

# CALIDAR

## *On Wings of Darkness*



*A Player's Guide to Caldwen*



Calidar Publishing

BRUCE HEARD



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# A Bird's Eye View

## Preface

PG2 *A Players' Guide to Caldwen* complements the referees' core Gazetteer, CAL2 *On Wings of Darkness*. It is intended to give players a reasonable understanding of Calidar's magiocracy. Another objective is to help players create heroes for this setting, without referees spending excessive time and effort identifying what needs to be told and conveying this information to each player. To accomplish this goal, referees are welcome to pass along copies of this booklet to their players for personal use only; such permission does not include duplicating this booklet to freely distribute it to the public or to sell it in any form, as expressed by the legal statement on the credit page. Calidar products aren't written for a specific RPG. Game statistics are therefore abstracted, using generic numbers and concepts defined in CAGM01 *Calidar Game Mechanics*; this booklet's PDF file is available from DTRPG at little or no cost. No PG1 supplement is available as of PG2's release date. PG1 is intended as a players' guide to Meryath, matching CAL1 *In Stranger Skies*. Until then: Onward!

## What is Caldwen?

On the east-central section of Calidar's ring-shaped landmass, the Magiocracy of Caldwen features a sprawling bureaucracy inspired by academia. It promotes magic and knowledge of the arcane. Though welcoming of foreigners, Caldwen's society favors spellcasters, secular and spiritual, often at the expense of the unskilled. The magiocracy was born from a bitter conflict between the lunar empire of Nicarea and its colonial settlers on Calidar, especially ethnic Gandarians. The latter prevailed nearly 300 years ago and expelled the imperialist theocracy for the benefit of ancient Gandarian cults.

As another result of Caldwen's independence, landowners became the new aristocracy, the *wizards*, as opposed to landless patricians, the *sorcerers*. Clerical spellcasters own a separate status altogether. Seen as the magiocracy's bourgeoisie, sorcerers chafe at the wizards' entitlements and prerogatives in government. This rivalry's most extreme symptom is the *Maghia*. Once a hallmark of Gandarian independence, this secret sect turned hostile to Caldwen's present regime, and consequently was outlawed. Its members have continually endeavored to undermine the aristocracy's authority ever since.

The *vulgus non magicum*, the non-spellcasting plebeians, aren't the lowest class, however, since the magiocracy condones slavery. This only concerns demons serving those with the means to bind them. Ownership of such is heavily regulated; rogue demons found in Caldwen are hunted down and destroyed or restrained and sold in the slave markets. This sinister practice has nonetheless been a notorious source of dismay, fear, and contention from other realms of Calidar as well as Nicarea.

Other notorious or prominent entities at work include the *Falconers' Guild*, providing law enforcement with bounty hunters, and the *Order of the Shebbai*, mage-knights defending the wizardly hegemony. Much less illustrious among Caldweners are the *Spell Hackers' Cabal*, a ring of criminal gangs operating in most towns, the *Hand of Haddan*, a religious brotherhood of slayers for hire, and the *Fifth Column*, which yearns for the return of Nicarean rule.

## Its Past

Caldwen's settlers came more than six centuries ago from one of Calidar's three moons, the one everyone knows as Munaan. These were mostly ethnic Gandarians, a desert people who'd fallen to Munaan's Nicarean Empire. What would later become Caldwen was a dangerous wilderness crawling with bloodthirsty fellfolk natives. The imperial potentates used their Gandarian subjects as expendable fodder to establish their rule in the region at any cost. Like all other such colonies on Calidar, Nicarean tyranny drove the settlers to insurrection.

A symbol of persecution and despair, the infamous prison at Carcer Island came into existence during those dark times. A hero, Caldwa the Wise, a matriarch of the *Maghia*, emerged from the fires of war. She brokered a truce among the rebellion's rival factions. Her struggle hastened the imperial dominion's doom after she joined an Ellyrian force against a Nicarean fleet. To honor her death in this battle, the former colony adopted Caldwen as its new name.

Gandarians of old were reputed for their magic skills; sorcerers proved most influential in fashioning their new nation as a magiocracy later on. Ancient desert faiths, forbidden during centuries of Nicarean oppression, were revived while the empire's henotheistic cult of Soltan was rooted out. Instrumental in this process, the *Maghia* nonetheless clashed with proponents of Caldwen's constitutional magiocracy. Insurgency flared and faltered over time. The sect fell from grace and went underground, its seditious activities persisting today.

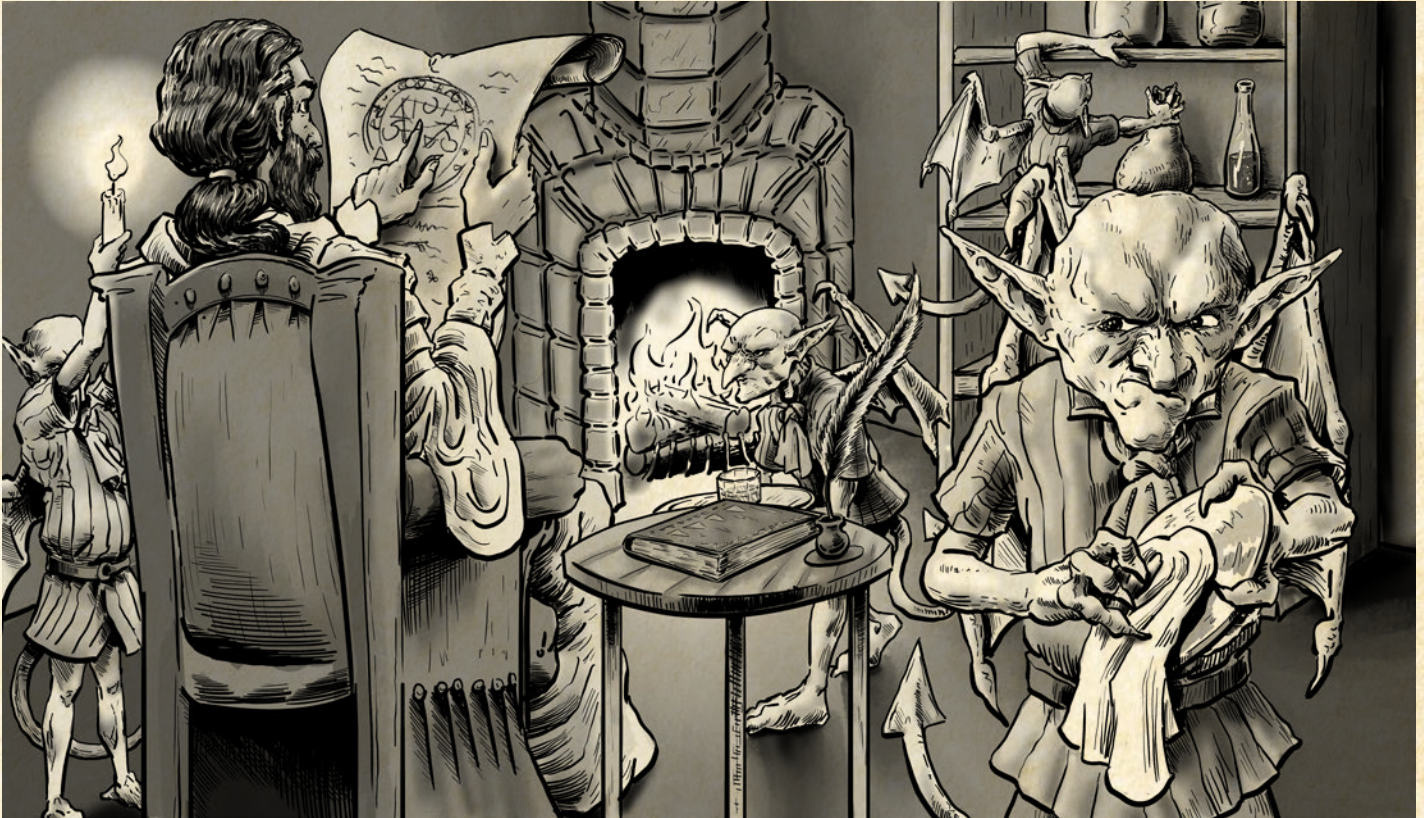
The *Declaration of Sorcerers' Rights* was promulgated in 1248 CE and drummed into the minds of children in the realm's nascent school system. A collegial administration was established, identifying potential sorcerers early on and educating them in the Arts. Less than a century ago, a devastating flood prompted Caldweners to rebuild Arcanial, their capital, as a flying city, giving the magiocracy its present form.

## Land and People

Great mountains divide Caldwen into three parts: the east and west coasts, and the Arafor Valley between them. The Caldwen Shield stands along the southern border with Osriel. The north connects with Nordheim through a narrow isthmus forming part of the Ice Spine. Lace-like shorelines feature innumerable coves offering deep, well-protected anchorages. Most of the population resides along the Arafor River down to the Lake of Whispers, and westward from there along the Mazuzel River. Barges and Norse-style longships can navigate minor waterways to the first village upstream from their estuaries or from their confluences with a larger river. Trails are few; a single paved road runs mostly alongside the Arafor. Off limits to commoners, uninhabited forests often cover mountain foothills and remote areas. The many private estates of aristocrats occupy the high ground. It is commonly known that trespassing or loitering near these domains will prompt armed patrols to intervene. Commoners require an invitation to visit, or work permits.

Prevailing west winds ensure frequent periods of rain and temperate conditions in southern and western Caldwen. The Arafor Valley features more seasonal weather with thunderstorms in the summer and some snow in the winter, while fog often lingers near its northern shores. Trapped in the mountains, much of the moisture fails to reach the oriental coast, resulting in these shores becoming semi-arid. Tucked between the





southeastern mountains, Nygardae enjoys weather similar to the Arafor Valley's, though generally milder. East coast winds are dry and often weak.

Caldweners include mostly elves, dwarves, and a majority of humans. Among the latter stand various ethnicities—Gandarians with prevailing black hair, Kumoshimans with slanted eyes (mostly on Miyuki Island off the east coast), Osrielites and Nicareans of mixed appearances, and Norse with predominantly lighter complexions. Creatures with outer-world ancestry, the shatim, are mostly Gandarian in appearance and culture. Other human ethnicities, gnomes, and fellfolk together make up no more than a tenth of the magiocracy's population.

Many monsters dwell in Caldwen's wilderness. Dragons are uncommon, but smaller beasts abound, such as griffons, wyverns, and hippogriffs. The undead are allowed existence in the province of Nygardae under strict necromancer control. They are illegal elsewhere. Monsters that do not generally raid settled areas are protected species, as they provide spell components for sorcerers. Lycanthropes are not tolerated in the magiocracy, but serving demons very much are.

