

# HackMaster

## Kingdoms of

# Kalamar

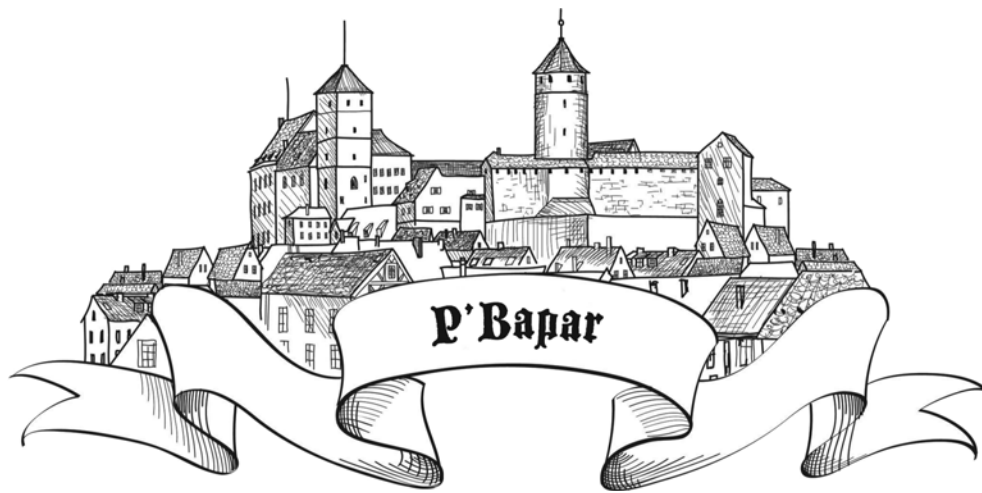
*Fantasy Campaign Setting*

## P'BAPAR



**PART 1: OVERVIEW OF THE  
INDEPENDENT CITY STATE OF P'BAPAR**





## Part I: Overview of the Independent City State of P'Bapar

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This is the first in a series of supplements that detail the city of P'Bapar. It provides a brief overview of the Independent City-State of P'Bapar, while later additions will focus upon the city itself.

The Independent City-State of P'Bapar (*pronounced Puh-BAH-par*) is designed for use with the Hackmaster role-playing game. Set in the Kingdoms of Kalamar, P'Bapar is located in the northern reaches of the Young Kingdoms.

### A Brief History of P'Bapar

P'Bapar holds the distinction of being first state to successfully declare independence from the Kalamaran Empire. Originally founded by Voleln I, an ambitious nephew of Brandobian King Andovel, the city-state of P'Bapar has long been a rallying point among the upstart governments in the Young Kingdoms.

In -40 IR Andovel sent his nephew east, over the Legasa Peaks, to help construct what would eventually become the city of P'Bapar. Andovel's motives were partly political, partly economical, and partly to rid himself of his power-hungry rival.

Per Andovel's instruction, Voleln was allowed to claim all the land east of the mountains with the agreement that the mountain pass would remain in Andovel's control and that Eastern Brandobia would be subservient to the Brandobian motherland.

Possessing a large army, trained by elven strategists, Voleln was able to conquer the Deji tribes that made their home in what is now the Young Kingdoms. Per his uncle's demands, he established the city of P'Bapar to guard the only pass through the dangerous mountains into his native kingdom.

Some evidence exists to support a theory that the location upon which the city of P'Bapar rests was once an ancient place of significance to the native Deji. Ruins near the city reinforce the idea that the area was settled prior to Andovel's arrival.

The first Brandobian scouts to arrive even reported the remnants of an ancient watchtower where the citadel now stands. Academics sometimes debate who these ancient people were. However, most sages quickly dismiss the ruins as anything of importance, a fact that often leads to more speculation that these learned scholars are hiding something.

Over time, and with the protection that a newly constructed citadel provided, the city grew, often at an alarming rate. By the time Fulakar of Kalamar arrived to take the city by force (and remove the head of Voleln III) the city had swollen to twenty-thousand souls. The capture of the city and the unpreventable Kalamaran rule ensured that P'Bapar was further fortified and the population doubled twice again in the intervening years.

A generation later, the western reaches of the Kalamaran Empire split into several smaller kingdoms, duchies and earldoms in an attempt to increase efficacy of governance. These new nations became known as the "Young Kingdoms" and among them stood the city-state of P'Bapar. While self-governed, each realm remained a part of the empire, much like Tokis and Basir today. Eventually, one by one, the Young Kingdoms gained independence from Kalamar, with P'Bapar leading the way.

Before P'Bapar could secede from the Empire it needed to ensure that it could withstand a potential Kalamaran invasion. Therefore, prior to declaring their independence, the first Archduke of P'Bapar consulted with the general of the Militocracy of Korak and contracted a deal

that ensured, should Kalamar retaliate militarily, that the two nations would support one another. An important steppingstone, this treaty laid the groundwork for future political relations as well as providing Korak the backing of P'Bapar for its eventual secession one month later. Once free, P'Bapar became the unofficial leader of the Young Kingdoms.

The city-state remains prosperous, self-sufficient and highly independent. The Archduke continues to foster relationships with the gnomish and dwarven clans of the Legasa Peaks in the west to compliment his already-strong trade agreements with Korak and Cosolen. These treaties help ensure that no foreign country will ever rule the Baparan people again.

### **An Introduction to the City-State of P'Bapar**

The Independent City-State of P'Bapar resides on the eastern slopes of the Elenon Mountains. Rugged foothills covered in coniferous forests, lush river valleys, and jagged and impassable mountains comprise most of the Archduchy. Hardwood forests, scrub plains and low-lying bog lands dominate the lower (and more easily accessible) portions of the country.

Countless streams, creeks and rivers drain water from the higher mountain slopes. These waterways provide not only fresh drinking water, but also a means of navigation and trade throughout the city-state. Barge and boat traffic on the calmer lower rivers is common, as is the sight of lumber flowing down from the mountain hills.

Life in the Archduchy is relatively difficult. Nothing comes easy here. The land is hard and challenging to farm. Predators target shepherds. Vicious humanoid, wandering monsters and bandits prey on the unwary throughout the region.

Weather in the Archduchy is unpredictable. Summers prove short at higher elevations, but the lowlands become dry and hot. Winters are vicious, and gathering storms sweeping down from the mountain peaks deal death to those caught unaware.

P'Bapar is a country extremely rich in natural resources. The Elenon Mountains hold a seemingly unending supply of gold, silver, copper, iron, emeralds, topaz, amethyst, and tourmaline. Forests along the foothills provide ash, oak, cedar, and pine. Harvested for use and sale, lumber is one P'Bapar's primary exports.

Plentiful farmland and ranches east of the Banader River produce root vegetables, corn, wheat, rye and hay.

Minerals hacked from the mountains flow downriver to sell at Daresido, Korem, Bet Kasel, and Baneta. Merchants send foodstuffs, wool, and trade goods back up

the Renador to Kalaleta and the many small villages along the river. A fair portion of trade passes west into Cosdol and beyond. Trade routes through the Coniper Gap run to Cosdol and the Lendelwood, and as far south as Eldor.

Aside from its tremendous exports, P'Bapar commands the sole route for trade through the Legasa Peaks, via the Coniper Gap. The Archduke charges duty on all goods traveling overland through the gap to and from Cosdol and Eldor – producing a vast income of tariffs which he uses to bolster the Archduchy's finances. While this situation is a boon for the Baparan economy, it does create opportunities for bandits, smugglers and thieves, all of whom are active throughout the city-state.

Threats to the nation of P'Bapar are varied and numerous. While the Legasa Peaks hold an extensive amount of wealth, they also provide shelter and security for dangerous creatures. A wide variety of humanoids, bandits, brigands and even darker and more disturbing perils live within the shadows of the mountains. Goblins, orcs, and kobolds are the most common adversary encountered, but by far the least dangerous.

