendarn to the south.

**Ehniven Marsh:** Low-lying area on the western shoreline of Mewzhano Bay, on Svimohzia.

**Ehnovam:** Svimohzish name for the god of magic.

**Ehsiwhomnesh:** Svimohzish name for the goddess of harvest, life, fertility, and agriculture.

**Ehzhimahn:** City-state just off the western coast of the Whimdol Bay.

**Ek'Gakel:** Free State bordered by the Brindonwood to the north, Ek'Kasel to the south, P'Baparin to the west, and Paru'Bor to the east.

**Ek'Kasel:** A small kingdom bordered by Pekal to the east, Ek'Gakel to the north, Korak to the west, and Norga-Krangrel to the south.

**Ek'Ridar River:** River to the north of the Elos Desert, running from the Legasa Peaks to the Elos Bay.

**Elandril:** Brandobian name for the goddess of the elements.

**Eldor:** Brandobian kingdom neighboring Mendarn to the north.

**Eldrose Forest:** Forest on the south slopes of the Yan Elenons, home to the House of Shackles.

**Elemental contact points:** Locations rumored to dimensionally overlap the elemental planes.

**Elenon Mountains:** Large mountain range that runs through Brandobia.

**Elnamna:** Brandobian name for the god of pain, torture, and cold.

**Elos Bay:** Long inlet of the Kalamaran Sea located in the heart of the realms.

**Elos Desert:** Desert located between the Elenon Mountains and the Elos Bay.

**Emerald Sea:** Nickname of Svimohzia's Vohven Jungle.

**Emonn:** Brandobian name for the god of magic.

**Emosvom:** Zazahni city located on the Izhoven River and bordering the Vohven Jungle.

**Emperor of Scorn:** A common name for the god of hate and bigotry.

**Empress:** A common name for the goddess of prophesy, fate, and time.

**Enard:** Brandobian name for the goddess of injustice, envy, and jealousy.

**Endremin, Lamnian:** A half-elf leader in the history of the Principality of Pekal.

**Enemy of the Free:** A common name for the god of oppression and slavery.

**Enlightener, The:** A common name for the god of mathematics, science, invention, reasoning, and knowledge.

**Eoru-Roerarr:** Reanaarese name for the god of famine, hunger, and starvation.

**Ep'Sarab Swampland:** A bog, also known as Willowwood, located in the Kalasali Woods where the Falikelopi River merges with the Badato.

**Eprel:** Brandobian name for the god of discord, foul weather, and misfortune.

**Erasar II, King:** Ruler of the Kingdom of Ek'Kasel.

**Erasar'Kol Marsh:** Bog bordering the Katagas Rise, just south of the Doreba River.

**Eternal Bard, The:** A common name for the god of art, poetry, music, and humor.

**Eternal Lantern, The:** A common name for the goddess of day, light, and dawn.

**Evil Slayer:** A common name for the god of chivalry and valor.

**Exalted Judge, The:** A common name for the goddess of justice and truth.

**Eye Opener:** A common name for the god of wisdom.



**Eyeless One:** A common name for the god of dusk, darkness, and moonless nights.

**F**

**Face of Rapture, The:** A common name for the god of moons and beauty.  
**Face of the Free:** Church of the god of freedom, liberty, and happiness.  
**Falagadruila Thaalalandi:** Commonly known as Sentinels Grove, this area is located deep within the heart of Lendelwood.  
**Falikelopi River:** Northern fork of the Badato River, running just north of the Alufalik Hills.  
**Falikido:** A town in Kalamar.  
**Falkker:** Fhokki name for the god of berserking, battle, chaos, and courage.  
**Famine:** The 13th month of the year.  
**Fanateen, Lake:** Large glacial lake in the heart of the Lendelwood.  
**Fapeki:** Kalamaran name for the goddess of justice and truth.  
**Farmer's Wife:** A common name for the goddess of harvest, life, fertility, and agriculture.  
**Fashyr:** A town in Thybaj.  
**Fate Scribe:** A common name for the goddess of prophesy, fate, and time.  
**Father of All Falsehoods:** A common name for the god of lies, mischief, and deceit.  
**Father of Murder:** A common name for the god of murder and revenge.  
**Father of the Treant:** A common name for the god of nature.  
**Father of Wine:** A common name for the god of passion and wine.  
**Faunee Rise:** The hills nestled on the eastern slope of the Ka'Asa Mountains.  
**Fautee Forest:** Small woodland covering the lower reaches of the Faunee Rise, extending into the peninsula below.  
**Fealain:** Reanaarese name for the goddess of money, business, and greed.  
**Fearless One, The:** A common name for the god of battle, berserking, courage, and chaos.  
**Feenoo:** Reanaarese name for the god of battle, berserking, courage, and chaos.  
**Fellowship of Terror, The:** Priesthood of the god of fear and nightmares.  
**Fendoral, Rovak:** Commander of King Thedorus' army who became the Sword of Kings.  
**Fetor:** Kalamaran name for the god of disease, plague, and vermin.  
**Feyd:** Deity name for the god of moons and beauty.  
**Fhokki:** Language of the Fhokki, a human race.  
**Field Mother:** A common name for the goddess of harvest, life, fertility, and agriculture.  
**Fintor:** Brandobian name for the god of fear and nightmares.  
**Fireday:** The 4th day of the week.  
**Flaymaster:** A common name for the god of pain, torture, and cold.  
**Flowmaster, The:** A common name for the god of magic.  
**Fodeta:** A city in Tokis.  
**Fonorr:** Fhokki name for the god of honor, oaths, and ethics.  
**Foobi:** Reanaarese name for the god of oppression and slavery.  
**Foobia:** Reanaarese name for the god of vice and sloth.  
**Foorbaar:** Reanaarese name for the god of honor, oaths, and ethics.  
**Fopasido:** Small mining town between B'Papar and Korak.  
**Forinori:** Kalamaran name for the god of honor, oaths, and ethics.  
**Fornor:** Brandobian name for the god of honor, oaths, and ethics.  
**Fornight's Battle:** Battle in the history of Svimohzia.  
**Founder's Creation, The:** Church of the god of law, order, and cities.  
**Founder, The:** A common name for the god of law, order, and cities.  
**Fraternal Order of Aptitude:** Church of the god of mathematics, science, invention, reasoning, and knowledge.  
**Free Soul:** A common name for the god of freedom, liberty, and happiness.  
**Friends of the Coin:** A network of spies created by Kolaar Swiftstrike.  
**Friends of the Fields:** Priesthood of the goddess of harvest, life, fertility, and agriculture.  
**Frinta:** Brandobian name for the god of murder and revenge.  
**Frosting:** The 11th month of the year.  
**Fulakar, the Conqueror:** Ruler in the history of the Kalamaran Empire.  
**Fyadarr:** Fhokki name for the goddess of restful sleep, dreams, and aspirations.  
**Fyban Forest:** Forest in Tharggy, in the fork of the Kakidela and Vrykarr Mountains.  
**Fyjner:** Deity name for the god of honor, oaths, and ethics.

**Fymar:** Northernmost Reanaaria Bay city.

**G**

**Gaaria:** Reanaarese name for the god of law, order, and cities.  
**Gadadik I, Grand Duke:** Current ruler of the Duchy of O'Par.  
**Gadra Uplands:** Eastern foothills of the Byth Mountains, under Shynabyth control.  
**Gaketa:** A city in central Tokis, formerly the original capital.  
**Gakite(s):** Resident(s) and thing(s) originating in Ek'Gakel.  
**Galapiti:** Kalamaran name for the god of death and the underworld.  
**Garnak, Alere, General:** Current leader of the Militocracy of Korak.  
**Gatekeeper, The:** A common name for the god of magic.  
**Gaunt, The:** Priesthood of the god of famine, hunger, and starvation.  
**Geana, Haar, Lord:** Ruler of the City-state of Geanavue.  
**Geanavue:** City-state located inland from the west coast of Reanaaria Bay, on the eastern edge of the southern Counai Heights.  
**Geonea:** Reanaarese name for the god of peace and comfort.  
**Gilia:** Somber city on the western side of Reanaaria Bay.  
**Gimbatagh:** A town in Tarisato.  
**Gluttonous One:** A common name for the god of famine, hunger, and starvation.  
**Godday:** The 6th day of the week.  
**Gogido:** A town in Tarisato.  
**Gohlaim:** Svimohzish name for the goddess of money, business, and greed.  
**Golden Alliance, The:** The largest merchant's guild on Tellene.  
**Golden Arrows, The:** Priesthood of the goddess of hunting, archery, and patience.  
**Goli:** Kalamaran name for the god of fear and nightmares.  
**Golidirin:** Kalamaran name for the goddess of money, business, and greed.  
**Gothmerr:** A town in Drhokker.  
**Grand Incinerator, The:** A common name for the goddess of the elements.  
**Great Builder, The:** A common name for the god of law, order, and cities.  
**Great Deceiver, The:** A common name for the god of lies, mischief, and deceit.  
**Great Fissure:** An enormous crack in Tellene's crust, near the western limits of the Elos Desert.  
**Great Huntress, The:** A common name for the goddess of hunting, archery, and patience.  
**Great Impostor:** A common name for the god of lies, mischief, and deceit.  
**Great Mountain Wars:** Wars between the dwarves of Draska and the elves of the Brindonwood.  
**Guardian, The:** A common name for the god of freedom, liberty, and happiness.  
**Guardians of the Hidden Flame:** The group responsible for the delivery of the Silver Dragon Coins to each Kalamaran Emperor.  
**Guldwon:** Brandobian name for the goddess of money, business, and greed.  
**Gurk-Tarrgh, King:** Former king of Norga-Krangrel.

**H**

**Hadaf Highlands:** Hills between Shadesh Bay and the Deshada-Byth Mountains.  
**Hall of Oaths:** Church of the god of honor, oaths, and ethics.  
**Halls of the Valiant:** Church of the god of chivalry and valor.  
**Harbinger of Healing, The:** A common name for the god of strength and medicine.  
**Harbinger of Hunger:** A common name for the god of famine, hunger, and starvation.  
**Harvester of Souls:** A common name for the god of death and the underworld.  
**Harvesters, The:** Priesthood of the god of death and the underworld.  
**Hatemonger:** A common name for the god of hate and bigotry.  
**Hater of Elves:** A common name for the god of hate and bigotry.  
**He Who Brings Gods Low:** A common name for the god of oppression and slavery.  
**He Who Brings Misfortune:** A common name for the god of discord, foul weather, and misfortune.



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**Hezhovozh:** Svimohzish name for the god of peace and comfort.  
**His Immenseness:** A common name for the god of vice and sloth.  
**Hobgoblin:** Language of the Hobgoblins.  
**Hokalas:** Kalamaran name for the god of magic.  
**Holy Mother, The:** A common name for the goddess of home, industriousness, and marriage.  
**Home Foundation, The:** Church of the goddess of home, industriousness, and marriage.  
**Homeday:** The 5th day of the week.  
**Homemaker:** A common name for the goddess of home, industriousness, and marriage.  
**Honorable Highness:** A common name for the god of honor, oaths, and ethics.  
**Honorable One, The:** A common name for the god of honor, oaths, and ethics.  
**Hood, The:** A common name for the god of pain, torture, and cold.  
**House of Hunger:** Church of the god of famine, hunger, and starvation.  
**House of Knives:** Church of the god of murder and revenge.  
**House of Scorn, The:** Church of the Emperor of Scorn, god of hate and bigotry.  
**House of Shackles:** Church of the Overlord, god of oppression and slavery.  
**House of Solace, The:** Church of the Peacemaker, god of peace and comfort.  
**House of Vice:** Church of the god of vice and sloth.  
**Huunaav:** Reanaarese name for the god of travel and stars.  
**Hydarr:** Fhokki name for the goddess of money, business, and greed.  
**Hydary:** Dejy name for the goddess of money, business, and greed.

### I

**Ice Heart:** A common name for the god of pain, torture, and cold.  
**Icebite:** A common name for the god of pain, torture, and cold.  
**Ill-Luck:** A common name for the god of discord, foul weather, and misfortune.  
**Imohn:** Svimohzish name for the god of murder and revenge.  
**Imomena Hills:** Hills on eastern central Svimohzia, between Ozhvinmish and Zazahni.  
**Imparter of Inspiration, The:** A common name for the goddess of restful sleep, dreams, and aspirations.  
**Impostors:** Priests of the god of lies, deceit, and mischief.  
**Inakas, Lakali:** Son of King Thedorus of Kalamar.  
**Indolent One, The:** A common name for the god of vice and sloth.  
**Inducer of Independence, The:** A common name for the god of freedom, liberty, and happiness.  
**Inevitable Order of Time:** The church of the goddess of prophesy, fate, and time.  
**Inolen:** An Eldoran city located on Edros Bay.  
**Insulter, The:** A common name for the god of vice and sloth.  
**Insulters:** Priesthood of the god of vice and sloth.  
**Insurgent One, The:** A common name for the god of freedom, liberty, and happiness.  
**Invigorator, The:** A common name for the god of strength and medicine.  
**Irontop:** Dwarven fortress in the Ka'Asa Mountains.  
**Irreproachable One, The:** A common name for the god of honor, oaths, and ethics.  
**Ivelo River:** A meandering river in the southern part of the Meznamishii Valley.  
**Ivez Estuary:** Swampy area at the mouth of the Ivelo river on Mewzhano Bay.  
**Izhano River:** River flowing through the heart of Meznamish.  
**Izhoven River:** River flowing south from the Imomena Hills through the Vohven Jungle to the Sea of Svimohzia.

### J

**Jealous Eye, The:** A common name for the goddess of injustice, envy, and jealousy.  
**Jendasha River:** River running through the Lands of Drhokker, from the Jorakk River to the city of Dakyno.  
**Jenshyta River:** A tributary of the Jendasha River, running through Tharggy into the Kakidela Mountains.

**Jenth Ridges:** Hills flanking the Vrykarr Valley, from the Jendasha River west to the Rokk Woods.  
**Jhekkarr:** Fhokki name for the god of hate and bigotry.  
**Jorakk, Lake:** Gigantic lake north of Reanaaria Bay.  
**Jorakk Mountains:** Mountains on the northern fringes of Lake Jorakk.  
**Jorakk River:** River flowing from the Vrykarr Mountains north to Lake Jorakk.  
**Joto II, King:** Current ruler of the Kingdom of Shynabyth.  
**Journeymen, The:** Priesthood of the god of travel and stars.  
**Jungle Wars:** Wars between the Kalamaran army and the natives of the Obakasek Jungle.  
**Jy:** Dejy name for the god of vice and sloth.  
**Jynondish:** Dejy name for the god of mercy, hope, and healing.

### K

**Ka'Asa Mountains:** Large active volcanic mountain range east of Kalamar.  
**Kabakosikido:** Fortified Tarisatan town on the edge of the Obakasek Jungle.  
**Kabela Downs:** Hills that form the disputed boundary between Paru'bor and Shynabyth.  
**Kabori I, Emperor:** Current ruler of the Kalamaran Empire.  
**Kafen I, Prince:** Current ruler of the Principality of Pekal.  
**Kakapela Hills:** Hills between the Byth and Kakidela mountain ranges.  
**Kakidela Mountains:** Small northwestern spur of the Ka'Asas which trails off into the Shynako Hills.  
**Kako-Gyr:** Capital of the Theocracy of Slen.  
**Kalalali Forest:** Forest surrounding the Renador River, bordered by Pekal, Ek'Kasel, and Ek'Gakel.  
**Kalaleta:** A city-state in the Kalalali Forest.  
**Kalamar:** The largest and most populous nation on Tellene, Kalamar is the central kingdom of the Vast Kalamaran Empire.  
**Kalamaran:** Language of the Kalamarans, a human race.  
**Kalamaran Bay:** A broad inlet of the Kalamaran Sea.  
**Kalamaran Sea:** A body of water located between Ahznomahn and the Kalamaran Bay.  
**Kalasal Woods:** Ancient woods nestled against the Ka'Asa Mountains.  
**Kalenadil:** Kalamaran name for the goddess of hunting, archery, and patience.  
**Kaleta:** Doderan city downstream from Bet Doder, on the Agateli River.  
**Kalokapeta:** A city in Ek'Kasel.  
**Kalokopeli Forest:** Large woodland northeast of the Elos Desert.  
**Kamarela Mounds:** Hills on the southwestern tip of Lake Eb'Sobet.  
**Kannej Swamp:** Marshy plain on the southern border of Lake Adesh.  
**Kar'soloti:** Kalamaran name for the goddess of injustice, envy, and jealousy.  
**Karasta:** Dwarven kingdom in the Ka'Asa Mountains.  
**Karg(i):** Residents, and things which originate in Ul-Karg.  
**Kasatori:** Kalamaran name for the god of passion and wine.  
**Kasebapido:** A town in Korak.  
**Kasido:** A town in O'Par.  
**Kasite(s):** Resident(s), and things which originate in Ek'Kasel.  
**Katagas Rise:** Hills on the western side of the Kakidela Mountains, running south from the Ridara River to the Erasar'Kol Marsh.  
**Katarday:** The 3rd day of the week.  
**Kazullagh:** A city in Ul-Karg.  
**Keenoe Tors:** Hills north of the Faunee Rise.  
**Keeper of Fortunes:** A common name for the goddess of prophesy, fate, and time.  
**Keepers of the Four Corners, The:** Priesthood of the goddess of the elements.  
**Keepers of the Word, The:** Priesthood of the god of honor, oaths, and ethics.  
**Keifau:** Reanaarese name for the god of art, poetry, music, and humor.  
**Kennad:** Fhokki name for the god of pain, torture, and cold.  
**Keplern:** Brandobian name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Keyholders, The:** Priesthood of the god of magic.  
**Khete:** Fhokki name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Kholnarr:** Fhokki name for the god of passion and wine.