## Provinces

Caldwen's nine provinces reflect the magiocracy's collegial administration. Each province corresponds to the school of magic governing its land and its people. Wizards in each province elect a delegate to the Upper Chamber of the Magi, while colleges and towns elect to defend their interests in the Lower Chamber of Sorcerers. These two councils convene at the capital city of Arcanial. The High Wizard Chancellor, His Excellency Vardalas the Green, stands as the head of state.

- **Abyzael:** This northern province is home of the College of Alteration. Centered on the Arafor's estuary, it is an important trading center with Nordheim.
- **Anzael:** On Caldwen's west coast, Anzael's position at the Mazuzel's estuary ensures trade across the Great Caldera's inner sea. It harbors the College of Enchantment.
- **Arcanial:** At the magiocracy's heart on the Arafor, this landlocked dominion holds the fabulous capital city. It boasts the prestigious and exclusive College of Grand Wizardry.
- **Balthezul:** Most remote and mysterious, Balthezul claims the northeast. The College of Conjuration and the strange cult of Avraoth are its best known features.
- **Incubael:** Wealthiest and most populous, this southern province surrounds the Lake of Whispers. The College of Illusions is its pride and joy.
- **Garamial:** Under the College of Invocation's rule, this oriental province is notorious for its houses of carnal pleasures and exotic Miyuki Island. The *Spell Hackers' Cabal* is strongest in Garamial.
- **Lamerith:** Austere and rocky, this secluded eastern province is home to the College of Abjuration and renowned for its excellent libraries.
- **Meggidon:** The smallest of provinces, it guards the far southeastern coast. Under the College of Divination's purview, it advocates the benevolent cult of Nekathal.
- **Nygardae:** This secluded valley is home to necromancers and the College of Necromancy. Commerce with Osriel merchants is strongest here.







# What they Say

## Capt. d'Alberran to Queen Shardwen

*As read in the Glorathon Confidential*

The Queen of Meryath looked down her nose at the captain. "Well, what is your opinion of Caldwen?"

Isledemer frowned with a dubious expression. "I must say, Your Royal Majesty, it struck me as a viper's nest hiding a scorpion's congregation wrapped around a tarantula's kerfuffle. For all its blinking magic, nothing there is ever quite what it seems. Awash with enough power to melt the eyes off a basilisk, the elite only yearn to compete among themselves while everyone else runs for cover. When not conspiring to rule their small corner of the universe, they vow a rabid paranoia toward a foe who fled this world three-hundred-years ago. A bureaucracy as fussy as it is labyrinthine delights in tormenting all. By the Stars, it is a wonder that anything ever gets done. That is probably a good thing for everyone outside Caldwen, for if these people had any sort of common sense besides worshiping their books, they might actually be a threat to their neighbors."

"I'm told there are demons in their midst," said the queen. "Have you seen any?"

"I have, but please let this not be a concern, Your Majesty, for their uses are mostly to fetch their master's slippers and light their pipes. A few serve as war beasts here and there, but they are the lowly sorts that a few judicious spells and a gleaming sword can remedy, of which we enjoy plenty, I might add."

"Tell me, captain," said the queen. "What of dragons there?"

Isledemer raised an eyebrow. "Dragons, Your Majesty? Can't say I've seen any there. The wizards seem to bear a limited interest in them, aside from spell components and such. I heard of a cabal dabbling in dracology, but I must confess, I know little about it. A museum in Arcanial boasts a full-size dragon's skeleton. They don't say by what manner they got hold of it. I didn't see anything suggesting a connection with the Draconic knights. The magiocracy's High Chancellor didn't strike me as one to ally with such characters."

"Fine, fine. We shall henceforth review our diplomacy with the magiocracy," concluded the queen. "Thank you, Captain. Do carry on."

## Lady Honoria to young Beloria

*As told by Chanticleer the Bard*

"Come now, daughter. Don't you fancy the family craft?" The bard spoke in a motherly yet somewhat sinister tone. "You know far too little as an aspiring *spellwright* to judge the true nature of the Arts. I too loathed our cabal's stigma at your age, but that is nothing compared to the rapture of soaring from the darkness of fear and ignorance."

"But look, Mother," continued the bard with a younger voice. He raised a hand and wiggled his fingers. "I look so skinbound, and I just *hate* my cheekbones. It's the magic I study. It's making me ill. Boys are turning from me."

"Aren't they all studying as you do?" Chanticleer squinted suspiciously at the imaginary daughter. "Have you been consorting outside your

circle? Do not dwell upon those who question our craft. They will do you no good, Beloria. You must concentrate on passing your bachelor's examinations. Only then will you be eligible to earn your wizardly title and domain."

The bard sighed. "But, Mom! The professor of afterlife lore looks like a disheveled, unwrapped mummy. She just dumped on us a huge pile of tomes to study for next week. There's no time for real life."

"There is no time for idle living and frivolous pursuits, my child," declaimed Chanticleer in his best Honoria imitation. "Do your work, and tomorrow will hold all the time in the universe to achieve your aims. Would you rather stay home with the family tutor? Then you would have no friends at all, no kindred souls with whom to forge everlasting bonds that will serve you well in hauntings to come."

The bard's shoulders sagged. "No, Mother. I hate him even more. He smells of ghouls."

"You know better than this, Beloria. As a white necromancer, he studies their kind to better bring them final rest. I can attest to Master Mortafett's integrity. He'll do wonders for you: he *adores* you.

Your father even floated the suggestion of an arranged marriage should you flunk, dear."

The bard mimicked the daughter's response: a grimace and a shrug of revulsion provoking a few laughs among his audience.

"Then it is agreed," trumpeted Chanticleer, imperious. "You shall teleport back to the college at midnight tonight. Do your utmost, my daughter, and the secrets of necromancy will be yours, as have they been your forebears' since the days of ancient Gandaria. Only then will you grasp the full meaning of death, the netherworld, and how they relate to the divine."

## Thaagal of the Shades to Yeg al'Neesh

*Excerpt from the Arcanial Chronicles*

Thaagal held his wounded foe against the stone floor. Partially clad in armor, his six powerful limbs bulging with muscles, the massive battle demon sank his claws through Yeg's leathery hide. He lowered his scarred muzzle, gazing closer into the intruder's single purulent gray eye. "You should have known better than to intrude on this abode, Yeg al'Neesh." His words were uttered in demon speak, guttural growls and ear-splitting screeches to the uninitiated. "What did you hope to find in this place?"

"You," answered Yeg with a wheeze. "You once stood as Nazruu of the Vultures' herald. Many feared you then. Your name is now spoken with scorn. You are slave to the Shebbai who seek nothing but to destroy your kind. What is it they gave to inflict their dominion upon you? Raw mana, free and plentiful?"

"That's none of your business, wretch." Thaagal sank his claws deeper yet. "I dwell with the mage-knights at my pleasure. I am free to leave when I wish."

Yeg snarled. "They stripped what made you a demon, haven't they? What are you now? A witless worm? A gutless sheep who lost his way? Do you not miss the sweet taste of living flesh, the crunch of bones, and the soothing delight of draining souls?"





# What they Say

"This gutless sheep is about to rip yours out," growled Thaagal. "Who sent you?"

Yeg sniggered. "Your former master sent me. He bids you serve him once again. I came here alone to deliver his message. Ignore him, and many others will come."

"I do not fear Nazruu, and no longer care for his ways."

"Suit yourself, Thaagal," answered Yeg. "I shall bring Nazruu your answer and proudly become his herald."

"You will take back no message. Nazruu only cares for himself. He sent you here to your doom." Thaagal seized his foe's head and ripped it off. His fangs tore through the hideous remains, and as its bone crunched, he slurped out Yeg's black, oozing brain. After smacking his lips, Thaagal casually tossed away the mangled skull. As he walked away, he glanced at the monstrous body still twitching on the floor, and shrugged.

"Stupid demon."

## A Shebbai Knight and a Drunk

*As witnessed in a tavern*

Recognizable from his black and white tabard and cloak, the hooded mage-knight sat in a corner, quietly consuming his drink. His brooch bore the order's symbol, a sword before a flame. Hunched forward, his hands in leather gloves, the patron kept to himself until a drunkard staggered close.

"Lookee wha' the cat dragged in," sneered the hirsute fellow.

The mage-knight slowly raised his head, revealing a gold-embossed leather mask covering the upper half of his face and cheeks. He quietly observed the unsteady character standing across the table from him.

"Wha'? Cat got yer tongue too?" The drunkard sniggered, his wheeze reeking of cheap ale. "Or wuzzit yer foul magic that defiled yer face? Canna' bear to show yer twisted mug, eh?"

The mage-knight lowered his tankard and let his right hand rest on the pommel of his sword.

"Oh, I'm so scared now," continued his detractor. "Tired already o' yer hospitals? Fed up wit' lying about wha' you really do? Some o' us know. You protect the wizards who allow you to pump raw magic right out o' the ground. But I know it's poison. It's why you cover yer face, ain't it? It turns the likes o' you into ugly trolls in mages' clothing. Yeh, it makes other people sick too, an' you drag 'em to yer hospitals to hide the truth."

The mage-knight calmly stood. "The only poison here is the ale clouding your mind," he answered in a raspy voice. "I know you for who you are, Nerol *Foulmouth*: a disgraced outcast, bitter and angry at his own failure. You would be wise to sober up."

"Or wha'?" spat Nerol. "I ain't afraid o' you." He pulled out two daggers and readied himself for combat. "I dare you to shut me up."

The mage-knight gently waved his hand in a shallow arc. "This fight isn't the one you seek."

The drunkard's face twisted in pain. "Get out of my mind," he gritted, shaking his head. He staggered back a few steps

and tripped over a bench. When he collapsed, two patrons stood and seized him—squires of the order, judging from the badges on their upper left tunics.

"Take him to the hospital," the mage-knight ordered. "This man is in need of healing." As the foursome headed toward the door, the mage-knight turned to the tavern's patrons watching the scene: "As you were."

## A Bargewoman and a Traveler

*On the way up to Arcanial*

The bargeman stood at the flying craft's fore, facing the passengers. "Ladies, gentlemen, children, and all in between, thank you for joining the Dazzling Tour of Arcanial! I, Rayne the Resplendent, and my faithful companion Kark the Imp will bring to life the skies above Port Arcana as never before. In ten minutes the fireworks spectacular will begin, brought to you by *Be&O Bankers*. Please keep your hands inside the barge at all times and your wands in your pockets.

