

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

CHANDRA'S HAVEN: FERRET'S DEN



A GAZETTEER FOR ODYSSEYS & OVERLORDS



HOME OF THE BLACK MARKET

CHANDRA'S HAVEN: FERRET'S DEN

A GAZETTEER FOR ODYSSEYS & OVERLORDS

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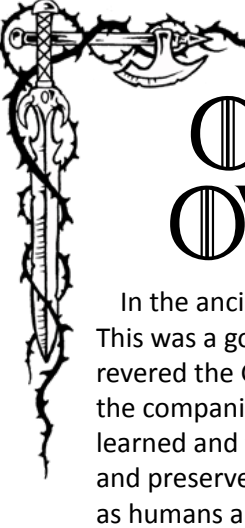
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ODYSSEYS & OVERLORDS

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!**



FERRET'S DEN

Ferret's Den is a settlement in the forests west of Warrior's Respite in Chandra's Haven. Known by word of mouth only, there are no major roads leading into the settlement from either the Centaur Borderlands, or elsewhere in Chandra's Haven. The way to Ferret's Den is well disguised and guarded by bands of thieves loyal to one of the four Circles in the settlement. Adventurers interested in finding the elusive settlement must first pass a test at a neighboring Thieves' Guild. In order to be able to maintain business and order within Chandra's Haven, Ferret's Den sends an emissary to pay annual taxes.

Based around a center fountain, the town of Ferret's Den is home to about 500 permanent residents, with most of the settlement's other population temporary, seasonal, or just passing through. Ferret's Den is designed to be able to move quickly if necessary, most of the structures are not heavily fortified, most passing through camp in the surrounding woods or take advantage of common houses. Any who trade in the black market or less than savory trades are welcomed here, as long as the leadership of the settlement is respected.

While there are more street brawls and open access to what might otherwise be underground trades in Ferret's Den, the residents still take pride in their home. Belligerent behavior or flagrant disrespect is a good way to get expelled from the city (if not have a throat slit).

LEADERSHIP OF FERRET'S DEN

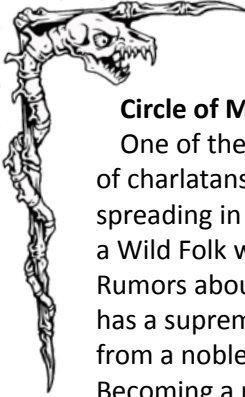
Ferret's Den is governed loosely by a council of four, one from each of the Circles. This council is anonymous, even between members. The Circles that the representatives come from are the Circle of Thieves, the Circle of Assassins, the Circle of Smugglers, and the Circle of Mountebanks. Together, the four representatives are the Lord of Ferrets. In order to bring an issue to the Lord of Ferrets, a citizen must go through a neutral party, The Speaker for Ferrets.

Each Circle has a leader, and membership will always carry benefits.

CIRCLES OF FERRET'S DEN

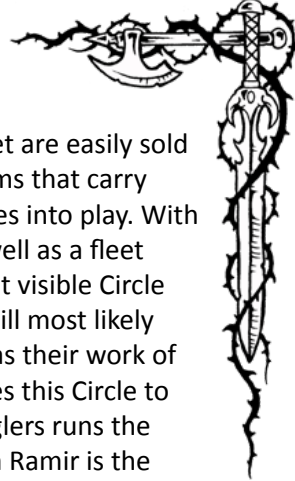
Circle of Assassins

Led by Mysra Shadowmask, this Circle runs all business regarding contract killing, weapons manufacturing, and combat training. The legendary Shadowmask is an elderly human and rumored to have over five hundred targeted kills under her belt. Her crew of assassins work anywhere from alleyways to Great Halls. Membership in the Circle of Assassins requires the trophy from an assigned hit, and the forging of a steel dagger under the tutelage of one of the Circle's smiths. Becoming a member of the Circle of Assassins grants adventurers preferential access to these smiths.



Circle of Mountebanks

One of the hardest Circles to track, this collection of charlatans oversees any spying, forgery, or rumor spreading in Chandra's Haven. This Circle is led by Eyotmai, a Wild Folk who wears a blank ivory mask at all times. Rumors about his true face are many, some say that he has a supremely ugly visage, others claim he is descended from a noble line and wears the mask to hide his identity. Becoming a member in the Circle of Mountebanks requires a second identity, and successful completion of an information gathering mission. Membership benefits include access to this information network, as well as eyes and ears in most courts.



