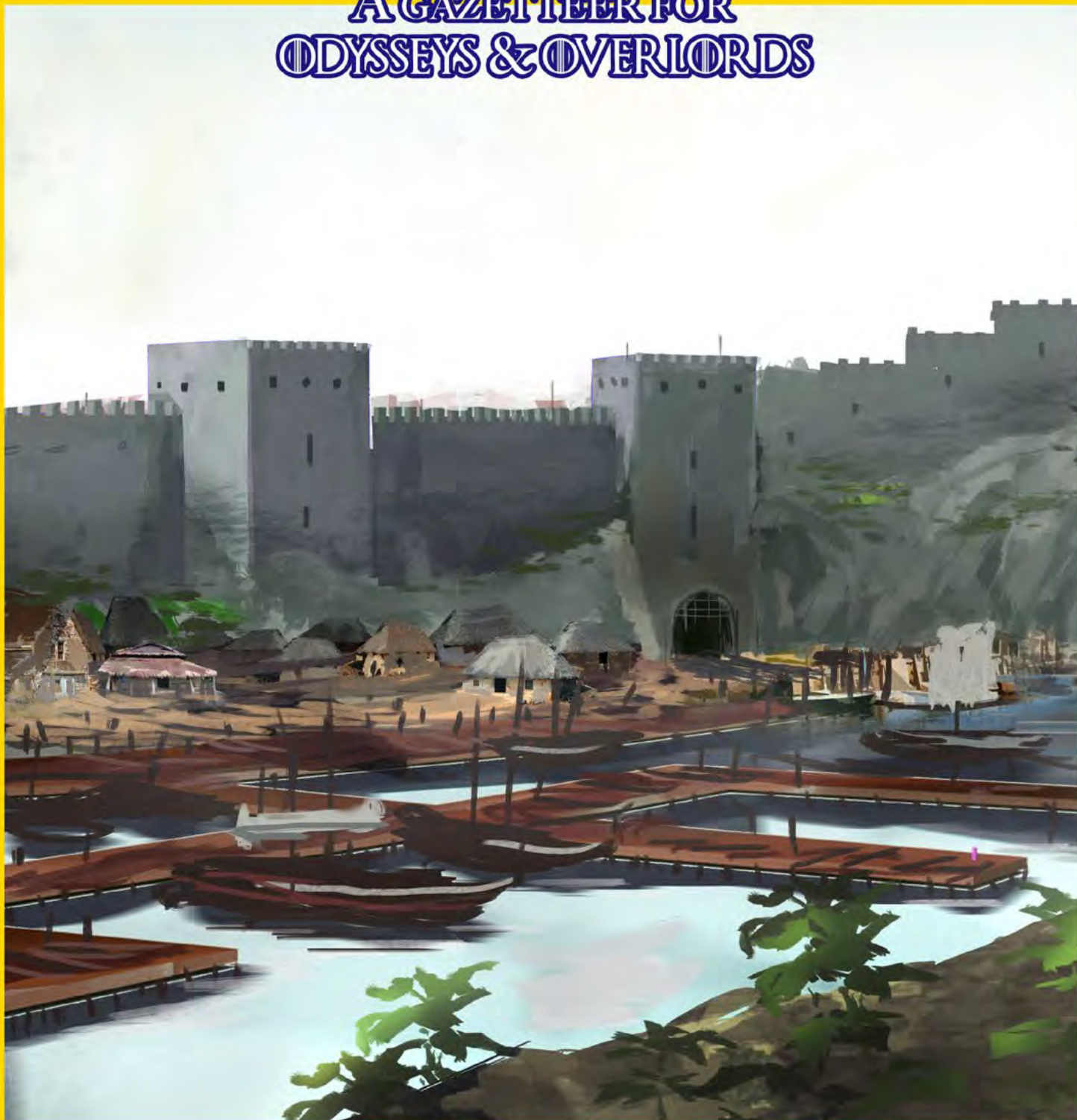


Designed for use
with the **Basic Fantasy**
Role-Playing Game

LUXANIA: KENT'S CROSSING



A GAZETTEER FOR ODYSSEYS & OVERLORDS



THE REMNANTS OF A PORT TOWN

LUXANIA: KENT'S CROSSING

A GAZETTEER FOR ODYSSEYS & OVERLORDS

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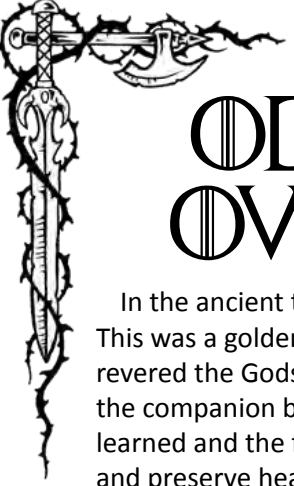
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ODYSSEYS & OVERLORDS

