

# PLAYER PRIMER: CALIMSHAN



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# PLAYER PRIMER

## CALIMSHAN

**C**alimshan 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. A land that holds both unsurpassed wonder and indescribable evil, it has been a favored destination for adventurers for millennia. This supplement is designed as a primer—a document to give you everything you need to know to begin playing in the world of Calimshan. Here you can find basic information on the environment, geography, and people of Calimshan. We have also adapted the Heroic Chronicle system to help you create a character centered in the region. At the end of this document is a short list of further reading options, should you want to further delve into this environment. Enjoy!

### LIFE IN CALIMSHAN

The Calishites (as the residents of Calimshan call themselves) are highly urban people, with most living in cities or towns. Those in rural areas usually live along either a river or the coast. This is partly due to the hostility of the environment but it also reflects the Calishites' national character, which values sophistication and material comfort. Their capital, Calimport, was once considered the greatest city in the world, though it has many rivals these days.

Through most of its history, Calimshan has been one of the wealthiest lands in the world. Many have wondered how a small, desert country has come to enjoy seemingly perpetual prosperity. The answer is trade. Calishites consider themselves to be the most skillful merchants in the world. Moreover, 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 from Maztica and other western lands over the Trackless Sea.

Calimshan also produces and exports fine goods of its own. 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, and their products are in high demand in northern Faerûn. Calimshan is also home to many world-class artisans. Calishite glassware and jewelry is prized, and their fine ironmongery, including items such as needles and wire, is exported everywhere. Finally, there is an insatiable market for the minor magic items turned out by the workshops of Almraiven.

Throughout its history, Calimshan has embraced a variety of political systems, each of which had its own set of titles and roles. Some of these titles are hereditary and have outlasted the power structures that created them. However, in modern Calimshan, only two titles are important—vizar and pasha.

The word vizar means “chancellor.” In Calimshan, a vizar is a senior civil servant responsible for a geographic region, most often a town or a ward in a city. Each city (or large towns) also has a syl-vizar (meaning “grand chancellor”), who is responsible for appointing and managing every other vizar in that city. The word pasha means “guildmaster,” and their economic and social influence is so great that, despite not being part of the formal government, the syl-pasha (“grand guildmaster”) is the effective ruler of Calimshan. See Factions of Calimshan below for more information about the pashas.

The Calishites typically eat two meals a day. The morning meal is a simple affair, commonly consisting of hot bread followed by figs. The evening meal is more elaborate, traditionally beginning with a chicken or fish broth with a side of hot bread. For those who can afford it, broth is followed by a seasoned meat course, consumed with pickle paste and accompanied by assorted vegetables. Dessert consists of pastries, fig cakes, and fresh fruit.

Whether rich or poor, all Calishites follow their meals with strong coffee. Ideally imported from Maztica, it is mixed with ground nuts and spices and drunk black. Coffee could be considered a national obsession, and all Calishites consider themselves to be coffee connoisseurs.

Calishite clothing is always loose and airy to help deal with the heat of Calimshan's climate. It is common to wear a headcloth to provide protection from the wind and sun. Cotton trousers and muslin shirts are the standard clothing for the lower and middle classes. These are usually complemented by a decorated cotton vest. Bright colors are the norm, even among the poor, with green, yellow, blue, and red all common.

Upper class clothing is similar in style but more likely to be made of silk, velvet, or satin. Those with money often wear a kaftan on formal occasions. Deep, strong colors are preferred by the rich, including gold, crimson, and purple. Silver thread is used to create fantastic patterns on all apparel.

Sandals and slippers are the most common sorts of footwear throughout the land, with boots reserved for those engaged in dangerous activities, such as soldiering and adventuring.

## THE STORY SO FAR

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Calimshan is unthinkable ancient—it is the oldest of all human nations still in existence. It has a complex history that spans nine thousand years, and events that happened millennia ago still influence the land today. Calimport, the City of Glory, the capital of Calimshan, can reasonably 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 is home to many remarkable wonders.

The population of Calimshan is mostly human, though there are more genasi here than anywhere else in Toril. This is because genies have dwelt in the land from time immemorial, sometimes ruling over the locals, and sometimes even creating great empires. While genies may be less common now than they once were, you are still much more likely to encounter one here than in a place like the Sword Coast.

Just over a century ago, two ancient and unthinkable 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.

Two decades ago, the great prophet Shahrzad taught the human population how to resist the warlords. This became known as the Glorious Revolution, and it 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.

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.

# REGIONS OF CALIMSHAN

## CALIM DESERT

This massive area of sand and stone comprises more than a quarter of the country. It is not a natural desert but was created millennia ago by a war between powerful genies. 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. There is a single highway running north from Calimshan across the Calim Desert. Known as the Trade Way, it leads through Tethyr and the Sword Coast all the way to Waterdeep.

The 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 creatures such as death dogs, leucrotta, phase spiders, kruthik, tlincalli, naga, yuan-ti, and the infamous desert purple worm also roam the sands. Djinn, efreet, and other elementals also abide in the desert.



## CALIM DESERT SETTLEMENTS

**Calimport.** Known as the City of Glory, the capital once claimed to be the greatest city in the world. Though much reduced from what it once was, 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 its days of glory are returning.

**Memnon.** This important city lies across from Tethyr on the south bank of the River Agis. Also known as the Desert Gateway, Memnon has long been the cornerstone of Calimshan’s northern defenses, as well as an important trade stop and fishing port. The buildings and walls of Memnon are mostly made of red clay bricks, and it is sometimes called the Scarlet City as a result.

## CALIM DESERT PLOT HOOKS

**Darker than Night (Low Tier).** A ghost appears to the characters and begs for help. In life, this wretched creature was a thief who took a holy symbol from a ruined shrine of Shar. Now they are doomed to walk the earth in unlife until the symbol is returned. The characters journey beneath the streets of Calimport to find the shrine, encountering subterranean horrors as they go.

**The Altar of Air (Mid Tier).** Legend tells of the ancient city of Dashadjen. Its ruins lie hidden in the desert, and are home to a powerful artifact called the Altar of Air. A sage from Calimport has uncovered the location of the ruins and assembled a party to explore them.

**Return of the Warlord (High Tier).** The genasi warlord who once ruled over Memnon has returned to besiege the city. The party must break the siege then pursue the warlord back to their desert stronghold for a final confrontation.