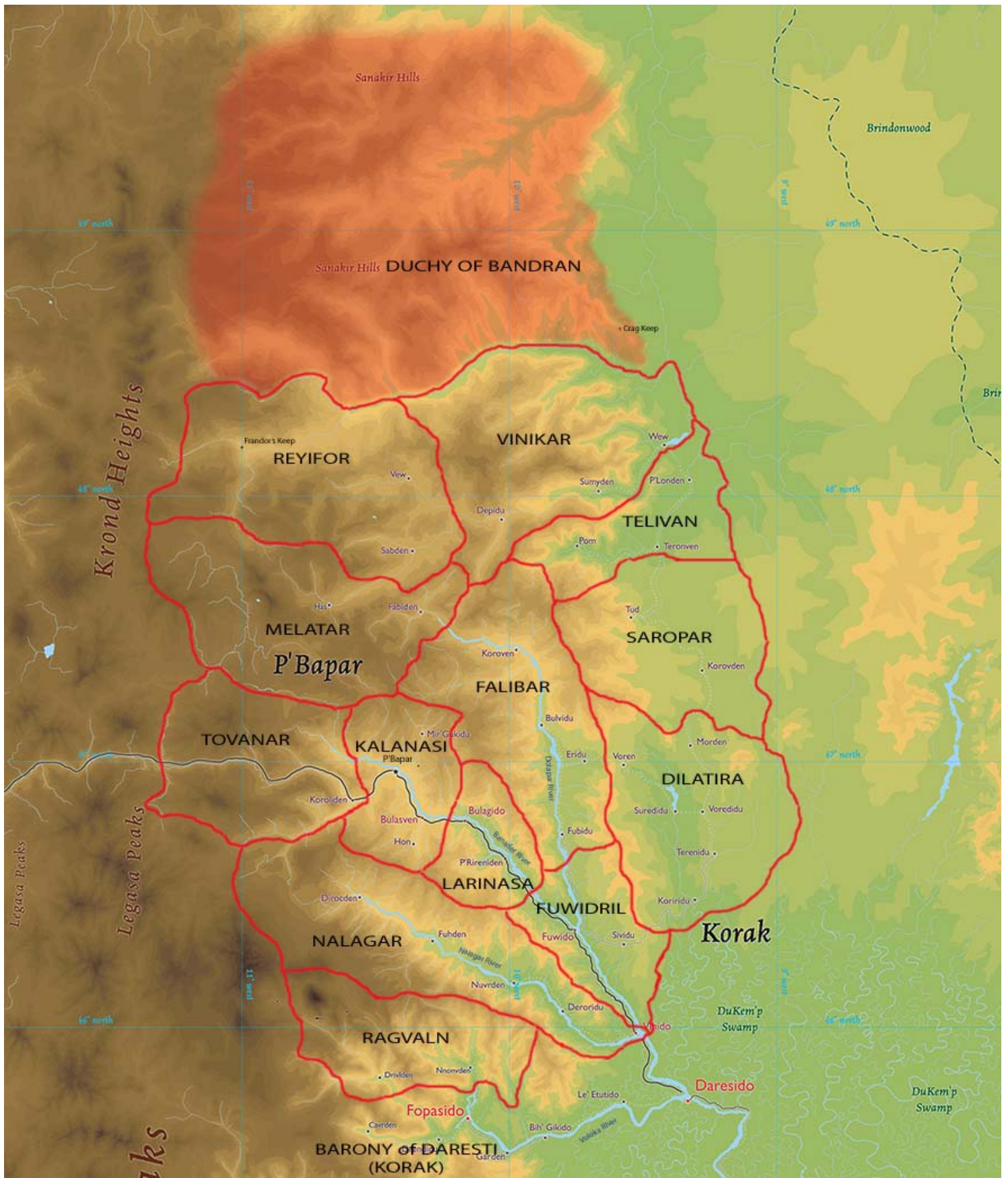
Experts speculate that the orcs of the region might outnumber humans by as many as three to one. Luckily, they remain a disorganized lot, unable to effectively strike at a large city the size of P'Bapar. Unfortunately, large war-bands sometimes descend on isolated settlements.

Those removed from the protection of the cities must always remain vigilant. Aside from the lesser humanoids, larger monsters such as gnoles, bugbears, trolls, ogres, giants and even larger animalistic predators pose additional, and often horrific, threats to those in the region.

The total area under control of the city-state counts a total population of 250,000. This population largely speaks a dialect of Kalamaran called Baparan. Kalamaran conquerors imposed their culture on the region but many native Brandobian idioms and sayings have been retained. Baparan was formed from a base of Brandobian melded over the years with some minor Dejay influence, and overlaid with formal Kalamaran to create the modern Baparan language. This dialect differs enough from Kalamaran that it is considered a separate language unto itself, though closest to Kalamaran.

The written language remains similar enough to Low Kalamaran that those literate in either language will find the translations fairly simple, and in many cases unnecessary. Those literate in the Kalamaran language can read Baparan without a terrible amount of difficulty, and vice-versa (literacy ratings drop a mere 10% between the two languages).





This map depicts the Archduchy of P'Bapar replete with its constituent Earldoms and the extent of their dominion.

# The Earldoms

Thirteen different Earldoms subdivide the city-state of P'Bapar. Archduke E'Dos rules over the entirety of the city-state from his seat in the city of P'Bapar. The Earls (or countesses) of each Earldom rule the smaller territories in E'Dos's name.

Earls hold a considerable amount of power and their hereditary title passes on from father to eldest son. In the absence of a son, the title will pass to the wife, then the eldest daughter, and finally to eldest living brother.

Should there be no viable familial ancestor to accept, the Archduke assigns a new leader of his choosing from among the nobility. Despite the hereditary nature of the office, E'Dos maintains the power to dispose any leader he desires, a fact that isn't lost on the nobility of P'Bapar.

For the most part, Archduke E'Dos does not play favorites. He is content to let his Earls rule as they see fit, abstaining from needless meddling whenever possible. This requires each Earl to shoulder a considerable amount of authority. The Archduke intercedes only when a serious problem arises or the incompetence of the rulers has truly tested his patience.

Of course, this strategy has its own set of problems. Without the Archduke's direct involvement some Earldoms inevitably suffer from poor or corrupt leaders who abuse their power and take advantage of the people they are supposed to lead.

## Military in the Earldoms

While the military of P'Bapar is detailed in later installments, it is worth noting that the soldiery of the city-state is comprised of a standing army under the control of the Archduke himself. While each Earldom has a dedicated number of soldiers at their disposal, final authority lies with the appropriate military commander assigned to the region, and not the Earls.

Conflict between the military commanders and the Earls is common, especially when strong-willed or entitled personalities are involved. The soldiers' chief concern is the protection of the citizens from humanoids and bandits. Some commanders may expand their duties at the behest of the Earls for an increase in pay, favors, or just for sport.

That being said, the soldiers' primary duties are militaristic, not domestic. Each Earl is responsible for forming and maintaining a police force for the protection of their citizens and the enforcement of Baparan laws.

This comes in many forms, such as: a private police force, a militia (required or volunteer), mercenaries, or even using the Earl's own personal household guards. Each Earldom is different, depending on the personality of the military commander assigned to their region and the number of soldiers at their disposal.

## Earldom of Dilatira

Known as the breadbasket of P'Bapar, Dilatira is one of the most densely populated Earldoms in the Archduchy. The low-lying Earldom is dominated by vast expanses of grassland, bogs and forest. Rye, potato, corn and wheat fields dot the countryside and comprise the majority of the foodstuffs grown here.

Small villages and cities sprinkle the landscape. The village of Koriridu boasts a trade in the soft feathers of the paka bird and a complimentary employment in linen manufacturing.

People of Dilatira are generally friendly, if a bit unsophisticated. Farming, hunting, and herding are the primary occupations for men in the region; while weaving, skinning and the creation of vellum are the most popular professions for women. Soldiers are a rarity. Patrols are encountered along the roads, which remain relatively safe and free from bandit activity.

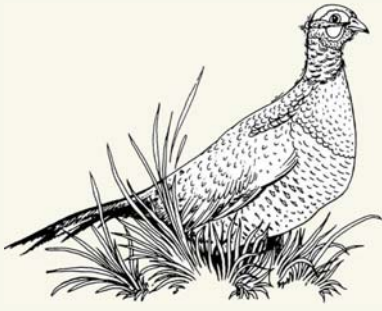
Dilatiran locals hunt for both sustenance and sport. Small game such as rabbits, squirrels, and foxes are highly sought after. Field deer and game birds (such as geese and ducks) are also hunted throughout the region, though not as readily available. However, the paka bird, which nests exclusively in the swampy fields and grasslands north of the DuKem'p Swamp, is the prize game of the entire city-state.