**Khorren Woods:** Narrow forest to the east of the Shada Hills and Gadra Uplands.

**Khydoban Desert:** Also known as the Dead Lands, this desert expanse marks the eastern edge of the continent.

**King of Affliction:** A common name for the god of disease, plague, and vermin.

**King of Climax:** A common name for the god of passion and wine.

**King of Comfort:** A common name for the god of peace and comfort.

**King of Disharmony:** A common name for the god of discord, foul weather, and misfortune.

**King of the Battlefield:** A common name for the god of war, tactics, and strategy.

**King of the Dice:** A common name for the god of thievery, gambling, and luck.

**King of the Macabre:** A common name for the god of fear and nightmares.

**King of the Undead:** A common name for the god of death and the underworld.

**Knife, The:** A common name for the god of pain, torture, and cold.

**Knights of Justice:** An order of knighthood serving the Prince of Paru'Bor.

**Knight of the Gods:** A common name for the god of chivalry and valor.

**Knights of the Black Pit:** Priesthood of the god of dusk, darkness, and moonless nights.

**Kojoy:** A town in Tharggy.

**Kokyt:** Deity name for the god of discord, foul weather, and misfortune.

**Kolido:** A city in Tarisato.

**Kolokar, Emperor:** One-time ruler of the Kalamaran Empire.

**Kolokar's Barrier:** A great stone barrier stretching from the Kakidelas to the Byth Mountains, also known as the Empire's Edge.

**Korak:** The militocracy south of P'Bapar and west of Ek'Kasel.

**Korem:** Capital city of Korak, also known as the City of Swords.

**Koreta:** A city in Paru'Bor.

**Koverr:** Fhokki name for the goddess of love and harmony.

**Krangi:** Residents, and things which originate in Norga-Krangrel.

**Krrag-RandatK, King:** The current hobgoblin king of Ul-Karg.

**Krimppatu Mountains:** The western portion of the Dashahn-Tanezh mountain range.

**Krok'al-Marg, King:** The current hobgoblin king of Norga-Krangrel.

**Krond Heights:** The northernmost stretches of the Elenon mountain range, extending north from P'Bapar Pass beyond the known realms.

**Kruk-Ma-Kali, King:** A great hobgoblin king in the history of the Young Kingdoms.

**Kydarra:** Fhokki name for the god of art, poetry, music, and humor.

**Kygyrry:** Deity name for the god of death and the underworld.

**Kylban River:** A major tributary to the Shyf River.

**Kyrkshynad:** Deity name for the god of war, tactics, and strategy.

L

**Lady Love:** A common name for the goddess of love and harmony.

**Lady Time:** A common name for the goddess of prophesy, fate, and time.

**Lamako:** Kalamaran name for the god of vice and sloth.

**Lamas:** Kalamaran name for the god of dusk, darkness, and moonless nights.

**Lamellar Armor:** Armor consisting of metal strips on a backing of leather or padded cloth.

**Landlord, The:** A common name for the goddess of money, business, and greed.

**Larr:** Fhokki name for the god of vice and sloth.

**Lathlanian:** Elven city located within Lendelwood.

**Laughter, The:** A common name for the god of passion and wine.

**Lauraiz:** Reanaarese name for the goddess of love and harmony.

**Legasa Peaks:** The zenith of the Elenon Mountains.

**Legesep Lowlands:** Swamp in central Tokis, east of Bet Seder.

**Lelana, Queen:** One-time ruler of the Kalamaran Empire, Rulakan's wife.

**Lelani:** Kalamaran name for the goddess of love and harmony.

**Lelnani:** Brandobian name for the goddess of love and harmony.

**Lendanor:** Brandobian name for the god of art, poetry, music, and humor.

**Lendel River:** A tributary of the Brolador River that flows through Lendelwood.

**Lendelwood:** Large forest west of the Legasa Peaks, heavily populated with elves.

**Leom:** Reanaarese name for the god of pain, torture, and cold.

**Liberator, The:** A common name for the god of freedom, liberty, and happiness.

**Lidereta:** City on the northern edge of the Paliba Woods, in Kalamar.

**Liela:** Brandobian name for the goddess of harvest, life, fertility, and agriculture.

**Liganali:** Kalamaran name for the god of moons and beauty.

**Lisar:** Kalamaran name for the goddess of the elements.

**Loakaer:** Reanaarese name for the god of wisdom.

**Locust Lord:** A common name for the god of famine, hunger, and starvation.

**Lokas:** Kalamaran name for the god of wisdom.

**Lokker:** Fhokki for the god of freedom, liberty, and happiness.

**Loona:** A dockside town near Geanavue.

**Lopoliri Mountains:** Mountains to the south of the P'Rorul Peaks, on the Obakasek Peninsula.

**Lord Midnight:** A common name for the god of dusk, darkness, and moonless nights.

**Lord of Ease:** A common name for the god of peace and comfort.

**Lord of Illusion:** A common name for the god of lies, mischief and deceit.

**Lord of Intolerance:** A common name for the god of hate and bigotry.

**Lord of Intuition:** A common name for the god of wisdom.

**Lord of Luminosity:** A common name for the goddess of day, light, and dawn.

**Lord of Silver Linings:** A common name for the god of mercy, hope, and healing.

**Lord of the Blue Sky:** A common name for the god of mercy, hope, and healing.

**Lord of the Putrid:** A common name for the god of disease, plague, and vermin.

**Lord of the Underworld:** A common name for the god of death and the underworld.

**Lord of Thunder and Lightning:** A common name for the god of storms, thunder, and lightning.

**Lord of Tranquillity:** God of peace and comfort.

**Lord on High, The:** A common name for the god of honor, oaths, and ethics.

**Lord Twilight:** A common name for the god of dusk, darkness, and moonless nights.

**Loemaster:** A common name for the god of art, poetry, music, and humor.

**Lorr, Tanarr, Mayor:** Elected official of the city-state of Narr-Rytarr.

**Lower Byth River:** River running from Lake Adesh to Lake Jorakk.

**Lozhen Mountains:** A collection of a dozen active volcanic peaks within the Imomena Hills, on Svimohzia.

**Lurker in the Void, The:** A common name for the god of dusk, darkness, and moonless nights.

**Lydthesh:** Deity name for the goddess of justice and truth.

M

**Madame of the Wind:** A common name for the goddess of the elements.

**Magma River:** A continuous river of magma running from a volcano high in the Ka'Asa Mountains.

**Magnificent Magistrate, The:** A common name for the goddess of justice and truth.

**Magnostorms:** Magnetic storms that disrupt teleport spells and similar abilities.

**Maker of Dissension:** A common name for the god of discord, foul weather, and misfortune.

**Malachite Heights:** Another name for the Dashahn Mountains on Svimohzia.

**Malignant One:** A common name for the god of disease, plague, and vermin.

**Malmsey:** Brandobian name for the god of passion and wine.

**Manfred:** Brandobian name for the god of dusk, darkness, and moonless nights.

**Masau Hills:** Hills to the west of the Sea of the Dead, blanketed by the Obakasek Jungle.

**Master of Depravity:** A common name for the god of vice and sloth.

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**Master of Horrors:** A common name for the god of fear and nightmares.  
**Master of Mischief:** A common name for the god of lies, mischief, and deceit.  
**Master of Serenity:** A common name for the god of peace and comfort.  
**Master of Stealth:** A common name for the god of thievery, gambling, and luck.  
**Master of Tactics:** A common name for the god of war, tactics, and strategy.  
**Master of the Grape:** A common name for the god of passion and wine.  
**Mathmaster:** A common name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Melnador:** Brandobian name for the god of freedom, liberty, and happiness.  
**Menamo Hills:** The ring of hills that define the eastern Meznamishii border.  
**Mendarn:** The southernmost Brandobian kingdom.  
**Merchant's Tongue:** A common human language used by merchants, becoming popular among all travelers.  
**Merciful Fates, The:** Priesthood of the god of mercy, hope, and healing.  
**Merry Marksman, The:** A common name for the goddess of hunting, archery, and patience.  
**Merry Muses, The:** Priesthood of the god of art, poetry, music, and humor.  
**Messengers of Liberty:** Priesthood of the god of freedom, liberty, and happiness.  
**Mesvanis:** Henchman of Raja Na-Badyja, the founder of the Secret Network of the Blue Salamander, whom he later betrayed.  
**Mewhi Marshes:** Swamp in southwestern Zazahni.  
**Mewzhano Bay:** Rocky inlet of the Straits of Svimohzia.  
**Mewzhano, Conqueror:** Early conqueror in the history of the Svimohzish Isle.  
**Mezh-Vowmi Isle:** Island where the Ahznomahnii capital, Zanehmish, resides.  
**Meznam(s):** Resident(s) of Meznamish.  
**Meznamish:** Kingdom on the Svimohzish Isle whose borders reach from the Whizvomi Forest to the Menamo Hills.  
**Meznamishii:** Things of Meznamish origin.  
**Miazaar:** Reanaarese name for the god of thievery, gambling, and luck.  
**Miclenon:** City on the perimeter of the Elos Desert, on the eastern cape of Whimdol Bay.  
**Midwife, The:** A common name for the goddess of harvest, life, fertility, and agriculture.  
**Minammozh:** Svimohzish name for the god of battle, berserking, courage, and chaos.  
**Minions of Misfortune:** Priesthood of the god of discord, foul weather, and misfortune.  
**Ministry of Misery:** Priesthood of the god of pain, torture, and cold.  
**Minmehw:** Svimohzish name for the god of pain, torture, and cold.  
**Minmivozh:** Svimohzish name for the god of law, order, and cities.  
**Mistress of Spite:** A common name for the goddess of injustice, envy, and jealousy.  
**Mizar:** Svimohzish name for the god of thievery, gambling, and luck.  
**Miznahn:** A city in Ozhvinnish.  
**Miznoh Forest:** Forest in northwestern Ozhvinnish.  
**Miznoh I, King:** King in early Svimohzish history.  
**Mizohr Woodlands:** Forest in southwestern Meznamish, stretching from the foothills of the Tanezh-Dashahn mountain ranges into the Meznamish Valley.  
**Mohrah:** Svimohzish name for the goddess of the elements.  
**Moimivam:** Svimohzish name for the goddess of home, industriousness, and marriage.  
**Monam-Ahnoz:** Capital city of Meznamish.  
**Moonknights:** Priesthood of the god of moons and beauty.  
**Mormov:** Brandobian name for the god of hate and bigotry.  
**Mosaa:** Reanaarese name for the goddess of justice and truth.  
**Moshohn:** Svimohzish name for the god of disease, plague, and vermin.  
**Mosia:** Reanaarese name for the goddess of home, industriousness, and marriage.  
**Mother of the Elements:** A common name for the goddess of the elements.  
**Mother Tellene:** A common name for the goddess of harvest, life, fertility, and agriculture.

**Movan:** Svimohzish name for the goddess of prophesy, fate, and time.  
**Mule, The:** A common name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Mustering:** Name of a month of the year.

## N

**Naaraje:** A village within the Kingdom of Nissen, in the Nanakary Forest.  
**Naataal:** Reanaarese name for the goddess of harvest, life, fertility, and agriculture.  
**Na-Badyja, Raja:** The founder of the Secret Network of the Blue Salamander.  
**Naemae:** Reanaarese name for the god of chivalry and valor.  
**Naetuir:** Reanaarese name for the goddess of day, light, and dawn.  
**Nakkary:** A general in the history of the Queendom of Tharggy.  
**Namona:** Svimohzish name for the goddess of injustice, envy, and jealousy.  
**Nanakary Forest:** Forest east of Reanaaria Bay and west of the Arajyd Hills, home to the Kingdom of Nissen.  
**Napalago Hills:** Foothills of the Legasa Peaks, to the east of Cosdol.  
**Napalido:** Town in the Napalago Hills.  
**Narlven:** A town in Mendarn.  
**Narnolen:** A city in Mendarn.  
**Narr-Rytarr:** City-state on the shore of Lake Jorakk, at the mouth of the Jorakk River.  
**Narrajy Forest:** Narrow forest encircling the northern tip of the Reanaaria Bay.  
**Natirel:** Kalamaran name for the god of war, tactics, and strategy.  
**Natrakk:** Fhokki name for the goddess of day, light, and dawn.  
**Nazguk Hills:** Hills in northern Ul-Karg, at the southern slopes of the Krimppatu Mountains.  
**Nebau Cliffs:** Hills at the eastern edge of the P'Rorul Peaks.  
**Neevuu:** Reanaarese name for the god of freedom, liberty, and happiness.  
**Nenehi:** Svimohzish city on the eastern edge of Ozhvinnish.  
**Neshvan:** Svimohzish name for the god of passion and wine.  
**New Creator, The:** A common name for the god of lies, mischief, and deceit.  
**Nickel Basin:** An ore-rich basin in the southeastern part of the Elos Desert.  
**Night Watchman, The:** A common name for the goddess of restful sleep, dreams, and aspirations.  
**Nightmaster:** High priest of the god of darkness, dusk, and moonless nights.  
**Nimble Navigator, The:** A common name for the god of travel and stars.  
**Nissen, Kingdom of:** Gnomish kingdom in the Nanakary Forest.  
**Norakk:** Fhokki name for the god of dusk, darkness, and moonless nights.  
**Nordolen:** A city in Eldor.  
**Norga Tors:** Foothills of the Elenon Mountains, running from the Ek'Ridar River to the Sliv Elenon Mountains.  
**Norga-Krangrel:** Hobgoblin kingdom bordered by Korak to the north and Ek'Kasel to the east.  
**Norr Bharr:** Town in the Lands of Torakk, along the western shores of Lake Jorakk.  
**Nykkerr:** Fhokki name for the goddess of hunting, archery, and patience.  
**Nyko:** Dejy name for the god of dusk, darkness, and moonless nights.  
**Nytharr:** Fhokki name for the god of death and the underworld.  
**Nythok:** Westernmost city in the Land of Drhokker, on the shore of Lake Adesh.  
**Nyton:** A city in Thybaj.

## O

**O'Par:** Neutral duchy surrounded by the warring nations of Paru'Bor, Shynabyth, Pekal, Tokis, Tharggy, and Doderia.  
**Obakasek Jungle:** This jungle, that spans the southwestern slopes of the Lopoliri Mountains to the Kalamaran Sea, is home to many goblinoid tribes.  
**Odriil Hills:** Foothills of the Kronnd Heights in northeastern Cosdol.  
**Ojob:** Dejy name for the goddess of injustice, envy, and jealousy.  
**Old Grizzly:** A common name for the god of nature.  
**Old Lucky:** A common name for the god of thievery, gambling, and luck.  
**Old Man, The:** A common name for the god of war, tactics, and strategy.

