



THE KINGDOMS OF KALAMAR

PLAYER'S GUIDE TO THE SOVEREIGN LANDS

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Introduction

The *Kingdoms of Kalamar campaign setting sourcebook* offers a vast amount of information on the lands of Tellene, its inhabitants, organizations, major languages, cities, deities, armies, codes of law and so on. It also includes hundreds of intriguing adventure hooks for a Dungeon Master to make his or her own. Meanwhile, the *Kingdoms of Kalamar Player's Primer* provides the basic details of life in the *Kingdoms of Kalamar* campaign setting, helping players recognize what their characters know and what they believe (often the two are quite different), and fleshing out their personal histories and family backgrounds.

The *Player's Guide to the Sovereign Lands*, on the other hand, introduces new classes, races, feats, spells, equipment and other rules mechanics not found in the standard *D&D Player's Handbook*. It also introduces even more helpful guidelines to make your character feel like he or she belongs in the Sovereign Lands.

WHAT IS TELLENE? THE SOVEREIGN LANDS? THE KINGDOMS OF KALAMAR?

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

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

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

WHAT ARE SOME HIGHLIGHTS OF THE KINGDOMS OF KALAMAR CAMPAIGN SETTING?

The *Kingdoms of Kalamar* is a vibrant setting for your game, alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. It is a robust and detailed world filled with many cultures, both human and humanoid. It is also a world rife with adventure possibilities, where 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. Here, complex political alliances mix with marauding bands of humanoids and technology and industry come face to face with magic and the fantastic. This setting combines the best of the real medieval world with all the elements of fantasy you have come to enjoy. And while nearly any setting suffices for a single adventure, these qualities make Tellene an engaging game setting for your character to live in and explore, long after the novelty of the "tourist bazaars" has worn thin.

This is partly because of the strong geo-historical basis of the setting. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, the lakes, the rivers, the forests, all the geographical features are based on real examples. The setting was built from the ground up, and it was built with an attention to detail. Everything was determined at the start, from the direction of the prevailing winds to the plate

tectonics. There are no glaciers in the middle of warm lakes, no swamps adjacent to deserts, nor huge jungles in temperate latitudes. The realistic basis of the setting allows it to become the invisible backdrop for the real action: you.

Your player character is the real hero of any game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You are the focus, and a campaign world should be shaped by your actions, not the other way around. Tellene is that kind of campaign world as it offers you the opportunity to be a world-shaper. Life in the Sovereign Lands is guided by ordinary men and women with extraordinary courage and resolve. This book gives you the information you need to become one of those people. But fear not, for all the detail and background history that this setting provides adds depth to your adventures without confining them. The *Kingdoms of Kalamar* campaign 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 you are off exploring a forgotten dungeon somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when you are not around to do anything about it. What happens then? Well, usually the Vicelord has his way with her. You see, the NPCs of Tellene are not inept; otherwise, they would not be worthy (or successful) villains. A world full of morons is no place to live. You need the good, the bad and even the so-so to populate your campaign to make the party's heroic deeds exceptional. After all, if everybody on the block is a superhero, nobody stands out.

The *Kingdoms of Kalamar* campaign setting enhances your gaming experience by providing you 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 this is such an enjoyable setting to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that they will have an important place in the world of Tellene.

The setting also provides a realistic, dynamic world for your character to live in. Every sort of adventure can be found on the continents 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 Sovereign Lands, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. However, 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 this setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. This book provides rules for playing haughty nobles, influential clerics and avaricious warlords. It also includes information on customizing your character for Tellene and more detail on the various races and subraces that populate the continent. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

Chapter 1

Races

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

In the world of Tellene, your character is not defined merely by his statistics. A character's background, native land, race, religion and much more all play important parts.

CREATING A CHARACTER

Although you can use the rules in the *Dungeons & Dragons Player's Handbook* to create any type of character for the *Kingdoms of Kalamar* campaign setting, this chapter (and indeed, the rest of this book) explains how to create a character specifically designed for the world of Tellene. To create a 1st-level character, simply turn to the *D&D Player's Handbook* and follow the steps, making sure you review the additional character features in this book.