Paka birds are elusive, but can be found in great numbers in the grasslands. Hunting them generally requires the use of dogs or large parties of hunters moving through the tall grass or swampland in order to force them into flight, where they are brought down with bow or sling.

Large hunting parties form in the fall when paka birds are most active. Hunters roam great distances for days or weeks at a time hunting the birds.

Native hunters are a proud lot, and their skill at hunting paka birds is a great source of pride. Woe to the man who returns from a hunt empty handed, especially when his comrades can count multiple kills. Renowned paka bird hunters enjoy a small bit of fame throughout the region. Visitors with the requisite skill to down a paka bird in





## PAKA BIRD

Similar in size and appearance to the pheasant, paka birds are native only to Dilatira (and the grasslands to the east) though they have on occasion been spotted as far north and west as Saropar and Falibar, respectively. Paka birds do not migrate and spend their entire life in this region. They are highly sought for their tail and flight feathers, but more-so for their soft down which insulates their bodies from the cold, allowing them to safely nest in areas of chilly, marshland. paka birds swim well, though they rarely do so.

Males possess a bright red head dominated by a large yellow wattle. Orange, brown and dun feathers spotted with brown, black and white, decorate their bodies and provide an effective camouflage. Females have similar markings but lack the garish colors being entirely white, brown, gray or black with spots of gray or brown.

flight are greatly admired.

The current Earl of Dilatira is an aging, but charismatic, man named Aldus Melcodin. He currently resides in a posh estate on the lake near Suredidu with his wife and five children (three boys, two girls).

Aldus was appointed to the position of Earl after his predecessor, Estra Dilatira, was found guilty of funding several lucrative smuggling operations throughout the region. With no intact hereditary lines that E'Dos could trust, he was forced to appoint another noble house to the title of Earl.

Aldus is a man of both money and means, owning several hundred acres of rich farmland scattered throughout the Earldom. Slaves and hired laborers do the majority of the work allowing Aldus to focus on trade agreements and business deals. All of his children work for Aldus with varying forms of administrative responsibilities. Aldus refrains from disruption at court and political jockeying. He becomes intensely involved only when issues of taxes or land ownership are under discussion.

Rival Earls view Aldus as nothing more than a simpleton merchant lord. The one exception is the Earl of Saropar, who is a friendly rival. Despite this perception, Aldus is a trusted subordinate of E'Dos. He reliably supplies needed funds for the Archduke's armies or pet projects in the region.

### **Adventures and Interactions:**

▶ The former Earl of Dilatira, Estra Dilatira, was banished from P'Bapar upon discovery of his involvement with several bands of smugglers. After his capture, Estra sold-out, providing intimate details of his operations and dooming many of his associates.

Unfortunately, Estra hasn't taken the loss of his lands, titles and position well. After relocating to Baneta, Estra

grew a beard to conceal his identity and returned to P'Bapar in the guise of a mercenary ranger named Lananar Ragiter. He hopes to reconnect with some of his more trusted smuggling friends whom he didn't betray (if they remain alive) and mount a resistance against E'Dos, the current Earl of Dilatira, or anyone else who dares oppose him. He hopes to exact a measure of revenge for the insults he suffered.

▶ The business of trade (particularly in paka bird feathers) is one of the most corrupt businesses in the Earldom. Thieves are commonplace, and weavers and hunters are forced to protect their stock of feathers from unruly miscreants. Worse, however, are the merchants of the region, who engage in all manner of nefarious and shady business dealings in order to secure paka feathers for exportation.

Unscrupulous tradesmen will try to pass off lower quality down feathers (such as goose or duck) to unsuspecting buyers. Others prefer to cut their stock by feathering in lower quality down with the silky paka bird feathers.

Taxes on paka feathers are particularly high and those who can will smuggle the precious cargo in order to avoid this drain on their profits.

## **Earldom of Falibar**

At the heart of this Earldom sits the Dolapar River and the trading towns populating the length of its shores. Barge traffic navigates the river as far north as Koroven. The Dolapar serves as the principal access route to the northwest regions of the Archduchy.

Locals primarily harvest lumber, rye, and wool, which they trade in Falibar. Peasants toil as farmers, shepherds and loggers in service to the Earl. Portions of this Earldom

are still fairly remote, with the population largely concentrated along the banks of the Dolapar.

Any journey into the foothills of the Krond Heights typically requires passing through this Earldom. As such, wandering sell-swords, ambitious merchants, intrepid explorers and heroes are present in numbers. Encounters with these transients frequently occur when navigating the river ways.

Fubidu and Koroven are the largest settlements in the region, separated by less than a handful of people in size. Both are prosperous towns, with Fubidu being the home of the current Earl, Vrindon Galborn.

The Galborn family has ruled the Earldom of Falibar for nearly a century, assuming control after the Falibar line died out without leaving an heir. Vrindon is a purposeful and serious man. He believes in duty, hard-work and the importance of title and one's place in the social structure. Vrindon greatly dislikes sell-swords and explorers, as they often eschew many of these opinions.

A four century-old stone fortress overlooks Koroven – originally built when the Kalamaran Empire ruled this land. Vrindon has been advocating for funds to refurbish this aging structure, but his petitions have been met with little favor at court. As a result, he is forced to live on a ranch outside of Fubidu where his slaves farm rye and manage herds of sheep and oxen. Vrindon married late in life, but his wife is young and recently pregnant with their first child.

Priests of the Assembly of Light flock to Koroven to study at a century old church located in the village. Known for its collection of ancient religious texts, the church is one of the oldest buildings in Koroven, said to have been founded long ago after priests destroyed an ancient evil found in the nearby foothills. The temple is not only a monument to their work, but also a reminder to remain vigilant against any darkness wishing to envelop the area.

#### **Interactions:**

▶ Vrindon Galborn is considered a ruthless and generally disliked Earl. He takes advantage of the rights given to him by the Archduke, especially the right of land ownership.

All land in Falibar belongs to the Earl and anyone caught hunting, trapping, or farming without permission is hanged. Peasants hoping to live off the land may apply for permits to hunt and trap in the Earldom. The number of permits given to hunters is strictly regulated. As a result, poaching is a popular crime among the peasantry,

and one the Earl takes seriously.

Poachers are often mutilated (the removal of hands or feet) or hanged outright for their crimes. Banditry and peasant uprisings are periodic occurrences in Fubidu, but few amount to anything more than a minor nuisance for the Earl and his private guard.

▶ Soldiers stationed in Falibar are often at odds with the Earl's demands and the orders of their superiors. Disputes between the poor and the wealthy are fairly commonplace and demand much of their attention.

▶ Sheriff Fedamir Sepiter heads the local police for the Earl, keeping his peace, enforcing his laws, and collecting his taxes. Fedamir, a lean, hardened man, controls a band of hired thugs who take whatever they want in the Earl's name, especially in the more remote regions of the province. Complaints to the military have thus far gone unanswered, though there is no love lost between the sheriff and the soldiers.

▶ An enterprising band of brigands have claimed the stone fortress overlooking Koroven as their own. For several months they have been waylaying traffic downriver and robbing passing merchants whenever they can get away with it. They are slowly building up a reserve of supplies intending to refurbish the fortress.

Their hope is to eventually overtake Koroven, claiming the town as their own. The group is actively recruiting skilled tradesmen (masons, carpenters, and blacksmiths) from outside the Earldom, in order to enact their bold plan. Thus far, the group has gone undiscovered, as few travel up the bluff to the old abandoned stone fortress. Anyone bold enough to make the ascent is captured and murdered. The bandits make a point to drop the body from a nearby ledge to suggest that the explorer suffered a fatal fall while hiking.

## **Earldom of Fuwidril**

The Fuwidril clan claims a lineage five centuries long, stretching back to the era of the Eastern Brandobian Empire. While the veracity of these claims is difficult to ascertain, there is no doubt that Fuwidril family does bear more physical similarities to the Brandobian race than most. Quite ironically, onomastics reveal their very surname as Kalamaran in bent if not origin.