**Old Oak, The:** A common name for the god of nature.  
**Old Shivers:** A common name for the god of fear and nightmares.  
**Oloseta:** Tarisatan city located at the mouth of the E'Korug River.  
**Omdal River:** River in northern Cosdol flowing into the Voldor Bay.  
**Omvleln:** Brandobian name for the god of battle, berserking, courage, and chaos.  
**Oowaaw:** Reanaarese name for the god of passion and wine.  
**Oppressor, The:** A common name for the god of oppression and slavery.  
**Order of Agony:** Church of the god of pain, torture, and cold.  
**Order of Light, The:** Priesthood of the goddess of day, light, and dawn.  
**Order of the Passionate One:** Church of the god of passion and wine.  
**Order of the Pike:** Priesthood of the god of war, tactics, and strategy.  
**Order of Thought:** Church of the god of wisdom.  
**Orilaras I, Grand Duke:** Current ruler of the Duchy of Dodera.  
**Ospolen:** The capital city of the Kingdom of Mendarn.  
**Otekapu Fens:** Swampy delta off the Elos Bay between Pekal and Tokis.  
**Othgorr:** Fhokki name for the god of nature.  
**Overlord, The:** A common name for the god of oppression and slavery.  
**Owhzi:** Svimohzish name for the god of fear and nightmares.  
**Ozhvin(s):** Resident(s) of Ozhvnmish.  
**Ozhvnmish:** Kingdom and largest of the Svimohzish nations that runs along the entire Svimohzish coast from Meznamish to Ahznomahn.  
**Ozhvnmishii:** Things which are of Ozhvnmish origin.

P

**P'Adis, Castle:** Home of the Duke of O'Par, located in the western Shynako Hills.  
**P'Bapar:** City-state located on the east side of the Elenon mountain range.  
**P'Bapar Pass:** Sole accessible pass over the Legasa Peaks.  
**P'Lider River:** East branch of the river system that drains the Obakasek Jungle.  
**P'Lipu:** Kalamaran name for the god of murder and revenge.  
**P'Lobas River:** West branch of the river system that drains the Obakasek Jungle.  
**P'Lokur River:** Northwest branch of the river system that drains the Obakasek Jungle.  
**P'Rakeke:** Kalamaran name for the god of hate and bigotry.  
**P'Rofali:** Kalamaran name for the god of peace and comfort.  
**P'Rorul Peaks:** Peaks that form the eastern limits of the Land of Tarisato.  
**P'Rudekela Forest:** Small forest on the Atageli River in the heart of Dodera.  
**P'Sapas Hills:** Foothills of the Ka'Asa Mountains in eastern Kalamar, south of the Alufalik Hills.  
**P'Tikor Hills:** Foothills of P'Rorul Peaks in eastern Tarisato.  
**Paag:** Reanaarese name for the goddess of prophesy, fate, and time.  
**Pacifier, The:** A common name for the god of peace and comfort.  
**Pagalido:** A town on the Kalamaran Sea in Tarisato.  
**Pagari:** Kalamaran name for the goddess of prophesy, fate, and time.  
**Pagarog:** Kalamaran name for the god of battle, berserking, courage, and chaos.  
**Paketa:** Paruvian city in the Kabela Downs.  
**Paliba Woods:** Large forest in central Kalamar.  
**Par(i):** Resident(s) of O'Par.  
**Parish of Love:** Church of the goddess of love and harmony.  
**Parish of the Prolific Coin:** Church of the goddess of money, business, and greed.  
**Parnor Hills:** Hills west of the Krimppatu Mountains.  
**Paru'Bor:** Principality located along the Renador River, between the Kalalali Forest and the Byth Mountains.  
**Paruv(s):** Resident(s) of Paru'Bor.  
**Paruvian:** Things originating in Paru'Bor.  
**Passionate One, The:** A common name for the god of passion and wine.  
**Passionate Peoplehood, The:** Priesthood of the god of passion and wine.  
**Pavorr:** Fhokki name for the god of thievery, gambling, and luck.  
**Peaceful One, The:** A common name for the god of peace and comfort.  
**Peacemaker, The:** A common name for the god of peace and comfort.  
**Peacemakers, The:** Priesthood of the god of peace and comfort.  
**Peasor:** Reanaarese name for the god of hate and bigotry.  
**Pekal:** Principality north of the Elos Bay, at war with Tokis.  
**Pel Brolenon:** Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges.

**Pel Brolenon Marsh:** The low stretch of land abutting the Straits of Svimohzia in southwestern Pel Brolenon.  
**Pelsday:** The 2nd day of the week.  
**Pelselond:** One of Tellen's three moons.  
**Pestilent Ones, The:** Priesthood of the god of disease, plague, and vermin.  
**Pinini:** Kalamaran name for the god of art, poetry, music, and humor.  
**Pipido:** Tokisian town located on the E'Liral River, just south of the Pipitul Woodlands.  
**Pipitul Woodlands:** Forest between Tokis, Pekal, O'Par, and Paru'Bor.  
**Pirabi:** Kalamaran name for the god of pain, torture, and cold.  
**Plampern:** Brandobian name for the god of travel and stars.  
**Plondar:** Brandobian name for the goddess of prophesy, fate, and time.  
**Powermaster:** A common name for the god of strength and medicine.  
**Premolen:** Eldoran city on the Brolador River.  
**Prince of Carrion:** A common name for the god of disease, plague, and vermin.  
**Prince of Chance:** A common name for the god of thievery, gambling, and luck.  
**Prince of Pestilence:** A common name for the god of disease, plague, and vermin.  
**Prince of Solitude:** A common name for the god of wanderers and loneliness.  
**Prince of Suffering, The:** A common name for the god of pain, torture, and cold.  
**Prince of Terror:** A common name for the god of fear and nightmares.  
**Prince of Turmoil:** A common name for the god of battle, berserking, courage, and chaos.  
**Professor, The:** A common name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Profiters, The:** Priesthood of the goddess of money, business, and greed.  
**Profitmaker:** A common name for the goddess of money, business, and greed.  
**Prompeldia:** City-state at the mouth of the Ek'Ridar River, commonly called the City of Thieves.  
**Prophets, The:** Priesthood of the goddess of prophesy, fate, and time.  
**Protector of the Heart:** A common name for the goddess of love and harmony.  
**Provider of Famine:** A common name for the god of famine, hunger, and starvation.  
**Provider of Retribution:** A common name for the god of murder and revenge.  
**Pure One, The:** A common name for the goddess of love and harmony.  
**Purge of Tellene:** A common name for the god of hate and bigotry.  
**Purgers, The:** Priesthood of the god of hate and bigotry.

Q

**Queen Destiny:** A common name for the goddess of prophesy, fate, and time.  
**Queen of Green Pastures:** A common name for the goddess of harvest, life, fertility, and agriculture.  
**Queen of Inequity, The:** A common name for the goddess of injustice, envy, and jealousy.  
**Quickener, The:** A common name for the god of strength and medicine.

R

**Raconteur:** A common name for the god of art, poetry, music, and humor.  
**Radiance:** A common name for the goddess of day, light, and dawn.  
**Ragarela, General Elmin:** Brother-in-law to Brond Epseln, Chancellor of Ek'Gakel. General that foolishly started the Dejj wars.  
**Ragil V, Prince:** Current ruler of Paru'Bor.  
**Rainbow Falls:** Large waterfall in the Lopoliri Mountains.  
**Raiser, The:** A common name for the goddess of harvest, life, fertility, and agriculture.  
**Ramataj Rock:** Massive red sandstone formation in the Khydoban Desert.  
**Ranadori:** Kalamaran name for the god of wanderers and loneliness.  
**Ranaka:** Kalamaran name for the god of discord, foul weather, and misfortune.  
**Ranas:** Brandobian name for the god of peace and comfort.  
**Randolen:** A city in the Brolador Forest of Eldor.  
**Randor:** Brandobian name for the god of wanderers and loneliness.

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**Rannorr:** Fhokki name for the god of wanderers and loneliness.  
**Ranven:** A town in Eldor on Edros Bay.  
**Rapos II, King:** Current ruler of Basir. His daughter, Princess Dela, actually runs the Kingdom.  
**Ravarr:** Fhokki name for the god of travel and stars.  
**Ravisher:** A common name for the god of vice and sloth.  
**Reanaarese:** Language of the Reanaarese, a human race.  
**Reanaaria Bay:** Large, deep bay in eastern Tellene.  
**Red, The:** A common name for the god of berserking, battle, chaos, and courage.  
**Regorike:** Kalamaran name for the goddess of harvest, life, fertility, and agriculture.  
**Relivik:** Kalamaran name for the god of freedom, liberty, and happiness.  
**Renador Lakes:** Large, shallow lakes in the Kalalali Forest.  
**Renador River:** This river flows from the Kabela downs and empties into the Banader River.  
**Renewal:** The 1st month of the year.  
**Ridara River:** The Ridara is the longest river on Tellene. It runs from the Shynako Hills to the Kalamaran Sea.  
**Ridareta:** A Kalamaran city in Dodera.  
**Riftmaster, The:** A common name for the god of magic.  
**Rigel:** Kalamaran name for the god of thievery, gambling, and luck.  
**Rinukagh:** Capital city of Norga-Krangrel.  
**Rinwar, Fram:** A cleric of the Oppressor who co-leads a group of Svimohz pirates with his brother.  
**Rinwar, Frim:** A wizard who co-leads a group of Svimohz pirates with his brother.  
**Risk:** A common name for the god of thievery, gambling, and luck.  
**Roatoov:** Reanaarese name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Robuselido:** A town in Ek'Gakel.  
**Rohsowmi:** Svimohzish name for the god of wanderers and loneliness.  
**Rokalel Island:** A rock-rimmed island in the delta of the Ridara River, home of Sobeteta.  
**Rokk Woods:** A hardwood forest on the northern edge of the Vrykarr range.  
**Rolutel Forest:** Forest near Bet Kalamar.  
**Ronazagh:** Kargi city south of the Zamul Forest.  
**Roovao:** Reanaarese name for the god of moons and beauty.  
**Rorfadd:** Fhokki name for the god of mercy, hope, and healing.  
**Rosaleta:** Kalamaran city on the Kalamaran Bay.  
**Roshko:** Dejy name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Rostak:** Kalamaran name for the god of travel and stars.  
**Rotlord:** A common name for the god of disease, plague, and vermin.  
**Rotovi:** Kalamaran name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Rounai:** Reanaarese name for the god of wanderers and loneliness.  
**Rulakan:** Son of King Ali and second ruler of Kalamar.  
**Ruler of the Dead:** A common name for the god of death and the underworld.  
**Ruler of the Night:** A common name for the god of dusk, darkness, and moonless nights.  
**Ryakk Woods:** Large hardwood forest in the Kakapela Hills.  
**Ryjnar:** Dejy name for the god of wanderers and loneliness.  
**Rykker:** Fhokki name for the goddess of the elements.  
**Rynoshok:** Capital of the Kingdom of Shynabyth.  
**Rytarr Woods:** Forest encircling Lake Jorakk.

### S

**Saaniema:** City on the western shore of Reanaaria Bay.  
**Salido:** A town in the Young Kingdoms.  
**Salireta:** A Kalamaran city on the Badato River.  
**Saritido:** A town in the Young Kingdoms.  
**Salt Atoll:** Halite reefs and atolls in Whimdol Bay.  
**Sanakir Hills:** Hills lying north of P'Bapar.  
**Salirido:** A Kalamaran town in Tokis.  
**Sarr:** A town in the Shyf Hills in Shynabyth.  
**Sashoz:** Svimohzish name for the god of freedom, liberty, and happiness.  
**Scourge of Tellene:** A common name for the god of pain, torture, and cold.

**Sea of the Dead:** Common name of the Xaaboemio Sea. Haunted ocean south of the Khydoban Desert.  
**Secret Network of the Blue Salamander:** An organization bent on world domination.  
**Seekers of Sagacity:** Priesthood of the god of wisdom.  
**Seekers of the Three Strengths:** Priesthood of the god of strength and medicine.  
**Seenor:** Reanaarese name for the god of strength and medicine.  
**Segeleta:** Central Kalamaran city adjacent to the Paliba Woods.  
**Selanadi:** Kalamaran name for the god of mercy, hope, and healing.  
**Selandi:** Brandobian name for the god of mercy, hope, and healing.  
**Seller of Souls, The:** A common name for the god of murder and revenge.  
**Sender of Dread:** A common name for the god of fear and nightmares.  
**Senkan, Toth, Grand Theocrat:** Head of the Order of Agony, leader of the Theocracy of Slen.  
**Sentinel of Unbridled Rage:** A common name for the god of battle, berserking, courage, and chaos.  
**Sentinels Grove:** A grove of massive trees deep within the Lendelwood. Also known as Falagadrui-la Thaeralandi, which in Low Elven means Sentinels Grove.  
**Sentinels of the True Way:** A group that seeks to destroy magic in all forms.  
**Servants of the Swift Sword:** Priesthood of the god of chivalry and valor.  
**Sevyer:** Dejy name for the god of thievery, gambling, and luck.  
**Shackles:** A common name for the god of oppression and slavery.  
**Shada Hills:** Eastern foothills of the Deshada Mountains.  
**Shadesh Bay:** Massive Bay in northern Tellene.  
**Shaggar:** A Kalamaran town in the Paliba Woods.  
**Shahn III, King:** Current ruler of Ozhvinnish.  
**Shajody:** Title for the monarch of the Kingdom of Thybaj.  
**Shakota, Mount:** Mountain where Kako-Gyr is situated.  
**Shamnan:** Svimohzish name for the god of wisdom.  
**Shanano:** Svimohzish name for the goddess of love and harmony.  
**Shanoh:** Svimohzish name for the god of art, poetry, music, and humor.  
**Shanvim:** Svimohzish name for the goddess of day, light, and dawn.  
**Shanydefyn:** Dejy name for the goddess of harvest, life, fertility, and agriculture.  
**Shapiroz:** Svimohzish name for the god of mathematics, science, invention, reasoning, and knowledge.  
**Shardar:** Dejy name for the goddess of prophesy, fate, and time.  
**Sharynath:** Dejy name for the goddess of day, light, and dawn.  
**Shashyf Hills:** Hills east of the Krond Heights.  
**Shathy:** Dejy name for the god of disease, plague, and vermin.  
**She Who Sees All:** A common name for the goddess of prophesy, fate, and time.  
**Shimmering One, The:** A common name for the god of moons and beauty.  
**Shimz:** Svimohzish name for the god of moons and beauty.  
**Shining One, The:** A common name for the goddess of day, light, and dawn.  
**Shodaf:** Dejy name for the god of travel and stars.  
**Shoniz:** Svimohzish name for the god of mercy, hope, and healing.  
**Shosan-Haasav, Mayor:** The kobold mayor of Shrogga-Pravaaz.  
**Shozhor:** Svimohzish name for the god of honor, oaths, and ethics.  
**Shozor:** Svimohzish name for the god of strength and medicine.  
**Shrogga-Pravaaz:** Kobold owned city-state on the Elos Bay's western coastline.  
**Shyf Hills:** Hills lying east of the Kabela Downs.  
**Shyf River:** River running from the Shyf Hills to Lake Adesh.  
**Shyff:** City-state located on the northern coast of Reanaaria Bay.  
**Shyja, Prince:** Ruler of the city-state of Thygasha.  
**Shynabyth:** Kingdom in the Wild Lands, bordered by Paru'Bor and Slen.  
**Shynadyr:** Dejy name for the god of famine, hunger, and starvation.  
**Shynako Hills:** Hills between the Byth and Kakidela Mountain ranges.  
**Shyta-na-Doby:** City-state located in the Young Kingdoms, on the Shadesh Bay.  
**Shyta-Thybaj:** Capital of Thybaj.  
**Silent Slayer, The:** A common name for the god of murder and revenge.  
**Silver Dragon:** Ancient coin of Kalamar in use during the reign of Emperor Thedorus.  
**Silver Sand:** Hallucinogenic silver substance found only near Thygasha.  
**Siriumno:** Svimohzish name for the god of war, tactics, and strategy.