## CORAM STEPPES

Situated between the Calim River to the west and the River of Ice to the east, the Coram Steppes make up a large and sparsely populated region in the center of Calimshan, stretching from the southern coast to the Marching Mountains. Once a more fertile land, a magically-induced drought transformed the region into a desert a century ago. Most of the area is semi-arid and covered by grass and shrubs, vegetation that began creeping back 50 years ago. The temperature here is hot the whole year around and the steppes still receive only small amounts of rain, though the banks of the rivers are very fertile.

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, 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 creatures such as cockatrices, worgs, manticores, or bulettes. Rarer still, but not unknown, are elementals and genies.

The Marching Mountains mark the northern border of both the steppes and Calimshan itself. They are not especially tall, with few rising above six thousand feet. Steep chasms and cliffs generally

render the interior peaks inaccessible except via the air. There are numerous hidden vales in the broad foothills, where you will find kobolds, orcs, ogres, perytons, manticores, gorgons, and chimeras. There are also several hill giant settlements in the foothills, including at least one major stading.

## STEPPES SETTLEMENTS

**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.

**Manshaka.** Known as the City of Sin, Manshaka lies on the southern coast and is a haven for smugglers, thieves, and all others 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.

**Schamedar.** Schamedar is a small town on the southern coast, east of Manshaka. 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.

## STEPPES PLOT HOOKS

**Blood in the Wine (Low Tier).** An isolated fig plantation near Keltar has been overrun by giant lizards and the local authorities won't help. The owner approaches the characters to help reclaim the plantation, but was the attack truly random?

**To the Death (Mid Tier).** The Blood Arenas of Manshaka are famous throughout the land. The fighting is brutal but the rewards are stupendous. A renowned trainer is seeking new talent and hears the characters are in town...

**From the Deeps (High Tier).** Following credible allegations of corruption, the rulers of Schamedar have closed the temple of Umberlee and evicted her priests. The goddess responds by sending a kraken to destroy the town. Can the characters save Schamedar from the monster and broker a truce with Umberlee?



## PLAINS OF RENESTAR

These fertile grasslands lie to the east of the Coram Steppes, between the River of Ice and the Forest of Mir. Good rainfall and soil make this one of the few truly fertile regions in Calimshan, covered in 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 rainy seasons in winter and spring.

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

East of the plains 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. Dense stands of pine, fir, calan, shadowtop, and duskwood are interwoven with heavy underbrush. The forest is rife with monsters, such as goblins, ogres, giant snakes, owlbears, phase spiders, harpies, gricks, basilisks, trolls, yuan-ti, hydras, green dragons, black dragons, and worse. The fearsome reputation of the forest is truly deserved.

Southeast of the plains, the Spider Swamp is a sickly bog that starts at the southern tip of the Forest of Mir and spreads all the way to the Shining Sea. This area is clogged with vegetation, such as lichen, moss, and thick clusters of mangrove trees. It is home to the aranea, who are also called were-spiders, as well as lizardfolk, bullywugs, yuan-ti, spiders of every kind, otyughs, neogi, and the like.

## PLAINS SETTLEMENTS

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**Almraiven.** Situated on the coast a dozen miles from the Spider Swamp, 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.

**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.

## PLAINS PLOT HOOKS

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**Doorway to Doom (Low Tier).** An industrious miner in Volothamp is following a promising seam when he abruptly comes upon an iron door embedded in the underground rock. He hires the characters to learn what lies beyond.

**The Failure (Mid Tier).** An old man, whose life has been marked by loneliness and failure, pays the characters to escort him on the dangerous journey to the Monastery of St. Alban. The monastery lies deep within the Forest of Mir, and is a place of refuge for outcasts and rejects.

**Bastion of the Star (High Tier).** The Calishites once maintained the Bastion of the Star, a stronghold in the northeastern plains. Hill giants overran the fortress generations ago, but the syl-pasha wants the characters to reclaim it.



# FACTIONS OF CALIMSHAN

## JANESSAR

The Janessar are an organization of paladins committed to overthrowing tyranny and liberating the oppressed. Their stronghold is Faeressar, an imposing fortress perched on the western edge of the Marching Mountains. 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, and they are regarded as folk heroes throughout Calimshan. Lone Janessar often wander the land, stamping out injustice wherever they find it.

## PASHAS

There are well over a hundred 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 other organisations. The pashas are tremendously influential, and each one is constantly seeking to expand the wealth and power of their own guild. When required, the pashas come together in a “pashamoot” to elect a syl-pasha, which means “grand guildmaster.” This office is normally for life, and the officeholder is the effective ruler of Calimshan. The current syl-pasha is Javad el Volahrn, who became a hero during the Genie Wars.

## RED WIZARDS

The Red Wizards are the notorious magocratic ruling class of Thay, an inhospitable land in the distant east. They have long sought to extend their influence over the rest of Faerûn. Calimshan is a place of special interest to them, mainly due to the amount of elemental magic practiced and created there, as well as its seemingly inexhaustible wealth. Rumors say that more than a few vizars and pashas are taking coins from Thay, and that the Red Wizards ultimately seek to control the syl-pasha.

## TWISTED RUNE

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 whom do not realize who their ultimate masters are. Historically, the Twisted Rune has exercised influence via intrigue and manipulation. Recent years have seen the organization act more overtly, motivated by a desire to prevent the human rulers of Calimshan from growing too powerful.

# CHARACTER CHRONICLE

## CALIMSHAN

The chronicle is a system that allows players and Dungeon Masters to work together to build a compelling character story. When used at the beginning of character creation—before the race, class, or background for your character is chosen—the chronicle establishes a character with a solid concept, background, and identity. These tables are meant to inspire your imagination, not limit it. If you already have a character concept in mind, you can choose options from the table instead of rolling randomly and ignore anything that doesn't fit your character concept. You may also find yourself changing aspects of your character concept as you create a backstory from these tables.

The “Backstory” section of the chronicle settles the character firmly in Calimshan by establishing their nation, home, settlement, and personal relationships, as well as the character's connections to their homeland and allies. It offers major events that the character experienced before the campaign begins, allowing the character to take shape via defining events.

The “Omen” section of the chronicle, meanwhile, looks to the future. It offers motivations and goals that drive the character to act as they do, and it inspires engaging hooks for DMs and players to interact with. It creates the mythic feeling of a character achieving something foretold, and, when completed, the prophecy goal rewards the character with a mechanical benefit.

While designed for players, Dungeon Masters can also use the chronicle to create engaging villains, each with their own histories and motivations grounded in the land of Calimshan.



## BACKSTORY

Each character has a story before the campaign begins. This section provides a thorough exploration of who they are—their homeland, their previous work, their social status, and their relationships, including both allies and rivals. You then bridge the gap with a fateful event: the moments that took them from their home and carried them off toward adventure.