Nandten Fuwidril remains equally unpopular in his own Earldom and he does at court in P'Bapar. An ignorant racist, Nandten was raised believing in the purity of royal blood, particularly in relation to Brandobians. His views on his native homeland and their relations with Kalamar,



Korak and Ek'Gakel remain bigoted; but worse is his stance on non-humans (whom he considers inferior in every way). Fortunately, few of the Earl's opinions are echoed outside of the comfort of his home.

The town of Fuwido is the focal point of the Earldom. It is a bustling trading town where much of the economic output of P'Bapar finds its way to market. Foreigners are a common sight and nearly any commodity a buyer desires can be found in its marketplaces. Fuwido also sits at the center of the transportation network connecting eastern, northern and western P'Bapar. Cultural tolerance, despite the personal opinions of the Earl, remains high and Fuwidans tend to welcome foreigners, travelers and explorers (and their trade goods) with open arms.

Taxes on river barges and boats carrying trade goods into Fuwido are extremely high. Enterprising entrepreneurs have been known to stop several miles short of town and offload goods onto horses or mules in order to circumvent the inflated tariffs on barge traffic. Those caught are quickly hanged and boldly marked as smugglers. Corpses dangling from trees along the river banks are common enough and serve as a warning for passing travelers.

Lizard men and bandits often raid the small villages along the borders of the DuKem'p Swamp. These bands live in small communes in the wilder places of the Earldom. Bandits have been known to lair in the

wetlands, which makes finding them difficult. Invariably, once every few years, a group will grow large and bold, forcing the Earl to send forces into the swamp to deal with the problem.

Soldiers patrol the Earldom in bands of six to ten men (both mounted and on foot), paying particular attention to the eastern borders. Armed men crossing into the city-state are often detained and questioned (as they are assumed to be bandits) by the army until their motives can be ascertained.

When these incidents lead to conflict the soldiers are notoriously merciless, preferring to kill or capture everyone involved and ask questions later. Prisoners (should they survive) are then interrogated and tortured, if necessary, to determine their intentions. Those refusing to cooperate are beheaded or hanged as spies, smugglers or bandits. Their bodies are left to rot on pikes near the borders, an example to bandits and smugglers crossing into Fuwidril.

### Earldom of Kalanasi

This is not an Earldom per se, but rather the personal dominion of the Archduke. This most densely populated territory in the city-state is personally administered from P'Bapar. It is covered in detail in future supplements.





## Earldom of Larinasa

Galinon Bulagido, a fourth generation Earl, rules this province. He is both a childhood playmate and cousin of Archduke Kalanasi. The no-nonsense lord is a military man through and through and, unlike his peers, actively participates in military matters within his province. E'Dos has bestowed the title of general upon his cousin in an effort to assuage the other Earls on the active involvement of military matters his cousin is granted.

The Earldom's most important site is the formidable Castle Bulagido – military headquarters for the nation's cavalry. Thousands of soldiers base their operations from this fort, ranging far and wide across the city-state, none more important than the mounted lancers.

A large market town surrounds Castle Bulagido, supplying the soldiers with whatever goods and services they may need or desire. The eponymous town is largely engaged in supporting the castle and its attendant troopers. Skilled armorers, weaponsmiths and masons stand readily available for hire. Prostitutes, blacksmiths, wainwrights, carpenters and many others toil here in numbers. Nearly any type of weapon and armor can be purchased in the small outdoor market located just beyond the walls of the castle. Some merchants make the journey to Castle Bulagido on a regular basis just to fill the needs of those stationed there.

Farmers work the land along the Banader, while shepherds move herds of sheep and cattle through the valleys in the surrounding hills. Population centers are sparse throughout the region with the heaviest concentration of people centered on Bulagido.

Barge and foot traffic are common as traders move goods into P'Bapar to sell. During harvest time the roads leading to P'Bapar become congested. The increased presence of travelers means an increase in patrols. As such the roads of this province remain fairly safe.

### Adventures and Interactions:

▶ The military freedom Galinon Bulagido is granted is often a point of contention at any gathering where more than one Earl is present (such as at court). All of Galinon's rivals consider the additional responsibilities a prime example of favoritism on the part of the Archduke. Rarely does a week pass when E'Dos isn't forced to defend or discuss his decision. Because of this rift, several of the other Earls have considered pressuring E'Dos for similar privileges. Fortunately, a healthy fear of the Archduke has kept the Earls in line.

▶ The other nobles titter in their sleeves about the Bulagido name, questioning the purity of the family's noble blood given that 'Bulagido' translates roughly to 'person from the town of Bulag', a peasant surname if ever there was one. The self-named castle and town only reinforces the snickering.

## Earldom of Melatar

Like all of the western provinces of P'Bapar, picturesque scenery generally unsuitable for human settlement characterizes the Earldom of Melatar. The village of Has serves as a regional trading center for the miners, trappers and shepherds scattered throughout the trackless mountains comprising the bulk of the district.

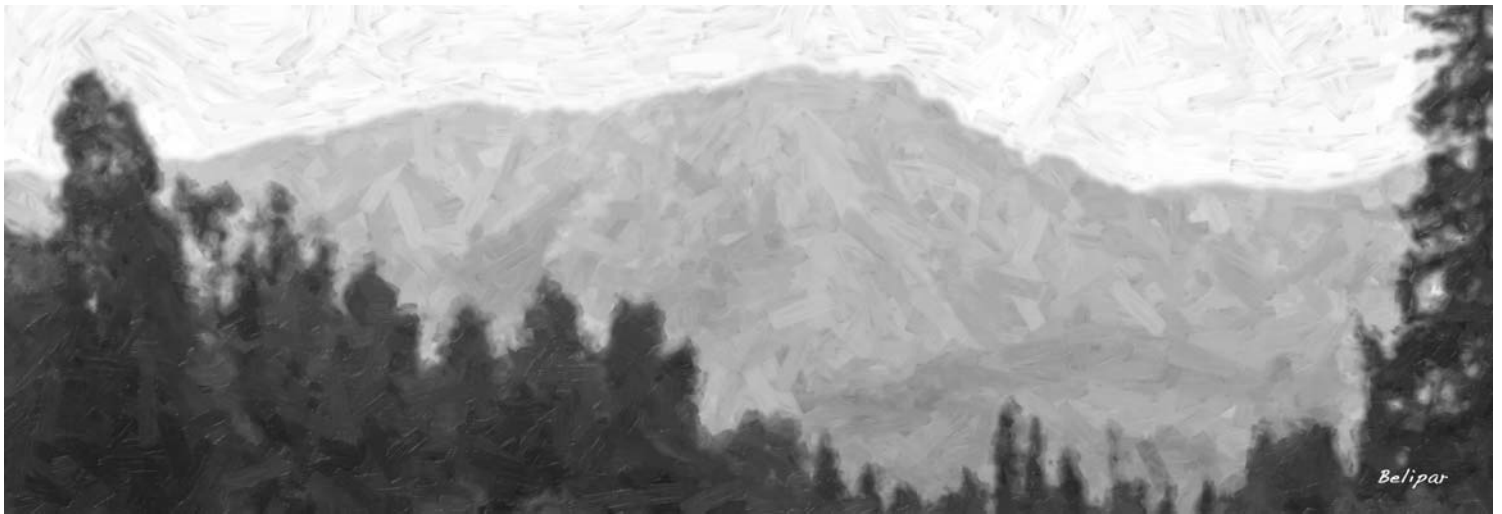
Melatar is the poorest district in P'Bapar. Residents earn a living as farmers, shepherds or craftsmen. Unfortunately, farming is relatively poor as the soil is often rocky and unfit for planting. Herding is the more common profession, albeit a dangerous one. Humanoids pose a significant threat to the region as large flocks of animals are a tempting target for hungry raiders.

Dwarven and gnomish clans dwell within this western frontier seemingly devoid of habitation. These clans swear (nominal) fealty to the Earl, but in practice most are self-governing.

Fabiden is the final portage stop for those traveling the Dolapar River – further travel to Has or Sabden must be on horse or foot. The village abuts Melatar Castle – in reality merely a stockade fort. The village sees a fair bit of traffic especially in light of the increased activity around Frandor's Keep to the northwest.

