

<b>Welcome to Calimshan!</b> .....	3
<b>Chapter 1: Character Creation</b> .....	5
Races .....	5
Backgrounds.....	6
Classes.....	8
Subclass Options .....	11
Calishite Names .....	16
<b>Chapter 2: Calimshan Described</b> .....	17
History .....	17
Geography .....	19
Cities and Towns .....	26
Economy .....	28
Politics .....	28
Other Powers.....	30
Food.....	31
Clothing .....	31
Travel .....	32
<b>Chapter 3: Calimport, City of Glory</b> .....	34
Overview.....	35
Wards.....	35
Government.....	40
Law Enforcement.....	41
<b>Chapter 4: Calimshan Adventures</b> .....	42
A Distinct Flavor.....	42
Adventure Seeds.....	43
<b>Chapter 5: Treasures</b> .....	52
Coins.....	52
Calishite Mosaics .....	52
Other Magic Items .....	54
<b>Chapter 6: Friends and Foes</b> .....	57
Encounter Tables.....	57
New Creatures .....	60
Map of Calimshan.....	67

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# WELCOME TO CALIMSHAN

Calimshan is a rich and ancient land that lies a hundred miles east of Chult and over a thousand miles south of Waterdeep. It is renowned for its desert landscape, byzantine politics, and extraordinary wealth, though it has recently been shaken by a magical civil war. A land of unsurpassed wonder and indescribable evil, it has been a favored destination for adventurers for millennia. Welcome to Calimshan!



## USING THIS BOOK

This book, when used with the *Player's Handbook*, contains everything you need to run your own D&D campaign in Calimshan.

Chapter 1 describes how to create characters for Calimshan and includes information about how the various races, backgrounds, and classes fit with this setting. The chapter also includes four new subclasses.

Chapter 2 gives a broad overview of Calimshan, including information about the history, geography, cities, economy, politics, and customs of the land. Chapter 3 describes Calimport, the capital of Calimshan, also known as the City of Glory. Chapter 4 contains information about running adventures in Calimshan, including adventure seeds covering levels 1-20. Players should not read this chapter.

Chapter 5 includes several new magic items, while chapter 6 describes new monsters and NPCs, and also includes encounter tables

customized for Calimshan. The final page is a map of Calimshan.

## TEN THINGS TO KNOW

Here are ten quick things everyone needs to know about Calimshan.

### ANCIENT HISTORY

Calimshan is unthinkable ancient—it is the oldest of all human lands still in existence. It has a complex history that spans nine thousand years, and events that happened millennia ago still influence the land today.

### WEALTH AND TRADE

Calimshan has always been a wealthy nation, and its people have always been obsessed with wealth. Trade is the source of their prosperity, with the country lying at the nexus of a global trade network. Calishites (as the people of Calimshan call themselves) are considered by many to be the greatest merchants in the world.

### MANY GENIES

Various genies, especially djinn and efreet, have dwelt in the land from time immemorial, sometimes ruling over the local population, and sometimes even creating great empires. Genies are less common now than in former times, but you are much more likely to encounter one here than in a place like the Sword Coast. Most Calishites regard genies with fear and distrust.

## COMMON MAGIC

If you believe the marketplace chatter on the Sword Coast, every family in Calimshan owns a magic carpet, and every home is kept clean by a magic broom. These tales are wild exaggerations, but it is true that magic, and especially magic items, are more common here than in other lands.

## GREAT DESERT

When people think of Calimshan they usually think of the desert, and with good reason. The Calim Desert comprises more than a quarter of the land, running right up to the gates of the largest cities. Even the most urban Calishites feel a strong affinity with the desert and the stories associated with it.

## CALIMPORT

Calimport, the City of Glory, is the capital of Calimshan and can reasonably lay claim to be the oldest continuously inhabited human city in the world. For much of history it was also the largest city in Faerûn, though recent troubles have seen it diminished. Still, Calimport remains a glorious place, and the home to many remarkable adventures.

## URBAN AND COSMOPOLITAN

The people of Calimshan are an urban people, preferring fortified cities and towns over the dangerous countryside. Small villages are far less common here than on the Sword Coast, though they do exist. The cities of Calimshan tend to be very cosmopolitan, attracting people from every part of the world.

## GENIE WARS

Over a century ago, two ancient, powerful genies named Calim and Memnon engaged in

the Genie Wars, transforming the whole land into a battlefield. The unexplained disappearance of the two antagonists fifty years ago did little to ease the strife, with most of the human population finding themselves in bondage to Genasi Warlords who sought to fill the power vacuum. Trade continued throughout this troubled century, though it was much diminished, and the land was torn apart by violence and chaos.

## GLORIOUS REVOLUTION

Two decades ago, the great prophet Shahrzad taught the human population how to resist the Genasi Warlords. This became known as the Glorious Revolution, and saw the Warlords vanquished, the humans freed, and slavery abolished in the land. There were calls to place Shahrzad on the throne, but the prophet mysteriously disappeared. Instead, a war hero named Javad el Volahrn was named sultan, and the title Calishites give their ruler.

## A GILDED AGE

Calimshan has flourished in the short period since the Glorious Revolution. Wealth and people are flooding into the land, and the rapid growth of trade recalls the days of old. Many happily describe this as a golden age, but others are more circumspect. The grim legacy of the past remains like a shadow over Calimshan, and dreadful powers seek to undo all that has been accomplished, returning the land to war and chaos.



# CHAPTER 1:

## CHARACTER CREATION

The *Player's Handbook* describes the step-by-step process for character creation. This chapter provides additional options and information for characters created to play in a Calimshan campaign.



### RACES

The people of Calimshan refer to themselves as Calishites. Although the land is dominated by humans, all the common races may be found there, each of them with a different relationship to Calimshan's complex history and recent troubles.



### Calimshan's Population

Race	%
Humans	91
Genasi	3
Half-Orcs	3
Halflings	1
Half-Elves	1
Others	1

### HUMANS

Humans have been the most populous race in Calimshan for millennia and have dominated the land for much of its history. However, the devastating Genie Wars earlier in the century left most of the human population enslaved to Genasi Warlords. Human rule was restored nearly two decades ago, but many still regard genasi with suspicion and hostility.

### GENASI

Genasi are more populous in Calimshan than in any other nation in Faerûn, no doubt due to their kinship with the genies. During the recent Genie Wars, the genasi served as slave-masters over the rest of the Calishites. Humans especially have been unable to forget this oppression.

### HALF-ORCS

For most of Calimshan's history, orcs were an oddity. Then, nearly three centuries ago, a vast horde swept across the land. Although the horde was finally dispersed, orcs have been



relatively common in Calimshan ever since. More than in any other nation in Faerûn, half-orcs are accepted as a normal part of society, and many have risen to positions of wealth and influence.

## HALFLINGS

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Halflings were once populous in the western regions of Calimshan, but they were poorly treated by both humans and genasi, which led to mass migrations northward. Those that remain are concentrated in the foothills of the Marching Mountains and tend to be insular and distrustful of outsiders.