**Sisalasido:** Town in southern Ek'Gakel.  
**Sitiri:** Kalamaran name for the god of strength and medicine.  
**Skarrna:** Country located south of Drhokker.  
**Skrokkor:** Fhokki name for the god of murder and revenge.  
**Skryvalkkers:** Title for local rulers in the Lands of Skarrna.  
**Slayer of Morals:** A common name for the god of vice and sloth.  
**Slayer of the Inferior:** A common name for the god of hate and bigotry.  
**Slazhozh:** Svimohzish name for the god of hate and bigotry.  
**Slen:** Deji name for the god of pain, torture, and cold.  
**Slen, Theocracy of:** Northern nation that evolved from the Ministry of Misery. Located on the slopes of the Dshada Mountains.  
**Sliv Elenon Mountains:** Southernmost arm of the mighty Elenon Mountain Range.  
**Sliv Elenon Rise:** These hills mark the southeastern terminus of the Sliv Elenon Mountains.  
**Slivers, Gremply, Mayor:** Current ruler of Prompeldia.  
**Slompelna:** Brandobian name for the goddess of restful sleep, dreams, and aspirations.  
**Slowdeath:** A common name for the god of pain, torture, and cold.  
**Sobakaseta:** A Kalamaran city near the E'Liral River.  
**Sobati:** Kalamaran name for the god of law, order, and cities.  
**Sobeteta:** A Kalamaran port city.  
**Sodomizer of All:** A common name for the god of vice and sloth.  
**Sohadowah:** Svimohzish name for the goddess of restful sleep, dreams, and aspirations.  
**Solitary Traveler, The:** A common name for the god of wanderers and loneliness.  
**Sorcerer Supreme:** A common name for the god of magic.  
**Sotai Gaglia Headlands:** Hills that lie between the Counai Heights and Reanaaria Bay.  
**Sovereign Lands:** A commonly used term referring to the civilized lands on Tellene.  
**Speaker of the Word, The:** A common name for the god of honor, oaths, and ethics.  
**Stokkerr:** Fhokki name for the god of strength and medicine.  
**Storm Lord, The:** A common name for the god of storms, thunder, and lightning.  
**Straits of Svimohzia:** Straits separating the Svimohzish Isle from the main continent.  
**Strategist, The:** A common name for the god of war, tactics, and strategy.  
**Strococ:** Brandobian name for the god of strength and medicine.  
**Stryjor:** Deji name for the god of strength and medicine.  
**Sultan of Fear:** A common name for the god of fear and nightmares.  
**Svimohzia:** The massive island dominating the southwestern portion of the continent of Tellene.  
**Svimohzia, Sea of:** Ocean off of the southwest coast of the Svimohzish Isle. This sea marks the far edge of the known world.  
**Svimohzish:** Language of the Svimohz, a human race.  
**Svimohzish Isle:** Name for the massive island dominating the southwestern portion of the continent of Tellene.  
**Svishozh:** Svimohzish name for the goddess of justice and truth.  
**Svomawhom Forest:** Dangerous forest east of the Imomena Hills.  
**Svomwhi:** Northernmost Zazahnii city on the Izhoven River.  
**Svowmahni:** Capital city of eastern Ohzvinmish.  
**Swift Sword, The:** A common name for the god of chivalry and valor.  
**Swiftstrike, Kolaar:** An evil wizard who rules over the pirate controlled islands of Reanaaria Bay.  
**Sword of Kings:** Famous weapon of Emperor Theodorus of Kalamar.  
**Sytherr:** Fhokki name for the god of wisdom.

T

**Tagaleta:** A city in the Kakapela Hills of O'Par.  
**Takkarkk:** Fhokki name for the goddess of injustice, envy, and jealousy.  
**Taladari:** Kalamaran name for the goddess of home, industriousness, and marriage.  
**Tandarr:** Fhokki name for the goddess of prophesy, fate, and time.  
**Tanezh Mountains:** Mountains marking the eastern edge of Meznamish.  
**Tannar:** Fhokki name for the god of fear and nightmares.  
**Tarisato:** Kalamaran-owned lands south of the E'Korug River and north of the Obakasek Jungle.  
**Tellene:** The continent to which this tome relates.

**Tempestions:** Priesthood of the god of storms, thunder, and lightning.  
**Temple of Armed Conflict:** Church of the Old Man, god of war, tactics, and strategy.  
**Temple of Enchantment:** Church of the god of magic.  
**Temple of Sleepless Nights:** Church of the god of fear and nightmares.  
**Temple of Strife:** Church of the god of discord, foul weather, and misfortune.  
**Temple of the Patient Arrow:** Church of the goddess of hunting, archery, and patience.  
**Temple of the Stars, The:** Church of the Traveler, god of travel and the stars.  
**Temple of the Three Strengths:** Church of the god of strength and medicine.  
**Tenacious Bowman, The:** A common name for the goddess of hunting, archery, and patience.  
**Thananany:** Deji name for the god of hate and bigotry.  
**Tharakka Morass:** Dark, overgrown swamp in Norga-Krangrel.  
**Tharggy:** Queendom located between Dodera and Thybaj.  
**Tharggy, King:** First king of Tharggy.  
**Tharokken, Brottar, Mayor:** Mayor of a small Drhokkeran town who initially proposed the treaty that bears his name.  
**Theater of the Arts, The:** Church of the Raconteur, god of art, poetry, music, and humor.  
**Theodorus I, King:** Renowned Emperor of Kalamar.  
**Thehzno:** Svimohzish name for the god of oppression and slavery.  
**Thokkarr:** Fhokki name for the goddess of home, industriousness, and marriage.  
**Thunderer, The:** A common name for the god of storms, thunder, and lightning.  
**Thunderer's Temple, The:** Church of the god of storms, thunder, and lightning.  
**Thybaj:** Monarchy east of Tharggy and southwest of Drhokker.  
**Thydorr:** Fhokki name for the god of discord, foul weather, and misfortune.  
**Thyghasha:** Large city located on the edge of the Khydoban Desert.  
**Thygokk:** Fhokki name for the god of war, tactics, and strategy.  
**Thyjjk:** Deji name for the goddess of the elements.  
**Togeseta:** A Kalamaran city on the Badato River.  
**Tokis:** Large Kingdom in the Kalamaran Empire.  
**Torakk:** Fhokki lands located west of Lake Jorakk.  
**Trarr:** Fhokki city located where the Jendasha River meet the Jorakk.  
**Traveler, The:** A common name for the god of travel and stars.  
**Trondar:** Deji name for the goddess of home, industriousness, and marriage.  
**True, The:** A common name for the goddess of justice and truth.  
**Truthseekers:** Priesthood of the goddess of justice and truth.  
**Tykhorr:** Fhokki name for the god of magic.  
**Tyrant of Tellene:** A common name for the god of oppression and slavery.

U

**U'Rudaketa:** Tokisian city on the Elos Bay.  
**Ubikokeli Highlands:** Hills in Basir.  
**Ucea Island:** Rocky island east of the city of Saaniema.  
**Udo Bog:** Small swamp in southern Pekal.  
**Ukadoran II, Duke:** O'Paran ruler that declared independence from Kalamaran rule.  
**Ul-Karg:** Hobgoblin nation located in the western portion of the Svimohzish Isle.  
**Unseen One, The:** A common name for the god of murder and revenge.  
**Unvolen:** Eldoran city on the edge of the Lendelwood forest.  
**Upholder, The:** A common name for the god of law, order, and cities.  
**Upper Byth River:** River originating in the Byth Mountains and terminating at Lake Adesh.  
**Uursu Springs:** Hot mineral springs located in the Sotai Gaglia Headlands.

V

**Valiant, The:** A common name for the god of chivalry and valor.  
**Var:** Title for a cleric of the Shimmering One.  
**Varmorr:** Torakki town on the northern shores of Lake Adesh.



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**Vasau:** Reanaarese name for the god of fear and nightmares.  
**Veiled Priesthood, The:** Priesthood of the god of murder and revenge.  
**Velmn:** Brandobian name for the god of oppression and slavery.  
**Vengeful One, The:** A common name for the god of murder and revenge.  
**Veseln, Endremin, King:** First King of the Kingdom of Cosdol.  
**Veshday:** The 7th day of the week.  
**Veshemo:** The largest of the three moons of Tellene.  
**Veuxoo:** Reanaarese name for the god of discord, foul weather, and misfortune.  
**Vevisalakale:** Silver Dragon mount of the legendary Kalamaran Paladin Rovak Fen'Doral.  
**Vhohmi III, King:** Last King of Meznamish to control the majority of the Svimohzish Isle.  
**Vhott:** A town in the Rokk Woods in Thybaj.  
**Vicelord, The:** A common name for the god of vice and sloth.  
**Vicelords:** Priesthood of the god of vice and sloth.  
**Vilik I, Emperor:** First Emperor of the Bakar Dynasty. Seized the Kalamran throne and eliminated the Inakas line.  
**Vimanshimozh:** Svimohzish name for the god of storms, thunder, and lightning.  
**Vinah, Citadel of:** Residence of the king of Ozhvnmish.  
**Vindicator, The:** A common name of the god of murder and revenge.  
**Violator of the Pure:** A common name for the god of vice and sloth.  
**Vishnoz:** Svimohzish name for the goddess of hunting, archery, and patience.  
**Vlad:** Brandobian name for the god of war, tactics, and strategy.  
**Vohven Jungle:** Massive jungle covering the southern portions of the Svimohzish Isle.  
**Voldor Bay:** Foggy inlet near Cosdol.  
**Voldorwoods:** Coniferous forest on the north side of Voldor Bay.  
**Voleln, King:** Brandobian King who conquered the Young Kingdoms and established the Eastern Brandobian Empire.  
**Voomau:** Reanaarese name for the god of dusk, darkness, and moonless night.  
**Voritti Island:** Large Skarrnid island on Reanaaria Bay.  
**Vorr:** Fhokki name for the god of chivalry and valor.  
**Vortakk:** Fhokki name for the god of law, order, and cities.  
**Voyager, The:** A common name for the god of travel and stars.  
**Vrandol:** Mendarn colony on the westernmost tip of Svimohzia.  
**Vrendolen:** Capital city of Pel Brolenon, devoted to the Overlord.  
**Vrilnan:** Brandobian name for the goddess of justice and truth.  
**Vry Naasu Headlands:** Barren, rocky hills on the northwestern shore of Reanaaria Bay.  
**Vrykarr Mountains:** Northeastern arm of the Ka'Asa Mountains.  
**Vrykorr:** Fhokki name for the god of storms, thunder, and lightning.

## W

**Wanderer, The:** A common name for the god of wanderers and loneliness.  
**Warven II, King:** Current ruler of Meznamish.  
**Watcher, The:** A common name for the god of wanderers and loneliness.  
**Watchers, The:** Priesthood of the god of wanderers and loneliness.  
**Wave Crusher:** A common name for the goddess of the elements.  
**Way of the Berserk, The:** Church of the god of battle, berserking, courage, and chaos.  
**Wazh-anh II, King:** Last King of Zazahni. Wazh-anh was assassinated in his sleep.  
**Wejryn:** Dejy name for the god of peace and comfort.  
**Welpremond Downs:** Rolling, grassy hills just west of the Elenon Mountains.  
**Welren Endremin, Archmage:** Current King of Cosdol.  
**Wemahn III, Pasha:** Current ruler of Ehzhimahn.  
**Weyyel:** Brandobian name for the god of storms, thunder, and lightning.  
**Whenhesh:** Svimohzish name for the god of chivalry and valor.  
**Whimdol Bay:** Bay on the southern shores of the Elos Desert.  
**Whisvomi Forest:** A subtropical Forest on the western slopes of the Dashahn Mountains on the Isle of Svimohzia.  
**Whisvomi Hills:** Hills on the western slopes of the Dashahn Mountains.  
**Whiven Marsh:** Swampland bordering the Brandobian Ocean, on the northwestern shores of the Svimohzish Isle.

**Willowood:** This bog, also known as the Ep'Sarab Swampland, is located in the Kalasali Woods where the Falikelopi River merges with the Badato.  
**Wimish:** A Zazahni city on the Izhoven River.  
**Windy Straits:** see Straits of Svimohzia.  
**Wise One, The:** A common name for the god of wisdom.  
**Wiulee:** Reanaarese name for the goddess of hunting, archery, and patience.

## X

**Xaarum:** Reanaarian city state on the Zoan Peninsula.  
**Xeakue:** Reanaarese name for the god of disease, plague, and vermin.  
**Xiznoom:** Reanaarese name for the god of death and the underworld.

## Y

**Yan Elenon Mountains:** The southwestern fork of the Elenon Mountains.  
**Yejda:** Dejy name for the god of art, poetry, music, and humor.  
**Yelajod:** Dejy name for the god of freedom, liberty, and happiness.  
**Yendaj:** Dejy name for the goddess of restful sleep, dreams, and aspirations.  
**Yewaji:** Dejy name for the goddess of love and harmony.  
**Yielder to None:** A common name for the god of oppression and slavery.  
**Yordon Sound:** A bay in northern Eldor.

## Z

**Zael:** Reanaarese name for the god of murder and revenge.  
**Zamul Forest:** A forest in the northern reaches of Ul-Karg.  
**Zazahni:** Kingdom in central Svimohzia. Currently kingless and in a state of civil war.  
**Zazimash:** Svimohzish name for the god of death and the underworld.  
**Zeenoa:** Reanaarese name for the goddess of the elements.  
**Zenith, Wizard:** Head of the famous Bet Rogalan College of Magic.  
**Zensahn:** Westernmost Zazahni city located on the Zhano-mewhi Bay.  
**Zha-nehzmish:** Capital of Ahznomahn.  
**Zhamaz:** Svimohzish name for the god of discord, foul weather, and misfortune.  
**Zhano Headlands:** The northern terminus of the Dashahn Mountains.  
**Zhano River:** A minor river in northern Meznamish.  
**Zhano-Mewhi Bay:** A large bay near Ul-Karg characterized by black sand beaches.  
**Zhanohven:** A Zazahni city on Svimohzia.  
**Zhanvim:** Svimohzish name for the god of dusk, darkness, and moonless nights.  
**Zhazaz:** Svimohzish name for the god of famine, hunger, and starvation.  
**Zoa:** Largest and southernmost city-state in the Reanaaria Bay area.  
**Zohszi:** Svimohzish name for the god of vice and sloth.  
**Zomo-wim:** Ozhvnmishii city near the Awhom Forest.  
**Zoolaa:** Reanaarese name for the goddess of injustice, envy, and jealousy.  
**Zymur:** Dejy name for the god of passion and wine.