Character Races

Many different races of beings populate Tellene. The six predominant human races share the world with dwarves, elves, gnomes, halflings, hobgoblins, orcs and a wide variety of other humanoids. In a *Kingdoms of Kalamar* campaign, a number of races are available for players. The standard races described in the *D&D Player's Handbook* are present on Tellene (a large continent, though its inhabitants believe it encompasses the

TABLE 1-1: RACIAL ABILITY ADJUSTMENTS

| RACE | ABILITY ADJUSTMENT | FAVORED CLASS |
|------------------------|---|--------------------------------|
| Human | None | Any |
| Dwarf, Hill | +2 Constitution, -2 Charisma | Fighter |
| Dwarf, Mountain | +2 Constitution, -2 Wisdom | Fighter |
| Dwarf, Stone | +2 Constitution, -2 Intelligence* | Rogue |
| Elf, Dark | +2 Intelligence, -2 Constitution | Cleric (female), Wizard (male) |
| Elf, Gray | +2 Intelligence, -2 Constitution | Wizard |
| Elf, High | +2 Dexterity, -2 Constitution | Wizard |
| Elf, Wild | +2 Dexterity, -2 Intelligence* | Barbarian |
| Elf, Wood | +2 Dexterity, -2 Charisma | Ranger |
| Gnome, Deep | +2 Constitution, -2 Strength | Fighter |
| Gnome, Forest | +2 Wisdom, +2 Charisma, -2 Strength | Druid |
| Gnome, Rock | +2 Constitution, -2 Strength | Bard |
| Half-elf | None | Any |
| Half-hobgoblin (Kargi) | +2 Constitution, -2 Intelligence* | Fighter |
| Half-hobgoblin (other) | +2 Dexterity, -2 Wisdom, -2 Charisma | Fighter |
| Half-orc | +2 Strength, -2 Intelligence*, -2 Charisma | Barbarian |
| Halfling, Golden | +2 Intelligence, +2 Wisdom, -2 Strength | Psion |
| Halfling, Lightfoot | +2 Dexterity, -2 Strength | Rogue |
| Hobgoblin, Krangi | +2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma | Fighter |
| Hobgoblin, Kargi | +2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma | Cleric |
| Hobgoblin, Dazlak | +2 Dexterity, +2 Constitution, -2 Strength, -2 Intelligence* | Ranger |
| Hobgoblin, Kors | +2 Dexterity, +2 Constitution, -2 Intelligence*, -2 Wisdom, -2 Charisma | Fighter |
| Hobgoblin, Rankki | +2 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence* | Fighter |

* A player character's starting Intelligence can be no lower than 3. If this modifier lowers the Intelligence score below that, keep the score at 3.

entirety of the planet), although they often have different names. For example, the standard elf is known herein as a *lathlani*, or high elf, though you may choose to become one of four other elven subraces.

What you may not expect, and be pleasantly surprised to see, are the many varied racial types of humans, and the fact that the hobgoblin race has become far more civilized (by human standards) than the other humanoids. The hobgoblins have established a foothold amongst the other advanced races by establishing the kingdoms of Ul-Karg and Norga-Krangrel, though other scattered tribes do exist elsewhere. Orcs, while they still exist, lack both the prominence and the numbers of the hobgoblin empires. You may even choose a hobgoblin or a half-hobgoblin as your player character!

Table 1-1: Racial Ability Adjustments shows the ability score adjustments and favored class for each of the player character races of the Kingdoms of Kalamar setting.

Character Conversion

Converting *Greyhawk*, *Forgotten Realms* or *Eberron* characters to the Kingdoms of Kalamar.

If you created a character using the *D&D Player's Handbook* and/or another one of the above campaign settings, and would like to bring that character into the world of Tellene, you have several things to consider. Mainly, if your character follows a certain religion, you need to convert between the two pantheons. Simply refer to Chapter 6: Religion for the deity conversion tables, locate your character's deity and reference which Kingdoms of Kalamar deity best corresponds to yours.

You probably noticed that the humanoid subraces of Tellene vary from those presented in the *D&D Player's Handbook* and the *Monster Manual*. For simplicity, choose the Kingdoms of Kalamar subrace that best matches the racial ability score modifiers for your character. This works most easily if your characters come from *Greyhawk*, for standard elves become high elves, standard dwarves become hill dwarves, standard gnomes become rock gnomes, and standard halflings become lightfoot halflings.

If converting from *Forgotten Realms*, moon elves become high elves and shield dwarves become hill dwarves. Faerun's rock gnomes and lightfoot halflings easily convert to the rock gnomes and lightfoot halflings of Tellene. Other non-standard races should only be placed at the discretion of the DM.

On the other hand, if you created a character with the *Eberron* setting and would like to bring that character to Tellene, talk to your Dungeon Master about his or her plans for the world. Much of the world is unknown to those who live on the continent of Tellene, and it is possible that your character comes from a most distant land, or from another world. If the latter, he may have arrived in Kalamar by means of a portal or a rift in the fabric of the planes, such as the one in the unassuming northern city of Trarr. Note that most inhabitants of Tellene will assume changelings, kalashtars, shifters and warforged to be inhuman monsters, and treat them accordingly.