## HALF-ELVES

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Due to the historical animosity toward elves (see below), half-elves in Calimshan tend to hide their heritage, pretending to be fully human instead. Many of them can be found in Almraiven, practicing magic.

## OTHERS

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Other races are present in Calimshan but in much smaller numbers.

**Dragonborn.** As in most parts of Faerûn, dragonborn are extremely rare in Calimshan. Those present are most likely there as adventurers.

**Dwarves.** Dwarves have been scarce in Calimshan for most of its history. A few can be found in the cities, where they are esteemed for their superior metalworking skills.

**Elves.** The elves were custodians of this land countless years ago but were driven out by the genies and their human servants. Those few that remain have long memories and prefer not to be noticed in human lands. Humans, for their part, distrust the elves because of their



secretive nature, but also envy their facility with magic. The legendary city of Myth Dyraalis in the Forest of Mir is home to many wood elves, while most drow hail from Holldaybim, beneath the Marching Mountains.

**Gnomes.** There are few gnomes in Calimshan, though a small number can be found in the universities of Almraiven. There are persistent rumors of gnome enclaves in the Marching Mountains, but these have never been substantiated.

**Tieflings.** Like the dragonborn, the few tieflings present in Calimshan are most likely there as adventurers.

## BACKGROUNDS

All the backgrounds described in the *Player's Handbook* can be found in Calimshan.

Following are some suggestions for integrating each background into the local area. The places and organizations mentioned here are described in more detail in chapter 2.

**Acolyte.** All religions are tolerated in Calimshan, so you can select any god to follow. Ilmater, Waukeen, and Shar are among the most popular deities. See Cleric, under “Classes” below, for more information.

**Charlatan.** Hustlers of every kind can be found on the busy streets of Calimport, with a popular scam being the sale of fake magic items. More cultured charlatans might ply their craft in sophisticated Almraiven, milking the wealthier students of their excess coin.

**Criminal.** Calimport is home to all types of criminals, as is Manshaka, nicknamed the “City of Sin.” You might well belong to one of the rogue guilds, such as the Fellowship of Burglars and Thieves or the Society of Thugs and Enforcers.

**Entertainer.** There are many entertainers in the cities, especially Calimport and Memnon.

You could be a famed jester entertaining a vizar for a large fee, or a juggler begging for coppers on the street. As an itinerant storyteller, poet, or singer, you can make a modest livelihood touring towns and villages or travelling with a large caravan.

**Folk Hero.** You most likely hail from one of the villages or towns that can be found along the major roads, such as Keltar on the banks of the Calim River.

**Gladiator.** The famed Efreetum Arena in Calimport is home to spectacular gladiatorial combat. The contestants are usually free agents fighting for the rich prizes on offer, although occasionally indentured servants are forced into the ring. Less prestigious and lucrative is Manshaka's Blood Arena, which has earned a reputation for extreme violence.

**Guild Artisan.** Skilled artisans of every kind may be found throughout Calimshan, though each city has its particular specialty. Almraiven is home to famous shipwrights, Manshaka is known for its weaponsmiths, and Memnon is renowned for pottery. Calimport likes to claim superiority in every craft, but it is especially regarded for bookbinders, jewelers, and goldsmiths.

**Guild Merchant.** The wealth of Calimshan is built upon trade, and so merchants are well regarded. Calimport is naturally the major trade hub, with her bold ships plying the seas in every direction. Memnon is also a center of trade, lying on the great Trade Way that connects Calimshan to the northern lands. Exports include wine, perfume, fine ironmongery, glassware, books, jewelry, and minor magic items. Major imports include metals of all kind, grain, livestock, and oil.

**Hermit.** Over the years, numerous people have sought solitude in Calimshan's vast desert. The west edge of the desert, near the

coast, is a favored destination for those who reject society.

**Knight.** The term "knight" is not commonly used in Calimshan. If you select this background, you are most likely either the child or (in rare cases) the favored servant of a vizar or a pasha (see below).

**Noble.** The head of your family is either a vizar (a powerful government minister) or a pasha (a guildmaster).

**Outlander.** You might well come from one of the scattered enclaves along the Marching Mountains, from a small community along the western coast, or you could be a desert nomad.

**Pirate.** There are a great number of pirates sailing upon the waters of the Shining Sea, south and west of Calimshan. Piracy is also rife on the Lake of Steam. If you choose this background, you might be a member of the powerful Union of Pirates and Smugglers, based in Almraiven.





**Sage.** Almraiven is the intellectual capital of Calimshan with many fine schools, making it the natural residence for any sage. You might also have found a home in one of the various abbeys, cloisters, and monasteries that dot the land, each with their own specialty. For example, the School of St. Rucir in the Marching Mountains is dedicated to engineering, the Monastery of St. Fanal in the Alamir Mountains concentrates on history, while the House of St. Liwan's Blessings on the western coast is a school for cooks!

**Sailor.** The Calishites are very good sailors, with their trade ships voyaging all over the known Realms. You most likely served on a merchant ship, but you might also have been part of the Calishite navy, which has been rapidly expanding in recent years.

**Soldier.** You may have fought in the Glorious Revolution nearly twenty years ago, or you might be part of the modern Calishite army, which is primarily based in Calimport and Memnon. Calimshan is also home to several mercenary companies, such as the Iron Hawks, the Manshakan Guard, and the Company of the Rose.

**Spy.** Calimshan and its neighbors are sometimes called the "Lands of Intrigue," and with some justification. Spying is regarded as an honorable, though highly dangerous, vocation. You might be part of the Responsible Association of Spies, selling your services to the highest bidder. Or perhaps you worked for a vizar, a pasha, or a wealthy merchant family.

**Urchin.** Calishites are generous when rewarding good service, but charitable giving is generally frowned upon. This means there is an utterly destitute stratum of people in every population center in the country. In Calimshan, you most likely emerged from one of the poorer

parts of the city, such as the Market Ward, the Trades Ward, or the Shackles Ward.

## CLASSES

Your character can be any class that appears in the *Player's Handbook* (or other sources, with your DM's permission). This section shows you how the class you want to play relates to Calishite society. Combining this information with your chosen background helps you create a unique and interesting character backstory.

### BARBARIAN

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Calishites regard themselves as the most civilized people in the world and use the label "barbarian" as an insult aimed at outsiders, especially those from the North. However, there are some Calishites who reject civilization and choose to live and thrive in the wilds. The nomads who live in the Calim Desert are the best example. There are also several isolated settlements that dot the Marching Mountains with people who are a little more in touch with raw nature and their own primal physicality.

### BARD

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Music, poetry, and storytelling are revered throughout Calimshan and are considered the primary means to preserve history and tradition among the common folk. For this reason, bards are usually welcome in any civilized area.

While some gifted bards manage to teach themselves the magical arts, it is more frequent for them to learn at the feet of a master. Instruction in bardic magic is also available at the School of Hands Arcane in Almraiven.

One of the private lending libraries in the Quill Ward of Calimport is called The Bard's



Wisdom, which has an impressive collection of tales, poems, songs, and epics. Most bards in Calimshan have visited this business at some point in their career.

