

# Kalma

## The Thanatopic Tundra

Kalma is a continent far to the north of the rest of the world. It is entirely isolated from the rest of the world. For the most part, it is spoken about only in rumor. Many ships have set sail looking for a northward passage only to be lost.

There are technically no native people of Kalma. There is a zero survival rate for anyone trying to stay an extended period of time. While a few weeks is feasible for the well-prepared, anything that stretches into months wears travelers down. Even those with magic will find their magics harder to access as the tundra takes a toll on their body. Only a being of immense power could sustain travelers for longer, and even their abilities would wane near the pole.

At the north pole in Kalma, there's a vortex of negative energy. It draws in energy from the positive plane at the south pole creating a kind of magical jetstream between the two points. Passing through this jetstream or portal is unlikely without great aid. It's more likely to rip an unwary traveler to shreds.

This vortex of creates a surge of negative energy throughout the northern tundra. This negative energy vortex causes all dead things to rise as undead. Around the coasts of the continent, these undead are mindless and deadly. Some sentient undead rise as they get closer to the pole. These conscious undead do create societies and generally go about living as though they were alive.

Kalma is intended to be an epic level challenge, so the undead should generally not be friendly to players (read, should try to kill them.) If you find it necessary to make them more sympathetic, you could play off killing the players as a sort of gift of undeath.

This is really the type of place that's great for a villain (especially a Lich) to hide out. It's virtually unknown to the rest of the world, and it's highly inaccessible. It may be a good idea for players to have access to magical travel here. Discovering the villain's network of teleportation circles would be a great way to cut past the impassable travel for players under level 15.

The flip side of Kalma is the south pole full of human barbarians with a zest for life. Their culture is explored in the [Unnamed section.]