"Until then, do admire the magnificent city's night lights, with its three rotating districts and the Lord High's palace on top, where the great lighthouse beams His Excellency's glory across the sky. It beckons spellcasters of the world to take their rightful place in Caldwen, Land of Magic."

A passenger with a smug expression chimed in. "Yeah, right! The realm established by demons and for demons, with the blessing of their worshipers. Sweeping that steaming pile under the flying carpet, aren't we?"

Kark looked up at its colleague. Visibly annoyed at the one who so rudely interrupted her, Rayne asked: "I'm sorry, did you mean the *Maghia*?"

The offender grinned. "Yeah, those characters: Worst. Murderers. In. History."

With a scowl, the guide glared at the passenger. "...and you are?"

"Quidam Wandforth's the name—from Glorathon, City of Heroes."

"Well, Master Quidam, I'll have you know that the *Maghia* once were heroes of Caldwen in their own rights."

The passenger snorted. "And they were conveniently outlawed for all their efforts. Funny way of treating heroes."

A dubious expression prevailed on Kark's face, its beady eyes shifting back and forth between the guide and the passenger.

"Well," responded Rayne, "that came *after* Caldwen's rise, so it doesn't make it any less admirable." Kark turned to Quidam and nodded.

"Actually, it should," the passenger shot back. "I'm told *Maghians* claim wizards should serve demonkind, while the others feel it's fine to enslave demons. I don't know about you, but I'm not sure either side's right. All that talk of glory, it's lipstick on a pig really."

Kark scratched its pointy chin, confused. The fireworks' sudden booms drowned Rayne's agitated retort as the passengers' "Oohs" and "Aahs" conveniently prevailed. The barge sailed on, with the guide, the imp, and the passengers now and then glancing awkwardly at each other.





# Heroes of Caldwen



The information presented here supports creating player characters based in Caldwen. Aside from general guidelines, this chapter will focus on the shatim, people with strange ancestry, and the Shebbai mage-knight, a special career choice specific to the magiocracy.

Being a pragmatic sort of people, sorcerers and wizards of Caldwen do not underestimate non-spellcasters. The spellcasting classes are the de-facto elite, but they respect all races and deem necessary the skills of warriors and rogues. Though much of the magiocracy's polytheistic creed revolves around ancient Gandarian deities, other cults are tolerated. Foreigners aren't unwelcome and benefit from basic rights everyone else shares. The touchiest subject concerns the presence of Nicareans or agents working for them in Caldwen. If found they will be at the very least expelled or, if caught acting against the magiocracy's interests, face stern prosecution and swift punishment. Although not formally at war with Caldwen, the lunar empire is considered an enemy realm. The list below suggests general attitudes toward Calidar's foreign powers:

1. **Alfdaín:** Excellent—largely because of elven spellcasters dwelling there. Many Caldweners enjoy elven art and literature, their clothing, and manners.
2. **Araldûr:** Good—the Araldûras are appreciated for their construction and mining skills, their general craftsmanship, as well as their bravery in battle.
3. **Belledor:** Good—mostly as the result of gnomish spellcasters and the presence of *levitium* mines necessary for the construction of flying cities and levitating towers.

4. **Ellyrion:** Suspicious—it is seen as a warlike and intolerant nation rabidly critical of demons; disagreements between rulers in past history have left Caldwen commoners wary of Ellyrians.
5. **Kumoshima:** Neutral—though it isn't a Calidaran realm, an important community lives on Caldwen's eastern shores. Some dislike them for being altogether different; others appreciate their culture and demeanor, beside the fact Kumoshimans remind Caldweners of their own off-world ancestry.
6. **Meryath:** Good—the island realm's extravagant ways both amuse and appeal to the spellcasting elite; Meryath also is a good source of fine pipeweed and dragon bits for spell components.
7. **Narwan:** Neutral—it is a trading partner and a good source of *levitium* and rare spell components. Though Narwan's inherently magic people bearing djinni ancestry are valued, its henotheistic cult isn't.
8. **Nordheim:** Neutral—past Nordic raids in Caldwen's history still are cause for concern among the population. Rumors of rampant lycanthropy in Nordheim don't sit well with Caldwen commoners.
9. **Osriel:** Neutral—an important, if greedy, trading partner. Not without reason, many Caldweners distrust Osriel merchants and their venal culture.
10. **Phrydias:** Excellent—not only a trading partner to offset Osriel, but also a land of spellcasters generally seen with sympathy among Caldweners.

**Other Worlds:** Caldweners with some education have heard of Calidar's allegedly hostile moons—Alorea, Kragdûr, and Munaan. Kumoshimans are familiar with the established community on Miyuki Island. Rumors abound regarding mysterious Lao-Kwei, Canis Major, and Felis Minor. Some Caniseans and Feliseans do live in Caldwen.



# Heroes of Caldwen

## Ancestry

Bloodline suggestions presented here are intended for characters born in Caldwen. Roll randomly all or some of the entries described below, or pick a combination that both player and referee agree upon. This material is meant mostly for background color and roleplaying. Results suggesting a race other than the initial one only affect the hero's general appearance (a human with elven heritage would look slimmer than average, or shorter and stockier with dwarven ancestry, etc.) Actual game effects, if any, are entirely up to player and referee.

**01-60. Human:** **Step 1. Predominant Ancestry**, roll d%—01-77. Gandarian, 78-84. Nicarean, 85-90. Kumoshiman, 91-95. Norse, 96-00. Osrielite. **Step 2. Mixed Ancestry**, roll 1d20: scores of 1-5 suggest mixed ancestry (a parent or grandparent bears different origins). **Step 3.** If ancestry is mixed, roll 1d20 and consult the numbered list of foreign powers listed on page 7, *rerolling any duplicates*. Scores of 11-16 indicate either Nicarean or Gandarian as appropriate; scores 17-19 reveal Lao-Kweian ancestry. With a score of 20, heritage is monstrous (most likely humanoid or at the referee's discretion—see **00. Other.**). **Odd Quote:** “So I have big hairy feet. Yeah, well, what’s with *your* porcine looks, bub? Your mama played a trick on you?”

**61-75. Shatim:** The shatim are described in a later section (see page 9). They seem to originate predominantly from Gandarian families. Outward appearance is mostly human. (Skip **Step 1.**) **Step 2. Mixed Ancestry**, roll 1d20: a score of 1 suggests mixed ancestry. **Step 3.** If ancestry is mixed, roll 1d20: 1-15. Nicarean heritage, 16-17. Norse, 18-19. Osrielite, 20. Kumoshiman (or other, as agreed between player and referee). **Odd Quote:** “Mind you, our kind doesn’t consort with just *anyone*.”

**76-85. Elf:** **Step 1. Predominant Ancestry**, roll d%—01-40. Sherandol, 41-60. Elëan, 61-76. Phrydian, 77-87. Tolarin, 88-95. Meruín, 96-00. Söldor. Prevailing elven origins lead back to Alfdáin or Phrydias, as appropriate. Phrydians are mostly half-elves, if this race is available in the chosen game system. **Step 2. Mixed Ancestry**, roll 1d20: 1-4 scores suggest mixed ancestry. **Step 3.** If ancestry is mixed, roll 1d20: 1. Ellyrian (or Nicarean), 2-4. Gandarian, 5-6. Kumoshiman, 7-8. Meryath (ethnic Talikai), 9-10. Narwani, 11-17. Norse, 18-20. Osrielite. Mixed heritage either is cultural or indicates a half-elf at the player's discretion. **Odd Quote:** “Yay, I rolled wings and a katana!”

**86-90. Dwarf:** **Step 1. Predominant Ancestry**, roll d%—01-50. Dârgilath, 51-85. Hârdhîr, 86-98. Bhalrûd, 99-00. Khôr-Halad (with a disgraced and banished

forebear only). Prevailing dwarven origins lead back to Araldûr. **Step 2. Mixed Ancestry**, roll 1d20: 1-3 scores suggest mixed ancestry. **Step 3.** If ancestry is mixed, roll 1d20: 1. Ellyrian (or Nicarean), 2-3. Gandarian, 4-5. Kumoshiman, 6-7. Meryath (ethnic Talikai), 8-9. Narwani, 10-16. Norse, 17-20. Osrielite. Mixed heritage is entirely cultural. **Odd Quote:** “Okay, I dig the haka, but do I *really* have to wear the lei and carry that ukulele?”

**91-95. Fellfolk:** **Step 1. Predominant Ancestry**, roll d%—01-30. Calderan Tribal, 31-00. Belledoran. **Step 2. Mixed Ancestry**, roll 1d20: 1-2 scores suggest mixed ancestry among ethnic Belledorans, or the ancestral location of Calderan Tribal lands. **Step 3.** If ancestry is mixed, roll 1d10 and consult the numbered list of foreign powers listed earlier, *replacing Belledor with Caldwen*. Mixed heritage is entirely cultural. **Odd Quote:** “I’m considering a career as a dental healer. I heard they’re in demand in the Dread Lands.”

**96-99. Gnome:** **Step 1. Predominant Ancestry**, roll d%—01-25. Northern Belledoran, 26-80. Western Belledoran, 81-95. Alorean (refugee), 96-00. Kragdûras (refugee). **Step 2. Mixed Ancestry**, roll 1d20: 1-2 scores suggest mixed ancestry. **Step 3.** If ancestry is mixed, roll 1d10 and consult the numbered list of foreign powers listed earlier, *replacing Belledor with Caldwen*. Mixed heritage is entirely cultural. **Odd Quote:** “Us gnomes, we poke our noses everywhere! What? Not the nose? ...never mind.”

