



PLAYER'S PRIMER: A GUIDEBOOK TO TELLENE

Authors: Doug Click, D. Andrew Ferguson, Chris McFarlane and Mark Plemmons

Additional Contributor: Brian Jelke

Editors: Brian Jelke, Mark Plemmons

Art Coordinator: Mark Plemmons

Cover Illustration: Keith DeCesare

Project Managers: Brian Jelke, Mark Plemmons

Production Manager: Steve Johansson

Behind the Scenes: Jennifer Kenzer, Clayton Van Sickle

© Copyright 2004, 2008 Kenzer and Company. All Rights Reserved.

Kenzer & Company
511 W. Greenwood
Waukegan, IL 60087



Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

email: questions@kenzerco.com

Visit our website: www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

With respect to trademarks:

Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. Player's Primer and the Kenzer and Company logo are trademarks of Kenzer and Company. © 2004, 2008 Kenzer & Company, Inc. All Rights Reserved. Dungeons & Dragons and Dungeon Master are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

TABLE OF CONTENTS

Introduction	3	Independent Cities	36
ABOUT THIS BOOK	4	City-State of Daruk	36
WHAT YOU NEED TO PLAY	4	Fymar, Gateway to the East	36
CHAPTER ONE: REASONABLE KNOWLEDGE	5	Narr-Rytarr, Lost City of the North	36
Brandobia	5	Shyff	38
The Kingdom of Cosdol	6	Reanaaria Bay	38
The Kingdom of Eldor	8	Independent City-States	38
Lathlanian, City of the Wood	9	Aasaer	38
Kingdom of Mendarn	10	Baethel	39
Theocracy of Pel Brolenon	11	An Outsider's View... ..	39
The Kalamaran Empire	13	An Insider's View... ..	39
The Kingdom of Kalamar	14	City-State of Dynaj	40
The Kingdom of Basir	15	City-state of Geanavue	41
The Duchy of Dodera	15	Giilia, City of Bats	41
The Duchy of O'Par	16	Saaniema	42
The Principality of Pecal	17	Thyghasha, City of Dreams	42
The Lands of Tarisato	18	Xaarum	43
The Kingdom of Tokis	18	Zoa	44
Doulathanorian	19	Svimohzia	44
Karasta "Irontop", Refuge of Exiles	20	Confederacy of Ahznomahn	45
The Young Kingdoms	20	Kingdom of Meznamish	46
Free State of Ek'Gakel	21	Kingdom of Ozhvinmish	46
Kingdom of Ek'Kasel	22	Kingdom of Ul-Karg	47
Cilorealton	23	Kingdom of Zazahni	48
The Militocracy of Korak	23	Independent Cities	49
The Kingdom of Norga-Krangrel	24	Free City of Bronish	49
City-State of P'Bapar	25	Colony of Vrandol	50
Prompeldia, City of Thieves	25	Variant: Social Class Modifiers	51
Shyta-na-Dobyoy, City of Celebration, City of Wine	26	CHAPTER TWO: CRAFTS AND PROFESSIONS	51
Cities of the Elos Desert	27	CHAPTER THREE: RELIGIONS OF TELLENE	57
Alnarma	27	The Churches of Tellene	57
Dijishy, City of History	27	CHAPTER FOUR: RANDOM NAMES	77
Ehzhimahn, Spire City	28	CHAPTER FIVE: QUICK ROLL BACKGROUND	83
Colony of Miclenon	29	APPENDICES	99
Shrogga-pravaaz, City of Giants	29	Appendix A: Kalamar Nomenclature Chart	99
The Wild Lands	29	Appendix B: Glossary	100
Drhokker	30	Appendix C: Place of Origin Table	111
The Principality of Paru'Bor	31	Appendix D: Region Maps of Tellene	111
The Kingdom of Shynabyth	31	Index	124
Draska, the Hidden City	32		
The Lands of Skarrna	33		
Theocracy of Slen	33		
The Queendom of Tharggy	34		
Kingdom of Thybaj	35		
Lands of Torakk	35		



introduction

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 race 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

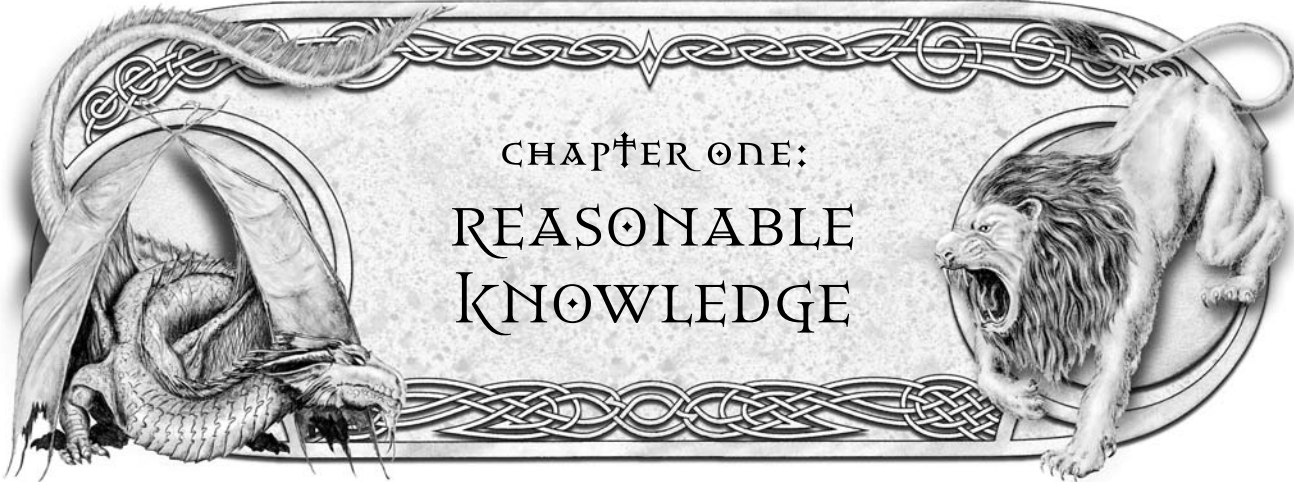
Chapter Four contains random name tables for all of the major human and humanoid races on Tellene.

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 humanoid 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 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 the other.

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 INSIDER'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