Circle of Smugglers

Not all goods from the Untamed Gauntlet are easily sold in conventional markets, and for those items that carry more liability, the Circle of Smugglers comes into play. With trading rings all over Chandra's Haven as well as a fleet of ships, the Circle of Smugglers is the most visible Circle in Ferret's Den. Contacts from this Circle will most likely be how adventurers hear of Ferret's Den, as their work of buying and selling black market goods takes this Circle to all corners of the land. The Circle of Smugglers runs the market in the center of Ferret's Den. Thom Ramir is the leader of this circle, a skilled human armorer with an eye for items of the rare and powerful variety. Membership in the Circle requires an acceptable token of fealty be given to Thom at dawn. The trial begins at night, and the rest of the Circle's membership will attempt to stop the token's arrival by any means. If adventurers join the Circle of Smugglers, they will be able to sell or access black market goods easier and faster in most settlements.

Circle of Thieves

The Circle of Thieves controls the procurement of goods that would otherwise not be in the market, and also trades in information about where these goods might be located. Rumors of treasure hoards and tombs can be confirmed or denied here (for the right price of course), and the privilege of unbothered passage of goods on trade routes are often bought from this Circle by merchants that carry high value items. Carrying the traditions of another time when this was the only Circle operating, the leadership system is a pseudo-monarchy. The line of leaders passes the title Regent of Thieves, currently the title is being passed through the Fentharr family. The current Regent, Ellio Fentharr, is 12 years old, but is surprisingly prolific in her successful escapades into theft. She is protected by the Regent's Guard. This Circle works closely with the Circle of Smugglers and is most likely to team up with them to collect the coin on a rare item. Membership in the Circle of Thieves allows for access to the underground network of tunnels found in major cities that make for convenient transport between locations. Any member of the Circle of Thieves is also given the right to compete in the annual Thieves' Gauntlet, a competition designed to challenge skills of the trade. The purse to the winner is based on how profitable the Circle was, and if the year goes well, one could become a very wealthy thief.

NOTABLE LOCATIONS

KNIVES' EDGE

The local watering hole, and a truly neutral space. Large weapons are checked at the door, and squabbles between Circles while in the Knives' Edge result in bans from the establishment. The elderly Spellscorched bartender, Nyx, is a former Speaker for Ferrets and knows the goings on of all four Circles. He's always happy to share gossip, but due to his puckish nature, may enjoy spreading a falsehood or two to sow some chaos. He abhors fighting in his bar, but outside in the yard, he will happily watch the half-truths he tells spark drama while nursing a hot tea.

