

# KOBOA

**N**ges ago, all peoples in Koboia shared the same form. Then the Jutgot Nation created the Map of the Giant and transformed themselves. Nations all over the continent created Maps that reflect their cultures. They spread to every corner of the land and discovered who they were and wanted to be.

But they were not the only ones.

Invaders came from across the sea. Bearing a new form, these invaders from the continent of Larensia conquered the nations of Koboia and installed a brutal occupation. A Koboian resistance quickly grew, fighting the occupiers wherever they could. They were joined by the Sial, people from across the sea who had previously defeated a Larensian invasion of their own.

A coalition of Koboians, Sial, and Koboian born Larensians fought the Larensian Empire in the Liberation Wars, driving all but a few loyalists from the continent. The Coalition won the war and split the lands that Larensians occupied into four political entities. The descendants of the Indigenous Gosán people founded Novpo.

The remaining Indigenous nations founded the Mallgot Accords, an entity where each nation maintained sovereignty but entered an agreement of trade and mutual defense. Most of the Sial founded Atsattray, the city-state.

Descendants of the Larensians, known as Chanov for their mixed, combined forms, founded Gran Marcellia, a nation that sought to build a new legacy apart from the colonialism of the Larensian Empire.

The Agreement of the Four Territories was ratified by all parties, though the Indigenous people of Koboia couldn't help but resent ceding lands that were once fully theirs to nations ruled by these newcomers - particularly those of Larensian descent, who brought strange and frequently harmful new concepts to their lands. To this day, some Indigenous Koboians view the seizures of their lands via this agreement as illegitimate.

The remaining loyalists to the Larensian Empire were pushed back to one corner of the continent, in what was once the province of Nueva Vardia. While not part of the coalition agreement, Nueva Vardia's governor-regent sought a treaty to officially cease hostilities and become recognized as its own country. In the interest of peace, the other territories warily agreed. Though Nueva Vardia is officially in a state of tenuous peace with its neighboring territories, several unrecognized bands of mercenaries continue to stir conflict across the borders.

## ATSATTRAY

**ATSATTRAY STARTED AS** several settlements spread throughout Koboia. Over time these communities found each other. Followers of Yoeng, the Spirit of Travel and Unity, used magic to connect the different communities through permanent magic portals. It was in this way that Atsattray, the Fragmented City, came to be.

Walking through Atsattray's *Road of the Fragments*, a path that winds through the entire city, is a unique experience talked about throughout Koboia. On this road, one experiences the thin air of the Mountain District, the soothing sounds of the ocean in the Beach District, and the humid heat of the Rainforest District, all while walking past the many merchants set up along the path, hoping to sell their wares to the many tourists who come to experience the city. Each district displays a distinct personality and feel, with buildings as old as the ancient city that are unique in their architecture and clearly built using whatever materials were available.

As Atsattray grows in power, it looks to create new maps to reflect the great diversity and origins of its people. The magocrats of the city have numerous research needs, seeking recruits to find rare magical reagents and explore phenomena throughout the continent.



ATSATTRAY

NOVPO

	Settlement
	Mountain
	Elven Forest
	Rainforest
	Desert
	Swamp / Bog
	River
	Plains



# KOBQA




## GRAN MARCELIA

**GRAN MARCELIA SPANS** the southern end of the continent, taking up the spaces that were mostly populated by the Larensians during the Occupation. Its peoples and cultures are a deep mixture of Koboan and Larensian, having elements of both but, over time, becoming something altogether new. Unlike Novpo, Marcelian cities are made up almost entirely of Larensian style buildings and architecture. Most of the Koboan buildings were razed by the time the Occupation ended, leaving them in such rarity that Marcelians take great pains to preserve them. Marcelians see these edifices as reminders of ancestry that they suppressed for many generations during the occupation. They still learn how to express since its end.