## HOME REGION

Calimshan is divided into three main regions. From west to east, these are the Calim Desert, Coram Steppes, and the Plains of Renestar. Each is described in the “Regions of Calimshan” section of this supplement. Roll a d100 to determine which region is currently your home. This may be the place you were born, or simply the place you currently call home. Calimshan is a major trade hub, and people from across Faerûn may live here.

d100	Region
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01–45	The Calim Desert
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46–75	Coram Steppes
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76–00	Plains of Renestar
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## BACKGROUNDS

Your background describes how you fit in the vast expanse of Calimshan, determining your items, goal, and proficiencies gleaned from your experience. Your background can be determined by rolling randomly on the Backgrounds table or chosen to fit your character’s concept and upbringing. This table includes both new backgrounds and adapted backgrounds from this supplement (PP:C) as well as backgrounds from the *Player’s Handbook* (PH). New and adapted backgrounds are described later in the chapter.

d20	Background	Reference
1	Acolyte	PH
2	Bounty Seeker	PP:C
3	Caravanner	PP:C
4	Charlatan	PH
5	Chef	PP:C
6	Criminal	PH
7	Elemental Scholar	PP:C
8	Entertainer	PH
9	Folk Hero	PH
10	Guild Artisan	PH
11	Hermit	PH
12	Noble	PH
13	Outlander	PH
14	Rensha	PP:C
15	Sage	PH
16	Sailor	PH
17	Economist	PP:C
18	Soldier	PH
19	Tattoo Artist	PP:C
20	Urchin	PH



## SOCIAL STATUS RELATIONSHIPS

d20	Background	Calim Desert	Coram Steppes	Plains of Renestar
1	Acolyte	1 ally	1 ally or rival	—
2	Bounty Seeker	1 ally	1 rival	1 rival
3	Caravanner	1 ally	1 rival	1 ally
4	Charlatan	1 ally and 1 rival	—	1 rival
5	Chef	1 ally and 1 rival	1 ally	1 ally
6	Criminal	1 rival	—	1 rival
7	Elemental Scholar	1 ally and one rival	1 rival	—
8	Entertainer	1 ally	—	—
9	Folk Hero	—	1 ally and 1 rival	1 ally
10	Guild Artisan	1 rival	—	1 ally
11	Hermit	—	1 ally	1 ally
12	Noble	1 ally and 1 rival	1 rival	1 rival
13	Outlander	—	1 ally and 1 rival	1 ally
14	Rensha	1 ally and rival	—	—
15	Sage	1 ally	—	1 ally
16	Sailor	1 ally	—	—
17	Economist	1 ally and 1 rival	—	1 ally
18	Soldier	1 ally and 1 rival	1 rival	1 rival
19	Tattoo Artist	1 ally	1 ally	1 ally
20	Urchin	1 ally	1 ally	1 ally and 1 rival

## SOCIAL STATUS

Most Calishites are either endlessly engaged in commerce or spend their days toiling against the harsh terrain. One of the few ways to break this cycle is to follow the path you have chosen: that of an adventurer. You have a background which provides different advantages and disadvantages depending on where you are. The social status associated with your background may change over the course of your story.

Consider how your backstory helps you fit into your home settlement using the information below. Then use the Social Status Relationships chart to determine how many allies and rivals you'll roll for later in this section.

## HOME SETTLEMENT

Once you have determined your home region and backstory, it is time to determine your specific home settlement. Each settlement is detailed in the “Regions of Calimshan” section of this supplement.

Calimshan does not have many settlements, so you may either roll randomly or simply choose the settlement that suits your character most closely.

### CALIM DESERT SETTLEMENTS

d100	Settlement Name	Type
01-39	Memnon	City
40-00	Calimport	Metropolis

### CORAM STEPPES SETTLEMENTS

d100	Settlement Name	Type
01-19	Keltar	Town
20-79	Manshaka	City
80-00	Schameder	Town

### PLAINS OF RENESTAR SETTLEMENTS

d100	Settlement Name	Type
01-34	Volothamp	City
35-74	Almraiven	City

## RACE

In previous works published by Wizards of the Coast, most citizens of Calimshan are human, with other races making up only small percentages of the population. While this information is canonical, the writers of this supplement do not believe that race should be a barrier to playing what seems fun to you. You should speak with your DM and fellow players to ensure everyone is comfortable with any racial themes in your game.

There are several products that offer a more nuanced take on race in DUNGEONS & DRAGONS:

- *Ancestry & Culture: An Alternative to Race in 5e* by Arcanist Press
- *Grazilaxx's Guide to Ancestry* by Realmwarp Media
- *An Elf and An Orc Had a Little Baby: Parentage and Upbringing in D&D* by Adam Hancock & VJ Harris

## SLAVERY

The people of Calimshan were, not long ago, enslaved by genies and genasi warlords. Before exploring this subject in your game, it should be discussed among the players and DM to ensure everyone's comfort. Remember that any subject may be removed from a game; perhaps—in your version of Calimshan—the Glorious Revolution actually happened centuries ago, or perhaps there was never slavery in Calimshan at all. While you might want to adhere to the canonical history of Calimshan, it is more important to make sure that everyone participating in your game is comfortable and having fun.

## FAMILY

Your family are the people closest to you. Most commonly, these are your birth parents and siblings, but they may be anyone that you identify as family. You might have more than two parents if your parents are polyamorous or if they have remarried. Perhaps you were raised by an uncle or a close family friend. Similarly, siblings could include step-siblings, half-siblings, or even lifelong close friends.

In Calimshan, families tend to be large. Several children, especially the oldest, usually follow their parents into the family trade. The youngest children most frequently have more freedom to explore and seek adventure in the wondrous land of Calimshan.

Roll twice on the appropriate family chart as determined by your home settlement's type. One roll determines your number of living parents, and the second your number of living siblings.

### FAMILY SIZE (TOWN)

d100	Number of Parents	Number of Siblings
01-10	3 or more	2d4 + 1
11-50	2	2d4
51-89	1	1d4
90-00	0	0

### FAMILY SIZE (CITY, METROPOLIS)

d100	Number of Parents	Number of Siblings
01-05	3 or more	2d4 + 2
06-60	2	2d4
61-80	1	1d4
81-00	0	0

### FAMILY MEMBER TRAITS

Once you've determined the size of your family, choose the gender and age of each family member.

### POWERFUL FAMILY RELATIONSHIPS

Your family forms your earliest, and possibly strongest, bonds and rivalries. Roll a d3 to determine the number of powerful family relationships you have. Roll once on the Family Relationships table for each of these powerful family relationships.

