



# CALIMSHAN ADVENTURER'S GUIDE



Explore Calimshan in this campaign sourcebook  
for the world's greatest roleplaying game.



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**Design:** M.T. Black  
**Editing:** M.T. Black, Noah Lloyd  
**Cover:** Stacey Allan  
**Layout:** M.T. Black, Stacey Allan  
**Cartography:** Goose Prints  
**Additional Design:** Darrin Scott  
**Design Consultants:** Hiten Dave, Jeremy Forbing  
**Art:** Stacey Allan, Wizards of the Coast, Elite Design Elements © Rising Phoenix Games

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*Forgotten Realms Campaign Guide* (2008)  
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*Player's Handbook* (2008)  
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*Tome of Battle: The Book of Nine Swords* (2006)

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# WELCOME TO CALIMSHAN

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



## USING THIS BOOK

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

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

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

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

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

## TEN THINGS TO KNOW

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

### ANCIENT HISTORY

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

### WEALTH AND TRADE

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

### MANY GENIES

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



## COMMON MAGIC

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

## GREAT DESERT

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

## CALIMPORT

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

## URBAN AND COSMOPOLITAN

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

## GENIE WARS

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

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

## GLORIOUS REVOLUTION

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

## A GILDED AGE

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



# CHAPTER 1:

## CHARACTER CREATION

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



### RACES

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



### Calimshan's Population

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

### HUMANS


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

### GENASI

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

### HALF-ORCS

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



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

## HALFLINGS

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

## HALF-ELVES

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

## OTHERS


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

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

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

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



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

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

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

## BACKGROUNDS

All the backgrounds described in the *Player's Handbook* can be found in Calimshan. Following are some suggestions for integrating each background into the local area. The places and organizations mentioned here are described in more detail in chapter 2.

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

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

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

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

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

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

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

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

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

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

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

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


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

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

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



Bob Grayson



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

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

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

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

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

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

## CLASSES

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

### BARBARIAN

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

### BARD


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

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

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





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

## CLERIC

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

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

## DRUID

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

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

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

## FIGHTER

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





## Monk

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

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

## PALADIN

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

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



## RANGER

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

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

## ROGUE

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

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

## SORCERER

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

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

## WARLOCK

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

## WIZARD

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

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

## SUBCLASS OPTIONS

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

### New Subclasses

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

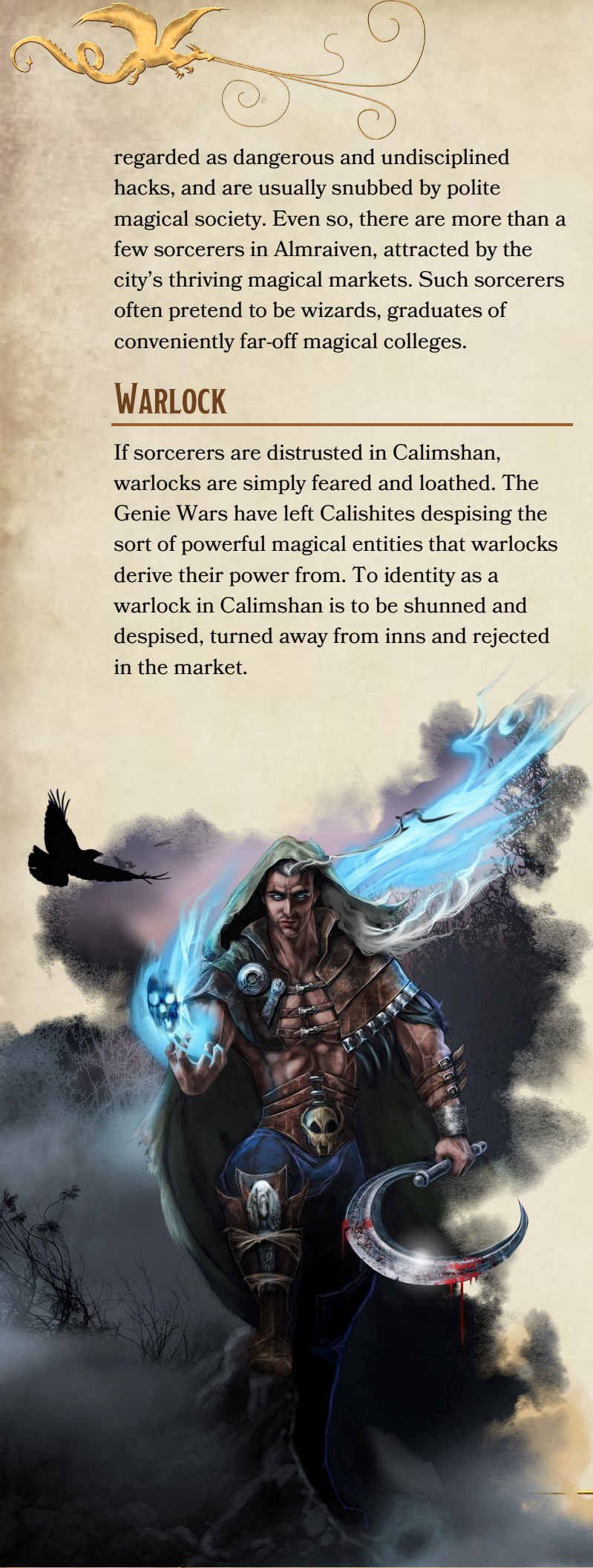
## CIRCLE OF STONE

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

### Circle of Stone Spells

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

\* From *Elemental Evil Player's Companion*





## STONE STRENGTH

*2nd-level Circle of Stone feature*

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

## STONE SPIDER

*6th-level Circle of Stone feature*

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

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

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

## STONE SPEAKER

*10th-level Circle of Stone feature*

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

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



## STONE PRISON

*14th-level Circle of Stone feature*

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

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

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

## WAY OF THE DESERT WIND

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

## BLINDING SANDS

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

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

## REED IN THE WIND

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

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

## BURNING BRAND

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

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

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

## RISING PHOENIX

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

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

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

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

## OATH OF THE JANESSAR

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





## TENETS OF THE JANESSAR

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

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

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

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

## OATH SPELLS

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

### Oath of the Janessar Spells

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

## CHANNEL DIVINITY

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

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

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

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

## AURA OF FREEDOM

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

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

## ANGELIC ESCAPE

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

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

## GLORIOUS LIBERATOR

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

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

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

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

## WAYFINDER

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

### WAYFINDER MAGIC

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

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

#### Wayfinder Spells

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

### PEERLESS VIGILANCE

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

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

### SUPREME EXPLORER

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

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

environments. Chose two additional favored terrains.

### HIDDEN TRUTHS

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

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

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





## TIMELY WARNING

*11th-level Wayfinder feature*

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

## DISORIENTING STRIKE

*15th-level Wayfinder feature*

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

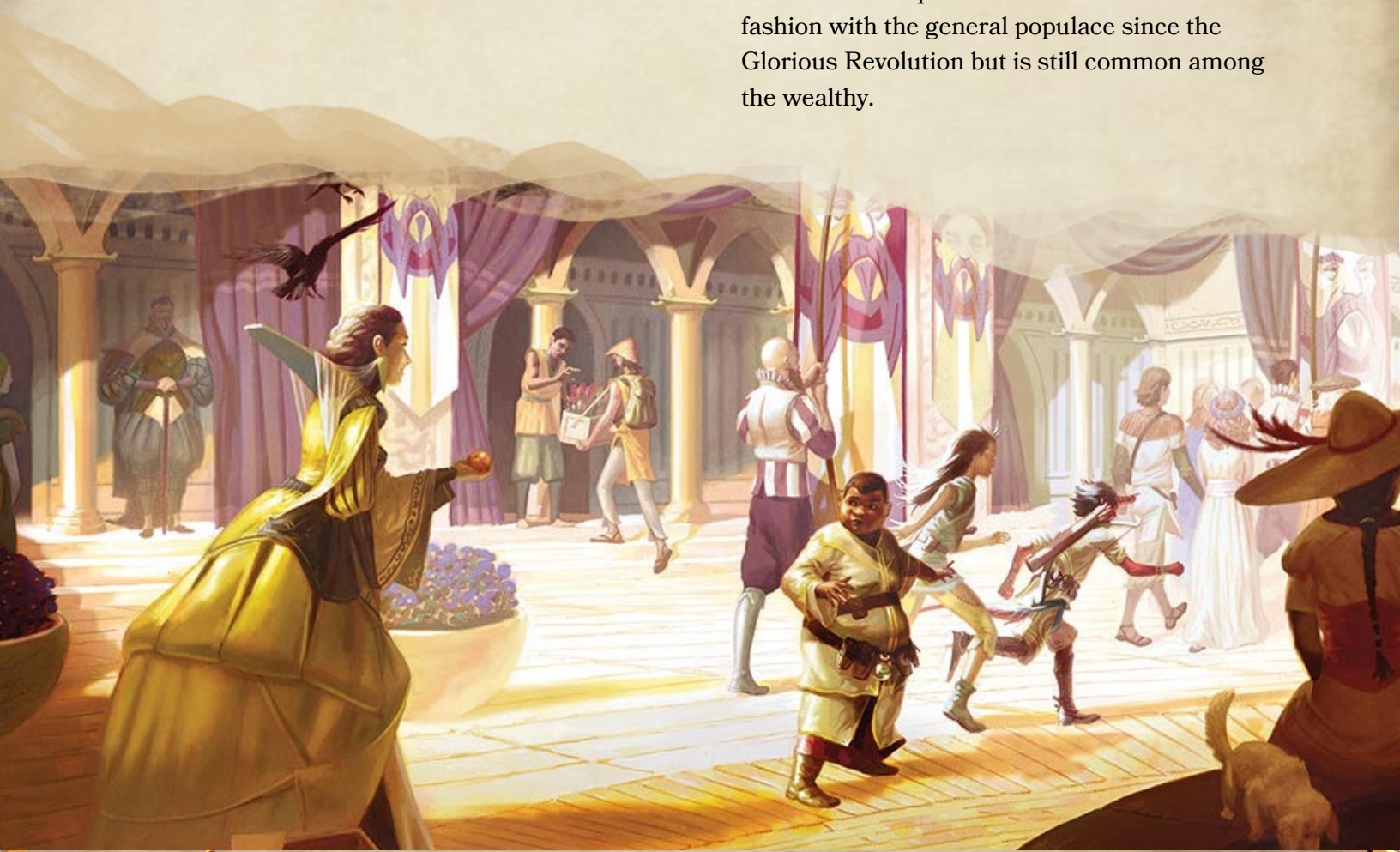
In addition, the target must make a successful Constitution saving throw against your spell save DC. Otherwise, when the target makes an attack roll or a saving throw before the start of your next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

## CALISHITE NAMES

Following are some common Calishite names.

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

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







# CHAPTER 2:

## CALIMSHAN DESCRIBED

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



### HISTORY

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

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


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

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

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

### Ages of Calimshan

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



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

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

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

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

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

genasi were slaughtered as humans retook control of the land.

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

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



## GEOGRAPHY

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

## CALIM DESERT


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

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

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

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






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

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

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

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

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



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

## CORAM STEPPES

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

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

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

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

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

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

## FOREST OF MIR

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

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

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





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

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

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

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

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

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

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



## MARCHING MOUNTAINS

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

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

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

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

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

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




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

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

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

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

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



lower slopes. Ettin and cyclops are also not uncommon.

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

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

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

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

## PLAINS OF RENESTAR

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

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

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

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

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

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

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





## SPIDER SWAMP

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

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

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

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

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

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

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



supplied with fresh water and indoor plumbing via magical pumps.