Character Classes

Many of the classes described in the *D&D Player's Handbook* have significant new opportunities in the Kingdoms of Kalamar campaign setting. For example, clerics may choose from forty-three patron deities, with access to new domains and information on advancing ever higher through the ranks of the church. There are also several new prestige classes, in addition to those described in the *D&D Dungeon Master's Guide*. Even though beginning characters won't qualify for prestige classes such as the Living Blade of Kotesch (a knightly order that slays undead), you may want to keep prestige classes in mind as your character advances.

Character Region

While the *D&D Player's Handbook* only requires you to choose a race and a class, the *Kingdoms of Kalamar Player's Guide* enables you to expand upon your character by choosing the region from which you originate. This is particularly important to humans, for it will define your physical appearance (height, skin tone, facial features), language and possibly even your religion (especially if you choose to play a character from an evil theocracy such as Slen). You will also be able to choose specific regional feats to further enhance your character's abilities.

Character Languages

With regard to languages spoken, each character speaks her racial or national tongue as her primary language (see Table 1-2: Languages by Geographical Subdivision). Since all characters with an Intelligence of 12 or higher speak bonus languages (as noted in the *D&D Player's Handbook*), many PCs and NPCs speak at least one additional language as well. This second language is typically either Merchant's Tongue (the "Common" tongue of Tellene) or a language spoken by neighbors or frequent trade partners.

With regard to Table 1-2, the primary language is the state-sanctioned language where a formal state exists. This language may be different from that spoken by a large fraction of the population in areas where the populace has been conquered by foreign speaking armies. The secondary language is the language that the largest percentage of the population speaks besides the primary language.

Dialects of languages are included in Table 1-2 in parentheses following the listing of the root language. In many areas, these dialects can be significantly divergent from the root language. This is due to influence of other tongues common or once common in the region. Thus, it might be difficult for speakers of a dialect to communicate with speakers of another dialect even when the root language is the same. However, characters gain a +2 circumstance bonus when speaking or trying to read a language with a root language common to a language with which they are already familiar.

HUMANS

“A human can be your greatest friend and most worthy ally. Until you turn your back.” – Elven proverb.

Humans live throughout Tellene, from the arctic hinterlands to the tropical rainforests. They form the largest and most populous civilizations of any race, and are the dominant sociopolitical force on Tellene. The human race has fragmented into several distinct cultures, each deserving of its own description. All humans on Tellene share the standard human racial traits (see the *D&D Player's Handbook*).

Brandobian

“A true Brandobian is passionate, prideful and efficient. A more dangerous combination I do not know.” – General Alere Garnak, leader of the Militocracy of Korak.

Brandobians are the smallest of the human races, with slender bodies measuring usually a little over five feet in height. Their skin tones are usually olive and their dark hair ranges from curly to straight. Brandobians have fine features, clear voices and a hardy resistance to disease.

Brandobians live on the western coast of Tellene and occupy maritime colonies off their own coast, on Western Svimohzia and along the Elos Bay. Their numerous colonies result from centuries of exploration and conquest, and the Brandobians take great pride in the vastness and impact of their travels. Their people are vibrant and alive and rarely keep their opinions to themselves. Right or wrong, you know where a Brandobian stands.

Adventurers from this region generally become fighters, rogues, clerics or rangers. Although Eldorans disdain magic, powerful wizards live in Cosdol and numerous lesser wizards live in Pel Brolenon. The rare druid or monk lives in Mendarn, if anywhere. Bards are common in Cosdol, somewhat less so in the other nations. Barbarians must hail from the far north—the Voldorwoods or the Odril Hills. Smatterings of sorcerers appear infrequently throughout Brandobia.