## CLERIC

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When it comes to religion, Calimshan sees itself as a tolerant and cosmopolitan land. It accepts all creeds and religions, even those devoted to the gods that are shunned in other places. With a cultural imperative to have the biggest and best, the country has major temples to most of the deities ever worshipped in the Realms. Many of the major temples in Calimport have been standing for well over two thousand years.

This means that clerics of all faiths, even obscure ones, may be found in Calimshan. Ilmater, god of suffering, is the most popular deity in the country, with the lower classes seeking comfort in his teachings during the recent times of oppression. Others have embraced powerful and violent gods, especially Shar, goddess of darkness, as a bulwark against genie domination. The worship of Azuth, god of magic, is common among the magical students of Almraiven, while the Janessar of the Marching Mountains are often devoted to Tyr, god of justice.

## DRUID

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Druids are both less common and less revered in Calimshan than in other lands, probably because most Calishites are so strongly disposed toward urban life. This is in stark contrast to nearby Tethyr, where druids enjoy considerable influence. Indeed, any druids encountered in Calimshan are more likely than not to hail from Tethyr.

The only well-known druid in Calimshan is the Keeper of the Golden Grove, which is an oak-filled shrine to Silvanus in Memnon. Other druids are rumored to live hermit-like lives in the Calim Desert and the Forest of Mir, though some doubt these reports given how dangerous those places are.

There are several ancient stone circles in Calimshan, such as Allyn's Anvil in the Alimir Mountains, and The Dancing Dwarves near the Spider Swamp. Druidic enclaves are said to worship at these sites.

## FIGHTER

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Skilled fighters have always been respected in Calimshan and never more so since the Glorious Revolution. They can be found in every corner of Calimshan, civilized or otherwise. There are numerous places where elite fighting skills can be acquired, such as the military, the gladiatorial arenas, or riding with the desert nomads. Calimport also has several well-regarded sword schools, such as the Master of the Blade. It is common for vizars and pashas to hire bodyguards from such places.





## Monk

Monasteries, where monks live and train, can be found throughout Calimshan, including some very inhospitable places, such as the Forest of Mir. They are well regarded by the Calishites and are considered outposts of civilization in the wilderness.

The most well-known monasteries are dedicated to Ilmater and include St. Dobra's Abbey in the Marching Mountains, St. Wityn's Hospice in the Alimir Mountains, and the Monastery of St. Aban in the Forest of Mir. There are also monasteries in the Calim Desert itself. At the Friary of St. Amahl and St. Noradnar's Hermitage, the monks have learned how to harness the power of the desert itself.

## PALADIN

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Paladins can be found serving at all the major temples in Calimshan, and many of the minor ones, too. But the most famous paladins in the land are the Janessar. For generations, these warriors have been champions of the downtrodden, providing comfort and refuge to the oppressed from their stronghold in the Marching Mountains.

For most of their existence, the Janessar were despised by the ruling elite, who saw them as dangerous subversives. This perception changed during the Genie Wars, with the Janessar bravely resisting the forces of the Genasi Warlords and playing a major role in the Glorious Revolution. Consequently, the Janessar are now generally regarded as national heroes, even by the wealthy and powerful.

## RANGER

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Rangers tend to dwell, singly or in small conclaves, on the outskirts of civilization. A good number make their home in the Forest of Mir, protecting eastern Calimshan from the horrors that lurk there. Rangers can also be found riding with the nomads of the Calim Desert.

There is a large conclave of rangers in a tree village call Rutawwa, high up among the branches of the forest that covers the easternmost foothills of the Marching Mountains. Rangers are also known to base themselves in St. Faelar's Cloisters, on the banks of the Calim River where it spills down from the mountains.

## ROGUE

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Stealth, deception, and cunning are all considered valuable skills by the Calishites, especially when employed for commercial gain. Although theft can be punished harshly, it is usually the victim's responsibility to ensure justice is done. Failure to do so vindicates the original theft in the eyes of many Calishites.

Given this attitude, it is not surprising to find rogue guilds in every city and many smaller towns. While nominally outlawed, these guilds usually operate with the cooperation, and sometimes the patronage, of the local authorities. In Calimport, the Crypt Ward is sometimes known as "Thieves' Quarter" and contains the headquarters of the Fellowship of Burglars and Thieves, one of the most powerful guilds in the land.

## SORCERER

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Calimshan is a land that is drenched in magic. But while wizards are revered, sorcerers are

regarded as dangerous and undisciplined hacks, and are usually snubbed by polite magical society. Even so, there are more than a few sorcerers in Almraiven, attracted by the city's thriving magical markets. Such sorcerers often pretend to be wizards, graduates of conveniently far-off magical colleges.

## WARLOCK

If sorcerers are distrusted in Calimshan, warlocks are simply feared and loathed. The Genie Wars have left Calishites despising the sort of powerful magical entities that warlocks derive their power from. To identify as a warlock in Calimshan is to be shunned and despised, turned away from inns and rejected in the market.

## WIZARD

Wizards are highly respected in all parts of Calimshan and by all levels of society. They are truly considered the "wise ones," and even a simple hedge wizard is guaranteed a warm welcome throughout the land.

There is a magical hierarchy, however, with those who trained at one of the magical schools in Almraiven regarded most highly.

## SUBCLASS OPTIONS

Four classes receive subclass options in this section: the druid, the monk, the paladin, and the ranger.

### New Subclasses

Class	New Subclass
Druid	Circle of Stone
Monk	Way of the Desert Wind
Paladin	Oath of the Janessar
Ranger	Wayfinder

## CIRCLE OF STONE

Druids who are members of the Circle of Stone have a special connection with the very bones of the world and commune with the elemental spirits that inhabit mountains, hills, caves, and tunnels. These druids resist change and seek to preserve things as they are. They consider the ancient stone circles that can be found throughout the Realms to be sacred places.

### Circle of Stone Spells

Druid Level	Spells
3rd	<i>dust devil</i> , * <i>spike growth</i>
5th	<i>erupting earth</i> , * <i>meld into stone</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>conjure elemental</i> , <i>wall of stone</i>

\* From *Elemental Evil Player's Companion*



## STONE STRENGTH

*2nd-level Circle of Stone feature*

You can summon elemental spirits to fill your body with stony strength and protect you from harm. You have a pool of such strength represented by a number of d8s equal to your druid level. When you take damage, you can use your reaction to spend a number of these dice and reduce the damage by the total. You regain all expended dice when you finish a long rest.

## STONE SPIDER

*6th-level Circle of Stone feature*

You can use an action to transform a pebble into a **stone spider** (see chapter 6). Add your proficiency bonus to the creature's AC, attack rolls, and damage rolls. Its hit point maximum equals four times your druid level.

The stone spider reverts to a pebble when it drops to 0 hit points or when 1 hour has passed. It is friendly to you and your companions, and it obeys any verbal commands that you issue to it (no action is required by you).

Once you use this feature, you can't use it again until you finish a long rest.