### Personality Traits

Star Sign	Month	Season	Elem.	Personality Traits
Griffon	1. Aereath	Spring	Wis	Strengths: free-spirited, resourceful, faithful Weaknesses: pessimistic, dour, solitary
Chimera	2. Nubeian		Sta	Strengths: extravagant, worldly, ambitious Weaknesses: unfocused, flighty, cold-hearted
Nāgá	3. Calidere		Agt	Strengths: perceptive, fascinating, sociable Weaknesses: fickle, manipulative, vicious
Juggernaut	4. Chelonea	Summer	Str	Strengths: courageous, determined, confident Weaknesses: quarrelsome, impulsive, reckless
Phoenix	5. Solteane		Per	Strengths: princely, idealistic, flamboyant Weakness: fiery-tempered, outspoken, bellicose
Dragon	6. Drachean		Int	Strengths: imaginative, cunning, patient Weaknesses: jealous, vain, greedy
Sphinx	7. Loreath	Fall	Wis	Strengths: intuitive, cheerful, witty Weaknesses: enigmatic, lazy, self-centered
Basilisk	8. Kragean		Sta	Strength: analytical, insightful, hardworking Weaknesses: cagey, insecure, judgmental
Manticore	9. Munaea		Dex	Strengths: bold, indomitable, tenacious Weaknesses: selfish, brazen, arrogant
Minotaur	10. Vortas	Winter	Str	Strengths: pragmatic, reliable, conventional Weaknesses: stubborn, self-righteous, possessive
Banshee	11. Deirdea		Per	Strengths: passionate, effusive, artistic Weaknesses: haughty, shallow, vengeful
Faerie	12. Seithean		Int	Strengths: inquisitive, opportunistic, adventurous Weaknesses: distrustful, disorderly, mischievous



# Heroes of Caldwen

**00. Other:** This entry governs half-orc heroes or other demi-monstrous races player and referee agree upon, as may be available in the chosen game system. Their origins go back to Ghülean raiders stranded on Calidar centuries earlier. **Step 1. Predominant Ancestry,** roll d%—01-42. Goblinoid, 43-84. Orcish, 85-94. Ogrish, 95-98. Giantkin, 99-00. Other Monstrous. **Step 2. Mixed Ancestry,** roll 1d20: scores of 1-18 suggest mixed ancestry. **Step 3.** If ancestry is mixed, roll 1d20 and consult the numbered list of foreign powers listed earlier. With scores 11-14, heritage is Nicarean; with scores 15-20, heritage is Gandarian. **Odd Quote:** “Me some kind half-ogre, but with gnomish blood. Me haz bad feeling about this.”

## Gandarian Astrology

Ancient Gandarians originally named twelve star constellations at the core of their astrology. They correspond to the months of the year. Due to Caldwen’s strong dislike of the god Teos, its calendar year does not start with the month of Solteane, as is the case in Meryath and Ellyrion, but rather four months earlier, in Aereath—the day *after* the religious festival commemorating Naghilas’s reawakening. Much to Caldwen’s chagrin, standard dating among Calderan nations (and in Calidar books) uses the old Nicarean calendar. When creating PCs with star signs, players will need to establish their characters’ year of birth. Then roll 1d12 for the month and 1d30 for the actual day of birth.

**Elements:** Each sign affects one of six elements of the body and mind (Intellect, Wisdom, Personality, Strength, Dexterity/Agility, or Stamina). Characters whose elements *aren’t* the highest of their game statistics receive a +1 bonus to Ability Checks and related Skill Checks, as appropriate to their chosen game mechanics.

**Personality Traits:** Behavioral characteristics are often attributed to each sign, although they are trends more than absolute truths. They are intended for roleplaying color and entirely optional. Characters with a benevolent ethos reflect strengths while weaknesses more likely define those with a wicked mindset.

To determine ascendants, roll 1d12. An ascendant’s traits tend to mask a star sign’s fundamental temperament; they are what a hero’s companions usually perceive. In a way, the ascendant personality prevails when others are watching, while the star sign’s true nature takes over when out of sight. Conflicting traits are possible and help deepen a character’s personality. If the ascendant and star sign are the same, the traits are stronger and true to the hero’s inner personality. An ascendant does not affect its star sign’s element.

**Protections:** The day of the birth month relates to Gandarian numerology governing spiritual protections against certain types of attack, in the form of a +1 bonus

Protections		
Day	Glyph	Protection
1-3	Blood	Poison
4-6	Bone	Necromancy
7-9	Iron	Abjuration
10-12	Jade	Enchantment
13-15	Mist	Illusion
16-18	Moon	Invocation
19-21	Salt	Alteration
22-24	Shadow	Conjuration
25-27	Spirit	Divination
28-30	Sun	Fire

to Defense Checks. The bonus concerns fire, poison, or one of eight schools of magic. The protection from schools of magic affects spells cast manually or with a device. Poison attacks include all types of poisons and venoms. Protection from fire targets all forms of natural or magical fire attacks, including dragon breaths. One fully refers to a star sign by its glyph and actual sign, such as “Blood Dragon, Jade Basilisk, Spirit Banshee,” etc.

## Shatim

*Discourse from Master Kariban, Assistant to the Minister of Homeland*

“The shatim are a race in the making. Evidence indicates they are the result of a most peculiar breeding among individuals with ancient Gandarian heritage. Legends speak of a time when humankind consorted with demons during rituals that were blotted out of history when Nicarea conquered Gandaria nearly 1,200 years ago. Often at great personal risk, obscure sages, sorcerers, and priors have struggled ever since to recover the secrets of these rituals, considered sacred by some. Perpetrators have always acted from the shadows, often without knowledge of the affected families, conspiring to arrange marriages, having unwanted suitors assassinated, or abducting presumed inheritors at birth to whatever sinister ends. The *Maghia* is suspected of being involved.”

“So-called inheritors with suitable bloodlines hail from all walks of life, from aristocratic wizards to unskilled plebeians cleaning endless hallways in schools and palaces. Many seem unaware of their true origins, other than an orphaned forebear mysteriously abandoned on the steps of a Shebbai hospital. It is assumed that inheritor progeny incurs minimal chances of bearing shatim blood, let alone true demonic lineage. Families without strong Gandarian ancestry aren’t believed to ever have engendered a shatim. If inheritor parents bring one to life, several generations still might go by before another shatim is born in that family—if any at all. Though the unwitting outcomes of this obscure design, the shatim seem unable to procreate, at least for now.”

“Assumption must be made that shatim bloodlines are inherently magical and do not follow natural human pedigrees. There is evidence that those acting from the shadows may be tampering with the natures of newborn children, combining fragments of recovered rituals and Gandarian astrology to help increase the odds and frequencies of shatim issue. It is clear to all living in Caldwen that the shatim have become far more common today compared with the times of Nicarean colonization, when none of them walked this land. My conclusion, therefore, is that whatever happens away from prying eyes seems to be working. An era might come when the shatim will stand as a true race, but no one can tell how long this might take, perhaps centuries.”

**The Shatim Point of View:** They continually fret about their true heritage, who their mysterious instigators are, and what their purpose in life may be. Their humanly and benign aspirations often clash with their darker sides. Some are benevolent and others downright wicked. Their demonic roots are seen as both a blessing and a curse. Though helpless to do anything about their condition, the shatim resent the suspicion and common prejudice from other races, if not the envy others feel about their natural talents in the Arts.





# Heroes of Caldwen

**Advantages:** The shatim are blessed with immunity to aging once they reach adulthood. They can be slain, and require food, water, and air like other living beings. The shatim possess the ability to wish away their own immortality to bring life back to a fallen companion. If such were to happen, both should resume their natural life cycles (up to 280 years for the shatim).

The shatim also benefit from a natural resistance to magic. It affects spells and spell-like effects aimed at them personally, thus it can fail to protect them from collateral damage (such as area-of-effect spells or breath weapons). This protection manifests itself before making any applicable Defense Checks, and odds of success vary with age: 15% during childhood (1-20 years old), 20% during their adolescence (21-40), 25% as young adults (41-80), and 30% as mature adults (81-140). Should they lose their immortality, then this resistance further increases: 35% as middle-aged adults (141-200), 40% in their old age (201-260), and 45% during their last years (261 and older). Adventuring shatim are generally young adults.

All career choices are available to the shatim, except those of a clerical nature. Because of their inherent ambivalence about who they are, they can't seem to develop the necessary faiths to serve deities. They are *unrepentant heathens* or at best *casual faithful* (see CC1 *Beyond the Skies*, page 185). Their demonic heritage enables basic empathy with demons and infravision/night vision up to 60'. Evidently most at ease with magic, all shatim have the innate ability to cast spells like novice sorcerers, regardless of their actual career choices. They acquire their spells from various sources (libraries, parents, mysterious benefactors, friends, mentors, etc.) They can also sense the presence of magic within 30ft. Voluntary detection occurs when rolling a 1-2 on a d6; the referee may otherwise allow involuntary detection with a 1 on a d6. If they adopt a magic-user's career, the shatim cast spells as if one experience increment higher than their own.

**Handicaps:** Fabulous benefits do come at a cost. The shatim are afflicted with a visceral aversion to "cold iron," which includes all forged metals (thus, bronze, copper, steel, silver, gold, platinum, etc.). They loathe the thought of passing through a doorway featuring a horseshoe

or a metal frame. They struggle to get past a metal fence or its gate, or a portal beneath which a blessed iron knife was buried. Such attempts require a Defense Check; failure results in the shatim suffering paralysis lasting 1d4+3 actions and damage equivalent to a sword blow. Flying 30' over or relying on magical displacement of some kind are ways to get past metal obstacles unscathed.

The shatim feel uncomfortable within 10ft of metals adding up to 10lbs or more, whether they can see it or not. Actual contact with metal prevents them from casting spells. For these reasons, they cannot use any sort of weapon or wear armor, jewelry, and rings with metal parts. They also suffer double basic damage from metallic objects (swords, hammers, axes, arrow heads, bear traps, etc.) The shatim never carry or use coins, keys, and tools made of metal. Needless to add that iron manacles and steel cages are the stuff of shatim nightmares.