FOUNTAIN

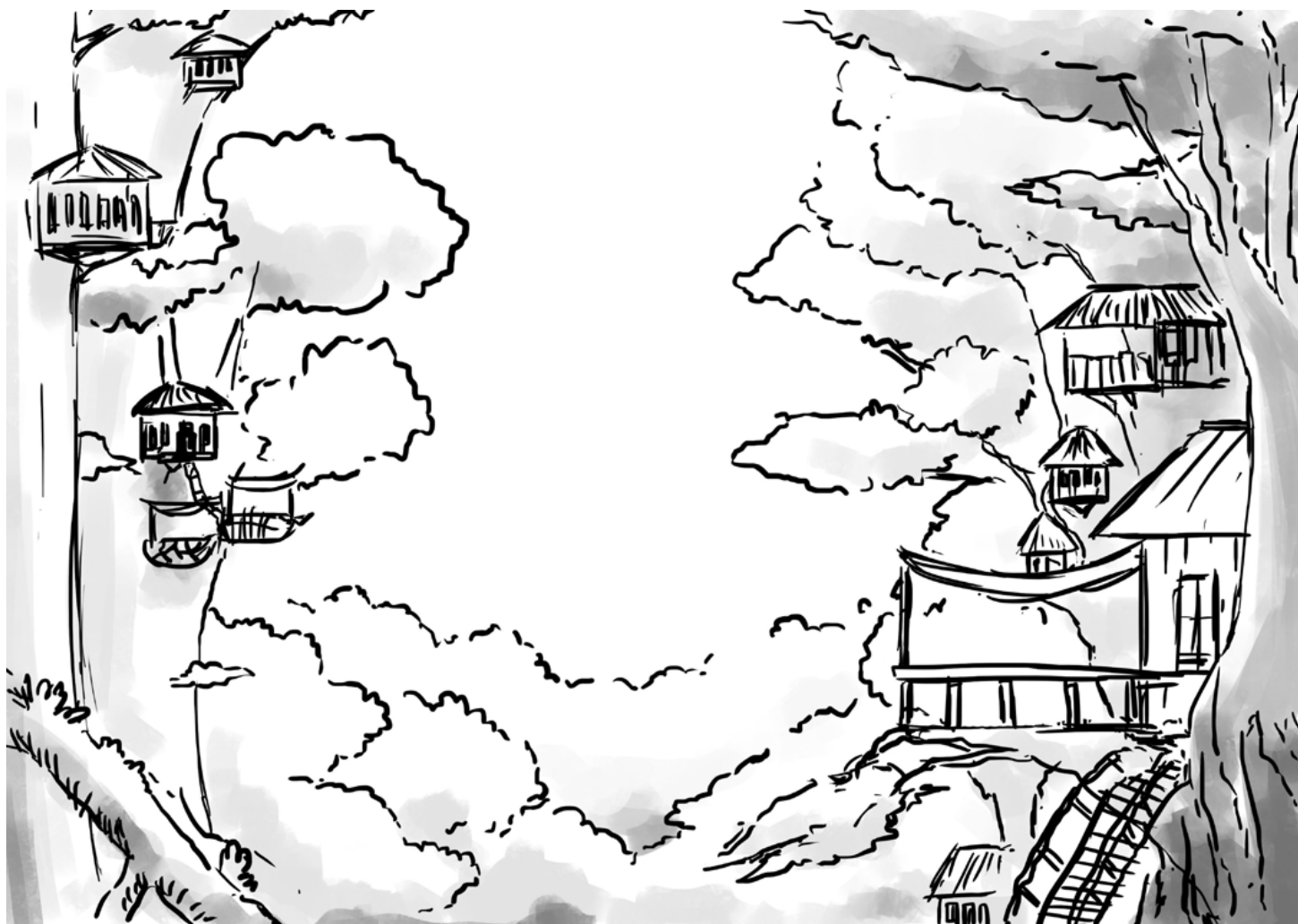
The best place to pick up Circle unaligned jobs in the Ferret's Den is the black stone fountain in the center of town. Notices are floated in the water in oilskin envelopes, and others are painted onto the stone of the fountain itself. As the jobs are claimed or completed, the offer is painted over with black paint to allow new messages to be applied. Anyone can post a job at the fountain, but Circle messengers patrol often to make sure that their territories are being respected by those passing through.

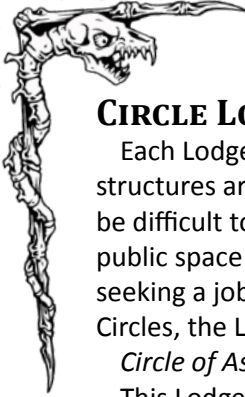
FORTRESS OF TREES

A highly camouflaged network of suspended bridges surrounding Ferret's Den patrolled by guards unaligned with a Circle. Adventurers seeking quick coin can pick up a shift by inquiring at the Fortress Gate, a large oak tree that acts as the central station for all guards. Guards not on duty can be found in the common house run by the Circle of Smugglers or camping in the surrounding woods. Even off duty guards are equipped with a small whistle that sounds a birdcall if strange travelers approach.

MARKET

The market surrounds the central fountain, and trades in items that are familiar to markets in other towns. Foodstuffs, foraged items from the surrounding woods, meats, and vegetables can be found here. More common black market items and trinkets can be sourced here as well, the Circle of Smugglers controls the market. These items range from stolen finery to monster parts used in more dangerous alchemical formulas, to cursed objects. The rarest items, however, are found at the Circle of Smuggler's Lodge.





CIRCLE LODGES

Each Lodge is the center of its Circle's business. The structures are unique in design and construction, it would be difficult to mistake one lodge for the other. Most host a public space as well as private spaces. If adventurers were seeking a job, making a deal, or trading with one of the Circles, the Lodge would be a rational starting point.