## STONE SPEAKER

*10th-level Circle of Stone feature*

You gain the ability to speak with a stone object or surface. The stone can tell you what events have occurred within 10 feet of it in the past 24 hours. Its perspective, perception, and knowledge may limit what details the stone can provide.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## STONE PRISON

*14th-level Circle of Stone feature*

As an action, you can cause raw stone to erupt from the ground, enclosing a creature you choose within 30 feet of you. The target must be Large or smaller and must be standing on the ground. The target must succeed on a Dexterity saving throw with disadvantage to avoid being trapped.

The prison is exactly large enough to hold the trapped creature. It is completely airtight with enough air to last 1 hour. While in this stone prison, the target has a speed of 0 but can otherwise take actions. The prison has AC 17, 50 hit points, is immune to poison and psychic damage, and has a damage threshold of 5.

Once you use this feature, you can't use it again until you finish a short or long rest.

## WAY OF THE DESERT WIND

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Monks who follow the Way of the Desert Wind draw their ki energy from the scorching winds of the most barren areas in Calimshan and other lands. Although you feel most at home in arid regions, you can summon this vast power wherever you are.

## BLINDING SANDS

*3rd-level Way of the Desert Wind feature*

A rush of gritty desert wind accompanies your rapid strikes. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, the target must succeed on a Constitution saving throw or be blinded until the start of its next turn by swirling desert sand.

## REED IN THE WIND

*6th-level Way of the Desert Wind feature*

You turn your enemy's momentum to your benefit, rolling with their attacks and setting up a vicious counter. When a creature hits you with a melee attack, you can use your reaction to reduce the damage by half your monk level. You then have advantage on the next melee attack you make against that creature before the end of your next turn.

## BURNING BRAND

*11th-level Way of the Desert Wind feature*

Your strike leaves a fiery imprint that explodes the next time your enemy is struck. When you hit a creature with one of the attacks granted by your Flurry of Blows, you can spend 1 ki point to leave a burning brand on it. If the target is struck before the end of your next turn, the brand explodes, inflicting 2d6 fire damage on the target and all creatures within 5 feet of it.

You can increase the brand's damage by spending extra ki points. Each point you spend, to a maximum of 3, increases the damage by 2d6.

## RISING PHOENIX

*17th-level Way of the Desert Wind feature*

You can use an action to summon searing winds to safely encase your body. While this feature is active, you gain the following abilities:

- You have resistance to fire damage.
- You have a flying speed of 60 feet.
- A creature takes 2d6 fire damage when it comes within 5 feet of you for the first time on a turn or starts its turn within 5 feet of you.

You can use a bonus action to dismiss these encasing winds.

## OATH OF THE JANESSAR

The Oath of the Janessar commits a paladin to overthrowing tyranny and liberating the oppressed. This can involve tasks as diverse as freeing a slave, saving someone from a forced marriage, or ensuring workers receive a fair wage. Although most of the Janessar are based in Faeressar, their stronghold in the Marching Mountains, there are some who travel throughout Calimshan and the Realms, fighting oppression wherever they find it.



*Bob Grayson*

## TENETS OF THE JANESSAR

A paladin who takes this oath swears before the High Janessar in Faeressar to uphold these tenets:

**Liberate the Enslaved.** You will bring freedom and justice to those in bondage.

**Uplift the Downtrodden.** You will bring hope and dignity to those who have had them stripped away.

**Relieve the Oppressed.** You will bring aid and comfort to those who suffer under the hand of tyrants.

## OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Janessar Spells table. See the Sacred Oath class feature in chapter 3 of the *Player's Handbook* for how oath spells work.

### Oath of the Janessar Spells

Paladin Level	Spells
3rd	<i>goodberry, sanctuary</i>
5th	<i>knock, lesser restoration</i>
9th	<i>beacon of hope, remove curse</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>circle of power, greater restoration</i>

## CHANNEL DIVINITY

### 3rd-level Oath of the Janessar feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature in chapter 3 of the *Player's Handbook* for how Channel Divinity works.

**Voice of Righteousness.** You can use your Channel Divinity to augment your words with divine favor as you plead on behalf of the oppressed. As a bonus action, you gain advantage on all Charisma (Persuasion) and Charisma (Intimidation) checks for the next 10 minutes.

**Denounce the Oppressor.** You can use your Channel Divinity to call down a divine imprecation upon your enemies. As an action, choose one creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature falls prone and is incapacitated until the start of your next turn.

## AURA OF FREEDOM

### 7th-level Oath of the Janessar feature

You and friendly creatures within 10 feet of you can't be restrained or have their speed reduced by spells and other magical effects while you are conscious. At 18th level, the range of this aura increases to 30 feet.

## ANGELIC ESCAPE

### 15th-level Oath of the Janessar feature

As a bonus action, you cause brilliant white wings to envelop you in a sparkling cocoon. The wings disappear and teleport to an unoccupied point you can see within 30 feet and then unfold, leaving you at the new location. Once you use this ability, you can't use it again until you finish a short rest.

## GLORIOUS LIBERATOR

### 20th-level Oath of the Janessar feature

You can transform yourself into an avatar of liberty. As a bonus action, you gain the following benefits for 10 minutes:

- You are immune to the charmed, grappled, paralyzed, petrified, restrained, and stunned conditions.
- You can cast the *knock* spell as a bonus action without expending a spell slot.
- You can use your Denounce the Oppressor Channel Divinity option as a bonus action.

Once you use this feature, you can't use it again until you finish a long rest.

## WAYFINDER

A ranger who chooses the Wayfinder archetype is a master guide, safely leading others through dangerous wilderness regions. Wayfinders are more likely than other rangers to sell their services for coin, being especially prized by merchants seeking a secure path across hostile terrain, and by explorers wishing to investigate the unknown.

### WAYFINDER MAGIC

#### *3rd-level Wayfinder feature*

You learn an additional spell when you reach certain levels in this class, as shown in the Wayfinder Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### Wayfinder Spells

Ranger Level	Spells
3rd	<i>Sanctuary</i>
5th	<i>See invisibility</i>
9th	<i>Protection from energy</i>
13th	<i>Death ward</i>
17th	<i>Dispel evil and good</i>

### PEERLESS VIGILANCE

#### *3rd-level Wayfinder feature*

The years spent walking dangerous paths have sharpened your senses, enabling you to react quickly and effectively to danger. You cannot be surprised while conscious. In addition, you have advantage on the first weapon attack you make during the first round of combat, and, if you hit, it is automatically a critical hit.

### SUPREME EXPLORER

#### *3rd-level Wayfinder feature*

You have travelled widely in a variety of lands and are an expert in many different

environments. Chose two additional favored terrains.

### HIDDEN TRUTHS

#### *7th-level Wayfinder feature*

The wilds are full of secrets both mundane and magical, and you have developed a preternatural eye for finding the truth. You have advantage on ability checks made to locate secret doors and detect illusions, and advantage on saving throws against illusion magic.

In addition, while in your favored terrain you have blindsight out to a range of 10 feet. By 11th level, this increases to 30 feet.





## TIMELY WARNING

*11th-level Wayfinder feature*

You are constantly on the watch for any harm that might come to your allies. If a creature you can see within 30 feet of you is hit with an attack, you can use your reaction to call out a warning and reduce the damage by half.