**APPENDIX C: PLACE OF ORIGIN TABLE (D10,000)**

							Half-		
<b>Brandobia</b>	<b>Humans</b>	<b>Elves</b>	<b>Half-Elves</b>	<b>Dwarves</b>	<b>Halflings</b>	<b>Gnomes</b>	<b>Hobgoblins</b>	<b>Hobgoblins</b>	<b>Half-Orcs</b>
<b>Cosdol</b>									
Almven	1	1 - 38	1 - 39						
Cosolen	2 - 40	39 - 176	40 - 423						
Crandolen	41 - 58	177 - 240	424 - 602						
Dorndern	59 - 61	241 - 250	603 - 629				1 - 12	1 - 483	1 - 40
Napalido	62 - 66	251 - 267	630 - 677						
Napalago Hills		268 - 737		1 - 863	1 - 50	1 - 496			
Odril Hills				864 - 1,733	51 - 99	497 - 928	13 - 203	484 - 766	41 - 377
Rural Thorp	67 - 347	738 - 1,671	678 - 3,425				204 - 341	767 - 2,017	378 - 721
Rural Hamlet	348 - 554	1,672 - 2,385	3,426 - 5,462				342 - 378	2,018 - 2,631	722 - 820
Minor Town	555 - 584	2,386 - 2,472	5,463 - 5,752				379 - 454	2,632 - 2,756	821 - 849
Farmstead	585 - 586	2,473 - 2,475	5,753 - 5,767				455	2,757 - 2,859	850 - 863
<b>Eldor</b>									
Andven	587 - 597								
Brolador Forest		2,476 - 2,654	5,768 - 5,842		100 - 111				
Bronven	598 - 606								
Dalen	607 - 817								
Dralven	818 - 823								
Inolen	824 - 874	2,655	5,843	1,734	112 - 116	929 - 965			
Nordolen	875 - 916								
Premolen	917 - 937								
Randolen	938 - 956								
Ranven	957 - 962								
Unvolen	963 - 984	2,656 - 2,660							
Rural Thorp	985 - 3,797	2,661	5,844 - 5,860	1,735 - 1,749	117 - 118	966			
Rural Hamlet	3,798 - 5,882	2,662	5,861 - 5,862	1,750 - 1,758	118	967 - 969			
Minor Town	5,883 - 6,179	2,663	5,863	1,759 - 1,791	119	970			
Farmstead	6,180 - 6,192	2,664	5,864 - 5,894	1,792 - 1,809	120 - 123	971 - 979			
<b>Elenon Mountains</b>									
Kronnd Heights							456 - 834	2,860 - 3,004	864 - 1,210
Welpremond Downs	6,193	2,665 - 3,624	5,895 - 6,263	1,810 - 2,861	124 - 3,199				
Rural Thorp									
Rural Hamlet									
Minor Town									
Farmstead									
Lendelwood	6,194 - 6,197	3,625 - 4,585	6,264 - 6,631	2,862 - 3,912	3,200 - 6,275				
Lathlanian	6,198	4,586 - 4,728	6,632 - 6,662						
Rural Thorp	6,199 - 6,211	4,729 - 6,399	6,663 - 7,289		6,276 - 6,375				
Rural Hamlet	6,212 - 6,217	6,400 - 7,194	7,290 - 7,539		6,376 - 6,425				
Minor Town	6,218 - 6,220	7,195 - 7,350	7,540 - 7,588		6,426 - 6,450				
Farmstead	6,221 - 6,223	7,351 - 8,015	7,589 - 7,713		6,451 - 6,474				
<b>Mendarn</b>									
Breven	6,224 - 6,233			3,913 - 3,924	6,475	980 - 1,006			
Crondor Woods	6,234	8,016 - 8,223	7,714 - 7,734		6,476 - 6,478				
Dayolen	6,235 - 6,263	8,224 - 8,226	7,735	3,925 - 3,931	6,479 - 6,480	1,007 - 1,009			
Dopven	6,264 - 6,271								
Dopromond Hills	6,272			3,932 - 5,757	6,481	1,010 - 2,353			
Narlvn	6,273 - 6,281				6,482 - 6,483	2,354			
Narnolen	6,282 - 6,297	8,227	7,736	5,758 - 5,876		2,355 - 2,416			
Ospolen	6,298 - 6,386	8,228 - 8,280	7,737		6,484 - 6,490	2,417 - 2,441			
Yelden	6,387 - 6,389				6,491 - 6,499				
Rural Thorp	6,390 - 7,436		7,738 - 7,739		6,500 - 7,866				
Rural Hamlet	7,437 - 8,211		7,740		7,867 - 8,879				
Minor Town	8,212 - 8,322		7,741		8,880 - 9,023				
Farmstead	8,323 - 8,328		7,742		9,024 - 9,025				
<b>Pel Brolenon</b>									
Dowon-Brandel	8,329 - 8,450	8,281 - 8,374	7,743 - 7,899	5,877 - 6,201	9,026 - 9,138	2,442 - 2,608	835 - 1,445	3,005 - 3,463	1,211 - 2,015
Eldrose Forest	8,451 - 8,452	8,375 - 8,525	7,900 - 8,223		9,139 - 9,232	2,609 - 2,687	1,446 - 2,118	3,464 - 3,785	
Vrendolen	8,453 - 8,478	8,526 - 8,585	8,224 - 8,681	6,202 - 7,380	9,233 - 9,462	2,688 - 4,519	2,119 - 2,237	3,786 - 4,081	2,016 - 2,180
Yan Elenon Mountains	8,479		8,682 - 8,772	7,381 - 8,922	9,463 - 9,510	4,520 - 9,463	2,238 - 8,272	4,082 - 8,521	2,181 - 8,247
Rural Thorp	8,480 - 9,097	8,586 - 8,645	8,773 - 9,107	8,923 - 9,033	9,511 - 9,633	9,464 - 9,558	8,273 - 8,540	8,522 - 8,826	8,248 - 8,619
Rural Hamlet	9,098 - 9,507	8,646 - 8,665	9,108 - 9,304	9,034 - 9,071	9,634 - 9,706	9,559 - 9,591	8,541 - 8,698	8,827 - 8,931	8,620 - 8,838
Minor Town	9,508 - 9,552	8,666 - 8,678	9,305 - 9,397	9,072 - 9,095	9,707 - 9,740	9,592 - 9,612	8,699 - 8,772	8,932 - 8,997	8,839 - 8,941
Farmstead	9,553 - 9,777	8,679 - 8,739	9,398 - 9,845	9,096 - 9,209	9,741 - 9,905	9,613 - 9,709	8,773 - 9,130	8,998 - 9,311	8,942 - 9,438
<b>Voldorwood</b>									
Rural Thorp	9,778 - 9,779	8,740 - 9,474	9,846 - 9,911		9,906 - 9,915	9,710			
Rural Hamlet	9,780	9,475 - 9,824	9,912 - 9,943		9,916 - 9,919				
Minor Town	9,781	9,825 - 9,844	9,944 - 9,957		9,920 - 9,921				
Farmstead	9,782	9,845 - 9,877	9,958 - 9,971		9,922 - 9,923				
<b>Legasa Peaks</b>									
Roll on Kalamaran Empire	9,783 - 9,884	9,878 - 9,907	9,972 - 9,987	9,210 - 9,480	9,924 - 9,949	9,711 - 9,754	9,131 - 9,187	9,312 - 9,426	9,439 - 9,567
Roll on Reanaaria Bay	9,885 - 9,886	9,908	9,988 - 9,989	9,481 - 9,536	9,950 - 9,950	9,755 - 9,798	9,188	9,427 - 9,429	9,568 - 9,575
Roll on Svmozhish Isle	9,887 - 9,953	9,909 - 9,916	9,990	9,537 - 9,809	9,951 - 9,954	9,799 - 9,873	9,189 - 9,911	9,430 - 9,934	9,576 - 9,651
Roll on Wild Lands	9,954 - 9,971	9,917	9,991	9,810 - 9,937	9,955 - 9,966	9,874 - 9,902	9,912 - 9,937	9,935 - 9,941	9,652 - 9,674
Roll on Young Kingdoms	9,972 - 10,000	9,918 - 10,000	9,992 - 10,000	9,938 - 10,000	9,967 - 10,000	9,903 - 10,000	9,938 - 10,000	9,942 - 10,000	9,675 - 10,000

# Kingdoms of Kalamar Player's Primer: A Guidebook to Tellene

## PLACE OF ORIGIN TABLE

Kalamar	Humans	Elves	Half-Elves	Dwarves	Halflings	Gnomes	Hobgoblins	Half-Hobgoblins	Half-Orcs
<b>Basir</b>									
Bet Urala	1 - 35	1 - 223	1 - 281	1	1 - 358				
Birirelido	36 - 40	224 - 243	282 - 315		359 - 359	1			
Ubikokeli Huighlands	41		316 - 321	2 - 29	360 - 699	2 - 510	1 - 40	1 - 87	1 - 19
Rural Thorp	42 - 371	244 - 254	322 - 1,020		700 - 1,110	511 - 615	41 - 42	88 - 173	20 - 42
Rural Hamlet	372 - 616	255 - 265	1,021 - 1,589		1,111 - 1,377	616 - 625	43 - 43	174 - 181	43 - 61
Minor Town	617 - 645	266 - 266	1,590 - 2,058		1,378 - 1,454	626 - 633	44 - 44	182 - 257	62 - 63
Farmstead	646	267 - 267	2,059 - 2,065		1,455 - 1,458	634 - 706	45 - 49	258 - 301	64 - 89
<b>Dodera</b>									
Aroroleta	647 - 671	268 - 270	2,066 - 2,074		1,459 - 1,470				
Bebeta	672 - 679	271 - 271	2,075 - 2,076		1,471 - 1,476				
Bet Dodera	680 - 697	272 - 282	2,077 - 2,109			707	50 - 50	302 - 302	90 - 90
Eb'Sarido	698 - 701	283 - 284	2,110 - 2,113		1,477 - 1,477		51 - 51		
Kakapela Hills	702				1,478 - 1,537		52 - 73	303 - 312	91 - 103
Kakidela Mountains	703 - 704			30 - 163	1,538 - 1,594	708 - 1,336	74 - 116	313 - 321	104 - 118
Kaleta	705 - 713				1,595 - 1,636				
P'Rudekela Forest	714	285 - 326	2,114 - 2,184		1,637 - 1,646				
Ridareta	715 - 721	327 - 331	2,185 - 2,200			1,337	117 - 117	322 - 322	
Rural Thorp	722 - 971				1,647 - 1,864	1,338 - 1,341			
Rural Hamlet	972 - 1,159				1,865 - 1,882				
Minor Town	1,160 - 1,185	332 - 342	2,201 - 2,249		1,883 - 1,897				
Farmstead	1,186		2,250 - 2,254		1,898 - 1,899	1,342 - 1,350	118 - 118	323 - 333	119 - 125
<b>Edosi Forest</b>									
Doulathanorian		343 - 753							
Rural Thorp	1,187	754 - 2,542	2,255 - 3,162		1,900 - 1,916	1,351 - 1,528			
Rural Hamlet	1,188	2,543 - 3,977	3,163 - 3,222		1,917 - 1,960	1,529 - 1,612			
Minor Town	1,189	3,978 - 4,111	3,223 - 3,333		1,961 - 1,980	1,613 - 1,708			
Farmstead	1,190	4,112 - 4,131	3,334 - 3,378		1,981 - 1,981	1,709 - 1,787			
<b>Kalamar</b>									
Alufalik Hills	1,191 - 1,192			164 - 236	1,982 - 2,087	1,788 - 2,852			126 - 896
Bet Kalamar	1,193 - 1,444	4,132 - 4,132	3,379 - 3,381	237 - 459	2,088 - 2,088	2,853	119 - 2,037	334 - 3,053	897 - 7,050
Falikido	1,445 - 1,449								
Ka'Asa Mountains	1,450 - 1,454			460 - 7,850		2,854 - 2,857	2,038 - 2,520	3,054 - 3,171	
Kalasali Woods	1,455 - 1,478	4,133 - 4,243	3,382 - 3,661		2,089 - 2,323	2,858 - 2,865	2,521 - 2,548	3,172 - 3,181	7,051 - 7,051
Karasta	1,479 - 1,482			7,851 - 8,387					
Katagas Rise	1,483 - 1,489			8,388 - 8,449	2,324 - 2,463	2,866 - 4,006	2,549 - 2,931		
Lidereta	1,490 - 1,497								
P'Sapas Hills	1,498 - 1,499			8,450 - 8,525	2,464 - 2,578	4,007 - 5,239			7,052 - 7,564
Paliba Woods	1,500	4,244 - 9,386	3,662 - 7,789		2,579 - 2,704	5,240 - 5,586			
Rolutel Forest	1,501 - 1,737				2,705 - 2,705				
Rosaleta	1,738 - 1,752		7,790 - 7,790	8,526 - 8,528			2,932 - 2,959	3,182 - 3,185	
Salireta	1,753 - 1,762								
Segeleta	1,763 - 1,773	9,387 - 9,388	7,791 - 7,794	8,529	2,706 - 2,707	5,587			
Sobeteta	1,774 - 1,832								
Togeseta	1,833 - 1,839		7,795 - 7,800				2,960 - 2,987	3,186 - 3,191	
Rural Thorp	1,840 - 3,912							3,192 - 3,209	7,565 - 7,579
Rural Hamlet	3,913 - 5,448								
Minor Town	5,449 - 5,666								
Farmstead	5,667 - 5,677							3,210 - 3,316	7,580 - 7,651
<b>Lopoliri Mountains</b>					2,708 - 2,709				
<b>O'par</b>									
Bet Bireli	5,678 - 5,686	9,389 - 9,396	7,801 - 7,845	8,530 - 8,542	2,710 - 2,730				
Kasido	5,687 - 5,691								
Sobakasetta	5,692 - 5,700	9,397 - 9,399	7,846 - 7,905		2,731 - 2,749	5,588 - 5,594			
Tagaleta	5,701 - 5,707			8,543 - 8,566	2,750 - 2,762	5,595 - 5,697		3,317 - 3,324	
Rural Thorp	5,708 - 5,981	9,400 - 9,400	7,906 - 7,910	8,567 - 8,588	2,763 - 2,776	5,698 - 5,705			
Rural Hamlet	5,982 - 6,184	9,401 - 9,401	7,911 - 7,914	8,589 - 8,609	2,777 - 2,778	5,706 - 5,711			
Minor Town	6,185 - 6,210	9,402 - 9,402	7,915 - 7,919	8,610 - 8,669	2,779 - 2,801	5,712 - 5,716			
Farmstead	6,211	9,403 - 9,403	7,920 - 7,930	8,670	2,802 - 2,802	5,717 - 5,722		3,325 - 3,332	
<b>Pekal</b>									
Baneta	6,212 - 6,224	9,404 - 9,416	7,931 - 7,975	8,671 - 8,689	2,803 - 2,828	5,723 - 5,848	2,988 - 3,029	3,333 - 3,391	7,652 - 7,704
Bet Rogala	6,225 - 6,235	9,417 - 9,496	7,976 - 7,976		2,829 - 2,991	5,849 - 6,584			
Kamarela Mounds	6,236				2,992 - 3,530	6,585 - 6,668			
Rural Thorp	6,237 - 6,886	9,497 - 9,633	7,977 - 8,418	8,690 - 8,878	3,531 - 3,783	6,669 - 7,923	3,030 - 3,450	3,392 - 3,985	7,705 - 8,234
Rural Hamlet	6,887 - 7,372	9,634 - 9,725	8,419 - 8,713	8,879 - 9,004	3,784 - 3,951	7,924 - 8,759	3,451 - 3,731	3,986 - 4,382	8,235 - 8,587
Minor Town	7,373 - 7,441	9,726 - 9,739	8,714 - 8,758	9,005 - 9,023	3,952 - 3,976	8,760 - 8,885	3,732 - 3,773	4,383 - 4,441	8,588 - 8,640
Farmstead	7,442 - 7,445	9,740 - 9,740	8,759 - 8,760	9,024	3,977 - 3,977	8,886 - 8,891	3,774 - 3,775	4,442 - 4,444	8,641 - 8,643
<b>Tarisato</b>									
Balelido	7,446 - 7,451			9,025 - 9,026	3,978 - 3,982	8,892 - 8,899	3,776 - 3,784	4,445 - 4,446	
Batullagh	7,452 - 7,453						3,785 - 4,004	4,447 - 4,838	8,644 - 8,800
Gimbatagh	7,454 - 7,455			9,027 - 9,031		8,900 - 8,902	4,005 - 4,082	4,839 - 4,897	8,801 - 8,815
Gogido	7,456 - 7,457			9,032 - 9,036	3,983 - 3,988		4,083 - 4,099	4,898 - 5,073	8,816 - 8,846
Kabakosikido	7,458 - 7,461		8,761 - 8,775					5,074 - 5,089	8,847 - 8,848
Kolido	7,462 - 7,466				3,989 - 4,027				
Oloseta	7,467 - 7,491		8,776 - 8,784		9,037	4,028 - 4,028	8,903	4,100 - 4,219	8,849 - 8,849
P'Rorul Peaks	7,492				9,038 - 9,784			4,220 - 4,440	5,157 - 5,371
P'Tikor Hills	7,493 - 7,500				9,785 - 9,818		8,904 - 9,484	4,441 - 6,946	5,372 - 8,230
									8,998 - 9,684