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

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

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

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



## CITIES AND TOWNS

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

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

### ALMRAIVEN

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


### CALIMPORT

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

### KELTAR

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





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

### **MANSHAKA**

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

### **MEMNON**

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

### **SCHAMEDAR**

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

### **SUDOLPHOR**

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

pirates and brigands hiding from the authorities.

### **TESHBURL**

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

### **VOLOTHAMP**

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



## ECONOMY

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

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

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

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

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

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

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





## POLITICS

During its extensive history, Calimshan has employed a variety of political systems, each one utilizing a plethora of titles and roles. Some of these titles were hereditary and have been maintained even after the power structure changed. And so, in Calimshan you are likely to meet all manner of sultans, satraps, massatyr, yshahs, and so on—none of whom have any political power. In modern Calimshan, only two titles are important—pasha and vizar.

## VIZAR

The word vizar means “chancellor.” In Calimshan, a vizar is a senior civil servant responsible for a geographic region, most often a district or ward in a city. Each city or town also has a syl-vizar (meaning “grand

chancellor”), who is responsible for appointing and managing every other vizar in that city.

## PASHA

The word pasha means “guildmaster.” There are well over 100 guilds in Calimshan, and between them they control the commercial and social lifeblood of the nation. Each guild is run by a pasha, who controls prices, manages membership, and negotiates with the other guilds. The pashas are tremendously influential. Each guild has their own method for appointing their pasha.

## SYL-PASHA

The pashas come together in a “pashamoot” to elect a syl-pasha, which means “grand guildmaster.” This office is normally for life, although a supermajority of pashas can remove someone. The syl-pasha has just three powers. First, they act as the final arbiter of any dispute between pashas. Second, they have the authority to appoint (and dismiss) the syl-vizar governing each city. Finally, they have the power to issue “Grand Proclamations,” which, by ancient custom, are binding on the entire land. These three powers make the syl-pasha the effective ruler of Calimshan.

After the Glorious Revolution, there was a great public clamor to appoint the Prophet Shahrzad as syl-pasha. But after Shahrzad’s disappearance, a hastily convened pashamoot elected the current officeholder, Syl-Pasha Javad el Volahrn. Some grumble that the pashamoot that elected Javad was irregular as many of the guilds were in abeyance at the time. There has been steadily building pressure for a new pashamoot, and so the syl-pasha finds his position more precarious than he would like.





## OTHER POWERS

While the pashas and vizars are the official powerholders in Calimshan, there are several covert groups that are very influential.

## RED WIZARDS

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The Red Wizards of Thay have long been interested in Calimshan, mainly due to the amount of magic practiced and created there. Their involvement sank to a low point during the Genie Wars, but their interest has been rekindled since the Glorious Revolution. Rumors say that more than a few vizars and pashas are taking coin from Thay.

## ROGUE GUILDS

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Alongside Calimshan's official guilds are several "rogue guilds" who operate outside the law. Although they are not represented at the pashamoot and are not formally recognized by the authorities, they otherwise operate like other guilds. The rogue guilds are:

- The Fellowship of Burglars and Thieves
- The Assassins Guild
- The Distinguished Society of Enforcers and Thugs
- The Union of Pirates and Smugglers

Anyone performing these activities without sanction is likely to come to the attention of the relevant guild.

## TWISTED RUNE

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The Twisted Rune is a secret cabal of powerful undead creatures who meddle in mortal affairs for power and amusement. Based in Calimshan, their influence spreads across Faerûn and out into the multiverse. They have

hundreds of agents, many of which do not realize who their ultimate masters are.

Historically, the Twisted Rune has exercised influence via intrigue and manipulation. Recent years have seen the Twisted Rune act more overtly, motivated by a desire to prevent human-dominated Calimshan from growing more powerful.

The Twisted Rune are led by a nine-member council, known as the Runemasters, who include the following:

- Shangalar, a **lich**, is the leader of the Twisted Rune. It dwells in a flying fortress somewhere over the Marching Mountains.
- Lord Muthra, a **death knight**, has a stronghold in Nykkar, the City of Sorrow.
- Nhalzaq, a **skull lord**, resides in the Shadowfell.
- Sapphiraktar, an **adult blue dracolich**, has a lair in the ruins of a lost city in the Calim Desert.
- Shyressa, a **vampire (spellcaster)**, lives in a grim tower in the Forest of Mir.





## FOOD

In Calimshan, meals are a celebration of life and prosperity. There are two meals a day, and both are followed by coffee.

### MORNING MEAL

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The morning meal is a simple affair, consisting of hot bread followed by a fig or date. For those with money, a small pastry or cake is also common.

### EVENING MEAL

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The evening meal begins (and sometimes ends) with a chicken or fish broth, full of vegetables and roots, with a side of hot bread. For those who can afford it, broth is followed by a meat course, usually mutton, fish, or chicken, seasoned with onions and garlic, and consumed with pickle paste or yogurt. Chicken sausages are also popular.

Vegetables accompany the meat dish, including white beans, lentils, chickpeas, eggplants, peppers, cabbage, squash, carrots, spinach, and many others.

Desert consists of pastries, date and fig cakes, and whatever fresh fruit is available. Popular with all classes is the honeydrop, a thumb-sized candy made of honey mixed with an edible gum.



## COFFEE

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Whether rich or poor, all Calishites follow their meals with strong coffee. Ideally imported from Maztica, it is drunk black and mixed with ground nuts and spices. Coffee could be considered a national obsession, and all Calishites consider themselves connoisseurs, spending hours debating the merits of various vendors and brewing techniques. According to local legend, the Glorious Revolution was partly triggered by a coffee shortage.

## CLOTHING

Calishite clothing is always loose and airy because of the heat. It is common to wear a headcloth, called a keffiyeh, to protect the face, head, and hair from the wind and sun. Some prefer a turban to a keffiyeh.

Cotton trousers and muslin shirts or tunics are the standard clothing for the lower and middle classes. This is usually complemented by a decorated cotton vest, with more elaborate decorations indicating greater status. In poor weather, a light cotton robe called an aba is added. Bright colors are the norm, even among the poor, with green, yellow, pink, blue, and red all common.

Upper class clothing is similar but more likely to be made of silk, fine linen, velvet, and satin. Those with money often wear a kaftan, especially on formal occasions. Deep, strong colors are preferred by the wealthy, including gold, crimson, and purple. Gold and silver thread are used to create fantastic patterns on all clothing.

Sandals and slippers are worn throughout the land, with boots reserved for those engaged in dangerous activities, such as soldiers and adventurers.



## TRAVEL

Calimshan is a long way from Waterdeep, and it is not a small country either. Adventurers from other parts of the world need to know how to get there, and how to move around once you do.

### TRAVEL TO CALIMSHAN

Ships travel to Calimshan from all over the known world. For most, their destination is the capital, Calimport.

#### Ship's Passage to Calimshan

To Calimport from...	Cost	Duration
Athkatla (Amn)	80 gp	17
Baldur's Gate	120 gp	25
Caer Calidyrr (Moonshae Isles)	100 gp	21
Luskan	210 gp	45
Muluk (Zakhara)	370 gp	72
Neverwinter	190 gp	41
Port Nyanzaru (Chult)	60 gp	12
Theymarsh (Border Kingdoms)	45 gp	10
Ulatos (Maztica)	255 gp	55
Waterdeep	155 gp	35
Zazesspur (Tethyr)	45 gp	10

The duration is in days, while the cost is per person and includes all meals. The price is negotiable depending upon passenger demand and how much cargo the ship is carrying.

Passengers typically have wooden bunks and are sequestered in a different section from the crew, but they don't have private cabins. Such cabins are rare and typically cost 5 times the amount indicated. On the other hand, those willing to bunk with the crew may settle on a price for as little as a third of the amount indicated.

### REASONS TO BE IN CALIMSHAN

Chapter 1 describes how to create a character who was born and bred in Calimshan. However, it's possible that your character was born elsewhere (on the Sword Coast, for example) and migrated to Calimshan prior to embarking upon the adventuring life. This table suggests some reasons for going to Calimshan.

#### Top 10 Reasons to be in Calimshan

- | #  | Reason   |
|----|--|
| 1  | You heard about Calimshan's legendary wealth and came here looking to make your fortune.   |
| 2  | You were a sailor on a ship that docked in Calimport. You were so impressed by the wonders of the city that you decided to stay.                 |
| 3  | You came to Calimshan accidentally via a magic portal.   |
| 4  | You were contracted as a guard on a merchant caravan heading to Calimshan, and you decided to stay once you arrived.                             |
| 5  | All your life you dreamed of seeing Calimport, the City of Glory. You finally saved up the money to make your dream come true.                   |
| 6  | You are interested in a craft or field of knowledge and came to Calimshan seeking to learn from some master.                                     |
| 7  | You were looking for a certain magic item to aid your career, and you came to Calimshan because it is known to have an abundance of magic items. |
| 8  | You had a relationship with a Calishite and followed your lover back to Calimshan.   |
| 9  | You decided to go on a pilgrimage to Schamedar, to satisfy your own pious urgings or to seek an answer from the gods.                            |
| 10 | You came to Volothamp looking for easy riches on the gem fields.   |





## TRAVEL WITHIN CALIMSHAN

Most of Calimshan's major cities and towns are accessible by water, hence a lot of travel within the country is done by ship. As per the *Player's Handbook*, standard passage costs 1 sp per mile of travel, and sailing ships average 45 – 50 miles per day. You can use the supplied map of Calimshan to calculate the duration and cost of voyages between Calishite cities.

There are merchant caravans regularly journeying between all major population centers, moving at around 15 miles per day. Caravan masters permit any trustworthy-looking folk to tag along, rightly believing there is some safety in numbers. Adventurers may also be able to get work as caravan guards, which typically pays 5 sp per day plus food.

Famously, it is possible to hire a flying carpet in Calimport, though this is much rarer than reports in the north may suggest. There is a single vendor supplying this service, and the cost is between 100 gp and 150 gp per day, depending upon the size of the carpet, all paid up front, along with a 1,000 gp deposit. The hirers must be “people of note” in Calimport or carrying letters of recommendation from the same.





# CHAPTER 3: CALIMPORT, CITY OF GLORY

Calimport, the City of Glory, once proudly boasted that it was the greatest city in the world. Whether that is still the case is a matter of debate, but it is beyond doubt that Calimport is the oldest continuously settled human city in Faerûn, and possibly the world.

Like all great cities, it possesses more than its share of both splendor and squalor, and some see more of one than the other. Khelben Blackstaff, archmage of Waterdeep, once described it as, “a vile place of tangled intrigues miles thick.” A more appreciative opinion was offered by Lord Aldeth, a

merchant from Baldur’s Gate, who said, “My purse is heavier each day for its existence and its commerce.” But perhaps the fairest opinion was given by a halfling gambler named Georgina Greenbottle, who declared, “It’s like a grand card game in which everyone holds aces in their sleeves, and the final throw-down’s always up for grabs. Heckuva place it is, but watch your back.”

Wealthy, loud, chaotic, exciting, dangerous—all these words describe Calimport. It is the wide, rambling home of a million wonders and mysteries.





## OVERVIEW

Calimport lies on the southwestern coast of Faerûn, on the edge of the Calim Desert. It is composed of seventeen wards, some walled while others are unprotected, and is home to about 140,000 people and growing rapidly. One peculiarity is that the streets are unnamed, with directions usually given by reference to landmarks. Although much of the city is constructed from mudbrick, it is full of vibrant colors, with different shades of brick laid in decorative patterns, complemented by bright splashes of paint and the occasional glint of metal.

Calimport's architecture is dominated by tall arches, squat domes, and slender minarets. In addition, there are nomads and caravans constantly camped on the city's outskirts, meaning the city boundaries ebb and flow with the trade season. The port is one of the largest in the world, able to safely harbor six hundred ships behind tall sea walls.