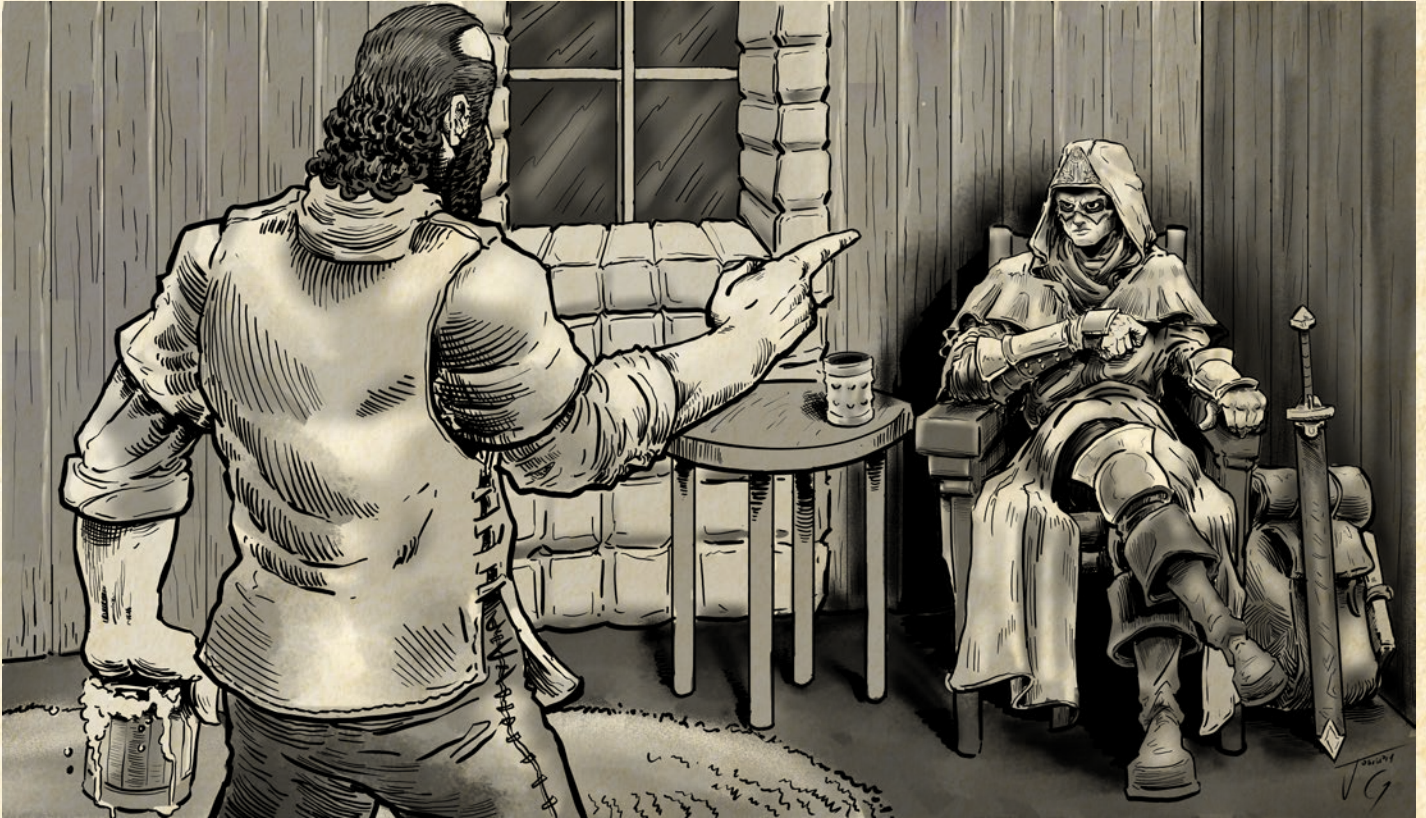
The shatim incur a -2 penalty on Per Checks when interacting with anyone but their own kind as a result of common prejudices; most folk think them "totally creepy." A similar penalty applies to skills related to domesticated animals, as they may balk at the shatim's supernatural heritage (cats, dogs, and horses in particular). Lastly, they suffer from a mild phobia of large bodies of water (rivers, lakes, seas); most do not know how to swim and require double the normal cost to learn that skill.

**Appearance:** Mostly human of Gandarian origins, their distant heritage gives the shatim unpredictable and varied physical attributes. Some are quite obvious, while others may be easily concealed. The chart below shows examples. Shatim can always sense the true nature of another, even though supernatural attributes are hidden.

**Careers:** Other than clergy-related paths and the obvious choice, there are no hard limitations on what other careers shatim may pick and the degrees of proficiency they may attain with them. A warrior lifestyle is problematic as the result of the shatim aversion to "cold iron" and double damage incurred from metallic weapons. A roguish lifestyle may be more likely, provided the shatim uses wooden or bone-carved tools of the trade. In RPGs combining race and career choice, the minimum

Shatim Appearance		
1d20	Attributes	Notes
1-4	All supernatural attributes are invisible but may be perceived with the appropriate spell (roll again if no attributes have been selected as of yet, rerolling 1-4 results).	
5-6	Small stubby horns	1-2 inches, easily concealed under a hood or a hat
7	Large horns	Scaled down to a foot long or less: roll 1d20—1. Markhor, 2. Reindeer, 3. Mouflon, 4. Bharal, 5. Kudu, 6. Addax, 7. Ibex, 8. Moose, 9. Stag, 10. Eland, 11. Rhinoceros, 12. Bison, 13. Jacob Sheep, 14. Mountain Goat, 15. Longhorn, 16. Water Buffalo, 17. Saiga, 18. Unicorn, 19. Capricorn Beetle, 20. Furry Moth.
8-9	Eye or pupil shapes	Roll 1d10: 1. Bug-like, 2. Goat, 3. Cat, 4. Gecko, 5. Raven, 6. Owl, 7. Cuttlefish, 8. Entire Eyeball Black, 9. Entire Eyeball Red, 10. Entire Eyeball White.
10	Furry caprine legs	Cannot use legs to climb a rope but improve Agt +1 increment. Special shoes can be made to conceal cloven hooves, though gait will be awkward and the Agt bonus lost.
11	Tail	Roll 1d10: 1. Pointed or Barbed Tail, 2. Scorpion, 3. Spider Monkey, 4. Rattlesnake, 5. Peacock, 6. Pig, 7. Retractable Sting, 8. Snake Head, 9. Rat, 10. Octopus Tentacle. Stings, barbs, and snake heads allow an extra attack inflicting VL damage if tail is unhindered.
12-16	Miscellaneous	Roll 1d12: 1. Bat Ears, 2. Cold Blooded, 3. Forked Tongue, 4. Monstrous teratoma on chest or back, 5. Speaks in Tongues, 6. Crimson Skin, 7. Changing tattoo patterns or undecipherable scriptures, 8. Absence of Shadow, 9. Vestigial Bat Wings, 10. Small Facial Tusks, 11. Skinbound Appearance, 12. Clawed Hands.
17-18	Unholy stain	Ask referee to make a roll on Table 21, as described in CC1 <i>Beyond the Skies</i> , page 214.
19-20	Roll twice more on this chart, rerolling any duplicate results.	





base Life Force should be a d6. If permitted in the chosen game system, shatim may combine multiple careers. In all cases, use the experience progression table(s) appropriate to the chosen career(s).

**Languages:** The shatim typically speak Calderan common. With a successful Int Check, they can decipher demonic scriptures and fathom the general meaning of glyphs used in magical circles. If raised in a family with strong Gandarian ancestry, shatim progeny can also speak Gandarian over and above normal ability limitations.

## Mage-Knight

This career requires joining the *Order of the Shebbai*. Membership demands complete loyalty and obedience. The order's precursors emerged in 1152 CE to protect landowners from the depredations of monsters and bandits roaming the region. In 1372, the order received an official charter and became subject to Caldwen's collegial authorities. Fierce enemies of the *Maghia*, mage-knights are seen by the majority of the population with fear and reverence or, for some, loathing and contempt.

In present days, the order's goals are to protect the aristocracy from subversive activities as well as being the caretakers of natural magic forces feeding the wizards' domains. Since raw mana is dangerous if mishandled, mage-knights are sworn to keep uninformed public away from it. The flow of this magic requires maintenance and defense against rogue demons, which are known to be attracted to mana. The Shebbai also established hospitals for the general good of the people, but also

to heal any illnesses related to raw mana. Some mage-knights travel the land in search of foes on the run. Details pertaining to mana and other secrets are progressively revealed to the mage-knights as they earn experience and special abilities. The referee will provide information beyond what is presented here as the game progresses.

Though the order seems like it should be related to the clergy, it isn't entirely. Different faiths are accepted, though the order is primarily connected with the pantheon of Caldwen gods. The most common faiths are Naghilas, Dagleeth, or those prevailing locally. Most hospitals center on the benevolent cult of Nekathal. What matters most to mage-knights is their loyalty to the order and devotion to their missions. Because of this, mage-knight philosophies vary.

**Advancement:** Mage-knights wear armor and fight like warriors with the same number of experience increments (hence: 0-5% = 1, 6-7% = 2, etc.) They also cast magic-users spells as indicated in the Advancement Table (see page 12). The actual totals for each experience increment are those the chosen game system lists for normal magic-users. Proficiency is scaled from untrained novice to the point at which a normal magic-user becomes able to cast at least one top-potency spell. How quickly magic-users reach this point varies with each RPG. To reflect this, use one of the three proficiency scales, picking the best fit. For example: a *Grand Commander* would have to earn the same experience as a normal magic-user able to cast the most powerful spells available in the chosen RPG. Scales B and C are alternatives to the conversion chart listed in *Calidar Game Mechanics*, page 3. A mage-knight path cannot be combined with another career.



# Heroes of Caldwen

The row in red shows when normal magic-users should acquire at least one top potency spell.


**Prerequisites:** This career requires at least average Strength, Intellect, and Wisdom ability scores. Because of body size requirements, only elves, half-elves, and humans can become mage-knights. Though unseen as of yet in the ranks, such creatures as half-orcs could theoretically qualify. The shatim, on the other hand, cannot become mage-knights because of their aversion to cold iron and the fact their heritage wouldn't sit well among the order. Other races may join, but as auxiliaries (i.e. they aren't mage-knights).

**Life Force:** Mage-knights are intended to fit between a magic-user and a warrior. Therefore, the best approach is to average the base Life Forces of magic-users and warriors, in most cases resulting in a d6, d6+1, or d8 depending on the chosen RPG. Life Force is cumulative up to the 10th increment (Knight Bachelor), after which the mage-knight earns an extra life point with each subsequent advancement.

**Special Abilities:** Up to nine abilities can be earned, as listed in the Advancement Table. The first one is described here. The referee has the full details on the following ones, including their uses and how they work. The player will be informed as appropriate, although the labels in the Advancement Table give some clue about their natures (assume the squire has been talking to more experienced members).

**Sense Raw Mana:** Mage-knights (in the general meaning of the term) may sense the presence of raw mana within 120' or a mana-imbued magic item within 60'. The perception is similar to an ability to detect secret passages—involuntary detection on a roll of 1 on a d6 performed by the referee, or voluntarily with a 1-2 score.