**PLACE OF ORIGIN TABLE**

<b>Tarisato</b>	<b>Humans</b>	<b>Elves</b>	<b>Half-Elves</b>	<b>Dwarves</b>	<b>Halflings</b>	<b>Gnomes</b>	<b>Hobgoblins</b>	<b>Half-Hobgoblins</b>	<b>Half-Orcs</b>
Pagalido	7,501 - 7,504		8,785 - 8,830	9,819	4,029 - 4,029			8,231 - 8,245	
Rural Thorp	7,505 - 7,934		8,831 - 8,866		4,030 - 4,215			8,246 - 8,462	9,685 - 9,736
Rural Hamlet	7,935 - 8,251		8,867 - 8,889		4,216 - 4,383			8,463 - 8,538	9,737 - 9,737
Minor Town	8,252 - 8,295		8,890 - 8,895		4,384 - 4,461			8,539 - 8,574	9,738 - 9,752
Farmstead	8,296 - 8,297		8,896 - 8,904		4,462 - 4,466		6,947 - 6,948	8,575 - 8,659	9,753 - 9,788
<b>Tokis</b>									
Bet Seder	8,298 - 8,340		8,905 - 8,912		4,467 - 4,794	9,485 - 9,505		8,660 - 8,661	
Fodeta	8,341 - 8,349		8,913 - 8,913		4,795 - 4,795				
Gaketa	8,350 - 8,357		8,914 - 8,914		4,796 - 4,796	9,506		8,662 - 8,662	
Pipido	8,358 - 8,362								
Salirido	8,363 - 8,365		8,915 - 8,917		4,797 - 4,804	9,507 - 9,508		8,663 - 8,667	
U'Rudaketa	8,366 - 8,382				4,805 - 4,805				
Rural Thorp	8,383 - 9,210		8,918 - 9,284		4,806 - 8,009	9,509 - 9,516	6,949 - 7,127	8,668 - 8,755	
Rural Hamlet	9,211 - 9,843		9,285 - 9,744		8,010 - 9,110		7,128 - 7,354	8,756 - 9,643	
Minor Town	9,844 - 9,890		9,745 - 9,757		9,111 - 9,736	9,517 - 9,520	7,355 - 9,234		
Farmstead	9,891 - 9,894		9,758 - 9,805		9,737 - 9,758	9,521 - 9,537		9,644 - 9,726	
<b>Pipitul Woodlands</b>									
Roll on Brandobia	9,895 - 9,918	9,741 - 9,825	9,806 - 9,954	9,820 - 9,826	9,759 - 9,824	9,538 - 9,590	9,235 - 9,271	9,727 - 9,746	9,789 - 9,806
Roll on Reanaaria Bay	9,919 - 9,920	9,826 - 9,827	9,955 - 9,966	9,827 - 9,846	9,825 - 9,829	9,591 - 9,686	9,272 - 9,273	9,747 - 9,749	9,807 - 9,812
Roll on Swimozhish Isle	9,921 - 9,952	9,828 - 9,843	9,967 - 9,969	9,847 - 9,896	9,830 - 9,836	9,687 - 9,768	9,274 - 9,864	9,750 - 9,963	9,813 - 9,841
Roll on Wild Lands	9,953 - 9,986	9,844 - 9,852	9,970 - 9,973	9,897 - 9,989	9,837 - 9,935	9,769 - 9,893	9,865 - 9,949	9,964 - 9,975	9,842 - 9,876
Roll on Young Kingdoms	9,987 - 10,000	9,853 - 10,000	9,974 - 10,000	9,990 - 10,000	9,936 - 10,000	9,894 - 10,000	9,950 - 10,000	9,976 - 10,000	9,877 - 10,000
<b>Courai Heights</b>									
Geanavue	1 - 66	1 - 23	1 - 260	1 - 82	1 - 16	1 - 124	1 - 6	1 - 86	1 - 13
Loona									
Rural Thorp	67 - 91		261 - 1,581	83 - 502		125 - 618	7 - 12	87 - 101	14 - 22
Rural Hamlet	92 - 249	24 - 36	1,582 - 2,070	503 - 657		619 - 802		102 - 120	23 - 24
Minor Town	250 - 265		2,071 - 2,160	658 - 686		803 - 836			25 - 61
Farmstead	266 - 266	37 - 39	2,161 - 2,161	687 - 687		837 - 839		121 - 148	
<b>Faunee Rise</b>	267 - 274			688 - 8,812		840 - 848	13 - 2,366	149 - 226	62 - 808
<b>Fautee Forest</b>									
Xaarum	275 - 353				17 - 318	849 - 920			
Rural Thorp	354 - 505				319 - 1,133	921 - 1,115			
Rural Hamlet	506 - 638				1,134 - 1,556	1,116 - 1,215			
Minor Town	639 - 655				1,557 - 1,642	1,216 - 1,231			
Farmstead	656 - 656					1,232 - 1,233			
<b>Fautee Peninsula</b>									
Zoa	657 - 1,307	40 - 509	2,162 - 3,092	8,813 - 8,943	1,643 - 2,261	1,234 - 1,439	2,367 - 2,369	227 - 497	809 - 1,436
Rural Thorp	1,308 - 2,515	510 - 1,922	3,093 - 5,884	8,944 - 9,337	2,262 - 4,121	1,440 - 2,060	2,370 - 2,379	498 - 1,312	1,437 - 3,320
Rural Hamlet	2,516 - 3,534	1,923 - 2,721	5,885 - 7,466	9,338 - 9,559	4,122 - 5,174	2,061 - 2,412	2,380 - 2,385	1,313 - 1,773	3,321 - 4,388
Minor Town	3,535 - 3,685	2,722 - 2,823	7,467 - 7,669	9,560 - 9,587	5,175 - 5,309	2,413 - 2,457	2,386 - 2,386	1,774 - 1,832	4,389 - 4,525
Farmstead	3,686 - 3,691	2,824 - 2,824	7,670 - 7,685	9,588 - 9,588	5,310	2,458 - 2,466	2,387 - 2,389	1,833 - 1,891	4,526 - 4,542
<b>Khydoban Desert</b>									
Arajyd Hills	3,692 - 3,701		7,686 - 8,137		5,311 - 7,832	2,467 - 4,325	2,390 - 2,396	1,892 - 2,054	4,543 - 4,592
Dynaj	3,702 - 3,773						2,397 - 2,409	2,055 - 2,429	4,593 - 4,693
Thygasha	3,774 - 4,413		8,138 - 8,237	9,589 - 9,605	7,833 - 7,924	4,326 - 4,577			
Rural Thorp	4,414 - 5,270				7,925 - 8,506	4,578 - 6,436	2,410 - 2,412	2,430 - 3,092	
Rural Hamlet	5,271 - 5,956				8,507 - 8,716	6,437 - 7,676	2,413 - 2,421	3,093 - 3,149	
Minor Town	5,957 - 6,030				8,717 - 8,774	7,677 - 7,862	2,422 - 2,422	3,150 - 3,456	
Farmstead	6,031 - 6,044				8,775 - 8,776	7,863 - 7,884	2,423 - 2,435	3,457 - 4,090	
<b>Kaooton Island</b>									
Aasaeer	6,045 - 6,127	2,825 - 2,849	8,238 - 8,395	9,606 - 9,606	8,777 - 8,784	7,885 - 7,885	2,436 - 2,654	4,091 - 5,467	4,694 - 5,503
Rural Thorp	6,128 - 6,176	2,850 - 2,864	8,396 - 8,488	9,607 - 9,607	8,785 - 8,789	7,886 - 7,886	2,655 - 2,782	5,468 - 6,277	5,504 - 5,980
Rural Hamlet	6,177 - 6,212	2,865 - 2,875	8,489 - 8,556	9,608 - 9,608	8,790 - 8,793	7,887 - 7,887	2,783 - 2,877	6,278 - 6,878	5,981 - 6,334
Minor Town	6,213 - 6,217	2,876 - 2,877	8,557 - 8,566	9,609 - 9,609	8,794	7,888 - 7,888	2,878 - 2,891	6,879 - 6,963	6,335 - 6,384
Farmstead	6,218 - 6,218	2,878 - 2,878	8,567 - 8,567	9,610 - 9,610	8,795	7,889 - 7,889	2,892 - 2,892	6,964 - 6,967	6,385 - 6,387
<b>Keenoa Tors</b>									
Giilia	6,219 - 6,345								
Rural Thorp	6,346 - 6,616								
Rural Hamlet	6,617 - 6,816								
Minor Town	6,817 - 6,845								
Farmstead	6,846 - 6,847								
<b>Masau Hills</b>									
<b>Nanakary Forest</b>							2,893 - 5,182	6,968 - 7,906	6,388 - 8,485
Baethel	6,848 - 6,912	2,879 - 2,959				7,890 - 8,153			
Rural Thorp	6,913 - 7,052					8,154 - 8,723			
Rural Hamlet	7,053 - 7,155	3,121 - 3,256				8,724 - 9,143			
Minor Town	7,156 - 7,170	3,257 - 3,272				9,144 - 9,203			
Farmstead	7,171 - 7,171	3,273 - 3,281				9,204 - 9,206			
<b>Neebau Cliffs</b>	7,172 - 7,188			9,611 - 9,710		9,207 - 9,231			8,486 - 9,266
Saaniema	7,189 - 7,274	3,282 - 3,287	8,568 - 8,624						
Rural Thorp	7,275 - 7,357	3,288 - 3,524	8,625 - 9,196						
Rural Hamlet	7,358 - 7,428	3,525 - 3,649	9,197 - 9,496						
Minor Town	7,429 - 7,429	3,650 - 3,712	9,497 - 9,647						
Farmstead	7,430 - 7,430	3,713 - 3,714	9,648 - 9,652						
Fymar	7,431 - 7,523								

# Kingdoms of Kalamar Player's Primer: A Guidebook to Tellene

## PLACE OF ORIGIN TABLE

	Humans	Elves	Half-Elves	Dwarves	Halflings	Gnomes	Hobgoblins	Half-Hobgoblins	Half-Orcs
<b>Reanaaria Bay</b>									
Rural Thorp	7,524 - 7,658								
Rural Hamlet	7,659 - 7,758								
Minor Town	7,759 - 7,772								
Farmstead	7,773 - 7,773								
Shyff	7,774 - 7,875	3,715 - 3,845	9,653 - 9,657			9,232 - 9,328			
Rural Thorp	7,876 - 7,879	3,846 - 6,429	9,658 - 9,665			9,329 - 9,402			
Rural Hamlet	7,880 - 7,881	6,430 - 8,280	9,666 - 9,678			9,403 - 9,475			
Minor Town	7,882 - 7,891	8,281 - 8,357	9,679 - 9,686			9,476 - 9,497			
Farmstead	7,892 - 7,892	8,358 - 8,365				9,498 - 9,499			
<b>Sotai Gagalia Headlands</b>	7,893 - 7,900					9,500 - 9,907			
<b>Vry Naasu Headlands</b>	7,901 - 7,994								
Roll on Brandobia	7,995 - 8,131	8,366 - 8,699	9,687 - 9,821	9,711 - 9,714	8,796 - 8,935	9,908 - 9,913	5,183 - 5,291	7,907 - 7,970	9,267 - 9,297
Roll on Kalamaran Empire	8,132 - 8,980	8,700 - 9,335	9,822 - 9,963	9,715 - 9,793	8,936 - 9,246	9,914 - 9,929	5,292 - 5,695	7,971 - 8,441	9,298 - 9,554
Roll on Svmozhish Isle	8,981 - 9,350	9,336 - 9,454	9,964 - 9,969	9,794 - 9,846	9,247 - 9,276	9,930 - 9,948	5,696 - 9,142	8,442 - 9,825	9,555 - 9,655
Roll on Wild Lands	9,351 - 9,940	9,455 - 9,564	9,970 - 9,982	9,847 - 9,995	9,277 - 9,897	9,949 - 9,991	9,143 - 9,888	9,826 - 9,940	9,656 - 9,837
Roll on Young Kingdoms	9,941 - 10,000	9,565 - 10,000	9,983 - 10,000	9,996 - 10,000	9,898 - 10,000	9,992 - 10,000	9,889 - 10,000	9,941 - 10,000	9,838 - 10,000
<b>SVMOZHISH ISLE</b>									
<b>Ahznomahn</b>									
Zha-Nehzmish	1 - 201	1 - 35	1 - 649	1 - 13	1 - 138	1 - 63	1 - 2	1 - 26	1 - 346
Rural Thorp	202 - 546							27 - 535	
Rural Hamlet	547 - 803							536 - 872	
Minor Town	804 - 836							873 - 1,026	
Farmstead	837 - 838							1,027 - 1,041	
<b>Vohven Jungle</b>	839 - 1,579		650 - 3,763				3 - 2,349	1,042 - 2,853	347 - 7,082
<b>Bronish</b>									
Bronish	1,580 - 1,589				139 - 684				
Rural Thorp	1,590 - 1,610				685 - 1,829				
Rural Hamlet	1,611 - 1,626				1,830 - 2,516				
Minor Town	1,627 - 1,628				2,517 - 2,659				
Farmstead	1,629								
<b>Meznamish</b>									
Dashahn Mountains	1,630 - 1,650			14 - 379	2,660 - 2,857	64 - 1,685			
Menamo Hills	1,651 - 1,670			380 - 516	2,858 - 5,712	1,686 - 3,193			
Monam-Ahnoz	1,671 - 1,808			517 - 567					
Mizohr Woodlands	1,809 - 1,810	36 - 293				3,194 - 4,509			
Tanzeh Mountains	1,811 - 1,813		3,764 - 4,756	568 - 9,708	5,713 - 6,088	4,510 - 5,952			
Zhano Headlands	1,814 - 1,822			9,709 - 9,729	6,089 - 6,136	5,953 - 8,283			
Rural Thorp	1,823 - 2,389								
Rural Hamlet	2,390 - 2,808								
Minor Town	2,809 - 2,868								
Farmstead	2,869 - 2,871								
<b>Ozhvinmish</b>									
Anowhizh	2,872 - 2,906								
Ashoshani	2,907 - 3,048								
Imomena Hills	3,049 - 3,061			9,730 - 9,739	6,137 - 7,318	8,284 - 8,459	2,350 - 2,351	2,854 - 2,855	
Mizahn	3,062 - 3,073								
Miznoh Forest	3,074 - 3,089	294 - 9,299	4,757 - 6,442		7,319 - 7,695				
Nenehi	3,090 - 3,130								
Svowmahni	3,131 - 3,326								
Zomo-wim	3,327 - 3,356								
Rural Thorp	3,357 - 4,588								
Rural Hamlet	4,589 - 5,501								
Minor Town	5,502 - 5,631								
Farmstead	5,632 - 5,638								
Parnor Hills	5,639 - 5,658								
<b>Ul-Karg</b>									
Burzumagh	5,659 - 5,681		6,443 - 7,003	9,740 - 9,752		8,460 - 8,823	2,352 - 2,397		
Krimppatu	5,682 - 5,699			9,753 - 9,851		8,824 - 9,518	2,398 - 3,284		
Kazullagh	5,700 - 5,708		7,004 - 7,519	9,852		9,519 - 9,556	3,285 - 3,324		
Ronazagh	5,709 - 5,712			9,853 - 9,861		9,557 - 9,636	3,325 - 3,379		
Rural Thorp	5,713 - 5,760						3,380 - 6,131		
Rural Hamlet	5,761 - 5,787						6,132 - 7,659		
Minor Town	5,788						7,660 - 7,762		
Farmstead	5,789 - 5,962						7,763 - 7,826		
<b>Vrandol</b>									
Vrandol	5,963 - 5,977			9,862 - 9,866					
Rural Thorp	5,978 - 6,003								
Rural Hamlet	6,004 - 6,024								
Minor Town	6,025 - 6,026								
Farmstead	6,027 - 6,038								
<b>Zazahni</b>									
Emosvom	6,039 - 6,050	9,300 - 9,313							
Imomena Hills	6,051 - 6,063			9,867 - 9,876	7,696 - 8,877	9,637 - 9,812	7,827 - 7,828	2,856 - 2,857	
Svomwhi	6,064 - 6,092			9,877 - 9,889	8,878 - 8,931	9,813 - 9,825			
Wimish	6,093 - 6,124	9,314 - 9,327		9,890 - 9,895	8,932 - 8,959	9,826 - 9,831			