Another world exists below ground. Winding between the deep wells and springs that supply the city with water is a complex network of sewers and tunnels. Local legend says there is an entire second city beneath the streets of Calimport, with its own laws, citizens, and rulers. It is called Muzad, the shadow city, and few of those seeking it safely return to the sunlit streets.

## WARDS

The city is divided into seventeen wards, each administered by a vizar who answers to the sylvizar of Calimport. Each ward has its own distinct character, reflecting the people and activities found within.



## ARMADA WARD

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This ward sits behind high walls and secure gates. It is primarily home to the docks and barracks constructed for the Calishite Navy, though there are various civilian buildings in here as well. The Navy virtually ceased to exist during the Genie Wars but has been rapidly expanding again over the last two decades. It has been difficult to recruit sailors and marines, and anyone wandering into the ward without a good reason is liable to be pressed into service.

There is also a barracks for the Ninth Scimitars, Calimport's small standing army.

## CARAVANS WARD

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This ward lies on the eastern fringe of the city and is used as a staging area for merchant caravans. The entire ward is dusty, dirty, and filled with beasts of burden. The privileged and wealthy tend to avoid this area.

Various guilds have their headquarters in this ward, such as the Trusted Order of Wheelwrights, the Cart, Coach, and Caravan Society, and the Excellent Guildry of Drovers, Shepherds, and Animal Handlers. The Veiled Lamia is a popular inn here that caters mostly to caravan drovers and traders. Other notable businesses include Kadar's Stables and the Silver Hoof Stables.

## CRYPT WARD

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Next to the Caravans Ward on the eastern edge of the city is the Crypt Ward. It is home to numerous cemeteries, tombs, and monuments. There are also shrines and temples here, dedicated to deities such as Oghma, Lathander, Ilmater, Shar, and Mask. Several guilds have headquarters here, including the

Esteemed Fellowship of Undertakers, the Skilled Circle of Butchers and Dressers, and the Worshipful Order of Hunters and Furriers.

The Fellowship of Burglars and Thieves is said to have a secret headquarters here, and some refer to this ward as “Thieves’ Quarter.”

## DOCK WARD

Lying on the southern side of the city and facing the harbor, the Dock Ward is crowded with ship moorings and warehouses. It also has more taverns and festhalls than any other ward in the city, including famous

establishments such as Munaa’s Smiles, The Copper Ante, and The Ninth Bell. Perhaps the most striking building in the ward is the seven-story Palace of the Cresting Wave, a temple dedicated to Istishia, the elemental god of water.

The ward also contains headquarters for the Master Mariner’s Guild, the League of Harbormasters, Dockworkers, and Ferrymen, and the Loyal Order of Fishmongers. It is likewise home to a rogue guild, the Distinguished Society of Enforcers and Thugs.





## EMERALD WARD

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Situated on the northern edge of the city, this ward is the preferred residence of wealthy merchants and those whose fortunes are on the rise. It also contains the Great Bazaar, which is an enormous marketplace that operates both day and night, with vendors hiring temporary stalls for twelve-hour shifts. Foodstuffs, clothing, and various bric-a-brac can all be procured here.

There are dozens of other businesses in this ward, alongside various guild headquarters, such as the Kindly Order of Silversmiths, the Ardent League of Innkeepers, and the Circle of Architects, Engineers, and Planners. The Halls of Fortune, a temple to Tymora, and the Sultry Siren, a large and well-regarded festhall, can also be found here.

## FAITHS WARD

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This ward lies on the western edge of the city and contains many of Calimport's oldest temples. Examples include the Coinchapel, dedicated to Waukeen; Aurenshaldah, dedicated to Lliira and Chauntea; and the Towers of Fury, where Auril, Malar, Talos, and Umberlee are worshipped. There are also countless shrines, statues, and other memorials along the roads, meaning that virtually every known god is represented in some way. Famously, there is even a shrine dedicated to the "Unknown God," which was created as a catch-all to ensure none were excluded.

The Shining Tankard is the most notable tavern in this ward, while the Incorruptible Coalition of Moneylenders, Coinsmiths, and Pawnbrokers are headquartered here.



## GRAND WARD

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This central ward is second only to the Palace Ward in terms of wealth. Spacious, beautiful houses and walled estates are the norm. It is also home to the Cajaan Market, which is the largest physical marketplace in Calimshan, and which focuses on finer goods. A small number of vendors here even sell magic items.

The inns of note are the Golden Maiden and the Café Cormyrean. The Qualified Union of Glassblowers, Glaziers, and Bottlemakers have their headquarters here, as well as the Dutiful Affiliation of Binders and Printers.

## HAMMER WARD

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Lying on the northeastern edge of the city, this ward is also known as "Smiths' Home." Blacksmiths, brownsmiths, armorers, bladesmiths, and other artisans who work with metal all have workshops here. The ringing of hammer on anvil fills the air throughout the day and well into the evening. Few of the smiths actually reside here; those citizens who do tend to be impoverished.

There are several guilds headquartered in this ward, including the Rigid Order of Armorers, the Qualified Accord of Weaponsmiths, and the Purposeful League of Metalworkers. The most popular inn is the Dragon's Maw, a massive 4-story complex where thirsty smiths congregate after a day of hot labor.

## HOOK WARD

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The Hook Ward has various docks as well as most of the shipyards that service the port. It is both cleaner and better organized than the rowdy Dock Ward. This is possibly due to the conspicuous lack of taverns but might also be



attributed to the large number of temples here. While most are dedicated to various sea deities, there are some others too, such as the large Shrine of St. Asref, dedicated to Ilmater, and the Temple of Old Night, dedicated to Shar. The impressively tall temple of Selûne is known as the Lighthouse of the Moon. It has a magic mirror on top that sends a bluish-white beacon of light over the harbor every evening.

The Industrious Sodality of Packers and the Virtuous League of Sailmakers have their headquarters here, along with several other guilds.

## JEWEL WARD

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This inner ward is home to many of the city's whitesmiths, gemcutters, and jewelers. Despite the wealth contained in the workshops and homes, this area is considered much less prestigious than the Grand Ward next door. There are no taverns here worth mentioning, while the House of the Holy Dawn, dedicated to Lathander, is the only temple of note.

Various guilds are headquartered here, including the Diligent Society of Gemcutters, the Upstanding Guild of Jewelers, and the Shining Order of Goldsmiths and Gilders.

## MAKER'S WARD

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The Maker's Ward headquarters many of the skilled trade guilds and is also home to a large number of artisans and other creative folk, such as writers, poets, sculptors, and the like. Some parts of the ward are thick with workshops that always seem full of activity. Inter-guild rivalry is ever-present, and street brawls between guildmembers are not uncommon.

One of the best-known businesses here is Taerako Statuary and Stonework, which has been run by the Taerako family for many generations. Salehlon's Carpets is the best-known rugmaker in the city, and, in days past, they were famed for the manufacture of flying carpets. They no longer have that skill but still own a number of flying carpets which they are willing to hire out (see "Travel" in chapter 2).


Numerous guilds are headquartered here, including the Qualified Coalition of Pewters, the Skilled Order of Coopers and Barrel-Makers, and the Distinguished Guildry of Stonecutters and Masons.

## MARKET WARD

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Situated on the northern edge of the city, this ward is full of markets, shops, and other businesses. Proverbial wisdom states that you





can find anything you could want in the Market Ward. Many of the residential areas are rundown, and the remaining tenements are often overcrowded. Crime is rife here, especially theft, which has led to many vendors moving their businesses to the Emerald Ward, just to the west.

There is a large temple/marketplace to Waukeen here, known colloquially as the Coinmother's Market. The Esteemed Guild of Builders, the Sedulous Order of Fine Wood Carvers, and the Worshipful Fellowship of Spicemongers all have their headquarters here. There are a variety of taverns in the ward, with the most popular being the Spitting Camel.

## PALACE WARD

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This inner ward is home to the most affluent and powerful people in the land. It is marked by wide, orderly streets, numerous parks and fountains, and large, beautiful mansions.

The most imposing structure in the ward is the palace itself, known as the Pasha's Sabban. This is a complex of about twenty buildings, surrounded by a 7-foot-high wall, and only accessible through a heavy barbican. The sypasha lives in a tall villa in the middle of the grounds.

Taverns are not permitted here, but there are several notable businesses in the ward. Ytal's Confectioners, Cemberyl Stables, and Witmaanal's Livery all sell expensive products catering to the city elite. A small number of guilds are headquartered here, including the Aromatic Order of Perfumists, Apothecarists, and Soap-Makers, and the Most Splendid Society of Tailors.



## QUILL WARD

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This inner ward is where a large number of scholars, sages, and scribes work and live. Much of the city administration is carried out here, and it also boasts more libraries than the rest of Calimport combined. The largest of these is The Imperium Archives, which was built during the Shoon era. The Bards' Wisdom is a private two-story lending library with an enormous assortment of tales, legends, plays, songs, and poems. Most Calishite bards have spent many happy hours here.


There are several noteworthy businesses here, including the Halruaan Scrivenora, Estaar's Inks, and Summarl's Scrolls and Maps. There are temples to Azuth and Deneir, and guild headquarters for the Upstanding Circle of Midwives and Physicians, the Illuminated Guild of Lamplighters and Chandlers, and the Masterful Order of Clerks, Scribes, and Scriveners.

## SHACKLES WARD

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This sprawling, unwalled region on the western edge of the city was once home to much of Calimport's slave population. Few people reside here willingly anymore, and one is most likely to meet outcasts and outlaws among the acres of abandoned hovels. Rumor has it that several goblin tribes have taken up residence on the western fringe of the ward. Those riding out to the west on the rarely used Coast Road do so nervously.

There were once several temples in this ward, but most have been abandoned. The exception is the House of the Bound Hands, where the priests of Ilmater minister to all comers. A dilapidated old tavern called Katars High lies in the shadows of the city walls and



continues to serve the poor wretches living in the area.

## TRADES WARD

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Situated in the northern corner of the city, this broken-walled region contains numerous warehouses, marketplaces, bazaars, and an enormous number of taverns. The Trade Way terminates in this ward, hence there is a near constant flow of caravans arriving and leaving. It is also home to some of Calimport's poorer residents.

This ward contains the famous Arena Efreetum, dedicated to the entertainment of both the masses and the elites. Able to seat around 20,000 people, there are performances every second afternoon featuring gladiators battling either each other or various ferocious creatures. Fights usually end when someone is incapacitated, but deaths are still common. Once a tenday is race day, and teams of horses or other beasts pull heavy chariots around the track. All of the shows are loud, violent, and hugely popular.

Many guilds have their headquarters in this ward, including the Noble Society of Skinners, Tanners, and Leatherworkers, the Skillful Accord of Bakers, and the Pious Circle of Dung Sweepers. The most popular taverns are the Golden Goblet and the Trident's Rest. It is also home to an esteemed fighter school named Master of the Blade and several mercenary companies, including the famed Company of the Rose.

## WIZARD WARD

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A forest of minarets and towers is found in this ward, in which reside a large number of wizards, artificers, and other magical practitioners. The streets may seem quieter

than in other wards, but the visitor is likely to meet strange pedestrians here, such as automatons, fiends, or living spells, all running errands for their various masters.

There are even more wonders to be seen here, such as brooms sweeping the streets by themselves, fountains with the water flowing up, and magic gates providing shortcuts to other parts of the ward. Several wizards make their way about this area on magic carpets, while at least one is known to take her pet green dragon on regular walks through the streets.

Several guilds are headquartered here, such as the Vibrant Order of Dyers and Weavers and the Studios Fellowship of Charters and Mapmakers. But most famous of all is the headquarters of the Guild Arcane. Known as The Auret, this minaret is 7-stories tall and is seemingly made of solid gold.


