

Designed for use  
with the **Basic Fantasy**  
Role-Playing Game

# CHANDRA'S HAVEN



## A GAZETTEER FOR ODYSSEYS & OVERLORDS



**LAND OF THE LIVING GODDESS**

# CHANDRA'S HAVEN

## A GAZETTEER FOR ODYSSEYS & OVERLORDS

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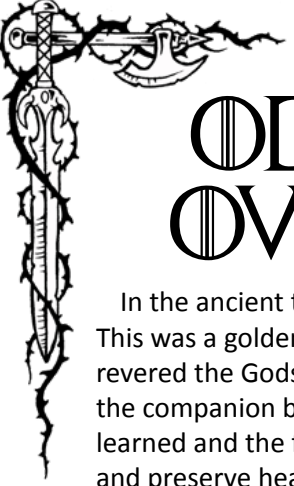
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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



## THE KINGDOM

Every clear morning, nearly the entire Kingdom receives blessings from the Grand Temple of Chandra in the capital city Luminere. The structure itself, perched upon the tallest peak of the Sentinel Mountains, stands as one of the world's few pre-Schism buildings. Great golden domes, marble spires, and crystal latticework strike awe into everyone who visits or lives in the capital city. During a specific and brief moment, the wondrous building and its crystalline archways focus and refract sunlight into a truly divine display visible for hundreds of miles.

Markuus Daen, king of Chandra's Haven, leads his subjects by maintaining the government as a Parliamentary Theocracy. As king, Daen reigns as the kingdom's monarch as well as the head of the Church of Chandra. He delegates legal issues, the creation of laws, and criminal punishment to the purview of two legislative bodies. Commoners (adventurers, tradespeople, merchants, etc) select representatives to The Council of Laypersons, who draft the kingdom's laws. The Chamber of Nobility, composed of the kingdom's recognized noble families, ratifies proposed laws and sends them to the Grand Temple to be tested for theological purity. Heads of Church (appointed by the King) assess potential laws and give final approval or denial. Landed nobles individually enforce the laws, overseen by the church. There is an 80% chance that any group of city watchmen or rural patrols includes a Cleric, level 1d4+1.

Chandra's Haven, seat of the faith devoted to the goddess Chandra, comprises the entire section of the continent east of Gianthome, the Centaur Borderlands, and The Untamed Gauntlet. Havenbrook River and the Sinless Wood serve as the borders between the kingdom and the Centaur Borderlands to the west. Rolling hills and fertile plains stretch across the kingdom, allowing its subjects plentiful space for farming, raising livestock, and breeding the finest horses in the known world. Forested regions along the west coast and the Sentinel Mountains along the northern coast hide ruins dating back to the golden ages before the Schism. Surrounding the kingdom along each of its coastlines, hundreds of barrier islands support trade, fishing, and exploration.

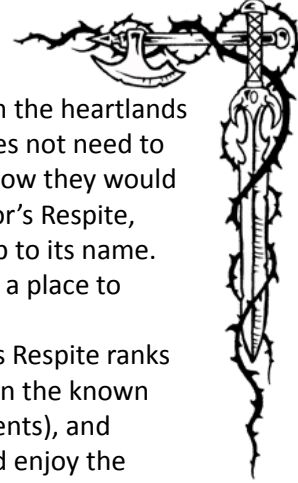
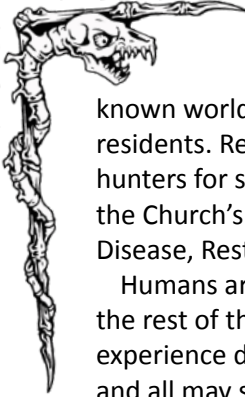
## NOTABLE LOCATIONS

### LUMINERE

**Population:** 25,000

**Composition:** Human 75%, Spellscorched 15%, Other 10%

The seat of power in Chandra's Haven resides in Luminere, the largest city in the kingdom. Luminere sprawls around the base of the tallest mountain of the Sentinel Mountains, Divine Peak. The city, the king's castle on the mountain slope, and the Grand Temple atop Divine Peak share a grand view of the fertile lands to the west. The ancient city is likely the cleanest city in the



known world, full of the sturdiest buildings and healthiest residents. Residents thank explorers and brave monster hunters for such conditions; they frequently need some of the Church's most exclusive services (spells such as Cure Disease, Restoration, etc).