Marcelian cities are diverse places in Kobo. One can walk down the block to pick up freshly baked bread at the Nueva Vardian Bakery and Novpoan fresh produce from the grocer, all while hearing traditional Larensian stories from a street performer. Fashions from every corner of the continent are seen downtown, where intellectuals from every country argue in coffee shops about the origins of Kobo and what its future should look like.

Marcelia has large flat sections of plains that are optimal for the ranching of Larensian cattle. Ranchers who raise these herds are known as Tomoks. They take pride in their grandparents' role as powerful cavalries during the Liberation Wars. While the Tomoks in modern days do not act as members of the Marcelian army, they relish in their culture of proud warriors and hard workers.

Over the past several years, violence has escalated in Marcelian cities. Officials have investigated these events and have made concerning discoveries - the perpetrators were Larensians recorded to have died during the time of the occupation. While none of these Larensians have been captured, strange magic traces were detected in the sites they visited - magic wielded only by the Larensian king during the occupation. Marcelian investigators have been seeking help from experts in all fields to determine what these events mean. They fear that the King Across the Sea prepares to invade once more.

## NOVPO

**NOVPO IS A** mountainous country of cities decorated with patterns of gold. Although Larensians destroyed several sites in the name of 'modernization', many abandoned cities can still be found dotting the mountainside. As these cities were evacuated to escape the Larensian plagues, objects of cultural and magical value were left behind. Vast underground temples are now claimed by darkness and monsters. The cities occupied by the Larensians did not fare any better. Buildings of stone that had stood for millennia were torn down and replaced by wooden structures from strange trees from an alien land.

Now that the Novpoans have reclaimed their cities, lively discussions fill the streets about what to do with these 'tree houses'. Many Novpoans wish to raze them and rebuild their cities to be wholly like they were before, while others argue these buildings have become a part of their cultural heritage and history, for better or for worse.

Outside the cities, Novpoans focus on agriculture. Massive terrace farms surround the cities, growing crops that have been adapted for generations to the high altitudes: coffee, cacao, potatoes, and maize. Novpoan ranchers raise llamas and alpacas, which are used as beasts of burden and a source of wool, essential to one of Novpo's main industries - weaving of the highest quality.

Looking to the future but remembering the past at the same time, Novpoans in the capital city of Tiku founded the Stoneseekers. This institution has the intricate mission of reclaiming the abandoned cities in Novpo, clearing them of the monstrous creatures that inhabit them, and recovering any lost and stolen artifacts. To help with this massive endeavor, the institution is constantly recruiting adventurers, paying handsomely for reclaimed artifacts. The Stoneseekers have expanded their areas of expertise in recent years. They just inaugurated the Tiku Observatory: a massive replica of an ancient building destroyed during the occupation. The observatory has become an area of major astronomical learning and research, and Novpoans anxiously wait to witness the discoveries this observatory shall bring.



# NUEVA VARDIA

**NUEVA VARDIA IS** a country unlike the rest of Koboa. The land has been changed through the planting of foreign Larensian trees and the extreme use of Larensian druidic magic. Over the years, this has changed completely the region's soil. They have created a unique climate in Nueva Vardia, independent from the rest of the continent. While most of Koboa experiences only two seasons, 'arra' and 'acha', Nueva Vardia experiences the four seasons of temperate climates. Koboa features mostly warm, tropical temperatures, while Nueva Vardia is temperate and on the cold side all year round. Rumor has it that the magic creating this climate change is also the source of the Northern Storm, a constant gale along Vardia's vast and stretch northern border.

Climate is not the only way in which Nueva Vardia separates itself from the rest of Koboa. Through every means that it can - culture, architecture, policy - Nueva Vardia attempts to emulate Larensia and distance itself from Koboa. These political views often cause differences among its citizens. But in the end, the people of Nueva Vardia who wish to stay away from Koboa are more.