## GOVERNMENT

Each ward is governed by a vizar, who is responsible for keeping the peace and maintaining the streets and other public facilities. The ward is expected to be self-funding and to contribute toward general city expenses, so the vizar has broad taxation powers. This usually involves taxing various classes of landholders, but sometimes includes a gate fee or a poll tax.

Since the level of taxation directly affects the profitability of every kind of business, vizars very often spend their time in negotiations with the pashas in charge of the various guilds that operate in their ward.

Each vizar is appointed by the syl-vizar of Calimport, who also has the power to replace them once a customary notice period has expired. As well as managing the seventeen ward vizars, the syl-vizar is responsible for the





operation of the port as well as funding the army and navy.

The syl-vizar is appointed by the syl-pasha who has the power to replace them at will, whilst the syl-pasha is appointed by the pashamoot. See “Politics” in chapter 2 for more information about the appointment of the syl-pasha.

And so it is that each layer of government is accountable to someone else, with the whole scheme forming a kind of grand circle. It also means that all of Calimshan is riven by politics and intrigue, with the ruling classes constantly jostling for position and advantage.

## LAW ENFORCEMENT

Each ward in Calimport employs a group of guards known as the Jandarma or “Armed Watch.” The number and quality of guards depends upon the wealth of the ward. The Watch exists to keep the peace and to ensure tax collection goes smoothly.

The Watch does not investigate crime or apprehend criminals. Rather, each citizen has the right to arrest and prosecute anyone who interferes with their property or person. Since not everyone has the ability to apprehend an assailant, it is common to hire private justicars (also known as “thief takers”) to effect the arrest.

The arrested party is taken before a local magistrate who hears the evidence and makes a pronouncement on the case. The magistrate can impose fines, order corporal punishment, or even sentence someone to death.

Imprisonment is generally not an option.

Magistrates are employed by the vizar of the ward and judge cases using a combination of common sense and reference to local tradition.

In theory, the law of Calimport is codified in an old document called the “Book of Customs,” but it is a rambling and contradictory text, and it is rare for a magistrate to refer to it. There is no formal appeals process, but the vizar can set aside the judgement of a magistrate.

Members of the rogue guilds naturally find themselves in conflict with law enforcement practices. Such folk treat discovery and arrest as a professional hazard, and a sign that your skills are not quite up to par. Members can expect no help from the guild when facing a magistrate and may even find they have earned themselves a censure.

Conventional wisdom says that the syl-pasha has a relationship with the pasha of the Fellowship of Burglars and Thieves and tolerates a certain amount of organized crime in return for certain illicit favors. But this may just be idle scuttlebutt.





# CHAPTER 4: CALIMSHAN ADVENTURES

This chapter describes how to create your own adventures in Calimshan, and also gives you a large collection of adventure seeds.



## A DISTINCT FLAVOR

In many respects, adventures in Calimshan are similar to adventures that take place on the Sword Coast and anywhere else. The characters explore strange locations, fight monstrous creatures, interact with intriguing people, and recover lots of loot.

However, there are certain elements that give Calimshan a distinct flavor. Seeding these into your adventure will help players know they are not in Waterdeep anymore.

## CLIMATE

Calimshan is very hot. The cities are hot, the deserts are hot, and the forests are hot. Summers are long and oppressive. Remind the characters how hot it is, and that everyone around them is sweating. If they decide to explore the desert, put an emphasis on the amount of water they are consuming and, if they exert themselves too much, consider Constitution checks to avoid exhaustion from the heat.

## URBAN

Calishite society is highly urban, with the majority of the population living in the cities or large towns. The small villages so often

encountered in the north are far less common here. Most adventures should start in a city, especially Calimport, and a good number should take place entirely there.

Because the population is concentrated in a small number of places, the adventurers will find themselves encountering the same people quite frequently. By the time they reach tier 2, the characters should have some good, regular contacts, such as merchants, vendors, and artisans, and should also know several pashas and perhaps a vizar or two.

## TREASURE


Calimshan is a wealthy land. This should be apparent to the adventurers, with rewards and treasure hauls significantly higher than in Sword Coast adventures. The Treasure per Adventure table provides some guidelines.

### Treasure per Adventure

Tier	Total Value
Tier 1	600 gp—1,200 gp
Tier 2	2,500 gp—5,000 gp
Tier 3	10,000 gp—15,000 gp
Tier 4	40,000 gp—75,000 gp

## MAGIC ITEMS

Stories told on the Sword Coast suggest that flying carpets are as common in Calimport as covered wagons. Such tales are wild exaggerations, but it is true that magic items are more common in Calimshan than most other places. This is partly due to the land's



genie legacy and partly due to the excellent workshops in Almraiven.

When using the downtime rules for buying a magic item in *Xanathar's Guide to Everything*, add 20 to the check total if buying the item in Calimport or Almraiven, or 10 if buying the item in any other town or city. The asking price for any magic item should be reduced by one-fourth.

## INTRIGUE

The political structure of Calimshan means it is rife with intrigue. The Calishites are always jockeying for advancement, and subterfuge is an accepted means of achieving this. Secret plots, hidden agendas, and unexpected twists should be common.

## GENIES

The Calishites dislike and distrust genies, but they are more common here than anywhere else in Faerûn. The characters should have several genie encounters in their adventuring career, especially when they get to higher tiers.



## ADVENTURE SEEDS

These adventure seeds can be used individually and integrated into your own story, or they can be strung together into a level 1-20 campaign called “The Tale of the Twisted Rune.” If used in this way, run the adventures in order and have the characters level up after each one.

## TIER 1 ADVENTURES

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The following adventure seeds are for characters of level 1 through 4.

### CARAVAN OF CARNAGE


A caravan master named Esther Qardeen offers the adventurers a generous wage to escort her caravan up the Trade Way from Calimport to Memnon. On the way, they encounter giant snakes and death dogs, as well as a bandit attack. During the journey, a teamster named Rahim tells them to be cautious of Esther, as she has a history of underpaying wages.

Some welcome respite comes at the Friary of St. Amahl, where one of the other guards challenges the adventurers to a drinking contest. Back on the road they must deal with a sandstorm. Just before arriving at Memnon, there is a massive bandit attack, and it turns out that Rahim was working with the bandits all along. The adventure ends with an uneventful journey back to Calimport.

### MIDSUMMER HANGOVER

It is the Midsummer Festival and the city is in a celebratory mood. The characters receive a summons from an influential member of society, promising them a generous reward.

As they make their way to her house in the Grand Ward, people keep approaching one particular character in the party, accusing her



of being a cheat, challenging her to a fight, and so on. None of these people explain what is going on, they simply say, “You know what you did.”

As the adventurers move through the crowd, they suddenly see someone who looks very similar to the character who was being approached. A chase through the city ensues, complicated by the Midsummer Festivities.

When the characters catch the target, they discover she is a professional dice player who cheated several people out of their money last night. With some pressure, she agrees to return the money. As a postscript, you could have the characters approached by thugs from the Fellowship of Burglars and Thieves, unhappy at having one of their members roughed up.

With the situation resolved, the characters can continue on their original mission.

## THE HEIRLOOM

The characters have been summoned to the house of Yazmin el Khateera in the Grand Ward. Yazmin is the elderly matriarch of the wealthy and influential Khateera family.

One of her nephews, Navid el Khateera, wants to displace her as head of the family, and he has some support. One way to cement her position is to recover an ancient signet ring that belonged to her family. It has been lost for many years, but she recently learned via magic that it was buried with one of her ancestors in the Old Necropolis in the Calim Desert.

The adventurers head up the Trade Way and face off against some kruthik and a yuan-ti pureblood pretending to be a stranded merchant. They arrive at the Old Necropolis and defeat some undead before retrieving the ring from an ancient tomb.

As they head back, they are ambushed by another adventuring party, this one sent by


Yazmin’s nephew to steal the heirloom. The adventure ends with the characters giving the ring back to Yazmin, cementing her power over the Khateera family.

## BLOOD ON THE SAND

The characters are summoned to the Trades Ward by Pasha Feroz Saatchi, guildmaster of the Skillful Accord of Bakers. He sponsors several fighters in the Arena Efreetum and is concerned by reports of widespread cheating. He wants the characters to go undercover as fighters in the Efreetum and discover what is happening.

The characters enter the tournament and spend the days fighting in the arena, and the





evenings investigating the cheating claims. They uncover a plot to kill Vizar Anahita Moridi, the ruler of the Trades Ward, at an upcoming show.

No one believes them, and the only way to save the vizar is to fight the would-be assassins in a “battle royale” event on the final day of the tournament. As the final assassin dies, they tell the adventurers they will regret crossing the Twisted Rune.

## TIER 2 ADVENTURES

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The following adventure seeds are for characters of level 5 through 10.

### THE SUNLESS STREETS

Vizar Anahita Moridi, ruler of the Trades Ward, contacts the adventurers about a sensitive mission. One of his favored servants has been kidnapped by a bandit captain from Muzad, the shadow city that lies beneath Calimport.

Using a magical guide, the characters enter the sewers and face giant alligators and spiders, some oozes, and a xorn. They find Muzad and must fend off a small company of hobgoblins. They finally reach the bandit captain’s hideout and discover that the “servant” is actually Zhaleh, the vizar’s daughter, and the bandit captain is Jahar, the vizar’s son, who chose the path of evil long ago.

Jahar is using Zhaleh to extort his father and won’t give her up. Meanwhile, Zhaleh will only go with the characters if they don’t hurt Jahar. The vizar rewards the characters generously if Zhaleh is returned to him.

### TOMB OF THE ASTRONOMER

The adventurers are hired by a wizard named Shahin el Esan to explore a location called the Tomb of the Astronomer in the Calim Desert. The Astronomer is a figure of legend, an air

genasi who was supposedly buried alive in her observatory by the genie Calim. Shahin recently divined the long-lost location of this place and wants the Astronomer’s enchanted telescope retrieved.

In the desert, the characters encounter swarms of neogi and giant scorpions. They are intercepted by a large group of desert nomads and must negotiate to cross their territory. When they arrive at the location, they must fight off vicious salamanders. Using a magic item to dig down into the desert, they enter the ancient observatory, avoiding several hazards. They come to the resting place of the Astronomer and discover that her body and her telescope are being guarded by a djinni. They must persuade the djinni that they are worthy to take the telescope. As they leave, the djinni tells them to “Beware the Twisted Rune.”

### LOST AJHUUTAL

Pasha Darius Kamali, guildmaster of the Sedulous Society of Sages, hires the adventurers to accompany an expedition to the Spider Swamp in search of the legendary city of Ajhuutal. After a short sea voyage to Almraiven, the expedition sets out. In the swamps they encounter many hazards and monsters, such as lizardfolk, giant spiders, giant rats, stone spiders, shambling mounds, a hydra, and a green dragon.

They finally locate Ajhuutal and discover it is occupied by a tribe of aranea. These creatures are initially hostile, but the characters help cool things down. Before the explorers can begin recording their discoveries, a large force of lizardfolk and various monsters attack Ajhuutal, having followed the expedition there and wanting to claim the city for themselves. The characters help the aranea defend the city and are made honorary members of the tribe by way of thanks.

## FIERY REUNION

Vizar Omid Sorouri of the Docks Ward has a special mission for the characters. Twenty years ago, during her adventuring days, she and her best friend Jasper were exploring an old wizard's tower along the Coast Road. They were ambushed by a fire elemental, and Jasper was consumed by the flames as she fled.

Her conscience has dogged her about this matter for years. She asks the characters to enter the tower and retrieve whatever remains of Jasper for a burial. She hopes this will bring her peace.