## FAMILY RELATIONSHIPS

d100	Relationship
01-10	This family member was working hard to secure connections for the family, but you swooped in and took over the deal (either because you thought they were failing, or you saw an opportunity). They don't forgive easily. Gain one rival.
11-20	Your family member was your closest friend. That was, until you both crossed a powerful pasha. In short order, they made a deal and threw you to the wolves. Gain one rival.
21-30	This family member was always jealous of your skills. Everything they did, came more naturally to you. Over time, this became a calloused resentment. Gain one rival.
31-40	The elders of your family wanted to ensure everyone was as duplicitous and vile as they were. You and this family member took that to heart, becoming each others' greatest foe. Gain one rival.
41-50	This family member is a distant relation, and for one reason or another, your side of the family and theirs have always had a rivalry. Gain one rival.
51-60	You helped this family member gain the eye of a powerful merchant. That favor was never forgotten. Gain one ally.
61-70	This family member lost someone most dear to them, and you were the first one to help them on their journey of recovery. Gain one ally.
71-80	You spent every summer during your youth with this family member. You feel they raised you as much as anyone else in your family. Gain one ally.
81-90	You saved this family member from a horrible desert dwelling monster and a gruesome death. Gain one ally.
91-00	This long lost member of your family was shunned by most of your relatives, but you took them in without hesitation. Gain one ally.

## ACQUIRED ALLIES & RIVALS

This section will help you define any allies or rivals you gained based on your background and homeland. Roll once on the Ally Relationships table or the Rival Relationships table for each of your allies and rivals. Alternatively, you can work with your DM to define relationships meaningful to your character's story.

Once you've determined your relationships, roll for each of your allies and rivals on the Ally and Rival Identities table to define their game statistics. This table includes monsters and NPCs from the *Monster Manual*.

Some particularly powerful allies and rivals add a fateful moment to your backstory. Learn more about fateful moments in the next section.

## ALLY RELATIONSHIPS

d100	Relationship
01-10	This ally has been at your side since childhood: through thick and thin you've got each other's backs.
11-20	While not related to you, this ally has always held a parental role you sought out.
21-30	You've never met in person, but stacks and stacks of letters between you show you're as close to this ally as you can be.
31-40	There are more than a few people who admire your work, but this ally reached out and moved from fan to peer and, eventually, to friend.
41-50	You and this ally share a deep secret. If this secret was revealed, both your lives would be thrown into chaos.
51-60	Every week, like clockwork, you and your ally get together for food and drinks.
61-70	An incident within your hometown was riotous. You and this ally worked together to help minimize damage, and you bonded over the experience.
71-80	Calimshan is a place of rules, where everyone around you is constantly judging your actions and yet this person never makes you feel judged. It is a deep, loving connection you share, making you feel untouchable by the judging eyes of others.
81-90	You and this individual were affected by a powerful magic. When one of you closes your eyes, you can see through the other's if you are within 1 mile of each other.
91-00	Both captured by bandits to be ransomed off, you worked together and escaped their clutches, creating an unshakable relationship you still cherish.

## RIVAL RELATIONSHIPS

d100	Relationship
01-10	This person believes you arranged for a horrible fate to befall a loved one. Whether you are guilty or not, they're on a bloody path of revenge.
11-20	You're not sure if this person is your greatest fan or worst rival: they're always around and cheerfully in awe of your actions, but it means they're always in the way.
21-30	You and this rival have different opinions on the proper use of force relating to justice. You've always been on a road that brings you into conflict with each other.
31-40	You and this person worked together trying to unlock an elemental mystery which nearly killed both of you. They were left with emotional or physical trauma for which they blame you.
41-50	You've fled your hometown under penalty of death, but the local administration erased the details of what happened. This rival was involved, but the lack of closure made them obsessed with finding out the truth of what happened and now they are chasing you down.
51-60	You indulged in the unsavory side of society. You escaped with your life intact, but with a debt on your head this person wants to cash in on.
61-70	This person is a local pasha and has it out for you since you provided aid to one of their allies (accidentally or intentionally) in foiling their scheme. However, they don't want you dead. Instead, they use their power to ruin your life.
71-80	You escaped this person's clutches, narrowly. However, they took your escape as a personal slight, and are focused on capturing you and making you their personal servant.
81-90	Your family is said to have had dealings with powerful elemental princes. True or not, this person thinks you represent all that they hate and wants to take it out on you.
91-00	You were a promising agent of this powerful figure, but when you were asked to take an action that directly opposes your ideals, you had to say no. As it turns out, they won't take no for an answer.

## ALLY & RIVAL IDENTITIES

d100	Stat Block
01-05	<b>Commoner</b>
06-10	<b>Acolyte</b>
11-15	<b>Bandit</b>
16-20	<b>Bandit Captain</b>
21-25	<b>Berserker</b>
26-30	<b>Cultist</b>
31-35	<b>Cult Fanatic</b> ; gain one fateful moment
36-40	<b>Druid</b>
41-45	<b>Gladiator</b>
46-50	<b>Guard</b>
51-55	<b>Knight</b>
56-60	<b>Priest</b>
61-65	<b>Scout</b>
66-70	<b>Spy</b>
71-75	<b>Tribal Warrior</b>
75-80	<b>Veteran</b>
81-84	<b>Mage</b> ; gain one fateful moment
85-88	<b>Thri-Kreen</b> ; gain one fateful moment
89-92	<b>Assassin</b> ; gain one fateful moment
93-94	<b>Gynosphinx</b> ; gain one fateful moment
95-96	<b>Warlord</b> ; gain one fateful moment (The Warlord is from <i>Volo's Guide to Monsters</i> , use a Gladiator if you don't have it)
97-98	<b>Purple Worm</b> ; gain one fateful moment
99	<b>Archmage</b> ; gain one fateful moment
00	<b>Djinni</b> or <b>Efreet</b> ; gain one fateful moment



## FATEFUL MOMENTS

A fateful moment is the important turning point where the path of your life twists to that of an adventurer. This moment may be fantastic or mundane, but it always sets you on the journey that will lead to greatness.

Roll once on the Fateful Moments table for each fateful moment you gained from your allies and rivals in the previous section. If the fateful moment grants you a proficiency you already have, choose any proficiency of the same type (armor, skill, language, tool, or weapon). If the fateful moment doesn't make sense for your character (for example, if it utilizes your family but you do not know your family), roll a new event or work with your DM to smooth out the details. As always, you may forego rolling if you would prefer to work with your DM to create a fateful moment specifically tailored to your character.