## DISORIENTING STRIKE

*15th-level Wayfinder feature*

Your mesmerizing attack causes the target to lose its sense of direction, becoming dizzy, confused, and vulnerable. The first time you hit a creature on your turn, the creature takes an extra 1d8 damage.

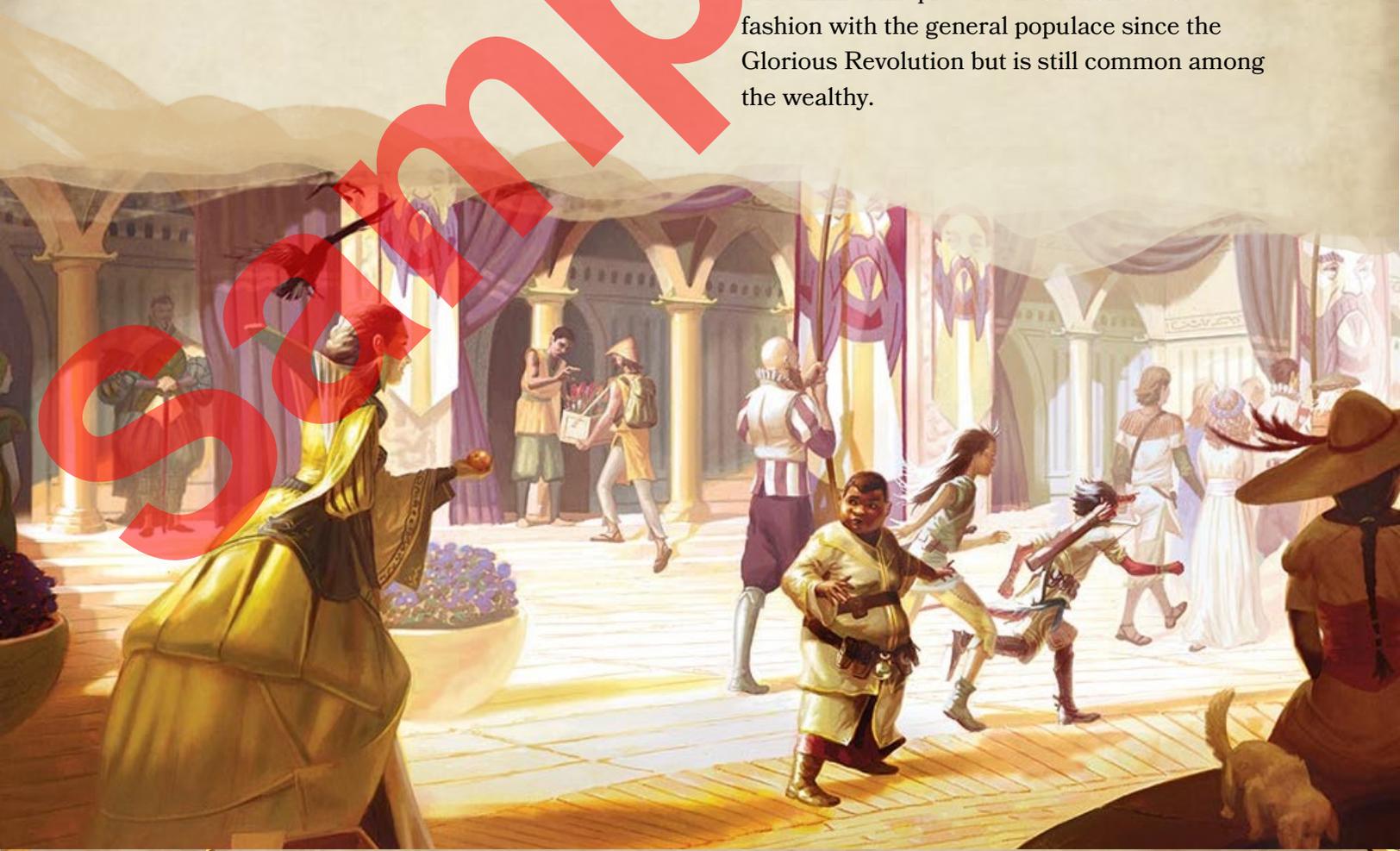
In addition, the target must make a successful Constitution saving throw against your spell save DC. Otherwise, when the target makes an attack roll or a saving throw before the start of your next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

## CALISHITE NAMES

Following are some common Calishite names.

d20	First Name	Family Name
1	Amaya	Anvari
2	Aria	Darvish
3	Azadi	Farzan
4	Dana	Galín
5	Ervin	Gilani
6	Frida	Hakimi
7	Hashem	Khateera
8	Javad	Khavari
9	Kasra	Larau
10	Kiana	Mahjoub
11	Maryam	Matyr
12	Ramin	Namor
13	Reyhan	Qardeen
14	Roxana	Saatchi
15	Sara	Samesaj
16	Shahin	Sujim
17	Tara	Vehmet
18	Vahid	Veisi
19	Yasamin	Volahrn
20	Zana	Zadeh

An old tradition places the word “el” between the first and family name, for example, Roxana el Hakimi. This practice has fallen out of fashion with the general populace since the Glorious Revolution but is still common among the wealthy.





# CHAPTER 2:

## CALIMSHAN DESCRIBED

This chapter gives a broad overview of Calimshan, including information about the history, geography, cities, economy, politics, and customs of the land.



### HISTORY

The history of Calimshan is both rich and complex, spanning nine thousand years. In ancient times, the land was covered by a great forest and was home to warring elves and giants. Humans were relatively feeble during this era, hiding on the fringes of the land in trees and caves.

This situation changed when a mighty djinni named Calim arrived from another world with a powerful elemental entourage. Calim cleared the forests, drove out the elves and giants, and turned the humans into slaves. He established the Calim Empire, ruling it from the newly built capital of Calimport. The empire lasted for a thousand years and was dominated by djinn and their offspring, the genasi (or “genie-kin”).

Calim faced a significant threat when a powerful efreeti named Memnon established the realm of Memnonnar to the north. The two empires engaged in a devastating 400-year war known as the Era of Skyfire. This conflict turned much of the land into desert and left the elemental powers so depleted that a conclave of elvish magicians was able to bind them into an artifact called the Calimemnon Crystal. The genasi were driven into hiding while various

human factions and nations vied for dominance over the next millennium. Eventually the united realm of Calimshan emerged from the chaos, with its prosperity built on trade.

Calishite history is often divided into Ten Ages, during which time the fortunes of the land waxed and waned. The approximate start and end of each age in Dale Reckoning is given in the Ages of Calimshan table. The greatest age of all, the Sixth, gave rise to the Shoon Imperium of more than a thousand years past. At its peak, the Imperium stretched to the High Moors in the north, to the Shaar in the east, west to Chult, and south to the lands of Tashalar and Thindol. Weak leadership saw the Imperium collapse, and Calimshan ultimately contracted to its modern borders. Even in this reduced state, Calimshan was a wealthy and powerful nation, with trading links all over the world.