TABLE 1-2: LANGUAGES BY GEOGRAPHICAL SUBDIVISION

| COUNTRY, CITY-STATE OR REGION | PRIMARY LANGUAGE | SECONDARY LANGUAGE |
|----------------------------------|------------------------|--------------------------------|
| Aasaer | Reanaarese | Merchant's Tongue |
| Ahznomahn | Svimohzish | Merchant's Tongue |
| Alnarma | Brandobian (Eldor) | Dejy (Elos) |
| Baethel | Gnomish | Reanaarese |
| Basir | Kalamaran (Basiran) | Kalamaran |
| Bronish | Brandobian (Mendarn) | Svimohzish (Meznam) |
| Cilorealton | Elven | Merchant's Tongue |
| Cosdol | Brandobian | Elven |
| Daruk | Kalamaran (Daruk) | Fhokki |
| Dijishy | Dejy (Elos, western) | Dwarven |
| Dodera | Kalamaran (Doderan) | Kalamaran |
| Doulathanorian | Elven | Merchant's Tongue |
| Draska | Dwarven | Merchant's Tongue |
| Drhokker | Fhokki | Dejy (Ridijo) |
| Dynaj | Dejy (Khydo, southern) | Merchant's Tongue |
| Ehzhimahn | Svimohzish (Meznam) | Dejy (Elos, southern) |
| Ek'Gakel | Kalamaran (Gakite) | Dejy (Defohy, Fitonshir, etc.) |
| Ek'Kasel | Kalamaran (Kasite) | Brandobian (eastern) |
| Eldor | Brandobian (Eldor) | Merchant's Tongue |
| Elos Desert | Dejy (Elos, various) | Dejy (Elos, various) |
| Fymor | Fhokki | Dejy (Ridijo) |
| Geanavue | Reanaarese | Merchant's Tongue |
| Giilia | Reanaarese | Merchant's Tongue (rarely) |
| Gothmerr | Fhokki | Dejy (Ridijo) |
| Kalaleta | Kalamaran (Kalalet) | Merchant's Tongue |
| Kalamar | Kalamaran | Merchant's Tongue |
| Karasta | Kalamaran | Dwarven |
| Korak | Kalamaran (Koraki) | Brandobian (eastern) |
| Lathisian | Elven | Brandobian (Eldor) |
| Mendarn | Brandobian (Mendarn) | Merchant's Tongue |
| Micronon | Brandobian (Eldor) | Dejy (Elos, southeast) |
| Mznamish | Svimohzish (Meznam) | Dwarven |
| Narr-Rytarr | Fhokki | Dejy (Chinotan) |
| Norga-Krangrel | Hobgoblin (Krange) | Hobgoblin (Goblin) |
| Norr-Bharr | Fhokki (Torakki) | Dwarven |
| Nythok | Dejy (Anyth) | Fhokki |
| O'Par | Kalamaran (O'Paran) | Merchant's Tongue |
| Ozhvinmish | Svimohzish (Ozhvin) | Merchant's Tongue |
| Paru'Bor | Kalamaran (Paruvian) | Fhokki |
| P'Bapar | Kalamaran (P'Bapar) | Brandobian (eastern) |
| Pekal | Kalamaran (Pekalese) | Merchant's Tongue |
| Pel Brolenon | Brandobian (Mendarn) | Low Elven |
| Prompeldia | Brandobian (Eldor) | Hobgoblin |
| Reanaaria Bay, eastern, rural | Dejy (Khydo, various) | Dejy (Khydo, various) |
| Reanaaria Bay, western, rural | Reanaarese | Gnomish or Dwarven |
| Saaniema | Reanaarese | Merchant's Tongue |
| Shrogga-Pravaaz | Draconic (Kobold) | Merchant's Tongue |
| Shyff | Fhokki | Merchant's Tongue |
| Shynabyth | Dejy (Byth) | Fhokki |
| Shyta-na-Dobyoy | Brandobian (eastern) | Dejy (Thondehe) |
| Skarrna | Fhokki | Reanaarese |
| Slen | Dejy (Evony) | Fhokki |
| Tarisato | Kalamaran (Tarisatan) | Hobgoblin (Tikor) |
| Tharggy | Fhokki (Hargg) | Dejy (Tharay) |
| Thybaj | Dejy (Narhino) | Fhokki |
| Thygasha | Dejy (Khydo, northern) | Merchant's Tongue |
| Tokis | Kalamaran (Tokisian) | Halfling |
| Torakk | Fhokki (Torakki) | Dejy (Evony) |
| Trarr | Fhokki | Dejy (Ridijo) |
| Ul-Karg | Hobgoblin (Kargi) | Hobgoblin (Goblin) |
| Vrandol | Brandobian (Mendarn) | Svimohzish |
| Xaarum | Reanaarese | Merchant's Tongue |
| Zazahni | Svimohzish | Elven |
| Zoa | Reanaarese | Merchant's Tongue |

Deju

“The Deju tribes wander the world; they no longer have an empire, but they also have no war.” – An unknown sage.

