

# THE WORLD OF KALOPIA

AN ORIGINAL PLAYSPACE FOR GAMES OF THE IMAGINATION CONCEIVED AND CREATED BY MANY  
TALENTED HANDS, HEARTS, AND MINDS AT KUBLACON 2019.

## **WORLDFORGERS:**

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and many, many others

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**Dedication:** This world and all it contains is dedicated to all the talented, brilliant, and inspiring kids who dream hard and play even harder. Be kind, be courageous, be fierce, never be afraid to slay dragons, and never, never abandon imagination.

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## **AUTHOR'S FORWARD**

Oh whatta journey! I just got back from KublaCon 2019 and even though I'm weary and worn out, I'm compelled to create. Well, as they say, no rest for the wicked. Time to get to work and hammer out a manuscript so the kids and parents can revisit our peril-filled yarn.

I've been doing this for a while. I got my start when I was twelve, by my ogre-math that's around 36 years of which means I've been gamemastering for around 35 years. I've attended too many conventions to count sometimes as player but usually as a gamemaster. I guess you could say I'm most comfortable behind the GM screen.

Well KublaCon took a lot out of me this year. I ran 20 hours of games in just three days, ten of those hours were on the same days as the Amazing Tales kids game. You'd think I would be sick of it, not so. I ran many games that weekend but the kids game was special for a lotta reasons. Unlike many of my games, this required a lot of preparation. Running games for kids isn't the same as running for adults, not by a longshot. You have to be more patient, more nurturing, you have to watch your language (something I struggle with), and reign in 35 years of hardwired gamemaster instincts. You have to strike a balance between Sithlord and loving nurturing English nanny.

Well call me Darth Poppins. When gamemastering for kids, you're making an indelible mark on those young minds, every act and word has an impact good or bad.

So yeah, preparations but not just mental ones, I had to pull together a lot of equipment. So in addition to the laptop I brought along a projector, cords, and all the cables. This setup allowed me to project our evolving world map in real-time as we built the playspace. It worked far better than I could have imagined. The kids were totally into it. True some wandered in and out but whenever they sat down they were keen to contribute and boy did they have opinions! It was structured chaos and I loved it. It was wonderful to just turn them loose.

Generally, I'm a bit of a lone Wolf (snrk!) used to doing a lot on my own. I prefer it that way but sometimes collaboration can be a joy. So while I worked the digital stylus and keyboard and asked guiding questions the kids did most of the heavy lifting. Ultimately, this wasn't MY world, it was OUR world. We hashed out most of the continent in less than 30 minutes. Yeah, those kids were creative dynamos.

Once we had the rudiments of the world, it was time to populate our world with people and creatures the kids would enjoy playing. Now with all the media available to kids, it's a challenge to get kids to actually create their own stuff. Inevitably kids draw from what they've seen so tabletop roleplaying games frequently feature orphaned wizards, magic arsenal wielding ninjas, transforming robots, and adorable animal gladiators. As a creative I urge the kids to bring new content into our games by taking their ideas and interests and tweaking till it has the flavor but not the exact shape of the inspiration. The kids did not disappoint me.

So once we had characters and some truly great art on the character sheets (I just love adding crafts to my games) we embarked upon the adventure one featuring a nefarious lizard wizard who was stealing all the clouds creating droughts and hardship in a bid to conquer the world. Our young heroes would not stand for such selfishness and cruelty.

Yup, quite a journey. So the long and short of it. What follows is a brief taste of a very rich world. As designer and cartographer, I took a few liberties, added and tweaked here and there, a few coastlines changed but everything the kids came up with is here, and more.

I hope you enjoy exploring the World of Kalopia.



## **WHAT HAS COME TO PASS**

The beginning, they say, is a very fragile time. In an instant, something comes from nothing. The birth of the world known as Kalopia is no exception.

Kalopia came into being when a group of young Empyreans, gifted with love, joy, and the power to create borrowed celestial parchment and quill while the Elders were otherwise preoccupied. With these two divine instruments, they sketched out a new domain, a world where anything and everything could exist.

The parchment scroll was unrolled, it was blank and yet full of potential. With a thunderous roar, the first swipes of the quill drew mighty rolling oceans and seas in every color of blue imaginable. Rapid strong swipes of the quill ripped mountains and land from the seabeds. The quill scratched away, giving rise to rivers, lakes and streams.

But what is a world without life? The quill furiously scratched away and soon forests, swamps, and jungles as well as vast grasslands sprang up. All was beautiful and glorious but the world was quiet save for the winds and the waves. The quill scratched into the parchment again and again, and where it touched the scroll beasts of all shapes and sizes appeared in the waters, the air, and the land as well as beneath the ground.