Circle of Assassins

This Lodge is a half-circle of assorted buildings, all face inward to the forges that make this Circle unique. There are lodgings for members, permanent and passing through. The Lodge features a fighting ring and a training yard and will sometimes hold small tournaments to show off their member's skill. The Shadowmask's chambers are housed here, and anyone taking a meeting with her is invited to her council chamber. Windowless and draped in black fabric, the Shadowmask's rooms are intimidating by design.

Circle of Mountebanks

A single building, this Lodge is one of the largest structures in Ferret's Den. A popular destination after dark, this Lodge often hosts entertainment on a large central stage in the hall. Rooms for members are along the east and western walls, and a basement larder stores casks of ale, tapped whenever there is a performance. A stable is the most prominent external fixture, use is cheaper for Circle members, but anyone may tend to their horses here. Eyotmai is often found on his private balcony above the stage and performs extraordinary feats of sleight of hand on special occasions.

Circle of Smugglers

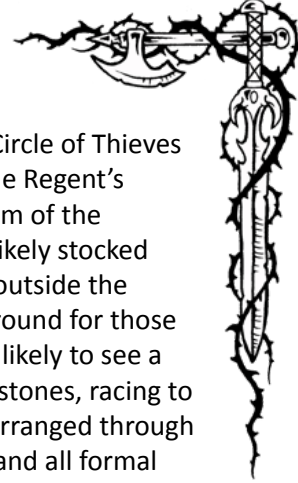
Less of a singular Lodge building than some scattered buildings around the market, the cabins of the Circle of Smugglers house the permanent members that live in Ferret's Den. The Circle of Smugglers also owns a public house on the edge of the forest that will serve anyone passing through Ferret's Den. One does not need to be a Circle of Smugglers member to stay at this public house. Thom Ramir can be found here, overseeing operations. He keeps a small forge as well but is hard pressed to allow its use outside of close friends and colleagues. Any caches of smuggled goods waiting for sale are not stored in the cabins, instead are buried in secret locations known only to two people: Thom Ramir and the member who buried them, as to be sure that there are no leaks within the organization.

Circle of Thieves

The tallest building in Ferret's Den, the Circle of Thieves operates their Lodge from a tower, with the Regent's quarters at the top. Surrounding the bottom of the tower are small functional gardens, most likely stocked with seeds and crops pillaged from farms outside the settlement. The tower itself is a training ground for those looking to hone their skills, and it is not unlikely to see a pair of thieves scuttling up the side of the stones, racing to the top. Meeting with the Regent can be arranged through the Regent's Guard that patrol the tower, and all formal inquiries from outsiders are taken in the Throne Chamber, where the main attraction is the Throne itself, coated in the metallic sheen of melted down weapons that had made attempts on historical Regent's lives. It is said that in the basements of the tower, a great many valuables are stored, but confirming that would mean facing the Regent's Guard on their turf.

SPEAKER FOR FERRETS' HOME

In a treehouse in the Fortress of Trees, the Speaker for Ferrets keeps a home. Small and modest on the outside, the treehouse serves as an office as well as a dwelling. The door is iron and hammered into it is a paw with four claws, one for each of the Circles. The current Speaker for Ferrets is an Abyss-Kissed named Fassner. He has a broken left horn, and a stately disposition. It is rumored that he poisoned the other candidates for the position in his youth, but no one was able to prove anything. Fassner has served in this position for 9 years, an impressive time for such a forward facing diplomatic role. Each Circle pays into the Speaker's salary, and each attempts to out pay the other. The result is a lavish interior of the treehouse, and Fassner often has the best wine in the whole settlement.





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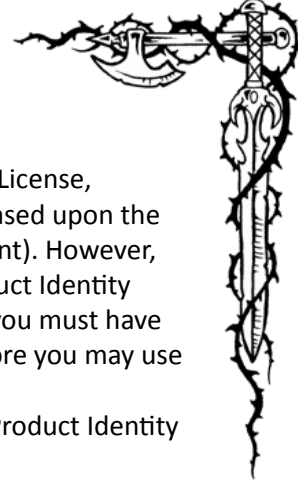
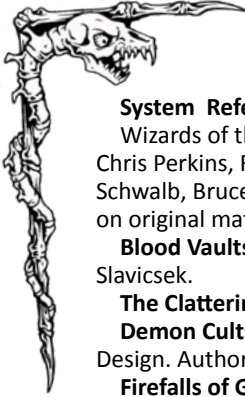
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