Humans are the predominant genus in Luminere and the rest of the kingdom, but none of the other genera experience discrimination, anyone may own property, and all may serve the Church and government. Guided by the potential outcomes of the wondrous Reincarnation rites granted by Chandra, the church maintains all genera are equal and valid in her eyes – or else she would not return her worshippers to the world among those genera. The worship of Ragnar, however, is absolutely forbidden. Ragnar cultists face penalties ranging from long sentences of community rebuilding (commonly the Godspath; see below) to magical imprisonment.

## DELA'S TOR

**Population:** 10,000

**Composition:** Human 65%, Spellscorched 15%, Abyss-Kissed 10%, Other 10%

A single pass through the Sentinel Mountains allows horses, livestock, and wagons to travel between the northern coast and the central heartlands. The mountain town Dela's Tor sits in the pass at the half-way mark. It serves as a major trading town, many of its merchants buying and selling bulk quantities and seeing steady large caravan traffic. Many adventurers use Dela's Tor for acquiring Writs of Salvage, collecting rumors from all the traveling merchants, and even recruiting retainers.

The mountain pass contains one of the world's few pieces of wondrous pre-Schism architecture. Instead of a building or monument, the Godspath Road snakes its way through the pass and endures the centuries. Innumerable bricks cover the entire length of the road from the first navigable port on Crystal River to the port town Castle Bay. The sophisticated road requires minimal maintenance, but completely negates any risk due to snow, ice, or water. The miraculous design ensures all snow melts and all water drains between the bricks and into the ground below. The bricks atop the Godspath are normally fired bricks; the clergy funds periodic caravans loaded with replacement bricks to ensure the road remains usable.

## WARRIOR'S RESPITE

**Population:** 3,000

**Composition:** Human 50%, Spellscorched 20%, Wild Folk 15%, Other 15%

The small town of Warrior's Respite sits at the confluence of the Crystal and Havenbrook Rivers. Merchants from every part of the known world sail the wide Havenbrook, knowing plentiful buyers wait to purchase their goods and services. Explorers returning from the Untamed Gauntlet have coin to spend and

unique artifacts to trade, and soldiers from the heartlands satiate their curiosity for anything that does not need to be "theologically pure." Church officials know they would not approve of a lot that goes on in Warrior's Respite, but they understand the place must live up to its name. Additionally, allowing overworked soldiers a place to unwind benefits the rest of the kingdom.

As border towns go, the village Warrior's Respite ranks as the most stable and peaceful of places in the known world. Centaurs, Haveners (full-time residents), and Travelers ("adventurers") pass through and enjoy the many exotic offerings found in Warrior's Respite. Duke Allonrik, the esteemed warlord cousin of King Daen, claims the town and the land for several miles up and down the Havenbrook (the eastern side only) as his protectorate. Laws regarding entertainment and trade tend to be lenient, but violent crime (anything more than a drunken fist fight) is dealt with very harshly. Those who frequent the town agree with the Duke's enforcement of the law, resulting in a very well-funded militia.