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!**



KENT'S CROSSING

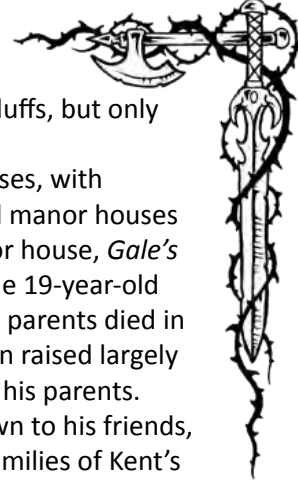
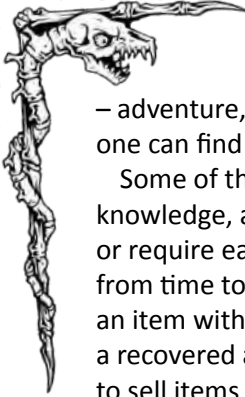
Along the north-west coast of Luxania lies the small town of Kent's Crossing. Capt. Thatcher Kent had once set up a thriving port town prior to the Schism. At the time, Kent's Crossing had swelled with the fortunes of a successful trade with one of the tribes from the Orclands – stories of gold and riches beyond anything dreamt of in the past 1000 years were said to have passed through the port and onto the major cities of Luxania. Rumors have it that the Gem of Divine Insight was to have passed across the Galewind Narrows and through the village of Kent's Crossing on its way to the Invisible Academy, having been found in a temple in the Orclands.

Sadly, the port has fallen on hard times since the Schism. The city, once populated by shining buildings and wealthy merchants has seen the most prosperous families leave for bigger cities, with their generational hold loosening on the city. Indeed, the Spellscorched and Wild Folk who make up most of the population left behind were working class – dock workers and ship builders, or sailors too old for one more journey. Only a few ships dock and sail from Kent's Crossing anymore, moving Ice and cold-weather fruits along the coast. Relationships with the tribes of the Orclands have never really recovered.

CITY CENTER – THE DOCKS, THE FORBIDDEN WARD AND THE SHAMBLES

Along the coast of the port city are **The Docks** and **The Warehouse District**. Busy whenever the tide is high, regardless of the status of the sun, the Docks are where all the remaining commerce of Kent's Crossing must pass. Ships coming and going, dropping their goods, whether that be fish or found treasure. Within 500 feet of the docks at any point lie row after row of warehouses. Only about 1/3 of them remain in use – many have had roof cave-ins from bad weather and lack of maintenance. The ones still in use, however, are well-kept and clean. Many have the sigil of the city or a family crest painted on the side to know who claims ownership of the contents within. The workers come here, do their work, and head home back to the parts of town that they mostly refer to as "The Shambles."

The Shambles are the shacks and small houses of the majority of the working poor. Taverns spot the busier corners of The Shambles, located no more than two blocks apart. The Shambles can seem exceptionally poor to people from wealthier nations, but as long as the citizens have a bed and a stove and a roof that doesn't leak, they seem content. Many of the folks who live in The Shambles work the docks or the ships that come and go, and the younger folks almost always are looking for a way out



– adventure, excitement, riches: These aren't the things one can find by staying in The Shambles.

Some of the old craftsmen have passed along their knowledge, and though it may be tricky, take a long time, or require earning the trust of the people of the Shambles, from time to time an artisan can be found who can create an item with limited magical use, or who can identify a recovered artifact. Some may even offer the means to sell items that adventurers have recovered, despite there being no obvious source or money or influence among the citizens of the Shambles. There may even be some craftsmen who know of and can forge a reasonable facsimile of a Writ of Salvage to make carrying a mystical item of questionable origin less perilous among civilized society.

But, most of the people in The Shambles are very wary of Magic and its uses. Mostly because of the ghost stories and the side effects of the people who've wandered into The Forbidden Ward.

THE FORBIDDEN WARD

There are stories of people living in the oldest parts of town who suffer from what's locally known as "Spell-sickness" – areas where magic use was once at its most intense. It manifests in some with lesions, hair-loss, weariness, but in others – especially Wild Folk – it can turn into a foaming, ravenous cannibalistic madness. The City Guard have walled off the south-eastern part of the city called "The Forbidden Ward" to prevent the spread of Spell-sickness, but rogues and adventurers have been known to bribe their way past the guards in a hunt for lost treasures and forgotten artifacts.