**Spellcasting:** Mage-knights cast either magic-user or clerical spells. This choice must be made when the character begins his/her career; this decision cannot be changed at a later time. A mage-knight selecting clerical spells must be a *pious follower* of a god, preferably from the Caldwen pantheon (see CC1 *Beyond the Skies*, page 185). Training is provided from the moment the hero joins the order and performs all necessary vows. Novices lack any spellcasting ability. Due to the mage-knights' conditioning and exposure to raw mana, wearing armor does not interfere with spellcasting. Magic above SP7 is

Mage-Knight Advancement													
Comparative Proficiency Scales				Rank	Special Abilities	Spell Potencies							
Calidar	Scale A	Scale B	Scale C			SP1	SP2	SP3	SP4	SP5	SP6	SP7	
0%	1	1	1	Squire		0							
6%	2	2	2		Sense Raw Mana	1							
8%	3	3	-			2							
11%	4	-	3	Companion-at-Arms	Demon Enmity	2	1						
14%	5	4	4			2	2						
17%	6	5	5		Laying On Hands	3	2						
19%	7	6	6	Sergeant		3	2	1					
22%	8	7	-		Shebbai Empathy	4	2	1					
25%	9	8	7			4	2	2					
28%	10	9	8	Knight Bachelor	Conduit Purification	4	2	2	1				
31%	11	-	9			4	3	2	1				
33%	12	10	10		Shebbai Foresight	4	3	2	2				
36%	13	11	-	Knight Banneret		4	3	2	2	1			
39%	14	12	11		Mend Tabernacle	4	3	3	2	1			
42%	15	13	12			4	3	3	2	2			
44%	16	14	13	Commander	Mana Banishment	4	4	3	2	2			
47%	17	-	14			4	4	3	2	2			1
50%	18	15	-		Consecrate Tabernacle	4	4	3	3	2			1
53%	19	16	15	Grand Commander		4	4	3	3	2	2		
56%	20	17	16			4	4	4	3	2	2		
58%	21	18	17			4	4	4	3	2	2		1
61%	22	19	18	Grand Commander		4	4	4	3	3	2	1	
64%	23	20	-			4	4	4	4	3	2	1	
67%	24	-	19			4	4	4	4	3	2	2	
69%	25	21	20			4	4	4	4	3	3	2	



beyond mage-knights' spellcasting skills regardless of career experience. Members of the order do not attend Caldwen's schools of magic due to fundamental differences in how mage-knights develop their skills, nor can they repel undead foes.

**Defense Checks:** Mage-knights use warriors' Defense Checks.

**Organization:** Squires typically include the children of mage-knights and young adult recruits. They often are assigned to a mentor (a knight bachelor or a banneret) in a commandery for their basic education and conditioning, at least initially. They handle ancillary duties to develop humility, obedience, and responsibility. Companions-at-arms form the bulk of the order's infantry assigned to commanders, typically young to mature adults. Some are designated to assist individual knights in their duties. Sergeants are more experienced companions-at-arms, usually responsible for leading 10-20 individuals.



# Heroes of Caldwen

Knights bachelor are trained in cavalry tactics. They are entrusted with several warhorses and riding mounts with which to carry out their duties. Many of their rank are assigned as the caretakers of raw mana in wizard domains. A good number serve in the order's hospitals, abbeys, and commanderies. Others are posted in fortresses to keep a watchful presence among the magiocracy's regular forces. Knights banneret are senior knights, typically middle-aged, with the responsibility of commanding a banner on a battlefield, up to 100 individuals.

Usually skilled with magic-user spells, elders may become commanders and run commanderies, as their rank implies. Those administering hospitals are called hospitalers; they usually cast clerical spells. Most large towns feature a hospital near their center, and a commandery somewhere outside urban limits. An occasional abbey may also be found further out; their abbots are priors or other members of the clergy rather than mage-knights. The most notorious, however, is the Abbey of Alzabbath located in Arcanial. Grand commanders oversee all activities of the order in a province, and lead all mage-knights on a battlefield.

Main personalities of the order's upper levels include the Lady Hospitaler, the Lord Treasurer, and Grand Mistress Valvadeen in Tol Sirith, as well as the Lord Abbott at Alzabbath. Another notorious mage-knight is the Marshal of Caldwen, Sir Daemian Malcrux, residing at the High Wizard Chancellor's palace.

**Adventuring:** Throughout their careers, members of the order are entitled to personal leave (at least several months after initial indoctrination—essentially boot camp). This concerns those on an adventurer's path. Their duties are to act as the eyes and ears of the order, traveling the realm in search of subversive elements and rogue monsters. The order appreciates their unorthodox experiences. Adventuring members need to report regularly to their normal assigned command to further improve their training and conditioning, and earn new abilities. They must also return immediately if summoned.

Mage-knights may not retain personal fortunes. All treasures and magical objects earned in the course of their adventuring must be remitted to the order. Petty cash or funds used to purchase equipment and basic supplies legitimately needed to carry out their missions may be kept. Commanders determine whether an adventuring knight may keep magic items or, at their discretion, replace them with others deemed more appropriate to their ranks and duties. Mage-knights are not entitled to hire retainers and other henchmen of any sort, or to purchase property. Depending on their seniority, mage-knights may be assigned squires and companions-at-arms to facilitate their missions. Dereliction of duty, disloyalty, and conduct harming the order's reputation are severely punished.

## A World of Wizardry

Most magic-users in Caldwen find ways to attend schools of magic, often with help from various sources. The great colleges of the magiocracy are both education and administrative centers for the provinces. There are many practical benefits for attending colleges, aside from social status and professional recognition based on diplomas awarded by accredited establishments. Colleges are organized along the types of magic they teach: Abjuration, Alteration, Conjuraction, Divination, Enchantment,

Illusion, Invocation, Necromancy, and later on, the more advanced Grand Wizardry. During the course of their careers, most students switch schools in order to complete their education and widen their spellcasting repertoires.

Attending a college improves spell comprehension, capacity to memorize, spell efficiency, and research odds. New spells granted to students reaching their next career milestones are those taught by the colleges, allowing these pupils some measure of control over what kinds of new spells they can learn. There are tradeoffs such as benefits applying to the current school of magic versus penalties on magic related to an opposed school. As students earn their diplomas in each college, such penalties eventually subside, especially when mastering Grand Wizardry.

Most races and cultures possess an affinity to one of the schools of magic. This enables a spellcaster to leave one related spell slot *unmemorized* for future use. During the course of the day, the spellcaster may use up this available slot to cast a spell of the corresponding affinity, chosen at that time. The referee has all the details pertaining to affinities, colleges, and game mechanics; the referee will provide guidance to magic-user players as their characters progress through Caldwen's educational system.

Tuition isn't cheap. Endowments may be available from temples, sects, cabals, businesses, the military, the student's home town, philanthropic associations, a mysterious benefactor, and so on. Colleges waive tuition requirements for wizard families holding a local estate. Moneylenders also relish the prospects of offering college loans at questionable interest rates. Time off for adventuring and earning treasures required to pay for schooling can easily be worked into a student's schedule. Finally, college competitions can earn star pupils early notoriety and ample funds; such games are highly popular throughout Caldwen.

Colleges are particularly useful for alumni interested in the magiocracy's political life, or at least to forge long-lasting connections useful during one's career. Tangling with Caldwen's upper crust implies attending Grand Wizardry in the domain of Arcanial, at the heart of Caldwen. There are, however, other paths available. These concern guilds of magic, called cabals. They specialize in two schools of magic at the expense of all others. Cabals aren't part of the magiocracy's collegial framework. Instead, they function more like private sects, with some degree of secrecy. Cabals control who has the legal right to perform professional services related to their fields of expertise. They collect dues, and ensure their members' professional integrity. They also weed out unaccredited individuals attempting to peddle unauthorized services within their territories.

The best known guilds in Caldwen cover the following fields of expertise: Alchemy, Demonology, Dracology, Elementalism, Necromancy, and Skymastery. Joining any single one of these guilds requires spellcraft licenses issued by the two appropriate colleges as the minimum qualifying skills. A spellcraft license attests to one's ability to cast at least two entry-level spells while under duress. Each guild provides specialized training, as well as review and recognition by peers for their members' achievements. As they progress in their chosen professions, cabalists acquire unique special powers. The most epic of them can yield Notoriety Points, contributing to a hero's eternal glory (see *CAL1 In Stranger Skies*, page 86). The referee has all the details about these guilds and will provide needed guidance to players whose characters follow a cabal path.





# Cults of Caldwen

Adopting a faith isn't mandatory for heroes. Nonetheless, casual worship of multiple related gods or militant zealotry for a single divine liege aren't unknown in Caldwen. The clergy enjoys significant influence in the realm. Legends about the spiritual patrons of ancient Gandaria allude to their demonic origins. They fell dormant after Nicarea conquered their dark realm and unleashed a bloody inquisition upon it. These cults were re-awakened centuries later, when colonists on Calidar overthrew their imperial overseers. Today's deities have shed their earlier demonic forms, demonstrating that the faiths of mortals can redeem even the worst of evils. These gods' complete descriptions are listed in CC1 *Beyond the Skies*, pages 88-106.

**Naghilas:** Pantheon creator and ruler, greater god of magic. **PH:** ♥\*/♣\*/♠\*. **Preferred Weapon:** Barbed chain whip or mind-affecting spells. **Allies:** Dagleeth, Barthazu, Urthaala. **Hated Foes:** Teos-Soltan and his followers. **Center of Faith:** Central Caldwen. **Holy Day:** Seithean 30. **Special Benefits:** With a 1-2 roll on a d6, pious followers can sense the presence of a rogue demon within 30' radius. Priors can tell if someone is possessed, and with a 1-2 on a d6, identify the possessing entity. **Pronunciation:** NAG-ghee-las.



**Ashgaddon:** Greater god of death and the underworld. **PH:** ♥-5/♣+3/♠\*. **Preferred Weapon:** Barbed spear or necromantic spells. **Allies:** Astafeth and Avraoth. **Hated Foes:** Teos-Soltan and his followers. **Center of Faith:** Province of Nygardae and southern Incubael. **Holy Day:** Deirdea 9. **Special Benefits:** None. **Pronunciation:** ASH-gad-don.



**Astafeth:** Minor god of night, mysteries, vice, envy, and lust. **PH:** ♥-5, ♣\*, ♠+6. **Preferred Weapon:** Staff or conjuration spells. **Allies:** Ashgaddon (progenitor), Avraoth (blood kin). **Hated Foes:** Auri avengers. **Center of Faith:** East-Central Caldwen. **Holy Day:** Vortas 15. **Special Benefits:** None. **Pronunciation:** AST-tah-feth.



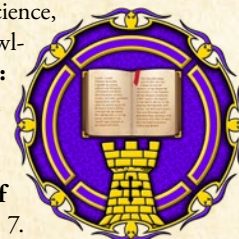
**Avraoth:** Minor god of sky, air, winds, flies, and lies. **PH:** ♥-6, ♣-6, ♠-2. **Preferred Weapon:** Darts or insect-summoning spells. **Allies:** Ashgaddon (progenitor), Astafeth (blood kin). **Hated Foes:** Spiderfolk. **Center of Faith:** Northeastern Caldwen. **Holy Day:** Aereath 23. **Special Benefits:** Priors exert a 15' radius protection repelling flying insects. **Pronunciation:** ah-VRAH-oth.