### Ages of Calimshan

Name	Circa
First Age	-5000 to -3200 DR
Second Age	-3200 to -1900 DR
Third Age	-1900 to -900 DR
Fourth Age	-900 to -200 DR
Fifth Age	-200 to 27 DR
Sixth Age (Shoon Imperium)	27 to 450 DR
Seventh Age	450 to 1018 DR
Eighth Age	1018 to 1235 DR
Nine Age	1235 to 1358 DR
Tenth Age	1358 to 1385 DR
Genie Wars	1385 to 1482 DR
Present Age	1482 DR to present

In the centuries that followed, the nation was devastated several times by Realms-wide events such as the Rage of Dragons and the Godswar. Each time, Calimshan recovered with its wealth and influence undimmed.

A crisis of a different and more severe nature accompanied the Spellplague of a century past. This saw the fundamental laws of magic warped and changed, causing the destruction of the ancient Calimemnon Crystal. The mighty genies Calim and Memnon emerged and resumed their furious war, with all Calimshan's people enslaved and its lands transformed into a battlefield. This was the second Era of Skyfire, which became more commonly known as the Genie Wars. Genasi from all over the world flocked to Calimshan to join the fray, full of elemental power and with their human heritage seemingly diminished.

After half a century of conflict, Calim and Memnon mysteriously disappeared (some say they were banished by the vassals of Auril, the goddess of Winter). However, the conflict raged on, with Genasi Warlords vying for supremacy using the dwindling human populations as slave soldiers.

The conflict was fatally disrupted by the catastrophic event known as the Sundering. During this time, when the whole world was convulsing with change, the power of the genasi waned. Many simply disappeared, and those that remained seemed now to favor their human nature over their elemental nature.

As this was happening, a human slave named Shahrzad was chosen by the god Ilmater to lead the people of Calimshan to freedom. The prophet began preaching a message of non-violent resistance to massive crowds, but this soon turned into a bloody general uprising known as the Glorious Revolution. Many

genasi were slaughtered as humans retook control of the land.

Shahrzad disappeared. Many believe Ilmater took his beloved Chosen up to be by his side, and that the prophet will one day return when the nation is in need.

With their enemies vanquished, the humans elected a war hero, Javad el Volahrn, as ruler of the land. Adopting the traditional title of sylvasha, and ruling from the ancient city of Calimport, one of Javad's first acts was to issue the Grand Proclamation of Amnesty and Liberation, which pardoned those who had cooperated with the Genasi Warlords, and also outlawed all slavery in Calimshan for all time. The whole nation having been in bondage for nearly a century, the latter clause was met with general acclaim. Meanwhile, and with remarkable speed, Calimshan has re-established itself as one of the wealthiest and most important nations in the world.



## GEOGRAPHY

Calimshan is bounded in the south and west by the Shining Sea. It extends north to the River Agis and the Marching Mountains, and east to the Lake of Steam. There are several features of geographical interest.

## CALIM DESERT

This massive area of sand and stone comprises more than a quarter of the land. It is not a natural desert but was created millennia ago by the first Era of Skyfire.

**Environment.** The desert is brutally hot during the day, though the temperature is more comfortable at night. The wind, commonly known as “Calim’s Breath,” is strong and unpredictable, reducing visibility as it fills the air with sand.

Water, naturally enough, is very scarce. There are some oases in the desert, though not many. These usually consist of a small pool fed by an underground river and surrounded by scrubby trees and bushes. Legend tells of a “walking oasis” that moves about the desert seemingly at random, but many scholars dismiss such tales.

**Roads.** There is a single highway across the Calim Desert. Known as the Trade Way, it connects Calimport in the south to Memnon in the north and beyond. Built during the Shoon Imperium, it was once a fully paved road capable of allowing six horses to travel abreast, but parts of it are now broken or buried in the sand. It is well travelled, being the major land route into Calimshan from the north. The Coast Road wraps around the western border of the desert and is little used.





**Inhabitants.** Despite the harsh conditions, some people choose to make this place their home. Known as the desert nomads, they are a tribal people who live a migratory lifestyle, and do not recognize the authority of the syl-pasha. These nomads have mastered the ability to live off the arid land, but they also engage in trade with Calishite merchants. It is true, too, that some of them prey upon the rich caravans that travel along the Trade Way.

There are several monasteries built along the Trade Way, as well as several in more isolated areas. These are inhabited by monks, clerics, and other religious devotees.

It is also known that some of the surviving Genasi Warlords established secret strongholds in the desert following the Glorious Revolution. The ultimate plans of these people are unknown.

**Structures.** The sands of the desert are home to the ruins of at least a dozen ancient cities, such as Dashadjen and Teshyll. The exact locations of these places are not widely known, but they are said to hide great treasures and are a perennial attraction for adventurers.

The Old Necropolis, created during the First Age, lies between the Trade Way and the Marching Mountains at the north end of the desert. Although many of the tombs have been looted, there are still treasures and dangers aplenty there.



**Threats.** The Calim Desert is a dangerous place to adventure. Natural threats such as snakes, scorpions, wasps, desert cats, and birds of prey are bad enough, but magical aberrations also roam the sands, including death dogs, leucrotta, phase spiders, kruthik, tlincalli, naga, yuan-ti, and the infamous desert purple worm. Djinn, efreet, and other elementals also abide in the desert.

## CORAM STEPPES

Situated between the Calim River and the River of Ice, the Coram Steppes are a large and sparsely populated region in the center of Calimshan. Transformed a century ago into a desert by a magically induced drought, for the last 50 years the vegetation has been creeping back.

**Environment.** The temperature is hot the whole year around with only small amounts of rain. Most of the area is semi-arid and is covered by grass and shrubs. The only exceptions are the banks of the rivers, which are both fertile and tree lined. The Calim River is wide, deep, and abounding in fish. It floods every year and enriches the soil, especially around Keltar.

**Inhabitants.** The towns of Keltar, Manshaka, and Schamedar are the major population centers in the region (see “Cities and Towns,” below). Olive, date, and fig plantations are common along the riverbanks, as well as a few fishing villages along the coast. The steppe region itself is home to a few nomadic groups of shepherds.

**Roads.** The old Imperial Highway, built in the days of the Shoon Empire, runs from the bridge over the Calim River through Keltar, Manshaka and Schamedar, before crossing over the River of Ice into the Plains of

Renestar. There are other trails across the plains, but they are little used.

**Threats.** Hostile creatures have learned to stay away from the population centers, but the steppes themselves are dangerous. Jackals, wolves, and lions prowl the area, alongside giant fauna, such as lizards, vultures, snakes, spiders, and hyenas. Tribes of gnolls are relatively common, while orc bands occasionally come south from the foothills of the Marching Mountains, either hunting on the steppes or raiding the riverside plantations. Unlucky travelers might also encounter cockatrices, worgs, manticores, or bulettes. Rarer still, but not unknown, are elementals and genies.

## FOREST OF MIR

The only place in Calimshan more dreadful than the Calim Desert is the Forest of Mir. A vast, hilly thicket, it wraps around the eastern edge of the Marching Mountains and extends south almost to the coast. Large parts of the forest were destroyed by an enormous firestorm during the Genie Wars, but it has grown back, larger than ever, in the half century since.