But what good is a world if you cannot see? Sadly, an inky darkness covered the world and none could view the glory of creation.

The quill set to work creating first the every-lasting sky and the heavens above and into those heavens, an orange celestial orb – Areb burst sending warm waves across the worlds surface. The young Empyreans were not done, far from it! So Areb wouldn't be lonely, three moons were drawn – the largest Teb, in crimson, the middle Qarr in aqua, and the smallest a M'det in cool pale green. Beyond the heavens, the dark gulfs of nothingness yawned wide, into that darkness, the young Empyreans flicked the quill against the parchment and the dots became stars and distant worlds.

The Empyreans then looked at their creation but found it lacked one last element: beings like themselves who thought, dreamed, and created. They gathered their strength and the quill scratched away and living beings of incredible variety took shape and looked to the skies and dreamed.

The Empyreans were weary but content, they rested and continue to rest but always observing, allowing their creations to grow and change without directly interfering. Life must find its own path.

## **BEINGS & FOLK OF KALOPIA**

Many beings both foul and fair inhabit the lands of Kalopia. Some choose to live in vast cities, others steaming jungles, some even live deep beneath the seas or in great underground caverns. What follows is a brief overview of SOME of the folk inhabiting the world of Kalopia.

### **ARAKNOS**

Some believe these creatures were created by a secretive cabal of wizards, nobody knows for sure. Superficially they resemble both spider and monkey with a spider's lower half and an upper half of a joint limbed spider. These pugnacious and excitable folk live simple lives in steaming mountainous jungles where they gleefully spin their webs between the trees. They are prone to mischief and greedily make off with shimmering gemstones and precious metals.

### **CHANGELINGS**

Nobody knows a changeling's true shape but they can assume the shape and abilities of any creature they have observed. They are a capricious but clever people who choose to live among other beings where they can assume new shapes when the mood strikes them. Their eyes are always a deep amber no matter what shape they take. Changelings make excellent spies and scouts although they are easily distracted by music.

## **MAZTECOATALS**

These majestic beasts are mighty feathered serpents with iridescent scales and brightly colored feathered wings. They crackle with lightning when angry and breath venomous acid and little can escape their crushing coils. In spite of their fearsome appearances, they are gentle and wise creatures but owing to the magic in their feathers, they have been hunted by greedy power-mad magicians to near extinction. Their preferred habitat is secluded tropical valleys bordered by impassible mountains.

## **PHAEREE**

They are known by many names: the gentle folk, the good people, sidhe, and fay. They come in many shapes and sizes, some are beautiful others hideous. Many resemble the comely elves, albeit with a wild cast to their features, but others combine features of various animals such as antennas or hoofs. Many have wings whether insect, bird, or reptile but not all. Two traits all share is mastery over glamours, enchantments, and illusions and all are vulnerable to iron especially star-iron (what scholars and sages call meteorites). Phaeree prefer to live in the wild places far from the noise of industry. They do not suffer trespassers especially those bearing metal weapons and armor.

## **PHOENIKOS**

Tall and lean, the phoenix-folk are covered from head to tail in iridescent feathers of crimson, scarlet, and even purple. They possess sharp senses especially eyesight which extends out to the horizon. Unlike birds, they do possess simple hands with three clawed fingers and a thumb on their wingtips allowing them to wear rings and use tools. They are creatures of fire and magic, are born from eggs heated to extreme temperatures. They are immune to flame and wield fire as both weapon and defense. Their screech can also shatter glass and rock. Owing to their firey natures, they dwell in cities of stone carved high up into the mountainsides.

## **WYRMKIN**

An ancient race of powerfully built dragonmen aligned with the elements of air, earth, fire, and water. Earth Wyrmkkin have rock-hard skin and resemble spiky boulders of metal and stone. Air Wyrmkkin resemble billowing coils of clouds and water vapor. Fire Wyrmkkin are metal wreathed in flame while water Wyrmkkin look like majestic sea creatures. All are man-shaped and are capable of flight and possess the ability to breath blasts of their element. Wyrmkkin make fiersome warriors and have a strong code of honor.

## **WHERE TO GO AND WHAT TO SEE**

The World of Kalopia is a vast and beautiful place but it can also be a land of peril and excitement. Like our world, all manner of habitat and ecosystem can be found on Kalopia. What follows is a brief overview of some of the lands as well as places of interest and, in many cases, dangers.