The Deviant Pig is the most notable business in Fabiden. Collectively owned by several other business owners, the tavern is famous for serving a local variety of cheese (called Winter Sharp) that is popular among residents and visitors alike. Aged in limestone caves, the cheese boasts a sharp taste and is typically served with hearty bread and bitter ale. In addition, locals craft and consume a variety of head cheese, made from pig's brains, that most travelers cannot stomach.

A statue of Doldon Melatar prominently resides in the square outside of the inn. The people of Fabiden consider Doldon, the first Earl of Melatar, something of a local hero. Each year on the anniversary of his death the locals construct wreathes with which they decorate the statue in order to honor him. Travelers or strangers speaking ill of the former Earl, or desecrating the statue, are sure to draw the ire of the local people.



Earl Dolm Melatar rules this province from Melatar Castle. His family has ruled this Earldom since it was chartered. Although a lifelong soldier, Dolm is a taciturn lord who in middle-age desires nothing more than to enjoy a simple life predominated by his passions of hunting and good wine. Unfortunately, his elevated position as Earl is accompanied with many obligations, most of which put the Earl in a foul mood.

Dolm is also a widower, marrying when he was fifteen and losing his beloved only seven years later. His wife perished while delivering a still-born son leaving him without an heir. Since then he has had a stable of mistresses, none of whom have been able to bear him a son.

#### **Adventures and Interactions:**

▶ Dolm is unaware that he is actually sterile. His former wife cheated on him and his son was fathered by another man, a secret known only to Dolm's sister.

▶ Many at court like to whisper that Dolm is a raging alcoholic and unfit to rule. This is not entirely true, though Dolm does drink to excess. However, he has proven to be more than capable as a ruler, despite his appetites for women, liquor, and hunting (all of which he considers the finer things in life).

▶ Given its proximity to Reyifor, this Earldom too is subject to brigandry and humanoid incursions. The western settlement of Has has been subject to abductions of its citizenry (see [In the Realm of the Elm King](#)).

### **Earldom of Nalagar**

Numerous rivers and streams feeding the Nalagar River create a plethora of scenic valleys, which dominate this rugged province. These fertile tracts of land provide lumber as well as land for farming and grazing. In addition, both man-made mines and natural caves riddle

the hills, providing access to the precious metals and gemstones throughout the Earldom.

The town of Vihido maintains a healthy rivalry with Fuwido – each vying for the title of principal market town of P'Bapar. While Vihido cannot compete with Fuwido in cloth goods, precious metals and gemstones, the town far surpasses any other in the quality of its metal goods. The village of Dirocden is famous for its bronze work while Fuhden is a center of iron manufacturing outside of P'Bapar. These goods come to market down the Nalagar River.

The Earldom is relatively wealthy, though subject to periodic incursions from bands of goblinoids and other monsters along its western fringes. These pesky humanoids are difficult to root out of their subterranean lairs, but the army does the best it can. Occasionally giants venture into the hills around Dirocden, though they rarely approach too close to town. The local military has developed several ideas to thwart these creatures, including catapulting barrels of whale oil at them then following with fiery arrows. While this method of attack is extremely costly (the expensive whale oil having to be imported from Cosolen) the results have been effective enough to deter most giants from drawing too close to population centers, no matter how small. Still, the tactic is not without its faults. Three years prior one such encounter resulted in a massive forest fire that raged on and off for two months before the summer rains finally extinguished it.

Countess Narrita Nalagar rules this province from her residence stands in Vihido. With an eye toward furthering her political aspirations, Narrita focuses on promoting the virtues of her Earldom's trading communities, believing her future hinges on the promise of wealth her province provides.



Narrita is a widow. Her husband died last summer when his hunting party stumbled upon a marauding hill giant. He left behind a two-year old son, who holds the title of Earl. Once he comes of age he'll assume rulership of the Earldom, but Narrita is determined to make her mark before such time.

#### **Adventures and Interactions:**

▶ There is a standing bounty of 1 cp for each goblin killed in the province of Nalagar. During times of increased humanoid activity this bounty is often increased.

▶ Giant hunters periodically arrive in Dirocden in search of prey. It is rumored, though not verified, that the countess has offered an outstanding reward of 100 silver coins for the head of any slain giant brought to her.

### **Earldom of Ragvaln**

This rump state sits astride Korak's northern frontier. It is a dangerous area, both for the humanoids that periodically raid from the Legasa Peaks as well as simmering political tension with Korak. Soldiers from both provinces routinely detain and question travelers, suspecting them of spying for one side or the other.

The Earl of Ragvaln claims sovereignty over the entire Voloka River valley, though Baron Janesh Daresti of Korak disputes this. Neither Archduke Kalanasi of P'Bapar nor General Alere Garnak of Korak has ruled on the issue, preferring not to escalate the border dispute and be forced to take action when each has many other

pressing concerns.

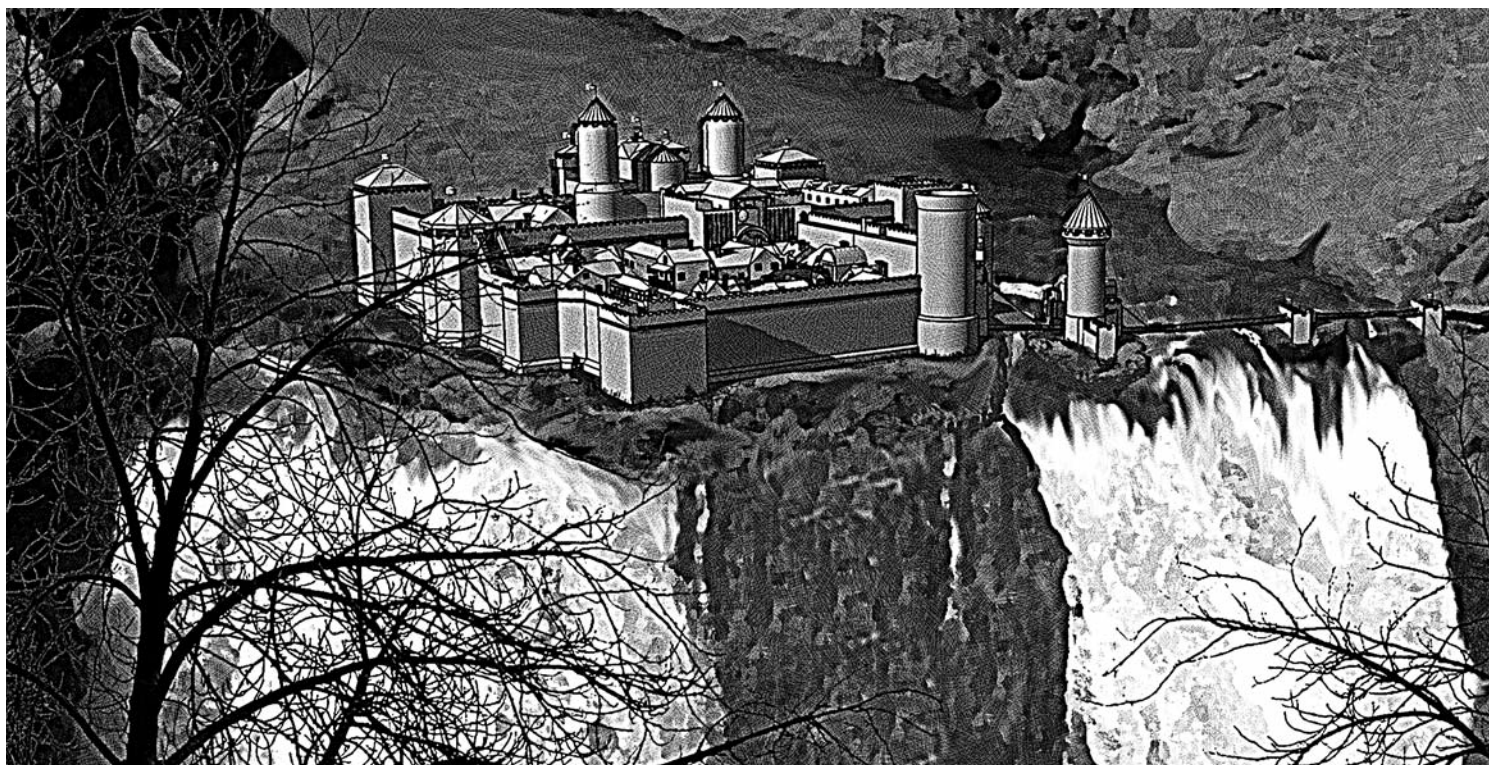
Despite the Earl's claims, Ragvaln is far more closely linked to Fopasido as far as trade and personal relations than it is to the rest of the Archduchy. In practical terms, it is a satellite of Daresti though a strong contingent of Baparan foot soldiers garrisoned in Drivlden and Nnonvden – ostensibly there to guard against raiders from the mountains to the west – serves to bolster the Earl and to ensure the Earldom remains within P'Bapar's sphere of control.