**Environment.** Dense stands of pine, fir, calan, shadowtop, and duskwood are interwoven with heavy underbrush. The forest is stifling hot most of the year, though very cold at night. Small streams and ponds are common although the water is often foul.

**Roads.** There are no true roads in the forest, but the outer areas are riddled by game trails and goblin byways. There are very few trails at





all in the heart of the forest, and those that do exist are said to be cursed. There is a rarely used caravan route that wraps around the southern border of the forest, just north of the Spider Swamp.

**Inhabitants.** Adventurers may find a few friendly faces in the Forest of Mir, such as the druids and hardy rangers who dwell on the fringes. There are two monasteries on the western edge of this dangerous wood. The Hospice of St. Mariam is toward the north, and the faithful there have a focus on healing and herbal magic. The Monastery of St. Aban is a well-hidden structure near the Spider Swamp and is a place of refuge for outcasts and rejects.

Persistent rumors state that a colony of firbolgs dwell in the north of the forest and have been known to help travelers who find themselves lost in the forest. Lastly, the forest is home to many sprites and satyrs, though their attitude to adventurers is hard to predict.

**Structures.** There are a small number of artificial structures in the forest itself. The Magis Tor is composed of five towers that lie within the northeastern portion of the forest. It

was constructed by a cabal of wizards known as the Magis Mir, who mysteriously disappeared many years ago. Not far from this location are the ruins of Myth Unnohyr, a long-abandoned elven stronghold and treasure house. Legend also tells of a hidden elvish city in the forest, the so-called “phantom city” of Myth Dyraalis. Few people credit this tale.

**Threats.** The Forest of Mir is thick with monsters. Most populous of all are goblins, ogres, and gnolls. The northern part of the forest is home to a good number of hill giants as well as some drow from Holldaybim, beneath the Marching Mountains.

The southern leg of the forest is inhabited by a large colony of wereboars, as well as many aranea. The heart of the forest is residence to many dangerous creatures, such as giant snakes, owlbears, phase spiders, harpies, gricks, basilisks, trolls, gorgons, yuan-ti, hydras, green dragons, black dragons, and worse. The fearsome reputation of the forest is truly deserved.



## MARCHING MOUNTAINS

These forested peaks mark the northern border of Calimshan and are sometimes known as the “Shield of the South.”

**Environment.** The mountains are not especially tall, with few rising above six thousand feet. Steep chasms and cliffs mean the interior peaks are generally inaccessible except via the air, and there are numerous hidden vales in the broad foothills. The range is covered in pine and calan trees throughout the year, though some winters see a little snow on the peaks.

**Roads.** There are no major highways through the range anymore, although the broken remnants of some old dwarven roads can be found. There are several trails through the foothills, some of them relatively well used.

**Inhabitants.** It is well-known throughout Calimshan that the Janessar dwell in the Marching Mountains, most of them based in the stronghold of Faeressar. There are several monasteries situated in the range as well. St. Dobra's Abbey is in the western foothills and is home to those who have voluntarily embraced celibacy. St. Faelar's Cloister on the southern slopes is dedicated to helping the lost and wandering. Meanwhile, the School of St. Rucir in the northern foothills is focused on engineering and stonemasonry.

There are also about a dozen halfling towns and villages on the high plateaus of the northern slopes, known as the hin holds. A few resilient human villages are based in the vales of the southern foothills.

**Structures.** Faeressar is an imposing stronghold on the western edge of the range. Highly defensible, it stands on a cliff and is approachable only along a narrow ravine pass. The Janessar held Faeressar against all



invasion attempts during the Genie Wars. Also in the mountains are the abandoned Janessar fortresses of Khanall and Rutawwa.

The drow city of Holldaybim lies beneath the eastern foothills of the Marching Mountains. Nearby are the ruins of two former drow settlements, Dallnothax and Iskashyoll.

The ruins of four enormous temples on a plateau in the southern foothills mark the location of Nykkar, the City of Sorrow, a vast necropolis created in ancient days. Within the cavernous undertombs are the remains of countless thousands, guarded by ingenious traps and hideous monsters.

Legend tells that Ul'sahab, the City of Seers, can be found on the slopes of the tallest mountain in the range. A place of marvels, it is said that only the worthy can approach it.

**Threats.** The Marching Mountains are thick with kobolds, orcs, and ogres. Monsters such as harpies, perytons, basilisks, manticores, gorgons, and chimera can also be found on the



lower slopes. Ettin and cyclops are also not uncommon.

Higher up the mountains dwell galeb duhr, rocs, and a few dao. Ghosts, wights, revenants, and worse can all be found in Nykkar. There are several hill giant settlements in the southwestern foothills, including at least one major stading.

Drow are also common in the eastern areas of the range, especially below ground, and there are indications that an illithid colony has taken up residence near the former drow city of Dallnothax.

One of the most powerful creatures dwelling in the Marching Mountains is Xiimonraavir the Devourer, a beholder whose lair is a massive subterranean complex, housing many unwilling human and halfling servitors.

There is another, even more ominous, figure in the Marching Mountains. Some believe that a powerful lich named Shangalar, ruler of the evil consortium known as The Twisted Rune, dwells in a flying fortress amidst the peaks. The sophisticated are quick to dismiss such talk.

## PLAINS OF RENESTAR

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These fertile grasslands lie between the River of Ice and the Forest of Mir. The name is a corruption of the original elvish name for the region, Sarenestar.

**Environment.** Good rainfall and soil make this one of the few truly fertile regions in Calimshan. The area is mostly grass along with a few thin woods. The land is relatively flat until you reach the foothills of the Marching Mountains in the north. The temperature is hot throughout the year, but the area benefits from good rainfall in winter and spring.

**Roads.** The old Imperial Highway, built in the days of the Shoon Empire, runs from the

bridge over the River of Ice along the coast through Volothamp, then between the Forest of Mir and the Spider Swamp. There are other trails across the grasslands, connecting the isolated villages there.

**Inhabitants.** The major population center in the area is Volothamp, which lies on the south coast. Olive, date, and fig plantations are common along the banks of the River of Ice, though most are south of the river branch. There are some fishing villages along the coast, though very few lie east of Volothamp. There are also a few villages dotted throughout the grasslands, mostly herders or farmers taking advantage of the rich soil. Such villages tend to be strongly fortified.

**Threats.** There are many hostile creatures here, though they tend to concentrate in the north and eastern parts of the region. Lions, wolves, and worgs are common. Orcs and giants come south from the Marching Mountains quite commonly, though they generally avoid the fortified human settlements. Gnolls roam freely across the plains.

Hideous creatures sometimes emerge from the Forest of Mir. These include wereboars, giant snakes, giant spiders, owlbears, harpies, basilisks, trolls, and gorgons. Elementals are rare here, but the occasional djinni has been encountered.



## SPIDER SWAMP

This sickly bog starts in the southern tip of the Forest of Mir and spreads all the way south to the Shining Sea. Sometimes called the Venommire, it is a highly dangerous location.