The characters set off on the coast road, encountering some giant elk and a coven of sea hags. They locate the tower and find the lower levels infested by a tribe of ogres. On the upper level they find a fiery portal leading to the plane of fire. It turns out that Jasper wasn't killed at all but was captured by an efreeti and has been a slave ever since. The characters must free Jasper and return to Calimshan, then figure out a way to close the portal.

## DUSK 'TIL DAWN

The characters are urgently summoned to the Wizard Ward by the wizard Shahin el Esan. He is involved in an escalating feud with another wizard and expects an assault on his minaret that evening. The authorities won't get involved, so he will pay the characters handsomely to help defend his tower.

Night falls and the attacks come in waves, mostly consisting of constructs, such as helmed horrors, iron cobras, and nimblewrights. The final battle is against an enormous stone golem.

In the morning, Shahin thanks the characters profusely and then reveals the truth. The entire evening was staged by the syl-pasha as a test of




their abilities. They have passed the test and are ready for the real adventure.

## AGAINST THE HILL GIANTS

Syl-Pasha Javad el Volahrn summons the characters to the palace. The hill giants from the Marching Mountains have been attacking villages on the northern edge of the Plains of Renestar. The syl-pasha lacks the troops to mount a war against the hill giants and instead wants the characters to infiltrate and destroy the hill giant steading.

The characters are given pegasi from the royal stables to fly to the Plains of Renestar. Along the way, they attract the attention of a hunting black dragon. After arriving in one of the remaining villages, they set out, encountering a band of savage gnolls and some



gorgons. They arrive at the steading and find it full of giants, ogres, and orcs. Among a rich haul of treasure, the characters find a note proving that the Twisted Rune was working covertly to stir up the trouble.

## TIER 3 ADVENTURES

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The following adventure seeds are for characters of level 11 through 16.

### TEMPLE OF OLD NIGHT

The characters receive an anonymous note to come to the Copper Ante in Calimport's Dock Ward, with a promise that it will be worth their while. Once there, they are approached by a disguised stranger who reveals himself to be Qadir Hashemi, high priest of Shar at the Temple of Old Night in the nearby Hook Ward.

Qadir has a problem. The lower, underground level of the temple has flooded and evil creatures have emerged from the water. Qadir wants the lower level cleared and the source of the flood located. In return, he offers a very powerful magic item, such as a carpet of flying or a crystal ball.

The characters investigate the temple and face some sahuagin, giant crabs, and water elementals. In the high priest's chamber, they find evidence that he was making some sort of clandestine deal with a creature named Haagesh.

In order to enter the flooded lower level, they must acquire magic means to survive underwater. Once there, they encounter giant sharks and massive swarms of quipper. They discover a crack in an old storeroom opening into an underwater tunnel complex inhabited by merrow, sahuagin, a plesiosaurus, and a coven of sea hags. They finally confront a marid named Haagesh and its water elemental attendants.

After defeating Haagesh, the waters naturally subside. Qadir keeps his end of the bargain and also admits that he had been secretly dealing with Haagesh, who flooded the temple in revenge after their relationship turned sour.

### THE SECRET OF MAGIS MIR


Pasha Rachel Tehrani of the Guild Arcane summons the characters for a special mission. She has discovered the location of Magis Mir, the legendary wizard stronghold. She believes it is the resting place of the Codex Thealnakkar, an invaluable spellbook, and wants the characters to retrieve it.

They set out to the Forest of Mir and face a black dragon on the plains of Renestar, the creature having emerged from the Forest of Mir to hunt. In the forest itself they are attacked by gorgons, gricks, and yuan-ti. A friendly djinni shows them how to enter the invisible stronghold but warns them something foul lurks within.

Inside they face a bunch of undead, such as sword wraiths, flameskulls, and deathlocks, as well as some fire elementals. In the final room they face a deathlock mastermind, a sword wraith commander, and a bunch of minions. The adventurers retrieve the spellbook and also learn what led to the downfall of Magis Tor—the leader of the wizards had forged a secret pact with the genie Memnon but had betrayed it, bringing a curse on them all.

### KEEPER OF THE GROVE

The characters receive a message from Zaida Madani, Keeper of the Golden Grove in Memnon, urgently requesting their help. A dark vortex has appeared in the middle of the grove and is sucking away the vitality of the trees. Zaida tells them that the grove is not just a



shrine to Silvanus, it is the source of a magical ward that protects Memnon from the horrors that lurk in the Calim Desert. She wants the adventurers to accompany her through the vortex to find out its source.

They enter the vortex, find themselves in the Shadowfell, and are immediately attacked by a force of shadar-kai. After the fight, they learn from a survivor that the vortex was opened by a powerful skull lord called Nhalzaq. The party locates its stronghold and defeats it, facing various monstrosities, such as sorrowsworn. They also learn that Nhalzaq was a “Runemaster”—one of the leaders of the cabal known as the Twisted Rune.

The party rush back to the vortex and pass back through it as it closes. Zaida thanks them for their service but notes that it will be many years before the Grove returns to full health, and that Memnon is vulnerable until then.

## GENIES UNBOUND

Pasha Rachel Tehrani of the Guild Arcane summons the characters. A magic bottle containing an efreeti has been stolen from the Arcane Armory. This item is very dangerous, and the pasha wants it returned as soon as possible.

The characters follow clues to the Crypt Ward and discover the headquarters of the Fellowship of Burglars and Thieves there, beneath an abandoned temple guarded by giant skeletons and an eidolon. They finally confront Pasha Gasper el Khavari, head of the guild, and discover that he has been working with a powerful wizard named Laleh to take over the Guild Arcane. The characters must defeat these two and the efreet they have summoned. If they kill Pasha Gasper in the process, they earn the undying enmity of the Fellowship of Burglars and Thieves.



## EGG OF THE ROC

Pasha Rachel Tehrani of the Guild Arcane requests the characters come to her tower in the Wizard Ward. On the way, they must deal with an ice devil accidentally summoned by a busking conjurer.

Having arrived at the tower, Rachel tells them she is engaged in some magical research and requires a roc egg in order to continue. She knows the general location of a roc nest in the Marching Mountains. If they will complete this task for her, she will reward them with a powerful magic item.

The characters travel to the indicated place on the Marching Mountains and must explore the area, looking for the roc nest. They encounter cyclops, wyverns, chimeras, and stone giants. They discover the roc nest, but there are no eggs!





After fighting off the roc and her mate, they discover evidence that an egg was recently moved. They follow the trail and find that an efreeti and a bunch of fire genasi have stolen the egg, planning to use it for their own purposes. A fight ensues. The characters finally take the egg to Shahin, who rewards them with several very rare potions.

### **CITY OF THE DEAD**

The characters are walking the streets of Calimport when they are attacked by a boneclaw. Having dealt with the creature, a few hours later they receive an urgent message to go to the House of the Bound Hands, a temple to Ilmater in the Shackles Ward. As they approach the temple, they are assaulted by a sword wraith commander and a squadron of sword wraiths.

At the temple, a priest named Tabitha Behzadi says she has learned, through divination, that a death knight named Lord Muthra has decided to kill the characters, though she doesn't know why. Unless stopped, the death knight is likely to keep sending powerful undead creatures after them. Lord Muthra lives in Nykkar, the vast necropolis in the foothills of the Marching Mountains.

The characters travel to Nykkar and enter. After defeating several powerful undead, they locate Muthra's mausoleum and must overcome several deadly traps. As they fight Muthra in the final chamber, undead spirits emerge from the surrounding mosaics and join the fray. After defeating Muthra, they learn that she was a Runemaster. They also learn that the Twisted Rune is led by a creature named Shangalar, who dwells in a flying fortress above the Marching Mountains.



## TIER 4 ADVENTURES

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The following adventure seeds are for characters of level 17 through 20.

### CAVERN OF THE SILVER WYRM

Syl-Pasha Javad el Volahrn requests that the characters attend him at the palace, where they are joined by Pasha Rachel Tehrani of the Guild Arcane. A few hours ago, the syl-pasha received word that a squadron of black and green dragons attacked and severely damaged the town of Keltar. The same group is now flying toward Almraiven.

It is unheard of for black and green dragons to co-operate in this manner and in such large numbers. Pasha Rachel believes they are being controlled by an artifact called the Dracomere, which gives the user power over all the dragons in Calimshan.

According to the ancient archives, this device can be found in the Yawning Cavern in the Marching Mountains, which was once the lair of Rhimnasarl the Shining, a great silver dragon that was slain during the Shoon era. The archives also contain the location of the Yawning Cavern. Pasha Rachel is leading a group of Calimport's mages to help in the defense of Almraiven. The syl-pasha wants the characters to travel to the Yawning Cavern and destroy the Dracomere.

The characters travel to the Marching Mountains and encounter a friendly djinni along the way, who warns them that trouble is coming to Calimshan, the likes of which has not been seen since the Genie Wars. When they arrive at the mountains, they must face air elementals, chimera, and cyclops. They locate the cavern and find it is occupied by an adult blue dracolich named Sapphiraktar, who is a Runemaster. The Dracomere is also there, a large fountain filled with silvery liquid, and

which can only be used by dragons (including dracoliches).

As the fighting commences, Sapphiraktar is joined each round by a black or green dragon, who are flying to the cavern to help their master. Destroying the Dracomere causes the black and green dragons to disperse, and Almraiven is saved.

### APOCALYPSE DROW


Syl-Pasha Javad el Volahrn summons the characters and requests that they undertake a very special mission. He has received a message from the drow who live in the city of Dallnothax, below the Marching Mountains. They are asking for aid to defeat "a mutual enemy" and are offering an alliance in return.

The characters head to the Marching Mountains, accompanied by a young diplomat named Hettie. Along the way they are attacked by an efreeti and its escort of fire elementals. Following directions, they delve beneath the Marching Mountains, dealing with a beholder on the way.

They arrive at Dallnothax and are shocked to find an ancient ruined city with only a relatively small number of drow in the central district. It turns out that this is a breakaway group from the main drow settlement at Holldaybim, rejected by the majority because of their worship of Eilistraee rather than Lolth.

The city soon comes under attack by a force of quaggoth, duergar, illithids, and giant spiders. It turns out that a local elder brain is seeking to take over the city and establish a large illithid colony.

After several waves of attack, it becomes plain that the elder brain can easily replenish lost ground troops, and the only option is to go on the offensive. The characters find the illithid lair, fight through a bunch of weird creatures, such as alhoon and mind witnesses, and finally



destroy the elder brain itself. They also find several drow there, who admit that Holldaybim had aligned itself with the elder brain in order to wipe out the “heretics” at Dallnothax. The drow also divulge that they had been collaborating with Shangalar, head of the Twisted Rune, who is apparently planning “something significant.”

The grateful drow of Dallnothax conclude the treaty with Calimshan, and they also offer to help the characters whenever they are in the underdark.

### **FIRE IN THE BLOOD**

The syl-pasha urgently summons the characters. The city of Memnon is currently under attack from three purple worms who are destroying the walls and important buildings. The characters are given a flying carpet and sent to Memnon post-haste.

Once there, they find the city in chaos and the military helpless. Having disposed of the purple worms, they discover several genasi “handlers” who were controlling them. Interrogation reveals that this attack was instigated by Iskanda Farahmand, a Genasi Warlord with a secret fortress in the Calim Desert.

The characters cross the desert, surviving a tangle with several yuan-ti abominations, and locate the fortress. They fight through a large number of genasi, tlincalli, and elementals, before confronting Iskanda and a powerful efreeti. Having defeated Iskanda, they learn she was working with the Twisted Rune and find a portal leading to the flying fortress, the secret headquarters of this malevolent organization.

### **THE FLYING FORTRESS**

The characters have found a portal leading to the flying fortress, the home of Shangalar,

leader of the Twisted Rune. They receive an urgent magical message from the syl-pasha—Calimport is under attack from an army of undead, and the characters must proceed through the portal to defeat Shangalar.