#### **Adventures and Interactions:**

▶ Suspected spies are often fined, the amount varying depending on the wealth of the individual and their admittance of loyalty. Staunch supporters of one province or the other find that their loyalties come with a cost. Those unable to pay are stripped of their possessions and forced into manual labor (no more than a month's worth of time) to pay off their debt. This system has led to several interesting encounters as helpless travelers passing through the region are detained and forced to work in labor camps for claiming fealty to a particular patrol's rival nation.

### **Earldom of Reyifor**

This fiefdom lies at the outermost limit of the Archduke of P'Bapar's sphere of control. Beyond its borders the mountains teem with goblins and other humanoids waiting to murder anyone foolhardy enough to enter their domain.



The enemies of mankind are not passive foes, their raiding typically being incursions by small bands seeking to kill travelers or attack individual homesteads. However, from time to time a unifying warlord emerges to lead much larger and more determined attacks. The Earldom of Reyifor thus serves as a bulwark against humanoid forays into more densely populated areas.

The Earldom is sparsely populated by an assortment of frontiersmen engaged in dairying, stock raising, lumbering, trapping and mining. Though most are hearty souls and proficient in arms, they are too few in number to secure the territory. Archduke E'Dos Kalanasi II has thus deployed regular army contingents to man the defenses. These remain under his direct control, not the Earl's, resulting in some degree of friction between the civil and military authorities. The region's freemen, however, are grateful for the armed presence and the influx of hard currency that the soldiers spend freely.

Placer deposits are occasionally found along the Tanara River. This has attracted a number of prospectors despite the immense danger. While little gold has been found, a good deal of silver has been flowing into the local economy. Most miners are tight-lipped about their finds, understandably fearful of having their digging sites discovered by bandits. Many have now resorted to using intermediaries to barter their hoard.

This Earldom is doubtlessly the most troubled and dangerous province in the Archduchy, understandable as it forms the northwestern redoubt meant to counter inhuman forays into the lands to the south. A mere eight years ago, the formidable garrison of Frandor's Keep was sacked and burned by an amalgamation of tribes known as the Northern Orc League before the latter propitiously succumbed to an unknown plague. Though the castle was subsequently refurbished and today is a bastion of safety in this perilous territory, these borderlands are inundated with numerous humanoid bands infiltrating the Earldom, lawless brigands robbing travelers as well as formidable predatory creatures migrating down from their aeries in the Krond Heights.

Earl Reyifor is a decent man but his authority has been compromised by the endemic security problems plaguing his territory. Though Frandor's Keep is nominally his bailiwick, its considerable garrison reports to an independent prefect appointed by the Archduke. Sensing the diminution of his power, he has all but abandoned his manor on the outskirts of Vew to take up personal residence in the keep. Here he inveigles to subvert the prefect's prerogative by entreating with mercenaries and

bounty hunters whom he judges may be better incited to take bolder actions than his cautious Imperial minder.

### **Adventures and Interactions:**

▶ This frontier Earldom is unlike the relatively staid lands to the south. It attracts all manner of opportunists seeking to make their fortune in a land their peers would not risk venturing to. People are brash and unconventional as social norms hold lesser sway here.

▶ The sheer number of tales of high adventure, dangerous villains and fantastic treasures percolating from this region are too numerous to list here (see [Frandor's Keep](#), [Dusk of the Dead](#), [The Forgotten Monastery](#), [The Gift](#), [Legacy of the Elm King](#), [Moor's Caw](#), [The Mysterious Shrine](#), [The Temple of Unrelenting Despair](#) and [White Palette](#), [Ivory Horns](#) for detailed examples). Suffice to say if but the merest fraction are true, Reyifor is an Earldom replete with opportunities for the valiantly audacious to make a name for themselves – or die trying.

## **Earldom of Saropar**

Much like its wealthier cousin to the south (the Earldom of Dilatira), Saropar is little more than a sleepy agricultural province. Rye farms are plentiful and flocks of sheep and oxen are common sights. Trouble rarely comes to Saropar, and the people here are peaceful and hardworking.

The village of Tud is known for its high quality woolen goods, much of which is exported to other regions of P'Bapar. Several notable distillers dwell in this region brewing a clear spirit the locals call Vula. Distilled from rye and packing quite a punch, the liquor is popular among the locals. The expensive liquor is a popular exports throughout the region and many with the means prefer to drink a glass to warm up during the colder times of the year.

Earl Lakaran Saropar involves himself personally in the province's trade while maintaining a close relationship with the Earl of Dilatira. Lakaran, a strapping young Earl with no shortage of suitors, recently assumed the position of Earl after his father passed away. Lakaran is in no rush to marry, content to spend his days ruling his Earldom to the best of his ability, and enjoying an occasional tryst with the local women.

Lakaran believes he has a lot to offer the world and has ambitions of increasing his profile and importance in the eyes of the Archduke. Unfortunately, his rivals don't agree. The naïve, but charismatic, young Earl has thus far succeeded mostly on his charm and wit, but his





accelerated rise to prominence will eventually draw the attention of more powerful social giants among the nobility.

#### **Adventures and Interactions:**

▶ Earl Saropar is a regular visitor to court at P'Bapar. He is considered an up-and-coming mover in Baparan court. His clout and potential are obvious and he has already made several enemies, many of which he isn't yet aware.

▶ Peasants and frequenters of taverns in Saropar often mark outsiders by their ability to consume Vula. Those unfamiliar with the drink are often shocked by its harshness and strength. A sure sign of a foreigner is someone who recoils at the first taste of the drink.

### **Earldom of Telivan**

Sandwiched between the Earldoms of Vinikar and Saropar, this province boasts a healthy mix of native Baparans and a large influx of Dejay. Residents make a living as hunters, shepherds and farmers (just like in all the other Earldoms) but also as lumberjacks. The majority of this lumber comes from the foothills near Pom, with pine, ash, spruce and oak being the most popular species of trees felled.

Earl Defrin Telivan dwells at Pom, holed up in his wooden stockade. He rarely leaves the premises and is considered something of a recluse, though he does come forth when important matters demand his attention.

Defrin is a fierce negotiator and a bear of a man. He hasn't aged well and now walks with a heavy limp, largely on account of his large frame and the moderate to severe amounts of pain he seems to be in at all times. Still, he manages his Earldom as well, or better, than most.

Pom is as much a lumber camp as it is a town. Hunters, trappers and lumberjacks venture out daily to work in the foothills of the Kronnd Heights. Weaving, tanning, skinning, and leatherworking are popular professions for those that live in the village. Residents of Pom are hearty and self-sufficient. Locals value strangers by what skills they possess, not how sweet their words are.

P'Londen is also a trading town, though they boast large Dejay transient population. Unlike Pom, it is even more "rough and tumble" with the feel of a classic frontier town. Laborers working the river barges are responsible for the majority of the fights and drunken escapades, but the locals aren't blameless.

#### **Adventures and Interactions:**

▶ Rumors abound as to the mysterious origins of the deficiencies (and constant pain) from which Defrin Telivan suffers. Sadly, the truth is neither romantic nor heroic. Defrin merely suffers from gout. The arthritic condition comes and goes, settling in his joints (such as his hip, ankle, and knees), causing immense pain and making walking extremely difficult.

Clerical healing and medicine have been unable to completely rectify the problem which has plagued the

Earl for most of his adult life. As a result of his condition, Defrin often entertains traveling healers, charlatans, and miracle men in hopes of finding a permanent cure. While most are nothing more than common swindlers and con-men, any passing lay-healer wishing to speak to the Earl in regards to his condition will find a receptive audience.