**Environment.** This hot, fetid swamp is fed by several springs and two small, sluggish rivers. The area is clogged with vegetation, lichen and moss, as well as thick clusters of mangrove trees. There are some freshwater springs in the northern part of the swamp, but most of the water is brackish.

The magical drought that occurred early in the Genie Wars saw the swamp almost completely dried up, but over the last half century it has slowly resumed its former state.

**Roads.** There are no roads through the swamp, and what trails exist are unreliable and likely to shift and change. An old caravan route runs along the northern edge of the swamp, but it is rarely used.

**Inhabitants.** Adventurers are not likely to find many allies or safeholds in the Spider Swamp. The main denizens of this location are the aranea (see chapter 6), sometimes called werespiders.

The aranea have a long history of conflict with Calimshan, and there is no guarantee they will treat adventurers kindly. The aranea do, however, often trade with the Seminary of St. Ithryn, which lies just a few miles from the southern edge of the swamp.

**Structures.** The only structure of significance is the ruined city of Ajhuutal in the northern part of the swamp. It was built during the Fifth Age by dissident wizards who rejected Calishite authority. Though small, the city was an engineering marvel, sitting twenty feet above the swamp on enormous pylons and



supplied with fresh water and indoor plumbing via magical pumps.

The people of Ajhuutal were not fecund, however, and slowly dwindled. The aranea moved into the city as the last of the humans died out, and several hundred live there to this day.

**Threats.** As well as the aranea, the Spider Swamp is home to lizardfolk, bullywugs, and some yuan-ti. There are also, naturally, spiders of every kind, as well as giant fauna like rats, snakes, lizards, bats, frogs, toads, scorpions, and crocodiles. Other monstrous inhabitants include creatures such as otyughs, neogi, cockatrices, stone spiders, basilisks, hydras, and froghemoths.

Elementals are not uncommon in this place, especially mud mephits, water weirds, and water elementals, alongside the occasional marid. Amongst the vegetation can be found various kinds of blights, shambling mounds, and even corpse flowers.

Finally, the swamp is home to several black and green dragons, some of whom are very powerful and unlikely to treat intruders kindly.



## CITIES AND TOWNS

The Calishites are a highly urban people, with seven out of ten living in a city or town. The vast majority of those in rural areas live either along a river or along the coast. This is partly due to the hostility of the countryside but also reflects the national character, which values sophistication and material comfort.

Calimshan's cities were once the talk of the world, though they were badly diminished by the Genie Wars. Even so, there is much that remains impressive.

### ALMRAIVEN

Situated on the south coast, Almraiven has the largest shipyards in Calimshan. However, it is better known as home to several fine universities and as the preeminent center of magical research in the land. Almraiven was the only city to resist the Genasi Warlords in the recent conflict, and her citizens are very proud of this fact. The estimated population is 30,000 people.

### CALIMPORT

Known as the City of Glory, the capital once claimed to be the greatest city in the world. Though much reduced, Calimport is still a remarkable place, sprawling in size and full of history. With the end of the recent troubles, people and gold are pouring into the city once more, and the days of glory are returning. The estimated population is 140,000 people. See chapter 3 for more information about Calimport.

### KELTAR

Lying on the eastern bank of the Calim River, close to the old imperial highway, Keltar prides itself on being a tough, frontier town with a disdain for politics. Exports include fine leather





goods, olive oil, and fig wine. The estimated population is 15,000 people.

### MANSHAKA

Known as the City of Sin, Manshaka lies on the southern coast and is a haven for smugglers, thieves, and all who are at odds with the law. It is famous for its high walls, red minarets, and the Blood Arenas, where gladiators fight to the death. Every kind of vice finds a home in Manshaka. The estimated population is 30,000 people.

### MEMNON

This important city lies on the south bank of the River Agis, just where it empties into the Shining Sea. Also known as the Desert Gateway, Memnon has long been the cornerstone of Calimshan's northern defenses, as well as being an important trade stop and fishing port. The buildings and walls are mostly made of red clay bricks, and Memnon is sometimes called the Scarlet City. The estimated population is 45,000 people.

### SCHAMEDAR

Schamedar is a small town on the south coast. Known as the City of Churches, it is full of temples, shrines, and other religious edifices. It is a common destination for pilgrims and others seeking to understand the will of the gods. The pious city leaders often find themselves in conflict with the nearby city of Manshaka. The estimated population is 10,000 people.

### SUDOLPHOR

Lying on the tributary that connects the Lake of Steam to the Shining Sea, Sudolphor was once the gateway to eastern Calimshan. It is now a sand-blasted wasteland, a casualty of the Genie Wars. The only people who live here now are

pirates and brigands hiding from the authorities.

### TESHBURL

Sitting in an isolated position on the southwestern coast, the strongly fortified town and harbor of Teshburl is the historic home of the Calimshan navy. This capability ran down precipitously during the Genie Wars but is now being rebuilt. The estimated population is 10,000 people.

### VOLOTHAMP

Perched on the coastal cliffs near the Spider Swamp, Volothamp is also known as Gem City. There is more mineral wealth here than in the rest of Calimshan combined, and there are literally hundreds of mines honeycombing the area. Living standards are high within the city walls, but there is also a vast underclass living in the fields beyond the walls, all hoping to strike it rich. Volothamp is the only city in Calimshan that does not have a port. The estimated population is 25,000 people.



## ECONOMY

Through most of its history, Calimshan has been one of the wealthiest lands in all the world. Northerners may well wonder how a small, desert country has come to enjoy seemingly perpetual prosperity. The answer is trade.

Calimshan sits at a kind of global crossroads, with goods flowing into the land from all points of the compass—from northern Faerûn via the Trade Way, from distant Kara-Tur in the east over the Golden Road, from mighty Zakhara in the south across the Shining Sea and the peninsula, and with Maztica and other western lands over the Trackless Sea.

The Calishites are good sailors and also boast some first-rate artisans. But where they excel all others is in the general practice of commerce. They value the mercantile arts in the same way some northern lands value the martial arts. A Calishite spice merchant can tell you how much a pound of ginger is worth in Shou Lung, the likely price it will command in Waterdeep, how much it will cost to transport it, the probability of loss, and the exact margin that can be squeezed from each leg of the journey. Such knowledge readily translates into coin.

The Genie Wars saw trade sink to a low point, although it never disappeared—after all, soldiers still needed to be fed, clothed, and armed. Trade restarted in earnest under the Genasi Warlords, who coveted gold as much as power. Since the Glorious Revolution, commerce has flourished once more.

While most Calishite agricultural produce is consumed locally, there is an overseas market for the fig wine fermented along the Calim River. The perfumers of Calimport enjoy an excellent reputation, with their products in high demand in northern Faerûn.

Calimshan is also home to many world-class artisans. Their fine ironmongery, including items such as needles and wire, is exported everywhere. Calishite glassware and jewelry is also prized. Finally, there is an insatiable market for the minor magic items turned out by the workshops in Almraiven.

To summarize, Calimshan's native advantages have enabled the country to quickly bounce back from a century of hardship, and some believe the country is enjoying a golden age.