PLACE OF ORIGIN TABLE

	Humans	Elves	Half-Elves	Dwarves	Halflings	Gnomes	Hobgoblins	Hobgoblins	Half-Orcs
<b>SVIMOZHISH ISLE</b>								Half- 2,858	
Zenshahn	6,125 - 6,163								
Zhanohven	6,164 - 6,176								
Rural Thorp	6,177 - 7,493						7,829	2,859 - 2,890	
Rural Hamlet	7,494 - 8,211						7,830	2,891 - 2,910	
Minor Town	8,212 - 8,283							2,911 - 2,917	
Farmstead	8,284 - 8,325						7,831 - 7,950	2,918 - 9,618	
<b>Whisvomi Forest</b>	8,326 - 9,841						7,951 - 8,147	9,619 - 9,778	7,083 - 9,757
<b>Whisvomi Hills</b>	9,842 - 9,863						8,148 - 9,988	9,779 - 9,979	
Roll on Brandobia	9,864 - 9,899	9,328 - 9,590	7,520 - 9,146	9,896 - 9,902	8,960 - 9,348	9,832 - 9,863	9,989 - 9,991	9,980 - 9,984	9,758 - 9,787
Roll on Kalamaran Empire	9,900 - 9,974	9,591 - 9,757	9,147 - 9,714	9,903 - 9,951	9,349 - 9,636	9,864 - 9,892	9,992 - 9,995	9,985 - 9,995	9,788 - 9,870
Roll on Reanaaria Bay	9,975 - 9,976	9,758 - 9,764	9,715 - 9,844	9,952 - 9,971	9,637 - 9,663	9,893 - 9,949	9,996	9,996	9,871 - 9,880
Roll on Wild Lands	9,977 - 9,989	9,765 - 9,771	9,845 - 9,857	9,972 - 9,994	9,664 - 9,808	9,950 - 9,968	9,997 - 9,998	9,997	9,881 - 9,895
Roll on Young Kingdoms	9,990 - 10,000	9,772 - 10,000	9,858 - 10,000	9,995 - 10,000	9,809 - 10,000	9,969 - 10,000	9,999 - 10,000	9,998 - 10,000	9,896 - 10,000
<b>WILD LANDS</b>									
<b>Byth Mountains</b>									
Daruk	1 - 26				1 - 105				
Draska				1 - 803					
Rural Thorp	27 - 70			804 - 2,692	106 - 386				
Rural Hamlet	71 - 88			2,693 - 4,345	387 - 573				
Minor Town	89 - 90			4,346 - 4,582	574 - 601				
Farmstead	91			4,583 - 4,598					
<b>Drhokker</b>									
Gothmerr	92 - 101								
Nythok	102 - 117								
Vhott									
Trarr	118 - 133								
Rural Thorp	134 - 1,681								
Rural Hamlet	1,682 - 2,828								
Minor Town	2,829 - 2,992								
Farmstead	2,993 - 3,001								
<b>Paru' Bor</b>									
Bet Regor	3,002 - 3,066			4,599 - 4,647					
Koreta	3,067 - 3,089				602 - 605				
Paketa	3,090 - 3,146			4,648 - 4,649	606	1 - 122			
Rural Thorp	3,147 - 3,465			4,650 - 4,708		123 - 1,358			
Rural Hamlet	3,466 - 3,709			4,709 - 4,719		1,359 - 1,881			
Minor Town	3,710 - 3,741			4,720 - 4,736	607 - 608	1,882 - 2,032			
Farmstead	3,742			4,737 - 4,741		2,033 - 2,064			
<b>Shynabyth</b>									
Byksha	3,743 - 3,756								
Gadra Uplands	3,757 - 3,762			4,742 - 4,996		2,065 - 2,291			
Rynoshok	3,763 - 3,808								
Sarr	3,809 - 3,817								
Shyf Hills	3,818 - 3,828			4,997 - 5,152	609 - 860	2,292 - 2,483			
Rural Thorp	3,829 - 4,615			5,153 - 6,845	861 - 4,219	2,484 - 2,992			
Rural Hamlet	4,616 - 5,145			6,846 - 8,177	4,220 - 6,909	2,993 - 5,279			
Minor Town	5,146 - 5,212			8,178 - 8,414	6,910 - 7,379	5,280 - 5,622			
Farmstead	5,213 - 5,215			8,415 - 8,438		5,623 - 5,708			
<b>Skarrna</b>									
Ardarr-Norr	5,216 - 5,262								
Narraiy Forest		1 - 1,516			7,380 - 7,533				
Rural Thorp	5,263 - 6,165								
Rural Hamlet	6,166 - 6,833								
Minor Town	6,834 - 6,928								
Farmstead	6,929 - 6,933								
<b>Slen</b>									
Deshada Mountains	6,934 - 6,943			8,439 - 9,162		5,709 - 5,935			
Gadra Uplands	6,944 - 6,949								
Hadaf Highlands	6,950 - 6,967			9,163 - 9,190		5,936 - 6,198	1 - 4,330	1 - 1,582	1 - 8,502
Kako-Gyr	6,968 - 7,025								
Shada Hills	7,026 - 7,160			9,191 - 9,306		6,199 - 6,410			
Rural Thorp	7,161 - 7,299								
Rural Hamlet	7,300 - 7,402								
Minor Town	7,403 - 7,417								
Farmstead	7,418								
<b>Tharggy</b>									
Bynarr	7,419 - 7,476								
Fyban Forest	7,477	1,517 - 3,263	1 - 1,267		7,534 - 7,699	6,411 - 6,513			
Koij	7,478 - 7,489								
Rokk Woods	7,490	3,264 - 3,315	1,268 - 1,379		7,700 - 7,705	6,514 - 6,515		1,583 - 1,892	
Shaggar	7,491 - 7,499								
Shyf Hills	7,500 - 7,510			9,307 - 9,451	7,706 - 7,959	6,516 - 6,739			
Shynako Hills	7,511			9,452 - 9,464	7,960 - 7,983	6,740 - 6,917			
Rural Thorp	7,512 - 7,734								
Rural Hamlet	7,735 - 7,899								



# Kingdoms of Kalamar Player's Primer: A Guidebook to Tellene

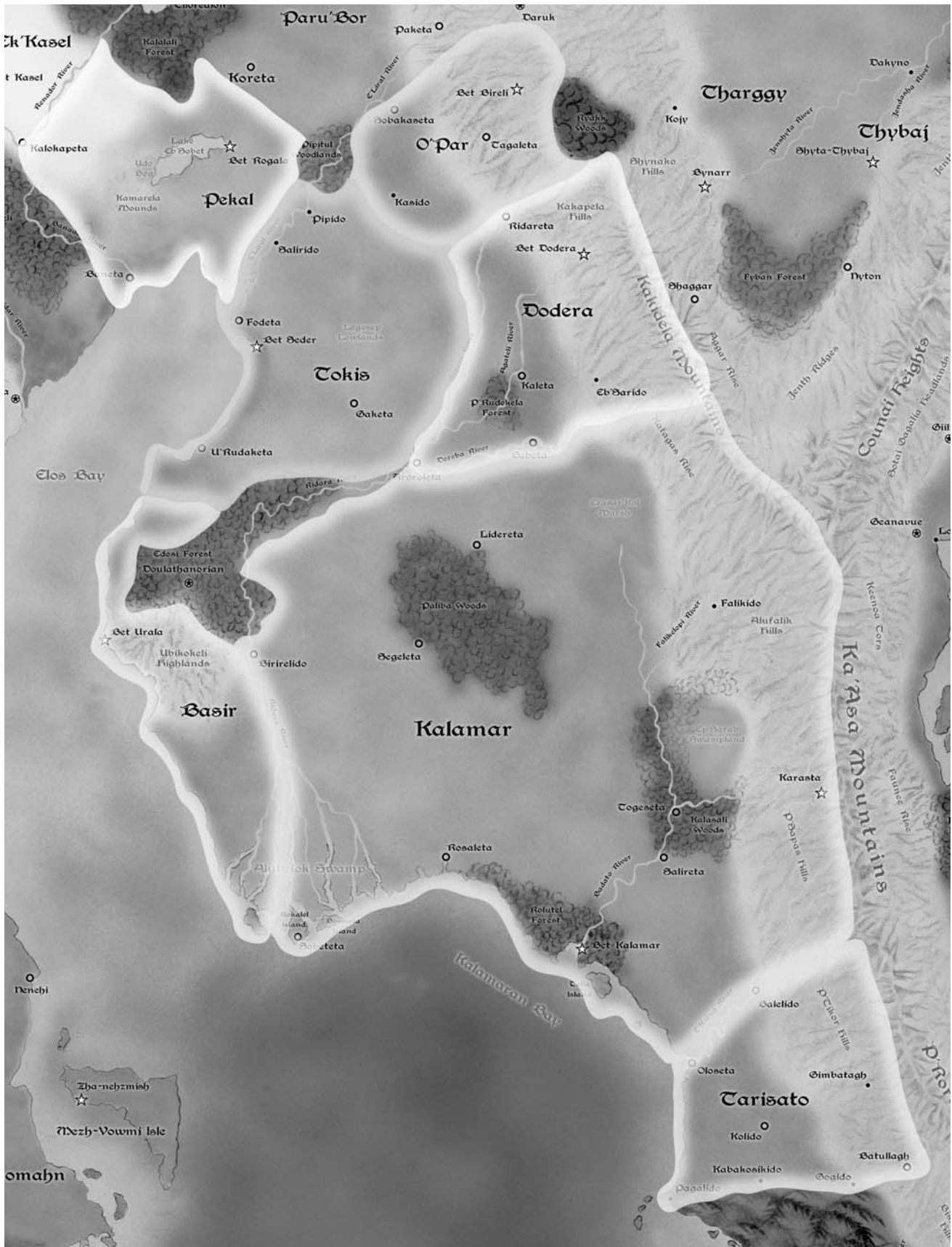
## PLACE OF ORIGIN TABLE

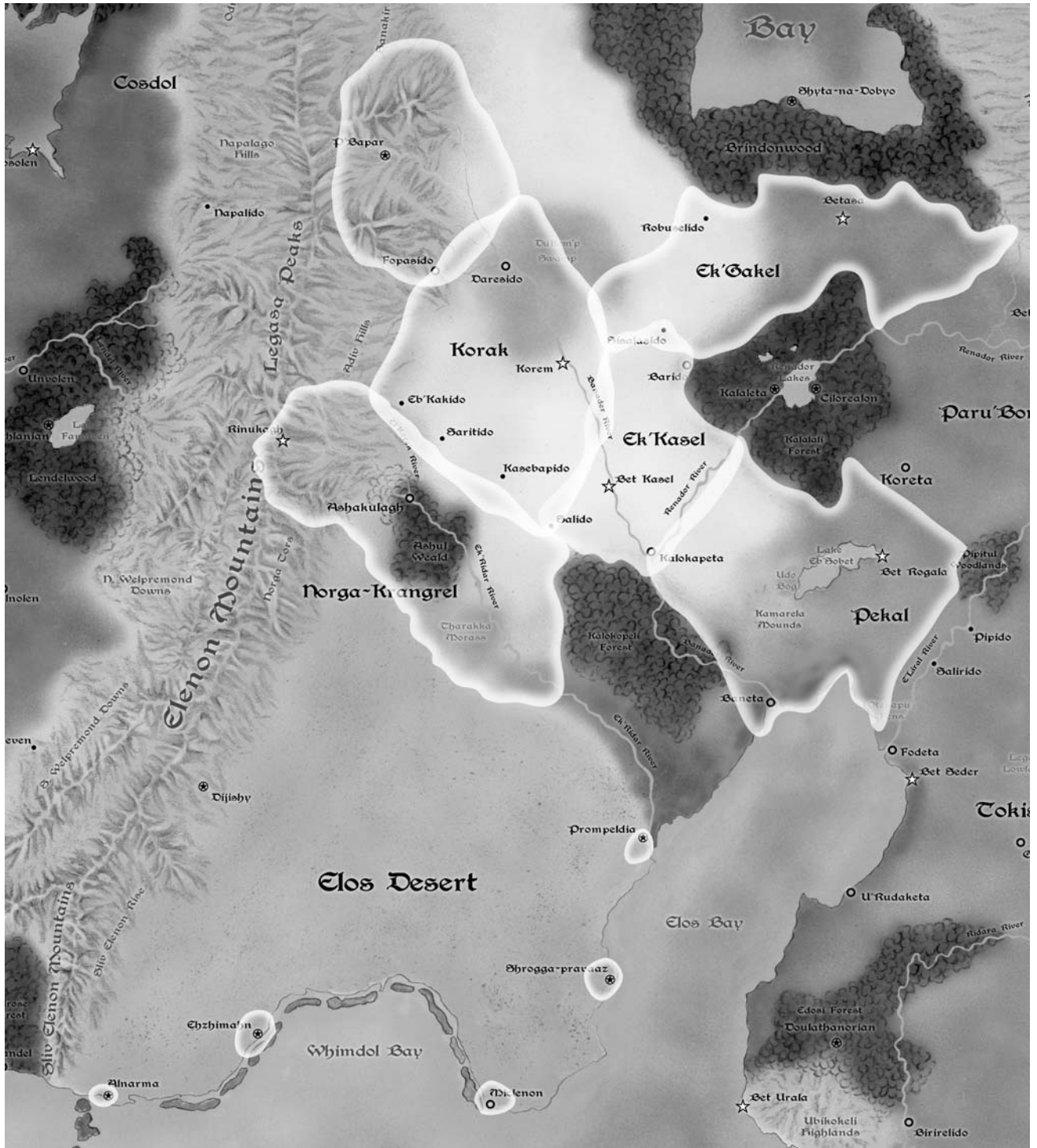
								Half-		
<b>WILD LANDS</b>	<b>Humans</b>	<b>Elves</b>	<b>Half-Elves</b>	<b>Dwarves</b>	<b>Halflings</b>	<b>Gnomes</b>	<b>Hobgoblins</b>	<b>Hobgoblins</b>	<b>Half-Orcs</b>	
Minor Town	7,900 - 7,923									
Farmstead	7,924									
<b>Thybaj</b>										
Dakyno	7,925 - 7,937			9,465 - 9,469	7,984 - 7,996	6,918 - 6,929				
Fashyr	7,938 - 7,949	3,316 - 3,317	1,380 - 1,603	9,470 - 9,483	7,997 - 7,998	6,930 - 6,951	4,331 - 4,339	1,893 - 2,674	8,503 - 8,528	
Jenth Ridges		3,318 - 6,311	1,604 - 2,975	9,484 - 9,592	7,999 - 8,478	6,952 - 9,437	4,340 - 5,145	2,675 - 3,590	8,529 - 8,612	
Nyton	7,950 - 7,964	6,312 - 6,583	2,976 - 3,455		8,479 - 8,548					
Shyta-Thybaj	7,965 - 8,005		3,456 - 4,852	9,593 - 9,630	8,549 - 8,587	9,438 - 9,570				
Vrykarr Mountains	8,006 - 8,019		4,853 - 4,859	9,631 - 9,632	8,588	9,571 - 9,574				
Rural Thorp	8,020 - 8,488				8,589 - 8,997					
Rural Hamlet	8,489 - 8,844				8,998 - 9,175					
Minor Town	8,845 - 8,894				9,176 - 9,219					
Farmstead	8,895				9,220		5,146 - 5,155	3,591 - 5,566		
<b>Torakk</b>										
Jorakk Mountains	8,896 - 8,910									
Khorren Woods	8,911 - 8,915		4,860 - 6,595		9,221 - 9,318					
Norr-Bharr	8,916 - 8,918									
Varmorr	8,919 - 8,927									
Rural Thorp	8,928 - 9,090									
Rural Hamlet	9,091 - 9,211									
Minor Town	9,212 - 9,228									
Farmstead	9,229									
<b>Rytarr Woods</b>										
Narr-Rytarr	9,230 - 9,301	6,584 - 6,766			9,319 - 9,412					
Rural Thorp	9,302 - 9,459	6,767 - 7,160			9,413 - 9,614					
Rural Hamlet	9,460 - 9,576	7,161 - 7,452			9,615 - 9,764					
Minor Town	9,577 - 9,593	7,453 - 7,494			9,765 - 9,785					
Farmstead	9,594	7,495 - 7,496			9,786					
Roll on Brandobia	9,595 - 9,627	7,497 - 7,836	6,596 - 7,642	9,633 - 9,639	9,787 - 9,819	9,575 - 9,594	5,156 - 5,351	5,567 - 5,745	8,613 - 8,659	
Roll on Kalamaran Empire	9,628 - 9,903	7,837 - 8,700	7,643 - 9,104	9,640 - 9,821	9,820 - 9,917	9,595 - 9,667	5,352 - 6,317	5,746 - 7,486	8,660 - 9,176	
Roll on Reanaaria Bay	9,904 - 9,916	8,701 - 8,757	9,105 - 9,607	9,822 - 9,933	9,918 - 9,931	9,668 - 9,887	6,318 - 6,382	7,487 - 7,634	9,177 - 9,269	
Roll on Svimozhish Isle	9,917 - 9,961	8,758 - 8,817	9,608 - 9,631	9,934 - 9,979	9,932 - 9,935	9,888 - 9,918	6,383 - 9,466	7,635 - 9,554	9,270 - 9,345	
Roll on Young Kingdoms	9,962 - 10,000	8,818 - 10,000	9,632 - 10,000	9,980 - 10,000	9,936 - 10,000	9,919 - 10,000	9,467 - 10,000	9,555 - 10,000	9,346 - 10,000	
<b>YOUNG KINGDOMS</b>										
<b>Ek'Gakel</b>										
Betasa	1 - 58	1 - 12	1 - 210	1 - 156	1 - 17	1 - 47				
Robuselido	59 - 74									
Sisalasido	75 - 92				18 - 22					
Rural Thorp	93 - 1,704									
Rural Hamlet	1,705 - 2,897									
Minor Town	2,898 - 3,068									
Farmstead	3,069 - 3,076									
<b>Brindonwood</b>										
Shyta-na-Dobyoy										
Rural Thorp										
Rural Hamlet										
Minor Town										
Farmstead										
<b>Ek'Kasel</b>										
Barido	3,077 - 3,099	13 - 34			23					
Bet Kasel	3,100 - 3,150	35 - 35			24 - 33					
Kalokapeta	3,151 - 3,219									
Rural Thorp	3,220 - 4,252	36 - 86			34 - 233					
Rural Hamlet	4,253 - 5,017	87 - 122			234 - 381					
Minor Town	5,018 - 5,126	123 - 128			382 - 402					
Farmstead	5,127 - 5,131	129 - 136								
<b>Elos Desert</b>										
Alnarma	5,132 - 5,151									
Dijishy	5,152 - 5,181			157 - 235						
Ehzhimahn	5,182 - 5,225									
Miclenon	5,226 - 5,305									
Prompeldia	5,306 - 5,357	137 - 151	211 - 265	236 - 301	403 - 513	48 - 252	1 - 76	1 - 27		
Shrogga-Pravaaz	5,358 - 5,369						77 - 253	28 - 351	1 - 345	
Rural Thorp	5,370 - 5,492									
Rural Hamlet	5,493 - 5,583									
Minor Town	5,584 - 5,596									
Farmstead	5,596									
<b>Kalalali Forest</b>										
Cilorealon		152 - 403								
Kalaleta		404 - 586								
Rural Thorp		587 - 5,148								
Rural Hamlet		5,149 - 8,527								
Minor Town		8,528 - 9,008								
Farmstead		9,009 - 9,034								
<b>Korak</b>										
Adiv Hills	5,597 - 5,641	9,035 - 9,042	266 - 323	302 - 2,163	514 - 788	253 - 3,207		352 - 666	346 - 425	