## CASTLE BAY

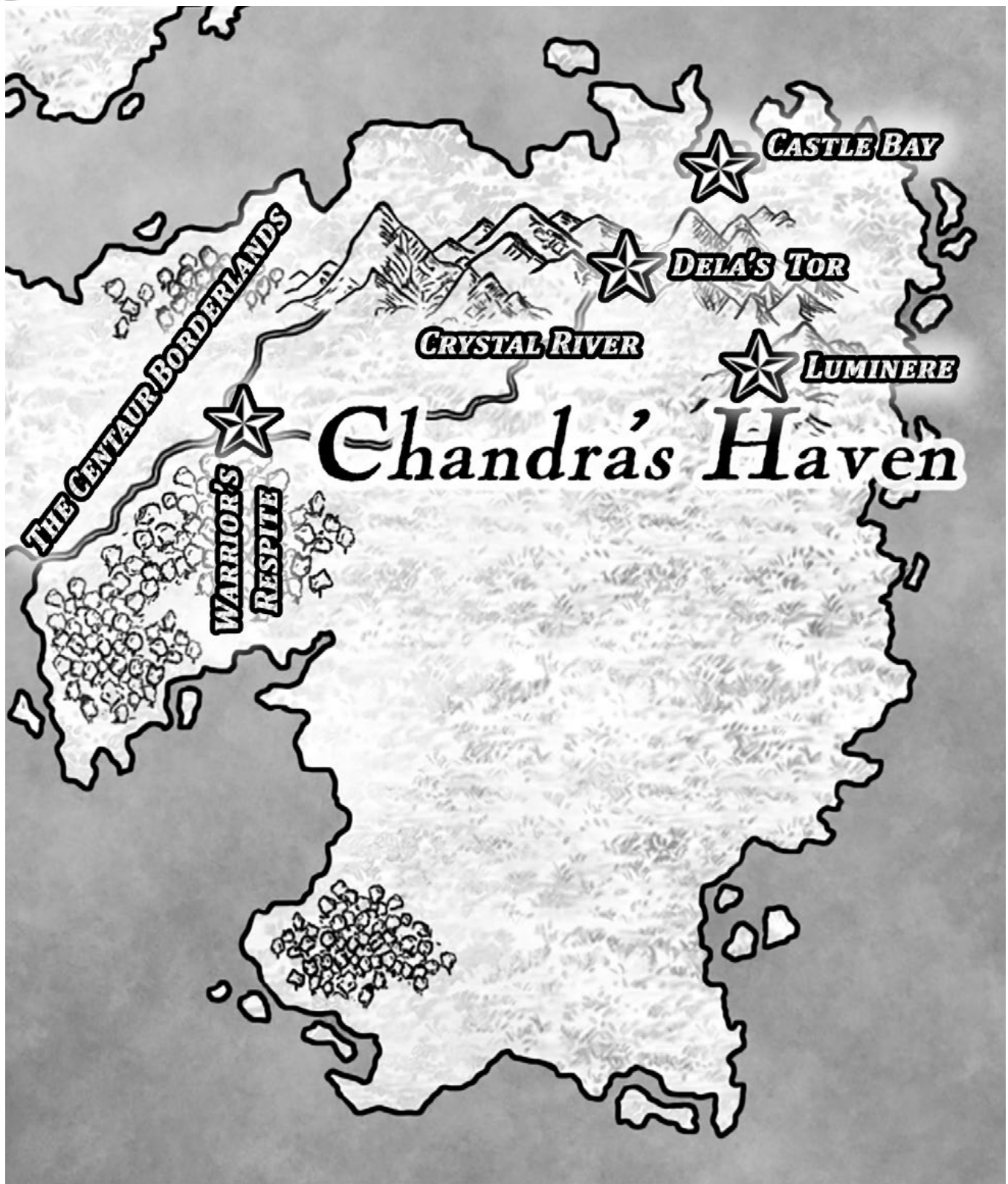
**Population:** 2,000

**Composition:** Human 45%, Abyss-Kissed 20%, Wild Folk 15%, Other 20%

Castle Bay, named after the bay on which the town is located, consumes an impressive amount of land compared to its small population. Large warehouses dominate the town and hide numerous inns scattered about. The town devotes its coastline to docks for merchant vessels and drydock facilities to repair those merchant vessels. No residential neighborhoods exist, and no market square takes valuable space. The town of Castle Bay devotes itself only to the industry of wholesale trade.

Shipping companies that own different warehouses also own the various inns and taverns in town. Their employees all tend to be shorter termed employees than normal. Sailors finding themselves unemployed work at the warehouses and inns until another ship needs to replenish its crew. They work long hours and sleep in makeshift quarters above the warehouses – a lifestyle the sailors take to very easily.

The bay and town derive their name from the small island in the middle of the bay. A well-fortified castle dominates most of the island, and docks just out from the land on all sides. Captain Rannulf Dumays resides in the castle and oversees the entire bay and coastline. Dumays maintains a small fleet of ships, which are used to protect nearby merchant ships and fishing boats. Adventurers with proper Writs of Salvage may petition the Captain for passage to the northeast coast of the Untamed Gauntlet. They may also purchase a return trip, to be picked up on a specific later date.