**Barthazu:** Minor god of blacksmiths, craftsmen, and enchanters. **PH:** ♥\*, ♣+5, ♠-3. **Preferred Weapon:** Any pole arm, staff, or enchantment spells. **Allies:** Naghilas (progenitor), Nekathal (half-sister). **Hated Foes:** Witnesses of the Vault, and all who serve them. **Center of Faith:** Southwestern Caldwen. **Holy Day:** Chelonea 4. **Pronunciation:** BAR-thah-zoo.



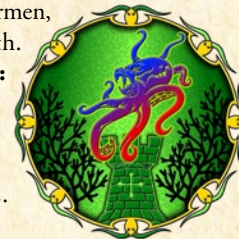
**Dagleeth:** Minor god of librarians, light, science, ancient lore, obscure and mostly useless knowledge. **PH:** ♥\*, ♣+8, ♠\*. **Preferred Weapon:** Stiletto pen, paper cutter, any device fitted with quills, or abjuration spells. **Allies:** Naghilas, Shai-Mamnon (pawn). **Hated Foes:** Nicarean inquisitors and book-burners. **Center of Faith:** Lamerith area. **Holy Day:** Loreath 7. **Pronunciation:** dag-LEETH.



**Nekathal:** Minor goddess of healers, alchemists, and divination. **PH:** ♥+5, ♣+5, ♠-3. **Preferred Weapon:** None (divination spells). **Allies:** Zarghadin (progenitor), Barthazu (half-brother), Samaz. **Hated Foes:** Assassins and all who willingly support slayers' guilds. **Center of Faith:** Southwestern Caldwen. **Holy Day:** Chelonea 19. **Pronunciation:** NEK-kah-thal.



**Samaz:** Minor god of the seas, storms, fishermen, water elementalism, and beasts of the depth. **PH:** ♥\*, ♣-5, ♠-3. **Preferred Weapon:** Harpoon or alteration spells. **Allies:** Zarghadin, Nekathal. **Hated Foes:** Sea dragons and spawns of Ghüle. **Center of Faith:** North-Central Caldwen. **Holy Day:** Calidere 12. **Pronunciation:** sah-MAHZ.

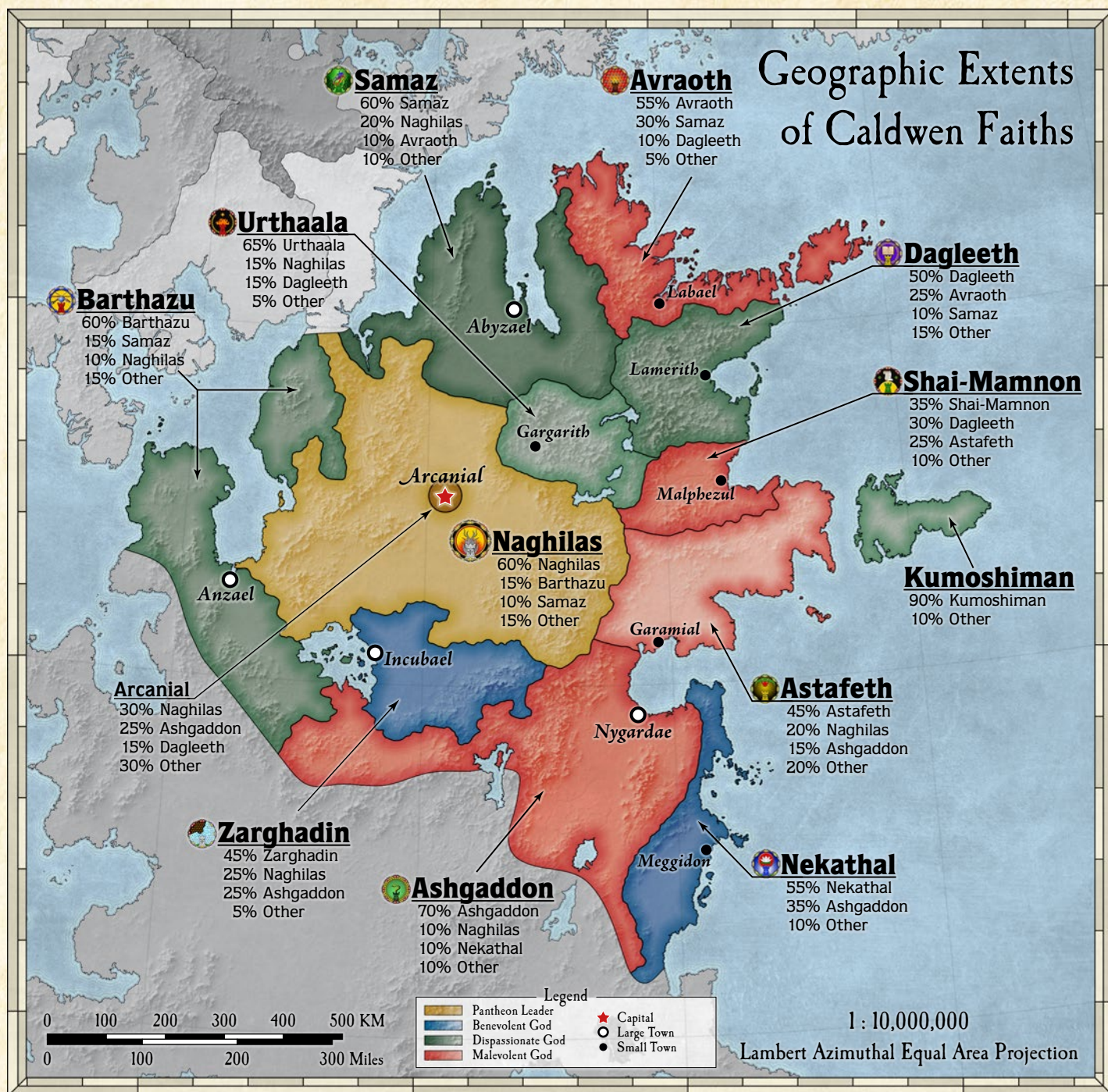


**Shai-Mamnon:** Demigod of scribes, scrolls, deserts, sand creatures. **PH:** ♥-7, ♣-3, ♠\*. **Preferred Weapon:** Steel claws or abjuration spells. **Allies:** Dagleeth (liege), Ashgaddon. **Hated Foes:** Demon hunters and Ellyrians in general. **Center of Faith:** Malphezul area. **Holy Day:** Nubeian 27. **Special Benefits:** Once per day, a prior can summon a whirlwind-like, non-spellcasting, dust, ash, or sand devil with half the prior's Life Force. The creature can fly (or become undetectable if in a desert). It maintains a telepathic link with the prior and will serve him/her until the next sunset or destroyed. **Pronunciation:** SHY-mam-non.





# Geographic Extents of Caldwen Faiths



**Urthaala-the-Unquenched:** Minor goddess of fire and fire elementals. PH: ♥ \*, ♣ -8, ♠ +7. **Preferred Weapon:** Flaming whip or fire-related spells. **Allies:** Naghilas, Dagleeth, and Barthazu. **Hated Foes:** Followers of Avraoth. **Center of Faith:** Gargarith area. **Holy Day:** Solteane 6. **Pronunciation:** oor-THAA-lah.



**Zarghadin:** Minor god of shadows, secrets, mirrors, illusions, and madmen. PH: When sane ♥ +5, ♣ -5, ♠ +5. **Preferred Weapon:** Razor-sharp metallic fan or illusion spells. **Allies:** Nekathal (daughter) and Samaz. **Hated Foes:** Followers of the *Maghia*. **Center of Faith:** Northern Incubael. **Holy Day:** Munaea 13. **Special Benefits:** Pious followers can gaze through a mirror shard and see through another that they left elsewhere. The two fragments must be part of the same mirror. Only two such pieces can be used each day, at any range. The effect lasts until sunrise, at which time the two shards and the original mirror (if any parts remain) shatter and become useless. See referee for more. **Pronunciation:** zar-gad-DEEN.





# Travel Guide

## The Best Spots

Each region is notorious for certain goods, specialties, local services, and so on. The list below gives an idea where to find the “best” offers in the realm, either the greatest choices, the lowest prices, or the best qualities. Though the subject relates to color and roleplaying, it can have an impact on cost and game play. The capital city offers most common goods available elsewhere, but usually at a significant premium (+100%). The same can be said to a certain degree (+50%) about provincial capitals, unless listed below. Nearby villages that aren’t located in remote parts might offer common goods at better prices. These choice shops are listed below, sorted by provinces.

## Currency

Now that local specialties have been pinpointed, a look at Caldwen’s coins may be useful. The Domain of Arcanial, its eight provinces, as well as Miyuki Island, all mint their own currencies. Arcanial coins are accepted throughout Caldwen. Provincial coins are only accepted locally and in towns across the nearest borders. Money changers will replace unwanted provincial coins, with fees varying from 5% to 15%. Moneys from Abyzael, Anzael, and Incubael incur 5% charges. Coins from Nygardae and Meggidon fetch a 10% fee. Pieces from the remaining three provinces and Miyuki Island are the least popular outside their borders and suffer a 15% fee. Denominations are identical across the land: copper, silver,



gold. Other sorts of coins may exist but are rare in Caldwen. Merchants and wealthy families use banks and scrolls of credit with magical seals attesting to their authenticity. Some money changers may agree to purchase gems, but always pay for them with the local currency.