The characters enter and find themselves in a remarkable iron fortress floating high above the Marching Mountains. They fight their way through iron golems and high-level undead, such as a boneclaw, mummy lord, death tyrant, and demilich.

Finally, they face Shangalar the lich in the throne room, and it is accompanied by another Runemaster, Shyressa the vampire. There is a surprise as well—the syl-pasha is there, suspended above an exterior opening. Shangalar demands they leave, or the syl-pasha will be dropped to his death. But the syl-pasha is, in fact, an illusion.

After the characters defeat Shangalar and Shyressa, the undead armies besieging Calimport disperse, and the flying fortress tumbles to the ground. Shangalar’s final words are, “The mantle passes to you, Jymahna,” reminding the characters that some Runemasters survive, and that the Twisted Rune will rise again.



# CHAPTER 5:

## TREASURES

Treasure is plentiful in Calimshan. Gold flows freely, not only in the markets of Calimport but in every city and town of size. Calishites covet wealth, not for its own sake, but as the means to create a comfortable life in their difficult land.

Magic and magic items are abundant in Calimshan, with the latter being produced from the famous workshops of Almraiven. Even more powerful items are hidden in ancient ruins or buried beneath millennia of sand. Truly, there is much to attract the adventurer to Calimshan.



### COINS

Calimshan is a highly cosmopolitan place, and so the currencies of all lands can be found and used there, alongside the coinage that Calishites themselves mint.

#### Calimshan Coinage

Value	Name
1 copper piece	unarche
1 silver piece	decarche
1 electrum piece	tazo
1 gold piece	bicenta
1 platinum piece	kilarche

### CALISHITE MOSAICS

The wizards of the Shoon Imperium devised a unique magical item called a *Calishite mosaic*. These appear to be regular stone mosaics on a floor, roof, or ceiling, but they have magical effects embedded in them. The secret of creating these items has been lost, but many examples of them still exist in great houses across Calimshan, and there are several in public spaces in Calimport's Wizard Ward.

#### MOSAIC OF REGENERATION

*Wondrous item, very rare (requires attunement)*

While touching this mosaic, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the mosaic causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

#### MOSAIC OF SCRYING

*Wondrous item, rare (requires attunement)*

While touching this mosaic you can cast the *scrying* spell. Once the spell is cast, the mosaic image changes to show you the target, and sound from the target is emitted from the stonework.

Once you have used this power, it can't be used again until the following dawn.





## MOSAIC OF TELEPATHY

*Wondrous item, very rare (requires attunement)*

While touching this mosaic you create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The link ends if you or the target are no longer on the same plane.

For one hour, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with.

Once you have used this power, it can't be used again until the following dawn.



## MOSAIC OF TELEPORTATION

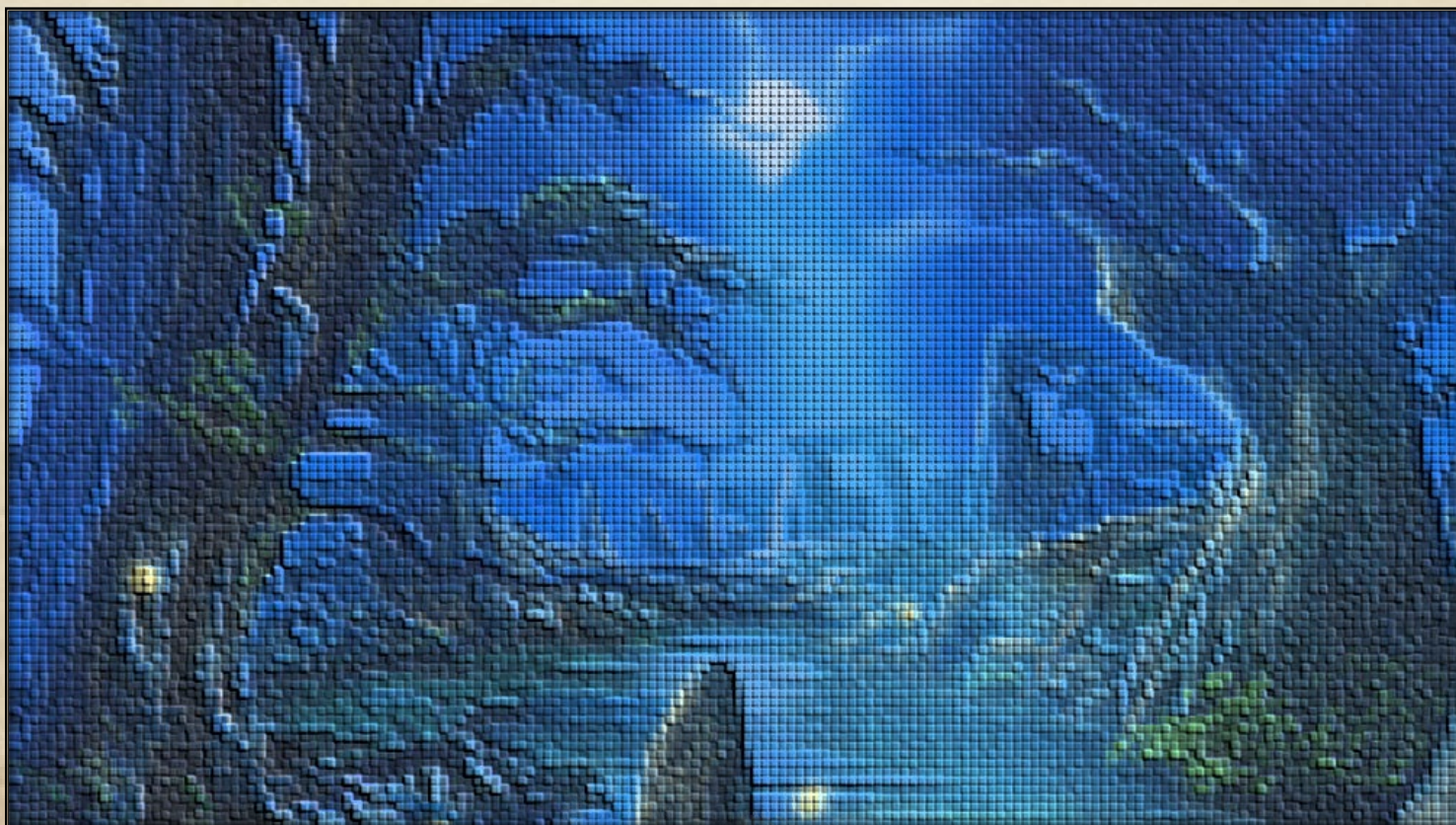
*Wondrous item, very rare (requires attunement)*

Touching the mosaic enables you to cast the *teleport* spell. When the spell is cast, the image on the mosaic changes to show your target location. Once you have used this power, it can't be used again until the following dawn.

## MOSAIC OF TRUTH

*Wondrous item, rare*

This mosaic is usually laid on the floor. Anyone standing on the mosaic cannot tell a deliberate lie. They can, however, choose to not answer a question or to answer it evasively.



## OTHER MAGIC ITEMS

The following magic items either originated in Calimshan or are strongly associated with it.

### Other Magic Items

Item	Rarity
<i>Battleblade Ring</i>	Very rare
<i>Battlecloak of Vycaena</i>	Very rare
<i>Codex Thealnakkar</i>	Unique
<i>Endless Bag of Saref Adnan</i>	Rare
<i>Halasahr's Slippers</i>	Legendary
<i>Harness of Defense</i>	Varies
<i>Janyra's Ring of the Forest</i>	Rare
<i>Janyra's Ring of the Night</i>	Rare
<i>Janyra's Ring of the Sea</i>	Rare
<i>Najjar's Cloak of Weaponry</i>	Uncommon
<i>Ring of Perfect Secrets</i>	Legendary

### BATTLEBLADE RING

*Ring, very rare (requires attunement)*

This ring is made of interwoven bands of silver, gold, and platinum. The ring has 4 charges and regains 1d4 charges daily at dawn. While wearing this ring, you can expend 1 charge as an action and cast *blade barrier*.



### BATTLECLOAK OF VYCAENA

*Wondrous item, very rare (requires attunement)*

This voluminous cloak is made of emerald-green silk trimmed with lilac. Both clasps are made of gold, with one shaped like a small shield and the other like a small sword.

While wearing this cloak, your base AC becomes 15 + your Dexterity modifier provided you are wearing no armor and using no shield. You can use a bonus action to touch the clasps, and a *longsword +1* and a *shield +1* appear in your hands. Your AC then becomes 18 + your Dexterity modifier. Touching the clasps again causes the sword and shield to disappear.

If you use any other shield while wearing the cloak, the magic of the cloak does not function. If someone not attuned to the cloak uses the sword or shield, they behave like nonmagical items.

*Vycaena was a scion of House Asada who lived during the Seventh Age and designed this item to ensure he and his siblings were always armed during their long-running dispute with House Najjar.*

### CODEX THEALNAKKAR

*Spellbook, unique*

This 2-foot-square, brass-bound volume is more than a thousand years old. It was created by Thealnak of Memnon, one of the great scholars of that age. The codex contains the following spells:

- 1st level: *color spray, detect magic, grease, identify, magic missile, shield, silent image, sleep*;
- 2nd level: *detect thoughts, flaming sphere, gust of wind, locate object, mirror image, shatter*;
- 3rd level: *dispel magic, fly, haste, major image, slow, vampiric touch*;

- 4th level: *confusion, dimension door, fabricate, greater invisibility, ice storm, locate creature, polymorph, wall of fire*;
- 5th level: *animate objects, Bigby's hand, cone of cold, conjure elemental, legend lore, passwall, seeming*;
- 6th level: *chain lightning, contingency, disintegrate, eyebite, programmed illusion*;
- 7th level: *delayed blast fireball, prismatic spray, symbol*;
- 8th level: *antipathy/sympathy, clone, incendiary cloud, telepathy*;
- 9th level: *astral projection, foresight, power word kill, shapechange*.

The final fifteen pages of the codex contain detailed instructions for creating *Calishite mosaics*. If you wish to create a mosaic using these instructions, consult the “Crafting an Item” section in chapter 2 of *Xanathar’s Guide to Everything*.



### ENDLESS BAG OF SAREF ADNAN

*Wondrous item, rare*

This oxen-hide leather bag is held together with silver stitching and is roughly 2 feet in

diameter at the mouth and 4-feet deep. The bag can hold up to 2,000 pounds, not exceeding a volume of 256 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

Each bag is associated with a secure location, usually a vault. Holding the bag while uttering the command word causes the contents of the bag to be teleported to the secure location. A wizard spending 5 downtime days and 1,000 gp can change the secure location associated with a bag.

*Saref Adnan was a collector of curios during the Shoon Imperium. He had the workshops of Almraiven create this bag for him, and the design was copied at least a few times by others.*

### HALASAHR’S SLIPPERS

*Wondrous item, legendary (requires attunement)*

These crimson silk slippers are trimmed with golden thread and have garnets stitched into the toes.

Anyone who dons these slippers and steps onto a carpet transforms it into a *carpet of flying*. The carpet must be no more than 6 feet by 9 feet in size. The transformation remains in place only so long as the slippers are touching the carpet. Once they are removed, the carpet reverts back to its original state.

*The archmage Halasahr lived during Calimshan’s Eighth Age and was pasha of the Guild Arcane.*

### HARNESS OF DEFENSE

*Wondrous item, varies (requires attunement)*

These leather baldrics are unique to Calimshan and were devised to provide protection to elite warriors without the need for heavy armor in the heat. They are also popular with adventuring wizards.

While wearing one of these items, your AC can't be less than a minimum number, regardless of what kind of armor you are wearing. The number depends on the rarity of the harness, as shown in the Harness of Defense table.