The Deju are the most diverse of all the human races. Ample evidence shows that they have inhabited or roamed the farthest corners of Tellene and all areas in between. Today, they are most populous in the Young Kingdoms, the Wild Lands, and the various wastelands (deserts, jungles, tundra, remote islands and the like). They range in size from the short and thick-boned people of Dynaj to the lean and rangy desert riders of the Elos. Skin colors run from amber-gold to burning red to the light brown color of worn leather. While facial features vary from tribe to tribe, hair color is always dark, facial and body hair sparse, and the Deju typically have flatter faces than the angular Brandobians or hawk-nosed Kalamarans.

The tribes of the Elos desert are excellent riders of both horse and camel. They herd asses, hunt wild antelope and desert hares, and grow hardy crops of tubers wherever possible. Life in the desert is harsh, and these folk are as adaptable and enduring as the desert itself. Tribal names include the Murs, the Shanjens, the Hasheri and the Yataks.

The people of the Khydoban and its environs are about the same general size and build as their Reanaarian neighbors. Several tribes make up their primarily nomadic population, Dynaj and Thygasha being the major exceptions. These tribes live throughout the Khydoban wastes. Ruins and ruins into the Khydoban Desert bear testament to the magnitude of the empire they once ruled. These folk average less than five and a half feet tall, their bodies are big-boned but not ungainly, and their skin is a deep reddish-brown. The men consider a beard to be a sign of age and therefore wisdom.

The Deju of central Tellene, who cover the Young Kingdoms and Pekal and O'Par, vary greatly from tribe to tribe. They include the Defohy and Fitonshir of Paru'Bor and Ek'Gakel, the Chors from the Banader River valley, the Ridijo from north of the Jendasha and the Shan-Gyr of the Adiv Hills. These tribes adhere most closely to their ancient tribal beliefs; these beliefs often include a disdain or enmity for those that infringe upon their lands, hunting grounds or areas that they hold sacred. Other tribes of the north and wild lands include Chinotan, Anyth, Byth, Thondehe, Evony, Tharay and Narhino.

The folk of the island colonies of Eldor and Mendarn, and many of the continental Deju who live among their ruling nations, have soft brown skin and speak a slow musical language. The largest of these islands, Malavla, gives its name to all of these tribes. Malavlans build great artifacts, usually huge totems of wood or stone, and the islanders wear exotic clothing of grasses, feathers and shells. Masks are an important part of their life, and every special occasion calls for its own mask.

Few Deju live on the island of Svimohzia, having long ago been driven deep into the Vohven or to the mainland by the

more warlike races, especially the Kargi. Pockets still exist in the Vohven Jungle, where they keep to themselves. The Ahznoms believe the easternmost tribes, known as the Simay, to be barbaric, if not cannibalistic.

Deju adventurers might be of any class, with barbarians, rogues and fighters being the most common among them. Their bards continue their oral histories and often hold prominent social positions. They favor the shaman variant of the druid class over the cleric. Deju rarely become wizards though a sorcerer may emerge (often multiclassed with shaman).

Fhokki

“It is dangerous to confuse a Fhokki with a simple-minded barbarian. If you are right, no harm. But if you are wrong...” – Anonymous

The Fhokki tower over other human races and have adapted to handle the bitter cold of their environment. Their hair ranges from platinum blonde to dark brown, and their skin color tends to be pale. Their fair faces often light up in laughter or redden in anger; they are an emotional and expressive people.

Traditionally, Fhokki live in extended families that dwell in log homes. Some Fhokki clans herd reindeer as their principal means of livelihood; others fish the plentiful depths of Lake Jorakk, and supplement their diet with deer taken from the thick forests of their homelands.

Fhokki clans inhabit the length and breadth of the Wild Lands. The Hurrkal and other clans live as far south as the edge of Reanaaria Bay, where they generally get along peaceably with the humans and demihumans there. The Trusk live in Skarrna and the Rokk Woods. The Kartorr and Roth clans range to the north and east further than Kalamaran scribes record.

Adventuring Fhokki principally become fighters, rangers or barbarians. They scorn rogues but admire bards (their own being masters of riddle, song and rhyme). They respect anyone who wields a greatsword or axe, be she a cleric or a fighter. They do not often become monks or arcane casters; the Fhokki respect clerics, druids and shamans equally, and only a desperate man would harm them.

Kalamaran

“Give a Kalamaran a weapon, and he will give you thanks. This is when you should run.” – Dwarven saying.

To hear a Kalamaran speak of his people's history, you would think that it was his idea to cultivate rice in the Alubelok Swamp, that he personally marched in formation against the Fhokki barbarians, and that he built Kolokar's Barrier with a brick in his left hand and trowel in his right. Kalamarans are as proud as the sun is bright, and others lament that the Kalamaran can usually make good his boast.