## Crescent Falls

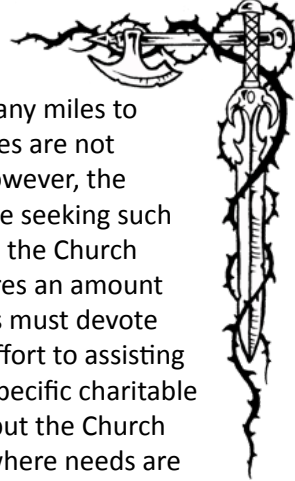
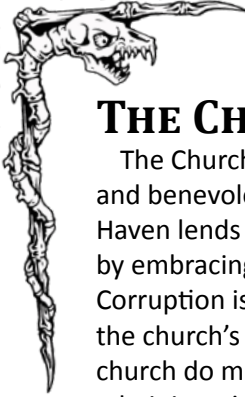
**Population:** 500

**Composition:** Human 90%, Other 10%

Majestic waterfalls mark the transition between the Sentinel Mountains and its foothills, and those falls provide breathtaking scenery for a nearby village. A short distance west of Luminere, the entire kingdom knows about Crescent Falls because of its longstanding

tradition of breeding the finest horses in the land. The rural community consists mostly of merchants buying and selling horses, barding, and other accessories necessary for using horses for any reason. The few inns and taverns within the sleepy town benefit from the large sums of money passing from hand to hand in Crescent Falls. Beds are the finest an inn can offer, and the taverns frequently compete for top honors in beer and roasted potato festivals.





# THE CHURCH OF CHANDRA

The Church stands as the bastion for all that is good and benevolent in the world. The king of Chandra’s Haven lends additional weight to the church’s mission by embracing it as part of the kingdom’s government. Corruption is minimal, and abuses of power rarely mar the church’s reputation. While officials in charge of the church do maintain an active role within the kingdom’s administration of law and justice, their primary roles in Chandra’s Haven encompass the well-being of its residents and the collection of taxes.

Residents (and active adventurers operating with proper Writs of Salvage; see below) receive mostly free basic services from the clergy. They feed the hungry, house the displaced, and tend to the sick or infirm. From the youngest acolyte to the most senior of Prophets, every member of the church devotes more time among the people than they spend cloistered in prayer or legal counsel. People frequently see the white and gold robed clerics in every city, town, and village – and on the roads in between.

Soldiers, adventurers, and others who participate in dangerous activities often petition the Church for advanced rites (see the table below). High level spells and rituals may only be cast by a relatively small number of the most accomplished members of the Church.



Sometimes, a petitioner needs to travel many miles to a larger church, but those advanced services are not reserved as “exclusive” to only the rich. However, the Church does place demands upon someone seeking such advanced service. Instead of simply paying the Church for the casting of a spell, the Church requires an amount of charity and service in return. Petitioners must devote various amounts of money and personal effort to assisting the laypersons throughout the kingdom. Specific charitable activity is not dictated to each petitioner, but the Church always has suggestions ready and knows where needs are more immediately required. Those who make use of those advanced rites purchase and deliver foodstuffs, rebuild homes, or maintain roads between towns.

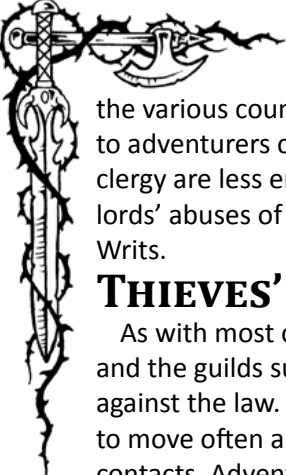
Example Spells	Charitable cost	Time of service
Cure Blindness or Cure Disease	200 gp	2 days
Neutralize Poison	500 gp	3 days
Regenerate or Restoration	500 gp per character’s level	1 week
Raise Dead or Reincarnate	1000 gp per character’s level	1 month

## WRITS OF SALVAGE

An extension of the Church’s mission of caring for every person in Chandra’s Haven, the kingdom issues Writs of Salvage for explorers visiting the Untamed Gauntlet. The documents cost nothing, but insist on 10% of recovered money, artifacts, and other valuables. In exchange, those with Writs may enter and exit Chandra’s Haven without taxation or bureaucratic delay, and they may pass through the Centaur Borderlands without paying a toll for passing through the centaurs’ lands. Additionally, adventurers may petition some Lords with seafaring capabilities; this can become costly for travelers if monsters attack the ship en route.