### Harness of Defense

Rarity	Minimum AC
Rare	17
Very Rare	18
Legendary	19

### JANYRA'S RING OF THE FOREST

*Ring, rare (requires attunement)*

This ring is made of two entwined bands of silver and is set with an emerald. While wearing it, you can cast *animal friendship* at will.

The ring has 3 charges and regains all expended charges daily at dawn. While wearing this ring, you can expend 1 charge as an action and cast *entangle*.

### JANYRA'S RING OF THE NIGHT

*Ring, rare (requires attunement)*

This ring is made of white gold and is set with an onyx. While wearing it, you have advantage on any Dexterity (Stealth) checks made in dim light or darkness.

The ring has 3 charges and regains all expended charges daily at dawn. You can expend a charge to cast *darkness*.

### JANYRA'S RING OF THE SEA

*Ring, rare (requires attunement)*

This ring is made of gold and is set with a sapphire. While wearing it, you can breathe underwater and gain a swimming speed equal to your walking speed. In addition, being underwater imposes no penalties on your attacks.

The ring has 3 charges and regains all expended charges daily at dawn. You can expend a charge to cast *control water*.

*The archmage Janyra lived during the Shoon Imperium and crafted many marvelous magic rings.*



### NAJJAR'S CLOAK OF WEAPONRY

*Wondrous item, uncommon (requires attunement)*

This long cloak of red velvet is stitched with silver thread depicting various weapons. As an action, you can wrap a weapon in the folds of this cloak, and it disappears into an extradimensional space. This space can hold up to 25 pounds' worth of weapons. As a bonus action, you can reach into the cloak and draw forth any weapon that has been stored there.

*Shyk Najjar was matriarch of House Asada during the Seventh Age. She designed this item to ensure her many grandchildren were always armed during their long-running feud with House Asada.*

### RING OF PERFECT SECRETS

*Ring, legendary (requires attunement)*

Created during the Shoon Imperium, this ring is a white gold band set with an emerald. While wearing this item, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed, frightened, and stunned conditions. The ring even foils *wish* spells and spells or effects of similar power used to affect your mind or to gain information about you.



# CHAPTER 6:

## FRIENDS AND FOES

Calimshan is full of creatures both magical and mundane. Some of them are friendly, though many of them present a deadly peril to adventurers. Following the below encounter tables are statistics for several new monsters and important NPCs in Calimshan:

Creature	Challenge Rating	Creature	Challenge Rating
Aranea	3	Stone Spider	1
Dune Hag	3	Stone Spider (Huge)	5
Pasha Gasper el Khavari	8	Syl-Pasha Javad el Volahrn	9
Pasha Rachel Tehrani	12	Warlord Iskanda Farahmand	12



## ENCOUNTER TABLES

These tables have been tailored for Calimshan. Use them to generate random encounters and populate your scenarios. These tables are by no means exhaustive. Statistics for monsters marked with an asterisk may be found after the table.

### DESERT ENCOUNTERS

#### Calimshan Desert Encounters

d20	Tier 1	Tier 2	Tiers 3 and 4
1	1 lamia	1 lion	1d6 + 1 yuan-ti malisons
2	2d4 scouts (nomads)	1d4 dune hags*	1d8 + 1 lamias
3	1 swarm of insects	1d10 giant hyenas	1d6 + 2 cyclopes
4	1 druid	1d4 tlincalli	1d6 + 2 giant scorpions
5	1d4 + 1 yuan-ti purebloods	1 fire elemental	1d3 guardian nagas
6	3d6 bandits	1d4 + 1 leucrotta	2d4 yuan-ti abominations
7	1 dune hag*	1 djinni	2d4 phase spiders
8	1d6 flying snakes	1d6 + 3 death dogs	1d4 nobles with 3d6 guards
9	2d6 jackals	1d8 + 1 phase spiders	1d4 djinni
10	1d4 giant scorpions	1 guardian naga	1 druid
11	1d4 giant spiders	1d4 salamanders	2d4 wights
12	1d6 giant lizards	1 air elemental	2d6 tlincalli
13	1 leucrotta	1d3 yuan-ti abominations	3d10 giant hyenas
14	2d4 stirges	1d4 giant scorpions	3d4 salamanders
15	3d8 scorpions	1d4 yuan-ti malisons	4d6 gnolls
16	2d8 commoners with camels	2d4 yuan-ti purebloods	1d2 purple worms
17	1d4 poisonous snakes	1 bandit captain with 2d6 berserkers	1d3 efreet
18	1d4 kruthik	1 efreeti	1d4 air elementals
19	1d4 death dogs	2d6 kruthik	1d4 fire elementals
20	2d4 vultures	1d6 scouts (nomads)	1 adult brass dragon

## FOREST ENCOUNTERS

### Calimshan Forest Encounters

d20	Tier 1	Tier 2	Tiers 3 and 4
1	1 yuan-ti malison	1 gnoll pack lord and 1d4 giant hyenas	1d4 + 1 green hags with 1d3 owlbears
2	1d8 + 1 sprites	1 hydra	1d4 + 2 hill giants
3	1d6 + 2 giant spiders	1d4 + 1 aranea*	1d6 + 2 wereboars
4	2d4 giant wolf spiders	2d4 yuan-ti malisons	1d3 yuan-ti abominations
5	1 wereboar	1 druid	2d4 yuan-ti malisons
6	2d4 hobgoblins	1 young black dragon	2d6 aranea*
7	1 druid harvesting mistletoe	1 young green dragon	1d4 hydras
8	1d6 + 1 drow	2d4 bugbears	1 ancient green dragon
9	1 owlbear	1d4 unicorns	1d3 treants
10	1 goblin boss with 2d6 goblins	1 grick alpha with 1d6 + 1 gricks	1 young green dragon
11	1d4 gricks	1 yuan-ti abomination	1d3 grick alphas
12	1d4 poisonous snakes	1d2 hill giants	1 treant
13	1 gnoll with 1d4 giant hyenas	1 hobgoblin captain with 3d10 hobgoblins	1d3 gnoll Fangs of Yeenoghu with 2d6 + 3 gnolls
14	1d3 constrictor snakes	1d4 owlbears	1d4 trolls
15	1 gorgon	1d4 trolls	1d4 gorgons
16	1 satyr	1d4 gorgons	1d4 sprites
17	1d6 harpies	1d4 ogres	1 adult black dragon
18	1 giant poisonous snake	1d4 sprites	1 adult green dragon
19	1 scout with 1d4 mastiffs	1d4 wereboars	1d3 couatls
20	1d6 + 1 yuan-ti purebloods	1d4 basilisks	1d4 druids

## MOUNTAIN ENCOUNTERS

### Calimshan Mountain Encounters

d20	Tier 1	Tier 2	Tiers 3 and 4
1	1 ogre	1 dao	1 dao
2	1 orog	1 roc	1d8 + 1 chimeras
3	1 hill giant	1d3 + 1 cyclopes	1d8 + 1 wyverns
4	1d8 + 1 winged kobolds	1d8 + 1 veterans	3d6 phase spiders
5	1d6 + 2 giant wolf spiders	1d6 + 2 orcs	1d4 rocs
6	1d3 guards with 1d2 mastiffs and 1 mule	1 orc Eye of Gruumsh with 3d6 + 10 orcs	2d6 cyclopes
7	1 galeb duhr	1d12 half-ogres	1 efreeti
8	3d4 kobolds	1 galeb duhr	1d10 air elementals
9	2d4 orcs	1 chimera	2d4 galeb duhr
10	1 chimera	1d4 + 3 dwarf scouts	2d8 hill giants
11	1 orc Eye of Gruumsh	1 young red dragon	1 djinni
12	1 griffon	1 young silver dragon	1d4 frost giants
13	1 manticore	1d4 + 2 hill giants	2d4 stone giants
14	1 basilisk	1 manticore	2d6 scouts
15	1 ettin	1d10 giant eagles	1d3 fire giants
16	1d6 bandits	1d4 chimeras	2d4 fire elementals
17	1d6 + 2 poisonous snakes	1 basilisk	3d6 perytons
18	1d2 perytons	1d2 air elementals	1 beholder
19	1d4 harpies	2d4 harpies	1 adult silver dragon
20	1 giant eagle	1d4 ettins	1d4 young red dragons

## PLAINS ENCOUNTERS

### Calimshan Plains Encounters

d20	Tier 1	Tier 2	Tiers 3 and 4
1	1 hill giant	1d4 + 1 veterans on riding horses	1 mage
2	2d4 + 2 axe beaks	1 young black dragon	1 roc
3	1d4 + 3 swarms of insects	1d6 + 2 griffons	1d8 + 1 cyclopes
4	1d2 giant poisonous snakes	1d6 + 2 wereboars	1d4 + 3 gorgons
5	1d4 giant hyenas	1d2 giant vultures	1 ancient green dragon
6	1d3 cockatrices	2d4 giant elk	1 efreeti + 2d4 fire elementals
7	1 chimera	1d4 cyclopes	1d6 chimeras
8	1 orc Eye of Gruumsh with 1d4 + 1 orcs	1 gnoll pack lord with 1d4 + 2 giant hyenas	1d4 bulettes
9	1 manticore	1d4 hill giants	2d6 bulettes
10	1 basilisk	1d2 pegasi	2d6 hill giants
11	1d6 giant hyenas	1d12 lions	2d10 gnoll Fangs of Yeenoghu
12	2d6 wolves	1 chimera	1 djinni
13	1 gorgon	1 djinni	1d12 couatls
14	1d3 gnoll Fangs of Yeenoghu	1d3 manticores	2d6 trolls
15	1d3 hippogriffs	1d3 gnoll Fangs of Yeenoghu	3d6 wereboars
16	1d4 harpies	2d4 hippogriffs	2d6 gorgons
17	1 bulette	2d6 worgs	1 adult black dragon
18	1 giant boar	1d3 gorgons	1 adult gold dragon
19	1 giant elk	1d4 air elementals	1d3 young gold dragons
20	1d3 druids patrolling the wilds	1d2 bulettes	1d6 druids

## SWAMP ENCOUNTERS

### Calimshan Swamp Encounters

d20	Tier 1	Tier 2	Tiers 3 and 4
1	1d8 + 1 giant lizards	1d10 + 1 bullywugs with 1d8 + 1 giant frogs	1 marid
2	2d6 + 3 bullywugs	1d3 hydras	1 druid
3	1d3 aranea*	1 young black dragon	1d3 yuan-ti abominations
4	1d3 giant spiders	1 giant crocodile	1d3 hydras
5	1d4 yuan-ti purebloods	1d4 water elementals	1 adult black dragon
6	2d4 giant bats	1d4 aranea*	1d6 shambling mounds
7	2d4 giant frogs	2d4 stone spiders*	1d10 water elementals
8	3d6 giant rats	1d2 huge stone spiders*	2d8 aranea*
9	1 druid	1 lizardfolk shaman with 1d8 + 2 lizardfolk	1d6 aranea riding stone spiders*
10	2d4 mud mephits	1d4 + 1 giant constrictor snakes	1d4 young black dragons
11	1 phase spider	1d6 + 2 giant toads	1d4 huge stone spiders*
12	1 stone spider*	1 yuan-ti abomination	1 adult green dragon
13	1d6 needle blights	1 shambling mound	1d3 frogheaths
14	1d6 + 1 lizardfolk	2d6 crocodiles	1d10 shambling mounds
15	1 swarm of insects	1 marid	1d6 + 2 stone spiders*
16	2d4 neogi hatchlings	2d4 giant lizards	1d2 corpse flowers
17	1 giant crocodile	2d4 giant spiders	1 ancient black dragon
18	1 giant spider	2d8 scouts	1d4 giant crocodiles
19	1 giant toad	1d6 + 1 yuan-ti malisons	1d8 + 1 yuan-ti malisons
20	1 scout	1d8 + 1 yuan-ti purebloods	1d6+2 otyugh

## ARANEA

Medium aberration, neutral

**Armor Class** 13 in humanoid form, 14 (natural armor) in spider or hybrid form

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft. (climb 30 ft. in spider or hybrid form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common (can't speak in spider form)

**Challenge** 3 (700 XP)

**Shapechanger.** The aranea can use its action to polymorph into a spider-humanoid hybrid or into a spider, or back into its humanoid form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its hybrid form if it dies.