Nueva Vardia is the last bastion of Larensia left on the continent. Until only a few decades ago, it still declared itself a Larensian colony. In that time, Nueva Vardia was strictly insular, discouraging immigration or visitors, and requiring proof of citizenship to move around unbothered. While these policies have been changed, the nation still feels sectarian and distrusting of outsiders. One must go through several filters to be allowed inside. The Form of the Elf is overwhelmingly used by its citizens and any other form is regarded with caution.

Nueva Vardia and its governor-regent work hard to find cultural and economic exchanges with the other territories to build and strengthen relationships. The Stone-seekers in particular have found value, as well as a touch of irony, in recruiting Nueva Vardian ex-soldiers to clear the monsters that remain in Koboa from the occupation.

Despite this, a rogue faction known as the Neo-Conquistadors attempts to stir another continent-engulfing war. The Neo-Conquistador movement radicalizes Nueva Vardians into believing that their rightful destiny was taken from them, turning them into agents of strife and destruction. So far, the governor-regent has been unsuccessful at stopping Neo-Conquistador war-bands. Koboans believe Neo-Conquistador extreme ideologies have infiltrated other territories, causing destabilization through acts of sabotage. In desperation, the governor-regent has resorted to covertly recruiting adventurers, even those outside of Nueva Vardia, to detect these infiltrator agents and neutralize them before they start a war that Nueva Vardia can not possibly afford.



NUEVA VARDIA



MARCELIA

This is a primer supplement for the Koboa Setting. We have collaborated with the creation of the main regional map for this latin-american-themed setting. For more cartography, follow Elven Tower on [Patreon](#) and [Twitter](#). Learn more about the Koboa Setting on [Twitter](#) or by signing up to the [official mailing list](#).



## THE MALLGOT ACCORDS

**THE MALLGOT ACCORDS** are a confederation of many sovereign indigenous koboan nations, united by an agreement of mutual defense. It is a large collection of multiple peoples and diverse cultural backgrounds. Most of the territory is made up of the Talá rainforest. While all Koboans were terribly hurt by the occupation, the nations that live deep in the rainforest were less directly impacted. Here, one can find places that were reached by Larensian hands. Communities live in arcane ways that have persisted for generations, mostly unchanged. They have live in deep symbiosis with the rainforest for millennia. The main mode of transportation in the rainforest is specialized Mallgotan boat. Vessels of all sizes for individuals and larger groups course its many rivers.

Many Mallgotan communities migrate seasonally between various short-term settlements inside the Talá Rainforest. They build houses with tree branches and foliage near a river and settle down for a season or more. Their cyclical movements help maximize the availability of resources within the forest as wildlife populations recover easily after the communities move on.

For several Mallgotan communities, sacred rites involve identifying medicinal and magical plants, which they use to make some of the strongest ointments known in Koboa. They use these to trade for items and products they cannot make or find themselves in the rainforest.

Mallgotan communities on the outer edges of Talá have more long-term settlements. They established towns that are used as trade stations. These towns are major stops for the boats. Staple crops of these towns include pine-apples, avocados, plantains, passion-fruit and cassava.

Mallgotan nations took to the duty of healing the Talá Rainforest from the damage done by the Larensians. During the occupation, the Larensians developed techniques to maximize extraction of resources from the rainforest, primarily precious metals and the magical mage-gold. The Larensians attempted to change the rainforest's climate to make it more comfortable for themselves, razing large tracts of land and using druidic magic to replace it with sparser forests made of Larensian trees. Their reprehensible actions disrupted the ecosystem. New, dangerous Larensian monsters emerged, unbalancing the fragile Talan ecosystem. In some instances, groups of native creatures were corrupted, becoming monstrous, ravenous shadows of their former selves. The Mallgotan nations agree that these monstrosities must be healed if possible and destroyed if not. For this reason, most Mallgotan nations pay hefty bounties for proof of healing or capturing any such abominations. Sometimes, they hire out sellswords or adventurers to seek out particularly aggressive ones.