Adventurers with Writs enjoy a few other benefits, especially if they remain in good standing with the Church (consistently donate the agreed upon 10%). Repeated Writ carriers are treated as residents in terms of owning land, legal protections, and receiving care from the Church. Should anyone circumvent the obligations laid out in the Writs (by fencing goods through black market thieves’ guilds, for example), the Church will deny future Writs for periods of time from 6 months to permanently. The duration of denial depends on the value of goods involved and if artifacts are empowered by dark magics.

Characters deciding not to operate with Writs of Salvage effectively decline to be residents and otherwise maintain positive relations with the kingdom. The Church is less inclined to offer anything more than lifesaving care and would always do so with great suspicion. Many heads of



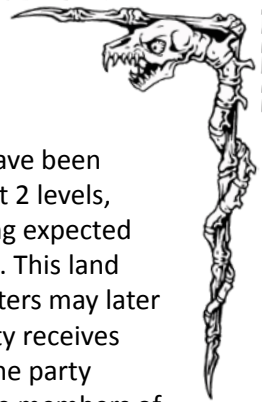
the various counties and baronies restrict or deny passage to adventurers choosing to ignore the Writs – the Church’s clergy are less enthusiastic about investigating claims of lords’ abuses of power involving adventurers without Writs.

## THIEVES’ GUILDS

As with most of the known world, black market dealings and the guilds supported by such endeavors are strictly against the law. In Chandra’s Haven, thieves’ guilds tend to move often and prove difficult to find without the right contacts. Adventurers who deal with (or are members of) such a criminal organization find the work to be as profitable as it is dangerous. Its leaders can be duplicitous, and “honor among thieves” remains a laughable sentiment.

Thieves’ guilds most commonly deal in goods obtained within Chandra’s Haven instead of from places such as the Untamed Gauntlet. Their members let foolish explorers do the hard work of recovering artifacts from monsters’ lairs, opting to let the valuables come to them. Additionally, many of the guilds have little objection to buying, selling, or using magical treasures that may have been created with evil magic. Given enough time and risk of exposure to the Church, one can sell just about anything through the guilds.

## LAND GRANTS



Character parties who reach 7<sup>th</sup> level and have been in good standing with the kingdom for at least 2 levels, adventuring with Writs of Salvage and fulfilling expected donations, may be awarded with a land grant. This land may not be divided, though individual characters may later construct different buildings upon it. The party receives a single house and stable, enough room for the party members and one hireling each. They become members of the Council of Laypersons but must choose one to be the speaker if the opportunity is explored. Should the players and game master decide to expand the option, the size of their land grant expands as the party increases in level.

Granted land provides a party with several benefits. They no longer need to pay for food and lodging when they are home; taxes from their surrounding land pay for their basic necessities. As the characters progress to 9<sup>th</sup> level and beyond, they may expand the home to a Stronghold (see the **O&O Game Masters Guide** p. 19). Should they build such a project, each character attracts followers if the Stronghold is large enough to accommodate them. Most importantly, the home provides a place to store treasure and money the party accumulates during their adventures.

Players may feel confident that treasure storage and housing followers are not subject to being stolen from or tampered with while adventuring. Unless players and the game master all agree, the players’ land is not meant to be a complication or liability. Similarly, the land grant requires no additional bookkeeping. There is no stipulation requiring players to further develop the land, participate in the Council, or keep records of things like taxes and subjects under their jurisdiction. Detailed use of such resources will appear in a future **Odysseys & Overlords** optional supplement.









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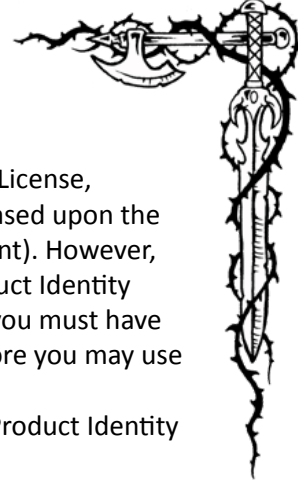
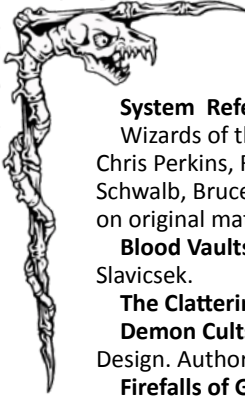
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