PLACE OF ORIGIN TABLE

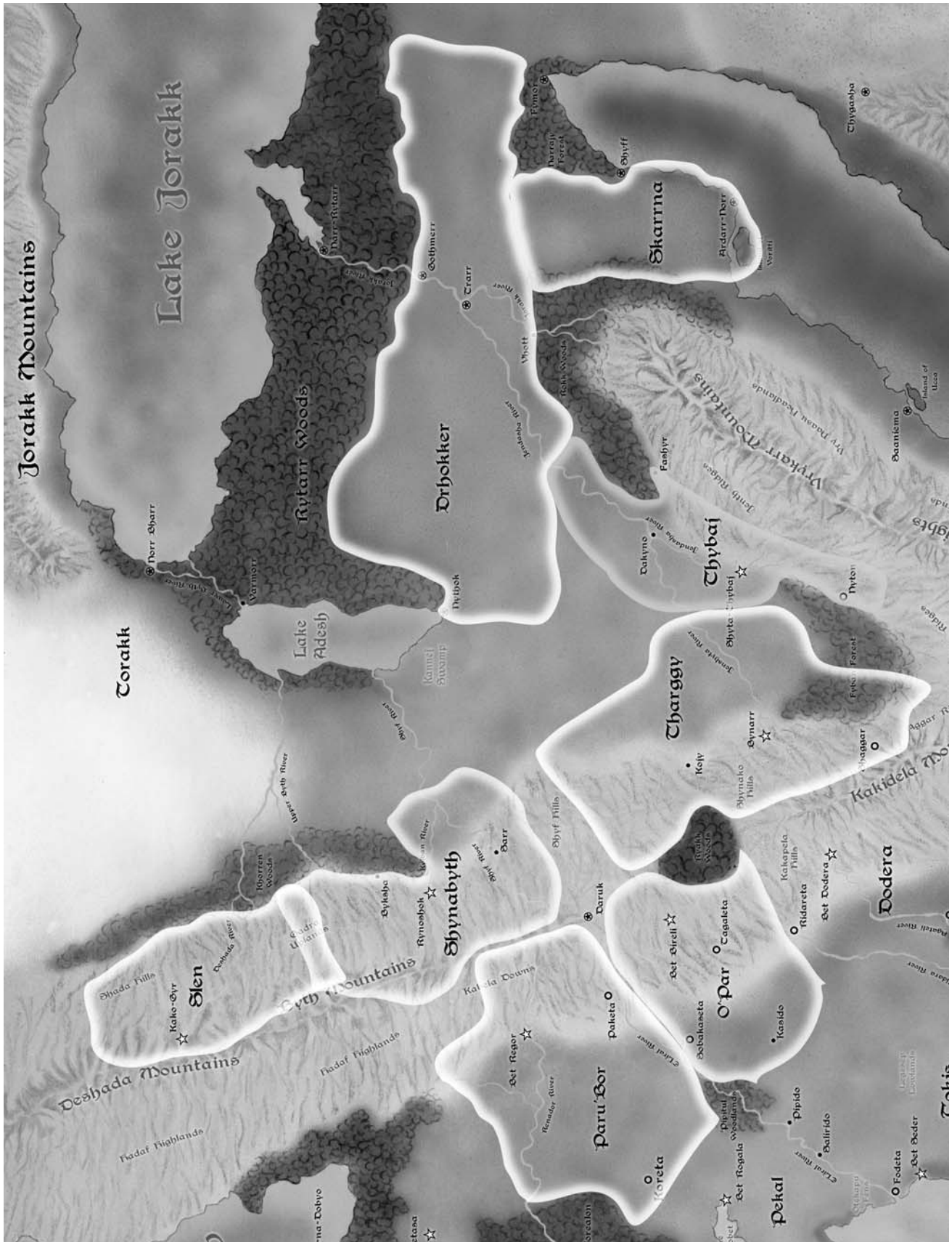
WILD LANDS	Humans	Elves	Half-Elves	Dwarves	Halflings	Gnomes	Hobgoblins	Half-Hobgoblins	Half-Orcs
Daresido	5,642 - 5,673								426 - 494
Eb'Kakido	5,674 - 5,694							667 - 900	495 - 550
Fopasido	5,695 - 5,720		324 - 339	2,164	789 - 820	3,208 - 3,244		901 - 903	
Kasebapido	5,721 - 5,742								
Korem	5,743 - 5,796								
Salido	5,797 - 5,812		340 - 478						
Saritado	5,813 - 5,831		479 - 486						
Rural Thorp	5,832 - 7,182		487 - 1,300	2,165 - 2,192	821 - 2,479	3,245 - 5,164			
Rural Hamlet	7,183 - 8,183		1,301 - 1,904	2,193 - 2,213	2,480 - 3,708	5,165 - 6,586			
Minor Town	8,184 - 8,325		1,905 - 1,989	2,214 - 2,216	3,709 - 3,883	6,587 - 6,789			
Farmstead	8,326 - 8,333		1,990 - 1,994	2,217		6,790 - 6,812			
<b>Norga-Krangrel</b>									
Ashakulagh	8,334 - 8,335	9,043 - 9,044	1,995 - 1,995	2,218 - 2,226	3,884 - 3,888	6,813 - 6,814	254 - 752	904 - 1,500	551 - 666
Rinukagh	8,336	9,045 - 9,045	1,996 - 1,996	2,227	3,889	6,815	753 - 1,825	1,501 - 1,758	667 - 705
Rural Thorp	8,336	9,046 - 9,047	1,997 - 1,997	2,228 - 2,233	3,890 - 3,893	6,816 - 6,817	1,826 - 4,444	1,759 - 4,685	706 - 1,130
Rural Hamlet	8,337 - 8,338	9,048 - 9,049	1,998 - 1,998	2,234 - 2,245	3,894 - 3,899	6,818 - 6,821	4,445 - 6,693	4,686 - 5,043	1,131 - 1,146
Minor Town	8,339	9,050 - 9,050	1,999 - 1,999	2,246 - 2,251	3,900 - 3,902	6,822 - 6,823	6,694 - 6,993	5,044 - 5,221	1,147 - 1,156
Farmstead	8,340 - 8,341	9,051 - 9,052	2,000 - 2,002	2,252 - 2,268	3,903 - 3,912	6,824 - 6,828	6,994 - 7,269	5,222 - 5,277	1,157 - 1,204
<b>Kalokopeli Forest</b>	8,342 - 8,344	9,053 - 9,463	2,003 - 2,799		3,913 - 8,353				
<b>P'Bapar</b>									
P'Bapar	8,345 - 8,538	9,464 - 9,552	2,800 - 4,680	2,269 - 4,148	8,354 - 8,779	6,829 - 7,834			
<b>Sanakir Hills</b>									
Rural Thorp	8,539 - 8,747	9,553 - 9,648	4,681 - 6,791	4,149 - 5,844	8,780 - 9,206	7,835 - 8,841	7,270 - 7,656	5,278 - 6,710	1,205 - 1,524
Rural Hamlet	8,748 - 8,904	9,649 - 9,656	6,792 - 8,355	5,845 - 7,259	9,207 - 9,560	8,842 - 9,678	7,657 - 7,930	6,711 - 7,736	1,525 - 1,723
Minor Town	8,905 - 8,930	9,657 - 9,658	8,356 - 8,453	7,260 - 7,347	9,561 - 9,611	9,679 - 9,702	7,931 - 8,020	7,737 - 8,026	1,724 - 1,779
Farmstead	8,931	9,659 - 9,659	8,454 - 8,465	7,348 - 7,359		9,703 - 9,709	8,021 - 8,025	8,027 - 8,042	1,780 - 1,782
<b>Shashyf Hills</b>									
				7,360 - 7,708			8,026 - 8,549	8,043 - 8,423	1,783 - 9,459
<b>Sliv Elenon Mountains</b>	8,932 - 8,946		8,466 - 8,482	7,709 - 8,062	9,612 - 9,631	9,710 - 9,712	8,550 - 8,579	8,424 - 8,657	9,460 - 9,767
Roll on Brandobia	8,947 - 9,180	9,660 - 9,849	8,483 - 9,554	8,063 - 8,166	9,632 - 9,775	9,713 - 9,772	8,580 - 8,704	8,658 - 8,802	9,768 - 9,809
Roll on Kalamaran Empire	9,181 - 9,665	9,850 - 9,970	9,555 - 9,929	8,167 - 8,858	9,776 - 9,881	9,773 - 9,827	8,705 - 8,860	8,803 - 9,159	9,810 - 9,921
Roll on Reanaaria Bay	9,666 - 9,673	9,971 - 9,973	9,930 - 9,972	8,859 - 8,999	9,882 - 9,886	9,828 - 9,882	8,861 - 8,863	9,160 - 9,170	9,922 - 9,928
Roll on Svimozhish Isle	9,674 - 9,831	9,974 - 9,990	9,973 - 9,984	9,000 - 9,348	9,887 - 9,894	9,883 - 9,929	8,864 - 9,856	9,171 - 9,956	9,929 - 9,961
Roll on Wild Lands	9,832 - 10,000	9,991 - 10,000	9,985 - 10,000	9,349 - 10,000	9,895 - 10,000	9,930 - 10,000	9,857 - 10,000	9,957 - 10,000	9,962 - 10,000





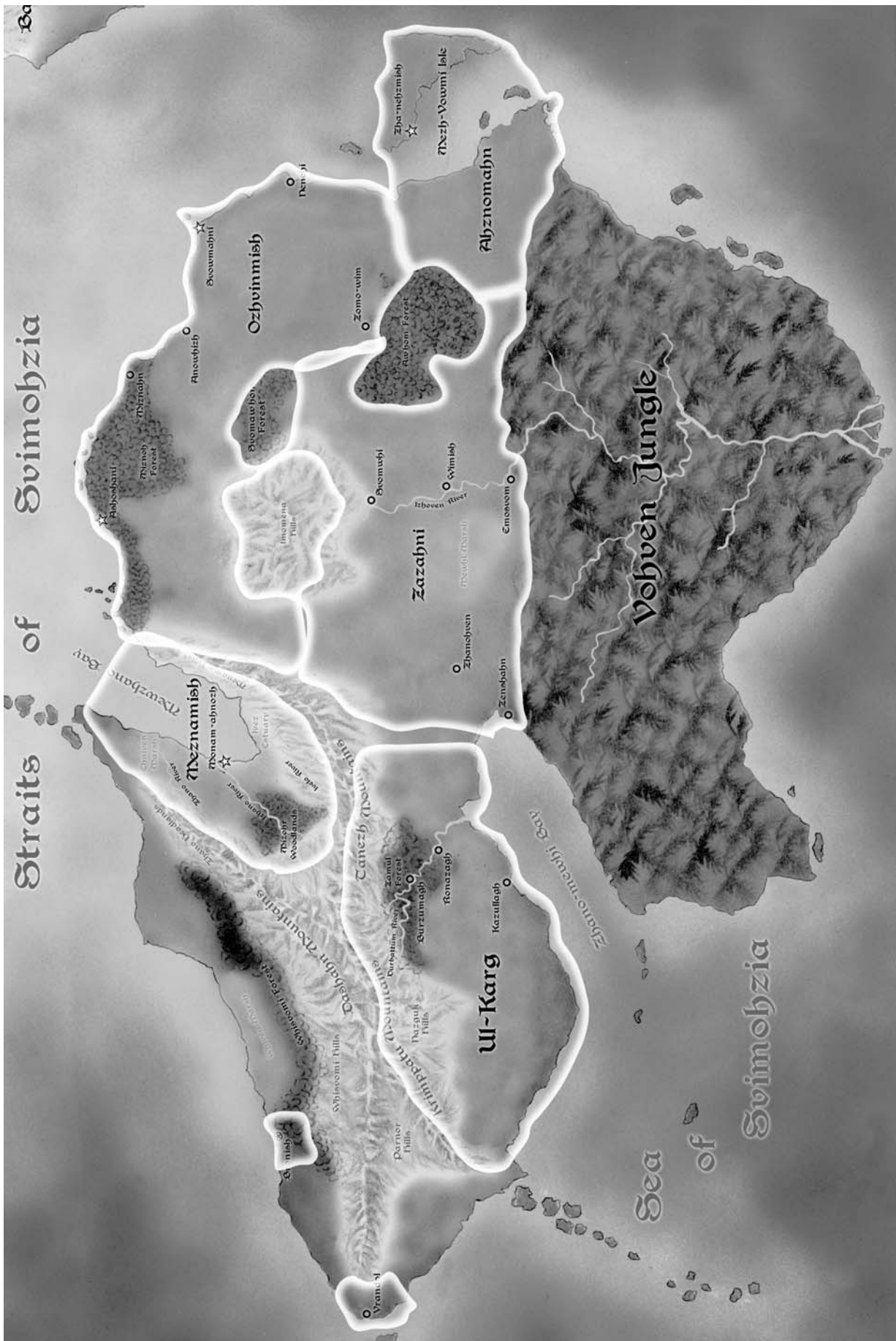












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# Kingdoms of KalamAR

## PLAYER'S PRIMER

### UNIQUE CHARACTER, UNIQUE VISION

AUTHORS: DOUG CLICK, D. ANDREW FERGUSON, CHRIS McFARLANE AND MARK PLEMMONS

Welcome to Tellene! This book provides the basic details of life in the Kingdoms of KalamAR® campaign setting, and fills in all the details to flesh out the history of a player or non-player character. The Player's Primer is divided into several sections, each of which help players recognize what their characters know and what they believe (often the two are quite different), and includes many helpful tables and charts. A must have for any player or Dungeon Master!

- **Character Knowledge!** Now, you know what your character knows, based on his or her place of origin. Find out common views on race, religion and government, along with local history and superstitions!
- **Career History!** What did your character do before becoming an adventurer? After all, even the most dangerous fighters rarely chose adventuring as their first career. Learn about the work or apprenticeship in your character's youth that turned him or her against the simple life, and towards a life of adventure!
- **Religious Views!** Gain insight on how devotees of one religion view other allied or opposing religions. This section also includes comprehensive deity charts. Useful material for both clerics and non-clerics alike!
- **Quick Roll Background Tables!** Create a detailed character history, including information about other members of your family. Add a degree of believability to your characters, and discover a richer and more enjoyable roleplaying experience!
- **Random Name Tables!** Expanded tables include new names for all of the major human and humanoid races on Tellene!

Although usable in any campaign, this book uses the Kingdoms of KalamAR campaign setting as a base for descriptive text and cultural details. In this realistic, dynamic world, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

This Kingdoms of KalamAR supplement is intended for use by D&D players and Dungeon Masters (DMs) alike. To use this book in a Dungeons & Dragons campaign, you need a copy of the Player's Handbook, the Dungeon Master's Guide and the Monster Manual. You can also find further detail on the lands and cities of the Kingdoms of KalamAR campaign setting in the Kingdoms of KalamAR campaign setting sourcebook, the Kingdoms of KalamAR Player's Guide, or any of our other fine supplements and adventures.



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