**Spider Climb.** The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

**Web Walker.** The aranea ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The aranea makes two attacks: two with its spear (humanoid form) or one with its bite and one with its spear (hybrid form).

**Spear (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Bite (Spider or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 12 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Spider or Hybrid Form Only, Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

These creatures are sometimes called “werespiders,” although they are not actually lycanthropes. They came into being during the Night Wars of the Fourth Age, which were fought against the drow. The Calishite rulers sought an effective means to infiltrate the drow cities and spawned the aranea for this purpose.

The aranea were very effective and helped conclude the Night Wars in Calimshan's favor. But most Calishites were repulsed by these shapechangers and drove them from society in a mass purge. Those aranea that survived found their way to the Spider Swamp and prospered away from human interference. They are generally pacifistic, but they treat humans with great suspicion and are fierce warriors when roused.



## DUNE HAG

Medium fey, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

**Skills** Arcana +3, Intimidation +4, Perception +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan, Terran

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *control flames*, *infestation*, *mold earth*  
2/day each: *earth tremor*, *thunderwave*, *meld into stone*

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 3) slashing damage.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

**Hideous Enthralment.** The hag attempts to charm a humanoid she can see within range. The target must make a DC 14 Wisdom saving throw. If it fails the saving throw, the target is charmed by the hag for 1 hour or until it is attacked by her. The charmed creature regards the hag as a friendly acquaintance. When the effect ends, the target knows it was charmed by the hag.

In their natural form, these creatures look like tall, thin, decrepit humans, with ragged clothing, wrinkled gray skin, wispy white hair, and ruined teeth. They mostly inhabit the desert, making their homes in isolated caves or old ruins. They covet treasure of all kind and their lairs inevitably have a small hoard.

Dune hags enjoy the taste of humanoid flesh and hunt for food near roads and settlements. They use illusions to hide their true nature so they can lure desert travelers to their death.

Like most hags, they are solitary by nature, but they have the ability to form covens when the need arises. These are inevitably short-lived affairs, as squabbles start almost immediately over the division of treasure.



## PASHA GASPER EL KHAVARI

Medium humanoid (human), lawful evil

**Armor Class** 15 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9

**Damage Resistances** poison

**Senses** passive Perception 13

**Languages** Common, Thieves' cant, Undercommon

**Challenge** 8 (3,900 XP)

**Assassinate.** During his first turn, Gasper has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

**Evasion.** If Gasper is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Sneak Attack (1/Turn).** Gasper deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** Gasper makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Gasper el Khavari is a native of Calimport. His parents were born in poverty but made their fortune selling weapons during the Genie Wars. While most of Calimshan was in bondage to the Genasi Warlords, young Gasper

grew up in luxury and enjoyed freedoms that few humans were afforded.

He used his autonomy principally to learn how to hurt people and joined the small and secretive Assassins Guild as a young man. While most humans were fighting for freedom in the Glorious Revolution, Gasper was a dagger for hire.

He soon realized the new political landscape offered him enormous opportunities, but the small and despised Assassins Guild was not a good place to grow his influence. He switched allegiances and joined the Fellowship of Burglars and Thieves—earning the enmity of the Assassins Guild in the process. He rose quickly through the ranks, using his deadly skills to ruthlessly eliminate rivals. Now middle-aged, he is the indisputable master of the Fellowship.

He desires even more power, however. He has focused a great deal of time currying favor with the syl-sasha and is seeking to develop some leverage over him. It is early days, but things are going well.



## PASHA RACHEL TEHRANI

Medium humanoid (half-elf), neutral good

**Armor Class** 12 (15 with mage armor)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistances** damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

**Senses** passive Perception 12

**Languages** Auran, Common, Elvish, Ignan, Infernal, Undercommon

**Challenge** 12 (8,400 XP)

**Magic Resistance.** Rachel has advantage on saving throws against spells and other magical effects.

**Spellcasting.** Rachel is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *banishment*, *fire shield*, *polymorph*

5th level (3 slots): *cone of cold*, *hold monster*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *antimagic field*

9th level (1 slot): *time stop*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Rachel Tehrani was born in Almraiven and raised in an orphanage. She knows nothing about her parents, except that her mother was a human and her father was an elf. Tehrani was the name of the priest who raised her.

Rachel's natural brilliance was recognized at a young age and she was awarded a scholarship to the most prestigious magic college in the city, the School of Arcane Hands. Her abilities were unrivaled, and she was acclaimed as an archmage in her early thirties—a rare achievement.

Unlike many of her kind, Rachel has never tried to hide her elven heritage, and she has faced much prejudice as a result. She overcame this and was elected a fellow at the School of Arcane Hands and also served as senior lecturer in Abjuration.

Not long after, she was nominated as pasha of the Guild Arcane in Calimport. She was reluctant to take on this role but was finally persuaded it was in the best interests of the nation, and she was subsequently elected.

As pasha, she has been competent though not brilliant. Though an undoubted genius, Rachel is politically naïve, and there are many both inside and outside the guild who seek to manipulate her. In person, she is polite though a little cool. She quickly grows impatient with flatterers and those who seem to be obstinately resisting a sound argument.



## STONE SPIDER

Large aberration, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Senses** blindsight 60 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**False Appearance.** While the stone spider remains motionless, it is indistinguishable from a large pile of rocks.

**Immutable Form.** The stone spider is immune to any spell or effect that would alter its form.

**Magic Weapons.** The stone spider's weapon attacks are magical.

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage

In the early days of the Genie Wars, a magical drought turned the Spider Swamp into a bare plain. Another powerful incantation transformed all of the giant spiders who dwelt there into living stone to prevent any large-scale incursions from the east.

The swamp has long since reverted to its natural state, but the stone spiders remain. They cannot reproduce, so their numbers have diminished over time, but they are still relatively common. They do not eat, breathe, or sleep, so only accidents or violence can end their existence.

They attack the living on sight. However, the aranea have discovered how to tame the stone spiders and sometimes use them for steeds.



## STONE SPIDER (HUGE)

Huge aberration, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Senses** blindsight 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**False Appearance.** While the stone spider remains motionless, it is indistinguishable from a small, stony hill.

**Immutable Form.** The stone spider is immune to any spell or effect that would alter its form.

**Magic Weapons.** The stone spider's weapon attacks are magical.

### ACTIONS

**Multiattack.** The stone spider makes two stomp attacks.

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage



## SYL-PASHA JAVAD EL VOLAHRN

Medium humanoid (human), lawful neutral

**Armor Class** 21 (plate +1, shield)

**Hit Points** 180 (24d8 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** Str +8, Dex +6, Con +7

**Skills** Athletics +12, Intimidation +6

**Senses** passive Perception 11

**Languages** Common

**Challenge** 9 (5,000 XP)

**Brave.** Javad has advantage on saving throws against being frightened.

**Indomitable (2/Day).** Javad rerolls a failed saving throw.

### ACTIONS

**Multiattack.** Javad makes three melee attacks.

**Flail +1.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### REACTIONS

**Parry.** Javad adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Javad el Volahrn was born in Calimport, the son of a prominent merchant family who, like many others, had their fortune confiscated during the Genie Wars. Javad was pressed into the military at a young age, serving Iskanda Farahmand, the powerful Genasi Warlord who controlled Calimport.

Javad's charisma and martial skill made him a natural leader, and he was soon commanding a large army of soldiers in the Calim Desert. In

the field, he developed a larger-than-life reputation, leading from the front with aggression, courage, and ostentation. He cared deeply about his troops, and they were highly loyal to him in return. His inspiring and vulgar speeches on the eve of battle are the stuff of legend in Calimshan.

When Shahrzad began preaching resistance to the Genasi Warlords, Javad quickly aligned himself with the prophet. Although Shahrzad was a pacifist, Javad realized bloodshed was inevitable and became leader of the revolutionary army. As it happened, the war was brief, with most of the human soldiers in the land quickly joining the rebellion against their genasi masters.

After the warlords were overthrown, and following Shahrzad's disappearance, Javad was a natural choice to lead the newly freed nation. Calimshan has prospered under his rule, but Javad sits uneasily on the throne as there are many who question his legitimacy. In addition, the Warlord Iskanda Farahmand remains at large, and Javad is certain that she still has plans for Calimshan.



## WARLORD ISKANDA FARAHMAND

Medium humanoid (fire genasi), lawful evil

**Armor Class** 19 (plate +1)

**Hit Points** 229 (27d8 + 108)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	13 (+1)	12 (+1)	18 (+4)

**Saving Throws** Str +9, Dex +7, Con +8

**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Ignan

**Challenge** 12 (8,400 XP)

**Indomitable (3/Day).** Iskanda rerolls a failed saving throw.

**Survivor.** Iskanda regains 10 hit points at the start of her turn if she has at least 1 hit point but fewer hit points than half her hit point maximum.

**Burning Hands (3/Day).** Iskanda can cast the *burning hands* spell. Constitution is her spellcasting ability.

### ACTIONS

**Multiattack.** Iskanda makes two weapon attacks.

**Greatsword +1.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

### LEGENDARY ACTIONS

Iskanda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iskanda regains spent legendary actions at the start of her turn.

**Weapon Attack.** Iskanda makes a weapon attack.

**Command Ally.** Iskanda targets one ally she can see within 30 feet of herself. If the target can see and hear her, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** Iskanda targets one enemy she can see within 30 feet of herself. If the target can see and hear her, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Iskanda's next turn.

Iskanda was born in Manshaka more than a century ago, the daughter of a local enforcer who died at a young age. She developed her fighting skills in the Blood Arena and acquired a fearsome reputation. When the Spellplague occurred, she, like many other genasi, found herself developing new, elemental powers. With the outbreak of the Genie Wars, Iskanda aligned herself with the great efreeti Memnon, and she quickly rose through the ranks to become a trusted commander. She was effective in the field, quickly grasping battle details, making confident decisions, and rewarding loyalty.

With the unexpected disappearance of Memnon, Calim, and other ranking genies from the land, Iskanda was among the first to grasp the opportunities afforded by the power vacuum. She moved quickly to occupy Calimport and held it against rival warlords for nearly four decades while mercilessly imposing her will on the city.

With the Glorious Revolution, Iskanda soon realized that she could no longer hold Calimport. She fled to a secret fortress in the desert and has spent more than ten years building a new power base there. She firmly believes that genie and their kin are the natural rulers of Calimshan, and she plans to crush the human usurpers.



ERLKAZAR

Trackless  
Sea

TETHYR

Forest of Mir

CALIM  
DESERT

Coram Steppes

Plains of  
Reneslar

River of Ice

Calimpöri

Manshakä

Schameder

The Shining  
Sea

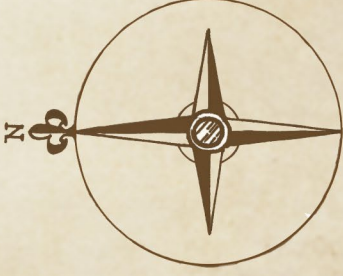
Lake of Steam

Almir Mountains

Almiraven

Völohamp

Söldolphor



# MAP OF CALIMSHAN