## **BELORATH**

A strangely lush and beautiful archipelago surrounded by waterspouts, jagged reefs, and hungry whirlpools. Although serene in appearance, terrible weather can appear instantly to rebuff unwanted visitors. The island is dotted with elegant ancient libraries, museums, laboratories, and fluted towers and as such, is believed to be the sanctuary of a reclusive enclave of wizards. The island is unique in that it moves about the southern seas. As far as anyone knows, nobody has landed there and managed to escape to tell the tale of what they found.

## **FREEFI**

This primal subcontinent has yet to be explored fully but those who have visited and escaped the many perils have reported the jungle sheltered by the mountains is full of giant insects and dinosaurs as well as giant apes of ferocious temperament. Rumor has it a single tower rises from the jungle high into the sky, none have visited the tower have ever returned.

### **IZIX**

This rugged and dangerous realm belongs to the many races of insectfolk. The sky from all the ash spewed by the volcanoes and the lowlands are full of tarpits and geyser fields. It is said the land is ruled by a Mantisqueen but, according to legend, none have seen her and lived.

### **KREEKAI**

This mountainous jungle realm is home to the Araknos, the spidermonkey folk. The air is hot and humid year round from the many dormant volcanoes and hot springs found throughout the jungle. Many strange and exotic beasts live here such as the reclusive jaguarfolk, conniving pythonfolk, and the ever-grumpy caimanfolk.

### **KROKINNAH**

An arid land with tall mountain peaks surrounding a vast desert of rock and sand. Narrow seasonal rivers wend down from the mountains feeding a handful of oasis. Several declining ancient civilizations built around pyramids and ziggurats can be found here. The outlying regions are full of tombs waiting to be explored by the brave and foolhard.

### **STARRIS**

Ice encases the many ruined towns and villages found throughout this frigid land. A glacier miles wide and thick entombs a caldera. Those visiting the frozen lake inside claim starlight reflects of the frozen black ice inside and staring into the inky darkness reveals one's future.

### **TANKALLION**

A land of many mysteries. Other than the name appearing on ancient maps, nothing is known about this land or its people, if there are any. It is as if someone or something has erased any and all details of this land on purpose. Many have attempted to visit the island but they forget or become lost in the mists as their ship draws near. Perhaps a bold group of heroes were to attempt an expedition...

### **UDRII**

A green and pleasant land covered in deep forests of fir and hardwood, volcanoes, steaming mineral pools, and geyserfields. Reclusive tribes of elfkin live here and provided visitors do not overstay their welcome or take too greedily, they are allowed to leave in peace but have a care. Those who are rude or greedy will face the elves who are masters of shortbow, warclub, and lance.

### **WYNHAROBRAYN**

The largest of the continents on the western hemisphere of Kalopia, many cultures call this land their home. The climate is temperate and resources plentiful. Those looking for adventure might visit the Broklee Desert, also known as the Evergrowing Desert as it slowly spreads to the nearby lands. The desert is intensely hot during the day and cold at night. Travelers must bring their own food and water as there is little to forage among the rocks and sand.

The desert is the domain of the greedy lizard wizard Gileous, who is said to be the last surviving member of his ancient race. The wizard's tower grows from the side of a butte in the middle of the desert and is guarded by many devious traps and enchantments. To make matters worse, Gileous has charmed a flight of hungry harpies who viciously protect the tower as evidenced by the many bones littering the ground at the base of the tower. Rumor has it Gileous is working powerful magics to conquer the world...

### **ICELANDS OF WADDLE**

This is the domain of the penguinfolk who scheme to cover the world in ice by summoning another black ice covered moon from the depths of space.

### **YARGOX**

A pleasant and cold land with a few towns dedicated to fishing, woodcutting and whaling. The interior of the island is uninhabited save for a few clans of witches who trade the occasional hex or potion for supplies. The native people are walrus folk and are known for their deep belly laughs and generosity.

### **YSGLA**

These lands are pleasant enough with jungles in the lowlands between mountains and hills but sea serpents are known to gather in great numbers on the rocky shorelines around the islands. Rumor has it a great dragon lives in a giant set of caverns at the islands interior, it is said this dragon calls itself Deepseed and it knows all knowledge that ever was, is, or will be.

### **FRIGID WASTES OF YAZ**

This inhospitable realm is the domain of the ice bearfolk and the muskoxfolk who perpetually wage war over iron and honor. Neither is particularly hospitable or friendly but that doesn't prevent many traders from risking the icebergs to sell weapons and armor.