### FATEFUL MOMENTS

d20	Event
1	You were the creation of a wish granted by a genie, born only yesterday. Roll on the allies and rivals identity table to find out who made the wish. Once per long rest, you can touch an object as an action and sense its magical aura as if you had cast detect magic.
2	Your caravan was attacked by horse-riding bandits while it was journeying back to Calimport. You learned a lot from the bandits who captured you and eventually earned their respect and went free. You own a riding horse and saddle, and you have proficiency in Animal Handling.
3	You were once swallowed by a purple worm! However, deep within the creature, you tapped into latent magical energy, and you were suddenly safe at home! A little genie or efreet blood is within you. You learn one sorcerer cantrip of your choice. Charisma is your spellcasting ability for this cantrip.
4	You were nearly felled by poison meant for another. An ally of yours made you swallow a magic stone. You are now immune to that type of poison, determined by your DM, and you are proficient with Constitution saving throws.
5	You aided in the capture of a powerful monster rampaging through your homeland. You've been given a magical tattoo in the image of the beast. As a bonus action, you can make the tattoo glow with bright light in a 20-foot radius for 1 minute.
6	In the marketplace, someone slipped a stone into your hand. Inscribed on the stone is a map to a treasure in a hidden temple, somewhere within the Calim desert.
7	One of your allies is on the run from the Janesar. The paladins recognize your duty to your friend, and offered to forgive your ally if you would join them in a future quest.
8	You could not solve it at the time, but you were given a riddle by a sphinx in the desert. At any time, if you can answer the riddle, the sphinx will appear and reward you. Work with your DM to develop what the exact riddle is.
9	You pleased a powerful pasha, earning yourself a tattoo on your face or hand that reveals you as one of their protected. Calishites are quick to avoid harming you if possible.
10	A family member of yours was a traveling merchant who was lost at sea. One night, you had a dream that they survived, shipwrecked on an unknown island. In the dream, they spoke to you, asking you to find them in exchange for their ship (and to remember to bring materials to repair it!).
11	A blue dragon flew out of the desert and spoke of a deep hunger for flesh. Your family smartly offered the dragon a feast the likes of which it had never seen or tasted. As a reward, it offered a blessing: that as long as your family leaves one plate of food out for the wyrm each year, your homestead is protected.
12	You've been blessed by an elemental being. Spells cast in your vicinity with a heavy attunement to the elements will (on rare occasions) become living spells. They're neither friend nor foe, but something about your presence causes it to happen.
13	The Twisted Rune has been watching over your life for a reason unknown to you. They'll raise creatures you've defeated from the dead to taunt you, but you've developed a resistance to their tricks. You have resistance to necrotic damage and incorporeal undead cannot move through you or possess you.
14	You travelled to a distant land where your family has business ties. When you returned home, you brought an ally with you. Determine where the character is from, and use the Ally and Rival Identities table to determine their identity (re-roll any result higher than 80). They protect you like a loyal retainer.



- 15 You were invited by a giant to their castle in the clouds. While there you shared mirthful hours. When you returned home, they thanked you and offered you an obsidian figurine that resembles the giant. If you break it, the castle will fly to your location within 12 hours.
- 16 The sages of the realm foretold of your birth. They knew it was a momentous occasion but they could not agree why it was important. Whatever the destiny that lays before you, the scholars have taught you much. Gain proficiency with Arcana and Religion checks.
- 17 You were born with a birthmark that resembles a tattoo. Over a short rest, you can force the design to change into whatever you desire. While useful to creatively copy information like signatures or maps, it also makes it hard for people to identify you. You have advantage on attempts to hide your identity when making Deception ability checks or when using a disguise kit.
- 18 You struck out into the desert in a wanderlust, but were blessed by a god for your efforts. A holy symbol appears on your body, which can be touched as an action to cast bane or bless (based on which god's icon appears). Once cast this way, you cannot do so again until you complete a long rest. Wisdom is your spellcasting ability for this spell.
- 19 Your youth was spent practicing with the various criminal guilds. As you grew in skill, the guild master took you under their wing personally. You gain the Skulker feat from the *Player's Handbook*.
- 20 You were taken from your home by a marid. They began your education immediately as part of some pet project, but as their interest waned you were magically returned to the exact moment you were taken. Thanks to its teachings, you gain the Ritual Caster feat from the *Player's Handbook*.

## FAVORITE FOOD

Depending on your home settlement, food in Calimshan may be entirely imported or partially home-grown. Roll on the appropriate table or select or create a favorite option of your own.

**Calim Desert.** Of course, the desert does not provide much in the way of crop yields. However, since both cities in the Calim Desert are significant trade hubs, food is rarely scarce. Exotic imports from surrounding kingdoms are common, supplemented with fish from the Shining Sea.

**Coram Steppes.** While much of the land in the steppes is difficult to farm, the local Calishites have mastered farming around the local rivers. Base crops of rice and wheat are common, along with smaller yields of fruits and vegetables. Imports are still a common supplement to the diet of the Coram Steppes, though the best imports typically end up in Calimport.

**Plains of Renestar.** The most fertile area of Calimshan, the Plains of Renestar's grasslands have extensive fields of wheat and grain, grazed by livestock. Local vegetables and fruits are consumed across the Plains of Renestar, with imports only rarely enjoyed.



### FAVORITE FOODS (CALIM DESERT)

d8	Food
1	Fried shield moss and blended tea
2	Fermented cabbage soaked in quelaerel (a sauce made from boiled slugs)
3	Currant-filled green cheese, with a boiled chocolate drink
4	Roast mutton and golden sands ale
5	Earth-pot baked vegetables, poured into a bowl made of bread and topped with olives and almonds
6	Pickled vegetables and boiled eggs, served on lettuce with bread
7	A bean, tomato, onion, and leafy green salad with an oil, lemon, and vinegar dressing
8	Fish, dressed with a series of vegetables and served with roasted tubers

### FAVORITE FOODS (CORAM STEPPES)

d8	Food
1	Handbreads, with herb-infused goat butter. Small packages of flavored bean paste are sometimes added as a spread.
2	Oil-fried balls of starch, filled with peas and served with coffee
3	Stuffed grape leaves, filled with vegetables and pickled
4	A leaf-packet filled with dried fruit, pickled vegetables, and roasted nuts
5	Pocket bread filled with herb-infused cheese and caramelized onions
6	Fried dough stuffed with minced meat (usually lamb or beef) flavored with onions and parsley
7	Horse meat and barley stew, served with fermented vegetable juices
8	Sesame bread, brushed with egg or oil, served with tomatoes or cucumbers