The Forbidden Ward consists mostly of the shells of buildings long worn away by weather and time. Weeds grow tall and trees and greenery have overgrown the foundations and the cobblestone streets where once was a thriving industrial core and tiny mansions belonging to the masters of their industries. Tower spires stand crumbling, gigantic warehouses house only sparrow's nests, and what few untouched workshops remain hold dusty tools, ransacked tomes and mysterious projects half finished. That said, there are hidden rooms, lower levels and entire secret lairs said to lie beneath the street level, and that, of course, is where all the stories of hidden wealth lead adventurers who dare brave the "toxic" ward.

THE TERRACE OF THE SEVEN HOUSES

The **Terrace** is what remains of the great houses of Kent's Crossing. The central road leading from the docks and through the Shambles takes you along and up the bluffs to the Terrace where large mansions look down over the rest of the city and the port. **Seven Spellscorched families** have ruled Kent's Crossing since the days of Thatcher Kent and

seven stately manors dot the side of the bluffs, but only four of those houses remain occupied.

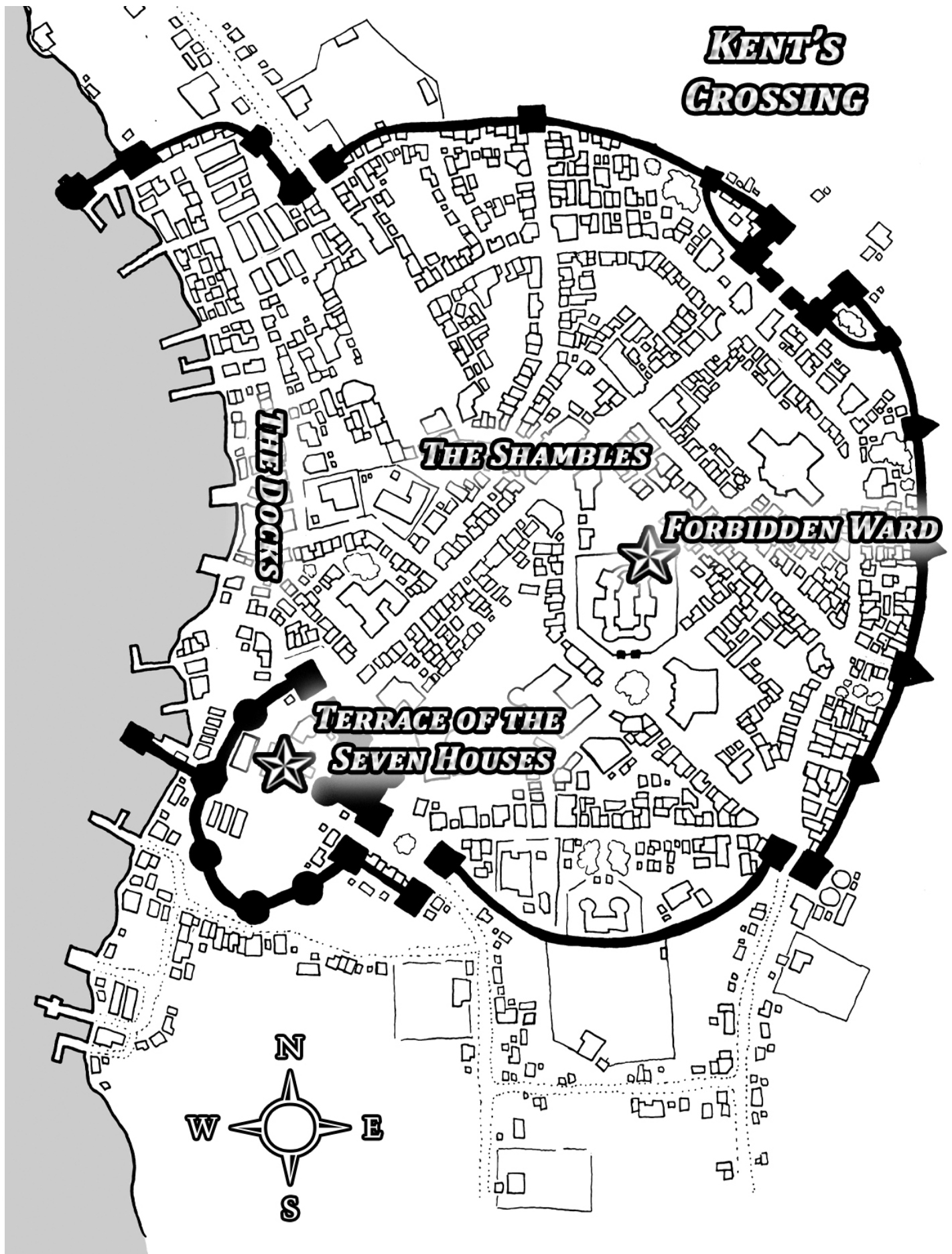
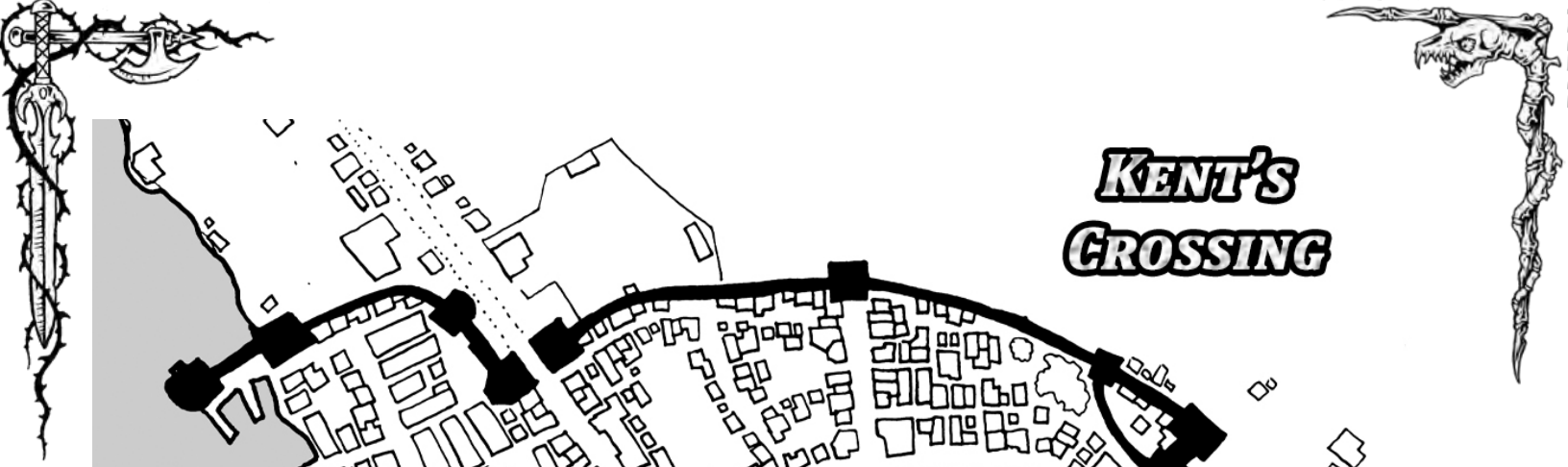
The **Kent Estate** is the largest of the houses, with servants' quarters and stables, and several manor houses within the walled estate. The largest manor house, *Gale's Folly*, is the home of *Thatcher Kent XVII*, the 19-year-old Spellscorched heir to the Kent fortune. His parents died in a shipwreck when he was 9, so he has been raised largely by the mostly human staff hand-picked by his parents. Impulsive, but kind, "*Thatch*" as he is known to his friends, has a strong belief that one of the other families of Kent's Crossing was responsible for the wreck and the death of his parents. He's not sure who to trust – even among his closest advisors, but he takes his position as the namesake of the city's founder very seriously.

The **Archer House** and the **Carter Mansion** have been worn down to ruin, abandoned long ago by their ancestral families, their stone facades looking little more than a fading memory of long-ago wealth.

Madame Dorian Woodlawn, an ageless Spellscorched widow, keeps her gardens immaculate, but the **Woodlawn Manor** itself is caving in, her health long ago flagging to the point where she could not keep up with the maintenance. Madame Dorian has no known children or grandchildren, though there are stories of people claiming her as a long-lost aunt. None have stayed long, often leaving within days under cover of darkness (or so she explains it.) Due to the failing nature of her home, Madame Dorian frequently stays with her neighbors, the Fishers.