## Earldom of Tovanar

Although most of her population is centered on the village of Koroliden and its stone fortress, the Earldom of Tovanar and her territory is of great personal interest to the Archduke for it contains the Coniper Gap and the principal route through the Legasa Peaks west to Cosdol. Several dwarven clans dwell within western Tovanar. Though largely autonomous, they acknowledge the Archduke's authority and maintain a liaison with the Earl of Tovanar to coordinate trade agreements and monitor humanoid activity in the region.

Soldiers mount regular patrols up and down the Coniper Gap hoping to keep bandits and humanoid attacks at bay. A series of way stations (built and maintained by both P'Bapar and Cosolen) service both travelers and soldiers. Despite these precautions, bandit and humanoid activity remains at an all-time high. Bold men raid caravans heading through the pass during the day, while bands of vicious humanoids strike at night. Mercenaries are a common sight in Koroliden as they seek work as last-chance guards for passing merchants heading through the pass.

Each way station is unique; some are operated by residents that live on site, providing food and entertainment for weary travelers while others are simply enclosed spaces with a fireplace and a roof to shelter those in need.

Earl Transen Tovanar currently rules this province. Transen is the Archduke's most trusted Earl and comes from a historical lineage that can trace its roots back to the founding of the city of P'Bapar. E'Dos allows the Earl control over protecting the pass, a privilege few others share. In payment, E'Dos requires him to keep the roads well-maintained and in proper working order.

Transen is married with three sons, all of which have served in the military. The eldest, Hurthal, currently lives abroad as an ambassador in Korak. Transen's wife has been striving to conceive another child with the hope of a daughter, a prospect that doesn't thrill the Earl all that much at his advanced age.

## Adventures and Interactions:

▶ There is always work in Koroliden for those able to swing a sword. Caravan guards are in high demand and during the treacherous winter months they can command triple wages.

## Earldom of Vinikar

The village of Wew sits at the southwest edge of Lake Wew, enjoying relative wealth for a provincial municipality. Deji tribesmen frequent the village, trading meat, skins and other curiosities (amber, exotic animals, homespun clothing, and works of art) for metal implements and products of civilization, such as alcohol.

Rich rye fields and vegetable plots compliment this trading economy. Several villagers distill a potent clear alcoholic beverage from their rye. Shepherds move their herds through the foothills and mountains in the west and routinely make trips to Sumyden and Wew to sell wool and meat.

Lake Wew is abundant with fish and Wew has a dockside district for the small fishing fleet. Fishmongers sell fresh fish daily at market and in some cases export it to as far away as P'Bapar, despite the difficulty and expense.

The mountain village of Depidu is a mining community rich in copper and precious stones. Numerous clans of dwarves and gnomes dwell in this region, often competing against the men of the Depidu for minerals. While these clans swear fealty to the Earl, widespread speculation suggests that they keep much of what they mine without permission.

The Earl, Dorrان Vinikar, lives in a lakeside villa not far from Wew. He is as much a merchant as he is a politician and is often the subject of rumors at court. Dorrان is unmarried and nary few months pass by when he isn't the subject of rumors involving loose women. His father, the former Earl, still resides in Wew having given up his position after years of deflecting numerous scandals of his own (including speculation that he fathered several children out of wedlock).

Dorrان is actively involved in nearly all matters of commerce in the region. He negotiates contracts and works closely with his taxmen, ensuring every last copper coin accounted for. He has a decent relationship with the other Earls and, despite his liaisons, has the backing of E'Dos, for the time being.

E'Dos applies increasing pressure on Dorrان to do a better job controlling the humanoid menace in the



foothills and mountains of the region. Military patrols and hired mercenaries don't seem to be quite as effective as Dorran would like. Thus far, the towns and villages have remained safe, however, goblin, orc and kobold sightings remain too numerous for comfort.

#### **Adventures and Interactions:**

▶ Several women have come forth claiming Dorran is the father of their children. Furthermore, many attempt to stake a claim to be the rightful heirs to the Earldom. In all instances, Dorran does his best to make the women, and their children comfortable at his estate, before having them removed from the public eye and quietly silenced (often by hired mercenaries or assassins).

▶ Dorran's father has taken notice of his son's activities and hired even more mercenaries, and in some cases re-directed the efforts of nearby soldiers, to root out additional claims before they become problematic.

▶ Humanoid activity in the foothills and mountains are twice that of other Earldoms save for the troubled Earldom of Reyifor. Dorran does his best to monitor the situation, but the fact is he cares little for what happens along the frontier. The exception is when humanoid activity disrupts trade or causes significant financial harm, in which case Dorran takes swift action to remedy the problem.

### **Duchy of Bandran**

Weldril Bandran, a brash noble and distant cousin to Archduke Kalanasi, has claimed the Sanakir Hills north of the city-state as his private dominion, calling it the Independent Duchy of Bandran. The claim is largely fictional as the true rulers of the Sanakir Hills are the various goblin chieftains inhabiting the barren wilderness.

Bandran nonetheless persists with his fantasy, having erected a small fortress on the northern side of the Padiras River valley, called Crag Keep. The Archduke has permitted this nonsense as the territory is largely ungovernable and, to date, devoid of resources. Plus, the presence of the castle and the mercenaries working there deters the goblins from expanding their operations to the south. However, if at some future time expansion into this region is warranted, usurping Bandran's claim would be but a small matter.

Though Duke Bandran has sought to fortify his position by hiring soldiery or, more frequently, offering bounties to incentivize mercenaries to perform security work for him, his control of even the immediate vicinity of his keep is suspect. More than once he's come to the Earl of

Vinikar with hat in hand pleading for financial or martial aid.

Despite Crag Keep standing sentinel just about nine miles removed from the northern borders of the Earldom of Vinikar, it offers little protection to those outside of its walls. Resilient shepherds and farmers are as likely to seek help from as far away as Wew as they are from Crag Keep. Duke Bandran rarely lends assistance to those living in isolation throughout the rugged hills and mountains, focusing only on his immediate holdings (i.e. those living behind his walls).

#### **Adventures and Interactions:**

▶ Rumors persist that somewhere in the Padiras River valley some sort of large beast preys on shepherds and their flocks, scattering (and slaughtering) their herds. Several times bands of militia and hired mercenaries have scoured the region in search of it, to no avail. To date, no one has been able to identify or capture the creature. Most assume the culprit to be a large bear, or perhaps a sturm wolf. Some even whisper the creature could be a cunning dragon who lairs high in the Krond Heights.

The real culprit is actually a drunken Deje vagrant named Janesh. Unfortunately, Janesh, who begs outside the walls of Crag Keep, suffers from lycanthropy. Once a month he transforms into a werewolf and prowls the valley for easy prey. More often than not, he feasts on the copious number of ruminant animals living in the region, waking in the morning miles from keep, bloodied and unable to remember the details of the previous night.

▶ The Sanakir river valley is thought to be home to large numbers of beaver and mink, animals greatly valued for their pelts. Reportedly, subterranean passages in the southwest of the duchy and accessible from Reyifor could facilitate easier access and incidentally circumvent the steep tolls Weldril Bandran would be certain to levy (see [The Gauntlet](#) for details).

### **Baparan Settlements**

The Grand Archduchy of P'Bapar includes not only the city of P'Bapar, but also an additional 140,000 (plus) residents that live within the boundaries of the city-state. Scattered throughout the region, most dwell in or around, farms, villages, hamlets and several smaller cities. Each of these towns has an identity and personality all of its own, yet most share several similarities with one another.

The majority of the smaller settlements, especially those on the frontier, are hamlets comprised of one or two story buildings made from stone or wood, or a combination



thereof. Roofs are typically thatched or covered in wooden shingles and fireplaces made from fieldstone or sun dried brick. Wooden palisades are common in areas with high levels of humanoid activity or deadly animals, though the vast majority of towns in the city-state do not boast walls.