### FAVORITE FOODS (PLAINS OF RENESTAR)

d8	Food
1	Flatbread served with flavored butter cubes, white cheese, and heavy cream or honey
2	Beef or lamb broth served with hot peppers, pickles, and radishes
3	Poultry stewed over rice, served with fresh juice
4	Fish, stuffed with spices and herbs or walnuts, served with rice or wrapped in grape leaves
5	Fried and preserved fish strips, paired with a vinegar, pickle, and emulsified oil mixture
6	Thick, spiced gravy made from lamb or beef, thickened to a pudding consistency
7	Dried berries and chicken, mixed into creamed cheese and served with crackers
8	Meat stewed in limes, slow cooked with potatoes, then baked with a paste made from red and black beans until thick and rich

### MYSTERIOUS SECRET

Mysterious secrets are yours, and yours alone. You may have a strange object or be keeping a deadly secret. How you choose to use these secrets is entirely up to you. Roll once on the Mysterious Secrets table or work with your DM to create a secret.



## MYSTERIOUS SECRETS

### d20 Secret

- 1 Late one night, while I was busy after dinner with business, a small monkey entered my home and spoke to me: “The time is soon approaching. Find the one with a crown of ruby.”
- 2 I once had a dream in which I was a famous painter who used magical pigments to make my illustrations come alive. When I woke, the masterpiece I had painted in my dream was affixed above my hearth.
- 3 While travelling the trade roads, I once became lost. On my third night of wandering, I came across a flying castle, surrounded by a thick layer of clouds. It flew off before I could reach it, but following it returned me to the trade road where I found a small iron ring that was cold to the touch but glows red hot at night.
- 4 One morning I heard a whisper, someone drawing me into an alley. I followed the voice but there was no one there, only a mysterious sigil on the alley wall—and below it was written my name.
- 5 One morning at a lake outside of town, a stunningly attractive individual walked atop the surface of the water, calming it where they touched. I swam to meet them but they sank into the water and disappeared, whispering their name: Virtue.
- 6 One warm evening, I was fixing my roof when I looked up and saw the stars rearrange themselves before my eyes. They formed themselves into a face. A crystal blue gem fell from its giant open maw into my waiting hands before the stars returned to normal.
- 7 After a large battle, the bodies were being gathered for burial. As I came to one body, it miraculously stood up and saluted me despite being a fallen foe. It then began to walk to the horizon before I could get anyone else to see it.
- 8 While travelling the coast, I came across a body which had a map tattooed into its skin. I ran to get help, but when we returned, the body was gone. I used my memory to make a copy of the map.
- 9 Late one night, I was drinking with a stranger from a strange land. When it was time to leave, they winked and disappeared in a cloud of smoke which wafted out the window.
- 10 While washing my hands in a river, I caught a fish as it travelled by. While preparing it for dinner, I found a severed finger inside its stomach wearing a ring carrying the sigil of a pasha.
- 11 Enjoying a relaxing row in a small boat, I came across a group of merfolk fighting off a giant of the sea. The giant ripped up what looked to be part of a castle and threw it at them. After the battle was done, the tide was red. . . but I know there is a castle down there somewhere.
- 12 In the midst of an earthquake, all the stones around my home bounced and shifted until they formed three words: “Beware the Stars.”
- 13 A letter arrived one day, addressed to me, with only the words “help me” written upon it. The letter burst into flames the moment I held it, but the envelope survived. It bore a wax seal I’ve never seen before.
- 14 My best friend went to war. When I asked them what war, and against who, they gave names I had never heard of. They walked as though in a dream state. I’ve never seen them again.
- 15 I observed an entire house in one of the poor districts grow legs, stand up, and walk away. I swear it even winked at me.
- 16 I uncorked a bottle of wine from a distant land and, as I poured it into my glass, a seed fell out. The seed is translucent, and within I can see the tiny shadow of a dragon-shaped creature.
- 17 Purple worms are not unknown in our lands, but on my last trip into the desert alone I saw the most wondrous sight: an albino worm. It’s smaller than other purple worms but it shows cunning to avoid being seen.
- 18 While gathering water from a well, I heard a child calling from afar. I found a set of small footprints and followed them towards the sound. I found no child, but I did find ruins that were built by creatures much larger than myself. Since then, I’ve been unable to find the ruins again.
- 19 I spied upon a being of no small magical power. As a punishment, they cursed me to never be able to speak their name or describe them to anyone.
- 20 While walking the back alleyways of my home town, I stumbled into a group of at least twenty cats all conversing. Not yowling, but speaking perfect common tongue! Once they noticed me, they ran me from the spot!

## OMEN

Omens are portents of a character's future.

Omens are things that you want to achieve over the course of a campaign. Write down three: a short-term, medium-term, and long-term omen. You don't need all of them at character creation; just a short term omen is enough until you get a better sense of your character and the world they live in.

Each omen should have two parts: a goal, and a consequence of that goal. The consequence can be good or bad, but try to think creatively about what could come from reaching that goal. Omens will help keep your character motivated and working towards something, and they give the DM a way to shape their story in ways that include your character and their goals. When writing your omens, look back at everything your character has become through previous sections of the Character Chronicle and try to think of omens that link to your background's narrative.

If you need inspiration, we've provided several omens in the Omen Inspirations table. If something doesn't fit perfectly, fine-tune it, roll again, or work with your DM to determine your character's omens.

## FOR THE DUNGEON MASTER

The omens your players create will help you shape their personal narratives within your campaign. Consider how long your story is and try to pace characters' stories out evenly throughout the game. It can be interesting to follow one character's strong narrative arc, but remember to communicate with your players to make sure everyone gets an equal turn in the spotlight.