## Documentation

Caldwen’s notorious bureaucracy demands residents and foreign travelers always carry documentation, should a military patrol confront them. This is a concern to adventurers, many of whom may not be familiar with the magiocracy’s persnickety and peevish ways. Citizens are required to obtain an Affidavit of Citizenship stating place and date of birth, along with the parents’ names and at least two witnesses. A copy is kept at the office of the Board of True & Verified Citizenships. To be considered as such, spellcasters need at least a Spellcraft License from an accredited college or a Testimony of Good Faith from an established temple. Casting spells without the warrant of proper documentation may lead to prosecution, fines, and/or imprisonments depending on the gravity of the offense. A copy is kept at the Homeland Census Archives. Foreigners must carry a travelers’ visa issued by an agent of the Homeland Ministry at a port of entry; fees vary from 1 silver for personal visits lasting three weeks or less, up to 1 gold per month (plus applicable import taxes on goods). All urban centers are able to address these demands. Patrolling military and other officials may request documents at any time. To carry out their work, officials have access to the following divination spell:

### Arcanial

Emporium: Arcanial Middle District  
Mountaineering Gear: Elgoroeth  
Gossip Dens, Rumor Mills: Alamir  
Taverns, *Half-Orcs*: Gadriath  
..... *Hippogriff Traders*: Gargarith

### Abyzael

Alchemists & Potions: Azazul  
Beer & Ale: Abyzael, Valach  
Ivory Goods: Janiaz, Fazuzu  
Fine Furs: Taroth, Zagarath  
Marble Sculptures: Astaral  
Marine Equipment: Hyrkanial  
Taverns, *Fellfolk Sailors*: Balphares  
..... *Elves*: Pandorim, Qittai  
..... *Mage-Knights*: Tol Sirith

### Anzael

Antique Magic Items: Ammon  
Carpets, Tapestries: Terath  
Magic Item Recharges: Qhoresh  
Clockmakers & Music Boxes: Lasrael  
Meryath Spices: Maracandal  
Protections from Divination: Galikial  
Taverns, *Dwarves*: Arbadin, Malafax  
..... *Phrydians*: Carcaroth  
Used Wands: Anzael, Ruax, Saphem

### Balthezul

Adventurers for Hire: Kathrax, Ladash  
Feathers & Quills: Hamaz  
Scented Candles: Labael, Japhet  
Taverns, *Norse*: Elcar, Fabaroch  
..... *Whalers*: Gaapheth  
Used Weapons: Tundar  
Wand Woods: Balthezul, Madorion

### Garamial

Familiars & Pet Shops: Belsaroth  
Fish Market, Seafood: Hisame  
Massage Parlors: Jubalim, Ietzirom  
Kumoshiman Silk: Hisetsu  
Taverns, *Smokers’ Dens*: Elith  
..... *Kumoshiman*: Nakagawa  
Wax Dolls: Garamial, Larioch

### Incubael

Fine Pipeweed: Murmuru  
Fine Glassware: Vrox  
Fine Tea: Ramael, Issarim  
Lao-Kweian Incense: Nazghial  
Magic Mirrors: Incubael, Narzael  
Munaani Myrrh: Tanarith  
Rare Spell Components: Bisilthur  
Taverns, *Falconers*: Decarabbas  
..... *Gnomes*: Ietziluth, Maroth

### Lamerith

Black Market<sup>1</sup>: Samarial  
Bookshops: Lamerith  
Flea Market<sup>2</sup>: Malphezul  
Ring Makers: Deilath  
Tattoo Parlors: Tartaras  
Scroll Makers: Zamorem  
Taverns, *Gandarian*: Vaz  
..... *Bards*: Calzabub

### Nygardae

Bone Carvings: Nygardae  
Fancy Lamps: Nazhav  
Funeral Wares: Braazu, Furial  
Haunted Wigs: Carnibuth  
Leather Goods: Pheneth  
Snatched Body Parts<sup>3</sup>: Samial  
Taverns, *Vampires*: Decarai  
..... *Caravanners*<sup>4</sup>: Hememex

### Meggidon

Barbers & Surgeons: Denageph  
Rare Ink & Signets: Meggidon  
Taverns, *Fishermen*: Ichthiel  
..... *Mutes*: Zeforath  
..... *Shatim*: Borborith  
Used Armor: Raurax, Phalloch  
Wine: Cumphaal, Vanuel

Notes: 1. Possibly illegal sorcery goods; 2. Stolen goods likely; 3. For necromancers and flesh golem enthusiasts; 4. Osriel traders.



## Detect Documentation

Spell Potency: 1

Range: 0

Duration: 10 Actions

Effect: all documentation within 30'

The caster sees what kinds of documentation recipients hold. Glyphs glow above the recipients' heads, indicating the nature of their paperwork. Affidavits, licenses, and testimonies are detected whether the actual documentation is physically carried at the time the spell is cast. Visas, however, always need to be carried. Absence of any glyph will be investigated. Local rumors may allude to shady individuals peddling magic items able to tamper with this detection spell, resulting in false glyph responses. Forging glyphs is severely punished under Caldwen law.

## Travel Styles

Large towns and bridges shown on the map charge fees. Mounts for rent are fitted with a device triggering the mounts' teleportation back to their owners after an agreed-upon timeframe, or if the mount is mistreated or wounded, or if the device is tampered with in any way. Land-based mounts can be purchased in most villages. "Rentals" are only available in towns, with the best choices in larger urban centers.

Carriages include a coachman and, for an extra silver, a valet. If ferrying freight or personal mounts, barges are cheapest but least comfortable. Flying travelers' craft accommodate passengers; the simplest are fitted with benches while the more expensive ones provide comfortable and pleasant travel conditions. Carriages and flying craft other than private yachts can be found in most towns; pickup in a village requires reservations.

Public teleporters are mostly found in provincial capitals and the city of Arcanial. Small towns may have one central device in their town squares; villages almost never do. Public teleporters form pre-established interconnected networks. The correct change must be deposited in a slot, and the destination spoken clearly (another street location or another town). Change is returned if the destination isn't part of the network. Subscribers to private teleporters require personalized command words to reach public or restricted destinations (such as their own abodes or some other protected places unavailable to a public network). Private destinations must be pre-registered with the local teleporting service, and require appliances be installed at the desired locations (500 gold each). Competing services may involve connections where different networks

overlap. One or more stops could be needed to reach small towns in other provinces, with local capitals functioning as hubs.

The City of Arcanial is famous for offering plenty of public and private teleporters on all levels of its Upper and Middle Districts. The capital's port of entry is Port Arcana on the ground beneath the floating city. Main ports of entry in Caldwen are Anzael, Abyzael, and Nygardae.

## Yearly Festivals

- **Glory of Naghilas:** Seithean 30, national holiday. This religious festival is the most important one, marking the end of Caldwen's calendar year and the celebration of both the magiocracy's prevailing deity as well as Grand Wizardry (see *Faerials* later on). Festivities last until the following morning. Processions and street parades are most common, along with spectacular fireworks in the regional capitals. Many other religious festivals take place during the year, observed only in relevant provinces (see *Cults of Caldwen*, earlier.) For example, the dead are honored during *Hallowed Ashgaddon* on Deirdea 9, but only in Nygardae and southern Incubael.
- **Jôriku:** Calidere 25, Miyuki Island. Celebrates the arrival of Kumoshimans on Calidar. Paper lanterns are released into night sky to honor those who left the ancient homeland for the wilds of Calidar. Illusory dragons are cast to fly among them.
- **Hand of Fate:** Solteane 17, countrywide. Commemorates Darbyes the Black's assassination of Kosyas III on Munaan. Masks, disguises, and much street foolishness mock the ancient foe. Huge effigies of the emperor are burned in the town squares.
- **Skybound:** Drachean 21, Arcanial. Celebrates the last building sent aloft to flying Arcanial. Glowing coins are thrown into the river after sunset to honor the victims of the flood that once devastated the Valley of Arafor.
- **Landfall:** Kragean 14, countrywide. Honors the arrival of Gandarian settlers on Calidar. Families get together; babies are blessed; pastries shaped like skyships are exchanged. Traditional mud fights also take place to reflect the wet and muddy conditions experienced during the first landfall.
- **Caldwa Day:** Vortas 13, countrywide. The second most important festival marks the final victory against Nicarea, and the death of Caldwa the Wise. Sky jousting commemorates the famous battle. A memorial also takes place at the Mausoleum of Keth in Nygardae.

**Gate Fees:** 1 silver per traveler & mount plus applicable taxes on merchant freight.

**Mounts for Rent:** due in advance.

**Mule:** 3 silver, plus 5 copper a day

**Horse:** 3 gold, plus 5 silver a day

**Hippogriff:** 30 gold, plus 5 gold a day

**Carriages:** up to six passengers and personal gear, plus coachman (optional valet for an extra fee).

**Ox-driven:** 1 silver a day

**Horse-driven:** 1 gold a day

**Barges:** crew and freight included.

**Small:** (up to 5 tons freight) 3 gold, plus 5 silver a day

**Medium:** (up to 15 tons freight) 10 gold, plus 1 gold a day

**Large:** (up to 45 tons freight) 30 gold, plus 2 gold a day

**Flying:** (up to 1 ton freight) 6 silver, plus 5 gold a day

**Flying Travelers' Craft:** crew included; divide fare by ten for single rides of an hour or less; day fares are for 8 hrs (double fare if no passengers expected on return flight); assume double-occupancy cabins; cabin cruisers offer journeys on their outer decks for half the normal fares.

**Carpet:** (up to 3 passengers) 2 gold a day per passenger

**Bench Boat:** (8-12 passengers) 3 gold a day per passenger

**Sky Speeder:** (3-6 passengers) 6 gold a day per passenger

**Cabin Cruiser:** (2-6 cabins) 10 gold a day per passenger

**Luxury Yacht:** (4-8 cabins) 20 gold a day per passenger

**Teleporters:** single individuals & personal gear.

**Public:**

..... Street to street fare: 5 gold per use

..... To Another Town: 20 gold per use

..... To Another Province: 50 gold per use

**Private:** Any destination—500-1,000 gold monthly flat fee

• **Faerials:** Nine *Faerials* take place during the year. They honor the various schools of magic with spell fairs, open houses, magic demonstrations, free spellcasting for the poor, and revelry for the wizardly and the unskilled. Dates and provinces involved are as follows: Abyzael/Alteration on **Aereath 12**, Incubael/Illusion on **Nubeian 18**, Anzael/Enchantment on **Drachean 2**, Meggidon/Divination on **Loreath 14**, Lamerith/Abjuration on **Kragean 25**, Balthezul/Conjuration on **Munaea 3**, Nygardae/Necromancy on **Deirdea 21**, Garamial/Invocation on **Seithean 6**, and Grand Wizardry/Arcanial during the *Glory of Naghilas*.





Farmers Byway

Road of Geas by Hornsmeet

Faradun Tower

Skyport

Melchallas Lane

Old Temple of Naghilas

Upper City Weir

Road of Geas by the Weir

Neoloch Lane

Merchants Byway

Estera Tower

Canal Road

Road of Geas by the Stigmata





Port Road

Arcanial Skyport

Fe. 20 40 60 80  
Mi. 6 12 18 24

Bahadar Tower

City Canal Embankment

# Port Arcana

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Scale: 1 square equals 40ft.

City Canal Embankment

Mirzov Tower







