

## Kal-Caixa, City of the Damned

Many adventurers come to Kal-Caixa because it is one of the locations that remain largely unlooted; rumors and tales of powerful magical artifacts, mountains of gold and forbidden knowledge. Think of why your character might have come to such a dangerous place; are they here to acquire forbidden knowledge? Regain some lost honour? Fight some ungodly beast that is found in the wall of Kal-Caixa? All of these factors you should consider when creating a character, the most fundamental being that why is your character going to one of the most dangerous places in the realm.

### The City without a Clan

Kal-Caixa is part of line of fortresses in the Shalelands that have been traditionally maintained by a Clan of the Clanlands. The fortress themselves are marvels of engineering with most being carved into the mountainside with the only ways in being the front facing gates that provide access to the cities and fortresses under the mountains. Academics have pondered the origins of the cities themselves with the theories that they were constructed by the Dwarf's or the Sen leading in most common circles. But it is the Clans that claim them and it is the Clans that keep them, no one else and no other people can claim the prestige and honour of maintaining a Shale fortress city. The oldest clans claim these ruins as a matter of pride and will their sons and vassals as token forces to maintain a claim on these territories. All except Kal-Caixa.

### Rumors of the Past

For old clans lucky enough to have a claim on a Shale fortress the honour itself is bittersweet. In the clans stories it is said that the shale fortresses contain the memory of the Clans. Each one has extensive ruins, with each one having three increasingly higher stone walls with the final one more of a mouth hiding the rest of the fortifications. Each has a city inside; mostly crumbling stone structures fill a basin which the walls protect, these cities remain mostly abandoned with the Shale not being able to provide the resources to support any permanent population above the Clan garrisons. The exception again being Kal-Caixa. Its garrison is supported by a small township outside of the walls. No Clan would openly claim Kal-Caixa as their own, so the garrison is made of the criminals and the dishonourable within Clan society as well as mercenaries, brigands and those that study the enigma of Kal-Caixa. This garrison is known as the Dishonoured and Town is known as Gehanna.

### The People of the Edge of the World

The town of Genhanna sits just outside the main gates and stretches out on unsealed road that leads west. The town itself has many abandoned structures closer to the gates with the main encampment of the Dishonoured making up the centre. A few families make their home in Genhanna to service the forces of the Dishonoured, but like all civilisation in the Shale, it clings to fibres due to lack of water, farmland, profitable trade routes, supplies and pleasant living conditions.