## OMEN REWARDS

When a player completes an omen, they gain a reward of the DM's determination. Any of the following are suitable rewards for completing a goal, or the DM may decide on unique rewards of the same general level:

- For the next 1d10 days, the character has advantage on saving throws against environmental effects
- For the next 1d4 days, the character's weapon attacks deal an extra 1d6 damage of the weapon's type
- For the next 1d10 days, the character gains inspiration whenever they finish a long rest





## OMEN INSPIRATIONS

### d20 Omen

- 1 I will find a genie and force them to grant me a wish, but the wish will inadvertently cost me everything I've earned.
- 2 I will become pasha, but doing so will cost me my closest friend.
- 3 I will join the Janessar, but doing so will reveal a dark secret about my own family.
- 4 I will dismantle the Twisted Rune, but doing so will cause a new, darker organization to form.
- 5 I will free every remaining slave across Faerûn, causing a revolution that will quickly get out of my hands.
- 6 I will face great magic and die, but I will return as something new and more powerful.
- 7 I will find a magical item which can change the history of our lands, but my changes will have unintended consequences for everyone.
- 8 My enemies will be turned into my allies, but doing so will cost the trust of my former friends.
- 9 A lost magic item of Calimshan will be recovered by my hand, but in reclaiming it a horrible chaos will wash over the sands.
- 10 I will prevent an ancient evil from being unleashed, at the cost of my own soul.
- 11 I will delve into a deep Calim ruin and recover a lost artifact possessed of an ancient intelligence, but the artifact will not be what it claims.
- 12 I will save a mysterious stranger in the desert, accidentally triggering a war between them and Calimshan itself.
- 13 I will purge the vast spaces between cities of bandits, but my drive to do so will cost me all my friends, family, and other loved ones.
- 14 I will become a legendary pirate, but the cost of my glory will be every relationship I've ever made.
- 15 I will find an ancient obelisk but using its power will change the course of history forever.
- 16 I will befriend a creature known to others as a monster, and in doing so I will make everyone see me as a monster as well.
- 17 I will fight so that all folks of all races and cultures are equal in Calimshan, but this fight will leave me permanently scarred.
- 18 I will stop the Twisted Rune from completing a ritual that requires my blood, but this will create a new strain of mutated monstrosities.
- 19 I will find a portal to the elemental planes, but I will find my end on one of those planes.
- 20 I will find an ancient protector of Calimshan who was once imprisoned and free them, also unleashing a powerful tyrant in the process.

# BACKGROUNDS

## ADAPTING BACKGROUNDS

Any of the backgrounds from the *Player's Handbook* fit within Calimshan. However, we have provided a few alternative options for adapted backgrounds that fit more specifically within this harsh environment.

### GUILD ARTISAN (CHEF)

Food is an important part of Calimshan's life. The people who create delicious and nutritious meals are like saints to those they serve. Within Calimshan, not just the food that is created but the act of creating it is an art form unto itself.

### GUILD ARTISAN (TATTOO ARTIST)

Tattoos visually tell someone's story, be it their family, their loves, or those to whom they hold loyalty. As an artist who designs and applies these tattoos, you're given a sort of sacred protection by all as a line and ink librarian.

### NOBLE (RENSHA)

Your family holds business interests outside the borders of Calimshan. While this doesn't immediately seem useful beyond the income it provides, it usually means your family has connections to powerful figures who either rely on your wares, or have come to expect the very best quality from them, if not both. Few would risk their own business connections directly by trying to drag yours down.

### SAGE (ELEMENTAL SCHOLAR)

The people of Calimshan and the genies have forever been entwined. Maybe your own history is entangled with that of the elemental princes, or maybe you just have a keen interest in lineages. Whatever the reason, others rely on your expertise in the subject whenever cultures clash.

### SAGE (ECONOMIST)

From the most regal of pashas to the desert raiders there is one thing all folks from all walks of life can agree upon: the coin must flow. A sharp mind is valuable and there is a saying in Calimshan: "There is a reason they call it a *Wealth* of knowledge."

## FURTHER READING

*Calimshan Adventurer's Guide*, M.T. Black  
*Sword Coast Adventurer's Guide* by Wizards of the Coast  
*Forgotten Realms Campaign Setting (3rd Edition)* by Ed Greenwood, Sean K Reynolds, Skip Williams, Rob Heinsoo

# NEW BACKGROUNDS

## CARAVANNER

Considering the vast swaths of desert, there are few in Calimshan who can get from where they are to where they want to go without joining up with a caravan. For some, this life is comfortable and an easy source of money, marking many of their early years.

**Skill Proficiencies:** Athletics, Animal Handling

**Tool Proficiencies:** Vehicles (land)

**Language:** Any one language of your choice

**Equipment:** a set of common clothes, a tattoo demarking who you have served with, a saddle or a lantern, and a belt pouch containing 10 gp.

### FEATURE: FRIENDS FROM WAY BACK

You've been around the trade routes long enough that you can recognize a friendly face in the crowd. This might take the form of an old caravanner you travelled with, a former boss, or a contact you've met in passing. Whatever the form of your relationship, you can always rely on them to get you a bit of information or a warm place to stay for an evening.

### PERSONALITY TRAITS

d8	Personality Trait
1	If you treat me with respect, you'll get it returned in kind.
2	I work with others because I know we can accomplish more united than we can apart.
3	I know no fear: I've looked powerful creatures in the eyes and lived.
4	Most problems can be solved by a direct, forward plan of action.
5	I don't do anything for free, especially the things I'm good at.
6	The fact that people rely on me is something I'm quick to remind others about.
7	I care more about animals than most people. Animals are rarely capable of duplicity.
8	When others don't listen to me, I raise my voice.



### IDEAL

d6	Ideal
1	<b>Togetherness.</b> We need to rely on each other, or we fall apart.
2	<b>Nation.</b> Our cultural heritage is important, and I'm proud of that.
3	<b>Planning.</b> A good plan can turn something good into something great.
4	<b>Compassion.</b> It's important to care about others, you can't be a soldier all the time.
5	<b>Pride.</b> It's important to do your best, not for others, but for yourself.
6	<b>Sacrifice.</b> Sometimes, what needs to be done comes at a cost. Calimshan has survived on that ideal.



### BONDS

d6	Bonds
1	I will do anything for my family.
2	My name means everything to me, it must be held to the highest standards.
3	People who would die for me, are worth dying for. We're in this together.
4	Experiencing all life has to offer is the reason I travel.
5	My skills are reserved for only the most discerning of buyers.
6	It's not important to be perfect, just to be better than you were yesterday.



### FLAWS

d6	Flaws
1	You will obey my orders. Or else.
2	I can't help but judge others based on each and every action they take.
3	I have a parable for every situation, and you're gonna hear it.
4	From rotting food to broken equipment, I refuse to throw away anything, it's wasteful.
5	I can't help myself but try to care for every monster smaller than myself.
6	I'm so generous, I often give more than I actually can offer.

## BOUNTY SEEKER

In ages past, there was a group who called themselves the Bounty Seekers. After their success, they trained others and this became a flourishing business venture: the tracking down and apprehension of wanted individuals on behalf of the state.