Churches are a reoccurring theme throughout the region. Several religions make a concerted effort to build temples and maintain a strong presence in these smaller settlements to deter rogue cults, bandits, brigands and overly brave humanoids. A strong religious base is important for the livelihood of the people. Churches provide a place to gather (or to rally in times of danger) while providing some spiritual stability and, in many cases, armed protection for the residents. Some temples go so far as to found villages on their own (or purchase massive amounts of farmland) in order to have a financial stake in the area. This allows the church to play a central role in the prosperity of the town while remaining largely self-sufficient. In these instances, peasants farm church land as compensation for reduced taxes, financial assistance, or even as demanded by local laws.

Earls appoint a vassal to rule in their stead in each village throughout the city-state. These rulers wield moderate amounts of power, often controlling a small militia for use in times of emergency.

### **The Elenon Mountains and the Legasa Peaks**

The Elenon Mountains stretch north and south, forming the westernmost border of the city-state of P'Bapar. This foreboding mountain range is the largest and most intimidating range on Tellene and the highest elevations remain covered in snow year-round. The ruggedness of the terrain, coupled with the severity of the weather, renders the northern Elenon Mountains almost

impassable. Despite the harsh conditions, several clans of dwarves and gnomes dwell in these heights following the rich veins of precious metals and the wide variety of gemstone deposits. These clans do so with great trepidation, as the peaks and valleys are home to many horrific creatures.

At the zenith of the Elenon Mountains lies the colossal Legasa Peaks. This range stretches from the Coniper Gap in the north to the origins of the Lendel and Ek'Ridar rivers at their southern slopes. No known traversable pass exists through this range. The caves and valleys of the eastern slopes shelter a wide variety of terrible monsters and reputedly spectacular jewels.

Travel through the mountains is exceedingly dangerous. Box canyons and valleys wait to trap travelers, forcing them to find alternate routes. Raging mountain-rivers swell in the spring with melting snow, while heavy summer rains abruptly cut off once passable terrain, sometimes in the matter of hours. Treacherous mountain slopes and poorly kept trails and roads, what few there are, makes exploration difficult, especially at night.

Animals (such as bears, cougars, wolverines, wolves and wild boars) have been known to be aggressive and will attack men if hungry or threatened. Landslides and summer storms also present another unique set of challenges to those unfortunate enough to encounter them. Travelers venturing high into the peaks will battle avalanches, snowstorms, extreme cold and wind, as well as creatures best left undisturbed.

Natural threats aside, the mountains also hide many dangers in the form of evil and cunning humanoids. Chief among them are giants and large tribes of orcs and goblins. Luckily, these creatures rarely organize in a manner that poses any significant threat to the city-state as a whole.



Isolated settlements are not so fortunate. Villages, ranches and farms on the fringes of civilization are often overrun and destroyed, sometimes on an annual basis. Trolls, bugbears, gnomes, harpies, owl beasts and various nasty humanoid are also serious cause for concern. In addition, one can expect to encounter griffins, hippogriffs, and yetis. Some even claim an ancient dragon lairs high in the peaks, though sightings are invariably unconfirmed.

On numerous occasions in the past, several powerful humanoid leaders have attempted to band various tribes together with the hope of eliminating the human presence in the region. Every decade or so some orc prophet or goblin king will rally a massive host of creatures and launch raid after raid until destroyed or dispersed. Luckily, these war bands tend to be poorly equipped and insufficiently organized. Further, they suffer as much from internal squabbling, disease and desertions as from their enemies. As yet, there have only been a handful of successful large-scale raids in the city-state throughout its history.

## The Coniper Gap

Several jagged split gorges, low valleys and long winding gaps between the mountains join together to form the Coniper Gap, the only viable trade route in the north through the Elenon Mountains and into Brandobia. Owing to their general hatred of their southern neighbors, the Kingdom of Eldor, a healthy majority of Cosdol's exported trade goods pass through the Coniper Gap and into P'Bapar, rather than go south through their sister nation.

Brigands and humanoids prey on hapless merchants and travelers that pass along the highway. Human bandits are most active during the day, while after sundown humanoids come down from their caves and lairs to raid. Locals advise caravans passing through the pass to hire groups of mercenaries to protect their goods. Only the most reckless or ignorant travel alone through this dangerous stretch of mountain. Despite such armed protection, one in twelve caravans fails to reach their final destination.

Aside from humanoid and bandit attacks, unpredictable weather poses an additional challenge for travelers venturing through the pass. Seasonal flooding leads to slick roads and erosion, presenting problems for unwary travelers, particularly at night or during inclement weather. In the winter, the pass is often snowed in, forcing travelers caught in the storm to wait it out, often for days,

or even weeks. Trade slows in the winter, but a completely buried pass is uncommon, typically only happening at the height of winter. In the springtime, heavy rain and snowmelt will cause the mountain-rivers to swell, flooding the road. Late spring cold-snaps will then freeze the water, creating an icy, dangerous highway.

Brandobians originally constructed a dirt road through the pass. Kalamaran occupation vastly improved the state of the road. In order to foster easier travel and trade with Cosdol, the Kalamarans constructed a paved highway through the pass. Over time, the road has been well maintained, though problem areas persist along the swollen mountain rivers. P'Bapar and Cosolen both make an effort to maintain and patrol the pass on a regular basis in order to ensure safe travel.

The road is comprised of worked and mortored stone set on hard packed earth and designed with a slight rise in the center to allow for drainage. The Archduke (or more accurately, the Earl of Tovanar) dispatches work crews several times a year to repair holes, clear debris and fortify eroded retaining walls. In several places the worked stone gives way to naturally smooth and rocky ground that stretches on for miles at a time. This is particularly true in areas where the ground rises, or falls, along a sharp incline up a mountainside or switchback.

Way stations, found every couple days throughout the pass, offer travelers a warm place to rest and shelter against the unpredictable mountain weather. Most way stations are simple, single-room buildings with a large stone hearth and a corral for wagons and beasts of burden. Firewood is often stacked near the shelter, and most passing merchants use only what they need while making sure to re-supply each way station before moving on.

Several way stations contain larger buildings owned and operated by independent proprietors. Often these are multi-room facilities with a barn, tavern and bunkhouses. In many cases services (such as blacksmithing and wagon repair) can be found as well, depending on the availability of skilled workers. These occupied rest stops are more common at the lower elevations.

In P'Bapar, there is a custom where travelers sheath all their weapons when visiting a way station, allowing all travelers to use the facilities without fear. This is often referred too as the "travel accord". Reputedly this custom dates back hundreds of years. Some legends claim vile humanoids seeking shelter during the worst of storms have honored the travel accord, sheathing their weapons and freely sharing lodging with passing travelers. Such nonsense is likely only the stuff of legends and folklore,

for only a fool would trust orcs and goblins in such a manner.

Many way stations contain hooks (or pegs) on the walls in order to hang weapons as a sign of respect for fellow travelers to show that they are not armed. Of course, not all travelers honor this tradition. The intelligent make sure to keep a secondary weapon concealed on their person at all times, just in case fellow occupants choose to remain armed.

#### Timeline of P'Bapar (Imperial Reckoning)

<b>Date</b>	<b>Notable Event</b>
-40 IR	Andovel sends his nephew VoleIn east with an army and Eastern Brandobia is established. VoleIn crowns himself VoleIn I.
-39 IR	City of P'Bapar is established.
22 IR	Hobgoblins defeat Eastern Brandobia and establish the Kingdom of Kruk-Ma-Kali. VoleIn II is slain.
35 IR	Kingdom of Kruk-Ma-Kali falls, Eastern Brandobia established again.
41 IR	VoleIn III is killed and Eastern Brandobia falls to Fulakar of Kalamar.
42 IR	Battle of Coniper Gap.
55 IR	First stone roads are constructed in the Coniper Gap to ease travel.
126 IR	Civil war erupts in Kalamar. Several Kalamaran officials are killed in P'Bapar and results in a series of riots throughout the city.
201 IR	Massive influx of elves and half-elves migrates from Brandobia through the Coniper Gap and settles in the eastern lands.
227 IR	The Kingdom of Cosdol established in Brandobia.
329 IR	P'Bapar secedes from the Kalamaran Empire.
345 IR	P'Bapar divides the city-state into independent earldoms.
484 IR	Foundation of Frandor's Keep laid.
555 IR	The Northern Orc League invades the borderlands of P'Bapar, capturing Frandor's Keep and burning the villages of Sabden and Vew.
563 IR	Present Year.

#### **CREDITS**

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