**Skill Proficiencies:** Investigation, Perception

**Tool Proficiencies:** Thieves' tools and Tinker's tools.

**Equipment:** a set of common clothes, a set of Tinker's tools, a set of manacles, a tattoo or icon that identifies you to others with this background and 10 gp in small rubies within a belt pouch.

### FEATURE: INFORMANT NETWORK

You have reliable and trustworthy contacts who act as your eyes and ears. You know how to get information about your quarry, even over great distances; specifically, you know the local messengers, guards, and mercenaries who will share information about your targets with you.

### PERSONALITY TRAITS

d8	Personality Trait
1	I act like a big dog, all growl and bark. Test me if you want to see it backed up with muscle.
2	I love it when a plan is drafted, refined, and executed. That's when it all comes together.
3	I can't just let things go. If something interests me, I absolutely need to know more.
4	To me, there are two places in life: you've either won or you've lost. I never lose.
5	To catch your prey, you need to use the same low, dirty tricks they do. There's nothing wrong with playing things "unfairly."
6	I'm only interested in taking jobs that are just and good. To me, there's no straying from the path of what is right.
7	I'm a people person: No matter my differences with someone, there is always a place where we can share common ground.
8	I'm a good sport: I'll throw you a headstart or handicap myself if I think it'll make the situation more dramatic!

### IDEAL

d6	Ideal
1	Justice. Without justice, wrongs go unpunished and that's unacceptable.
2	Law. The order of law should ensure that everyone feels society is fair.
3	Honor. Others need to trust that I will keep my word, or my word becomes worthless.
4	Vengeance. Justice can fail, but evil should pay.
5	Force. Power challenges power. The only way to get stronger is to rise to that challenge.
6	Responsibility. While others hold onto hope, some take action so that hope can thrive.

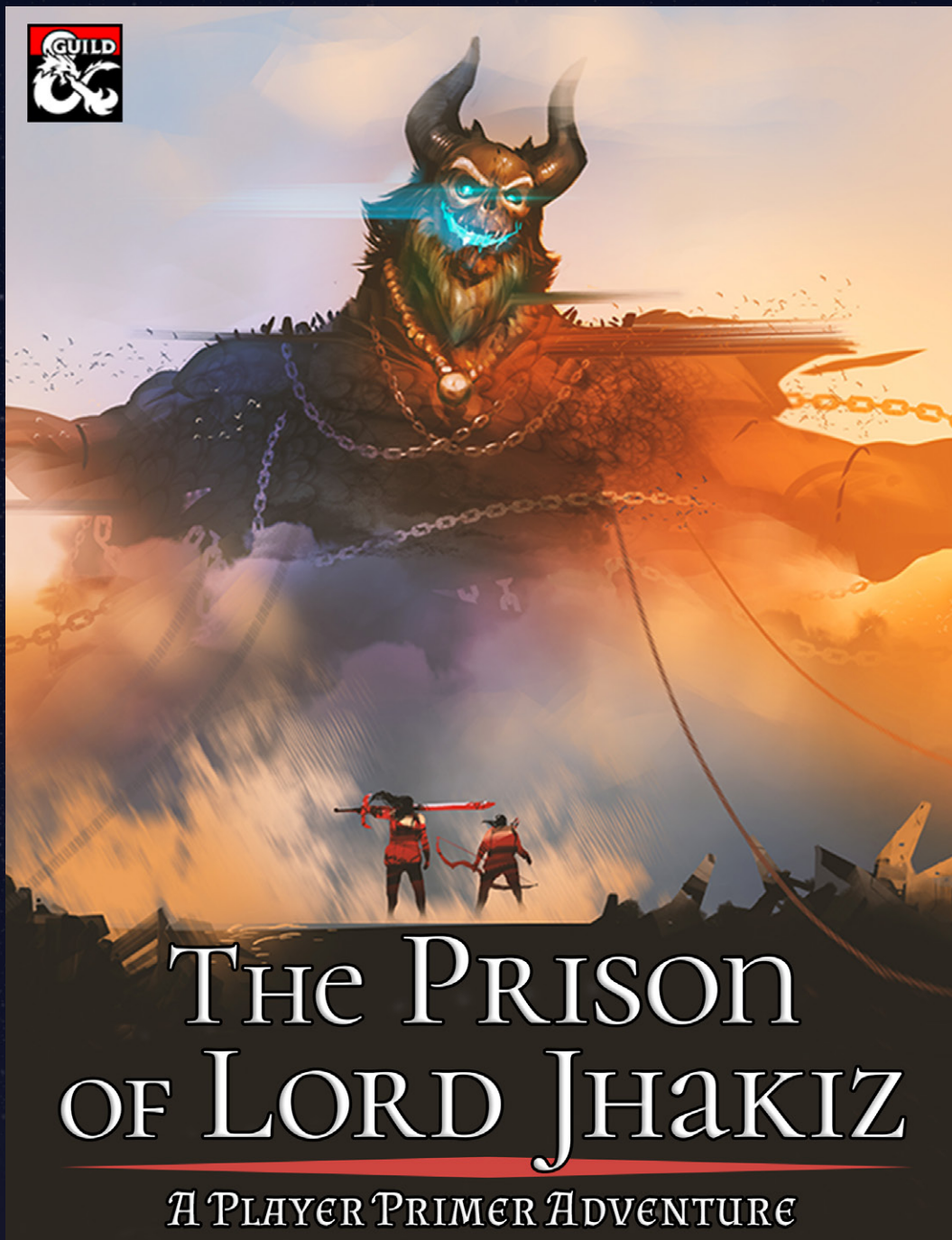
### BONDS

d6	Bonds
1	My loyalty to the Bounty Seekers is unwavering
2	It is my duty to protect my fellow seekers.
3	I owe a debt I can never repay to the person who took pity on me.
4	Everything I do is to uphold justice.
5	I'm guilty of a terrible crime. I work the arm of justice to make up for my crime.
6	I idolize our founder, and measure my deeds against theirs.

### FLAWS

d6	Flaws
1	I don't actually care if my quarry is guilty, I've been hired to do the job and it will get done.
2	I've given myself a stupid nickname and I refuse to answer to anything else.
3	I'm full of myself, and you should be too! Look at how great I am!
4	Defeats are not my fault, it's always someone else doing something unfair.
5	I must take leadership in every situation.
6	I'm not nosy, I just need to be involved in everything even if I'm not supposed to be.





Your heroes are built, so it's time to adventure! Check out

## THE PRISON OF LORD JHAKIZ

on Dungeon Masters Guild. This adventure is designed for new level 1 heroes. It utilizes many of these themes and factions introduced in this Player Primer and provides several hooks to continue an ongoing campaign.

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