James and Diana Fisher have a brood of Spellscorched children ranging from age 15 to age 3 running around **Fisher's Fort**. Diana Fisher is beautiful and elegant, a refined woman who followed James from his visit to Storm's Sheath long ago back to his ancestral home. She's often seen taking her 5 children out into the city and putting them to work in different areas at least once a week, often helping at local gardens or collecting clothing for poor children. James is burly for a Spellscorched, muscled from working on the docks alongside his trusted lieutenants. The Fishers operate the majority of the remaining fleet of ships, pay most of the citizens in the Shambles enough to make a living wage, and always seem to do the little things that keep their neighbors and employees happy. Generous and kind, the Fishers often interact with the citizens as if they were Prince and Princess, not King and Queen. James Fisher sits as the Mayor on the town council, with seats for the three remaining houses and an honorable seat for Madame Dorian. A final seat on the council is saved for the representative from the Shambles who is voted into office every other year.

Elery and Ginger Cooper live in **Cooper Keep**, a mansion that looks like a small castle from the outside. Elery owns his own ship – the *Seventh League* – that he uses to





said, is still practiced within its walls, and Edgar and Abigail still hold services to Ember when they are home, inviting in a secret cabal of citizens sworn to keep their activities secret.

Edgar and Abigail have been married for just over a decade and have been wanting children, but have yet to be blessed with any, and Edgar is concerned about continuing the Putnam lineage. There are rumors that he's sought out potions and lotions and cures for his wife to ensure next-of-kin but nothing has worked. Abigail, for her part, remains devout in her studies and dedicated to her husband. Some rumors from within the city claim that the worshipers they invite into their cloister have been called to participate in the rituals of other gods, in the hopes of providing the Putnams with a child. A few of their worshipers have left the cloister and gone on to create their own houses of worship among the Shambles, but none have successfully grown their flock beyond a few curious onlookers.

Beyond the Terrace live the highlands of Luxania, tall grasses sway in the breeze, hilly expanses and creeks that feed into deep lochs. The Queen's Road leads away from Kent's Crossing toward Openpalm, many day's journey for a caravan, but a speedy horse with a single rider can make it non-stop in about 4 hours. Small settlements of Spellscorched can be found along the way, as well as vast expanses of farmland and scrublands.

ADVENTURE HOOKS

Adventurers who seek out Kent's Crossing might be looking to bring an item to Elery Cooper to gain his trust.

Once in town, they might end up encountering some of the street priests of Ember and learn of the mysterious goings on at Putnam Cloister.

Younger adventurers might be introduced to eligible bachelor Thatch, who likes to sneak out and go drinking in the Taverns in the Shambles, looking for someone he can trust to look into the details of his parents' demise.

One of the Fisher's Children may have run from home, and a search party may be called to help return them to Fisher's Fort.

A citizen of the Shambles is running for the vacant seat on the Town Council. Help them win by digging up dirt on their opponent.

A foreigner has come to one of the local taverns in the Shambles and started talking about organizing and forming a union. Could there be a worker uprising? Would one of the Seven Houses pay to help quash this organization?

A haggard adventurer, scarred and bandaged, stumbles into a bar, begging for a drink. They've been in the Forbidden Ward. As soon as they mention where they've been, the bouncer escorts them to the exit, but not before the adventurers overhear them say "we were soooo close..."

import and export curiosities. Among the Spellscorched dock workers, few trust Elery and his freight, but he pays better than the Fishers and is willing to hire people with questionable backgrounds, often hiring Wild Folk who are less likely to turn away a job. Ginger, who had lost a child at birth, stays home with her only son Philip (17), who appears to be grooming for the position to take over his father's business. Rogues familiar with Kent's Crossing may have dealings with Elery Cooper, who uses fences and other underworld connections within Kent's Crossing and across the kingdom of Luxania to move his treasures. Elery Cooper has been known to hire adventurers to guard a shipment coming in from the port, or heading off to Openpalm or The Invisible Academy. It can be very lucrative to be in Elery Cooper's good graces.

Finally *Edgar and Abigail Putnam* live in **Putnam Cloister**, said once to have been holy ground and a place of worship of the Goddess Ember, and it is said that Edgar was once aligned with the Keepers of Lore, though that affiliation might not be current. The Putnams are collectors of books and knowledge, known to go on expeditions for months, even years at a time. They maintain their own ship, *The Winged Pages*, from which they embark to cities along the coast and from far-off lands. When they are not at home, it is said that a giant, unseen serpent coils around the Putnam Cloister, and that any who try to enter will be strangled and suffocate from its tightening grip. Magic, it is



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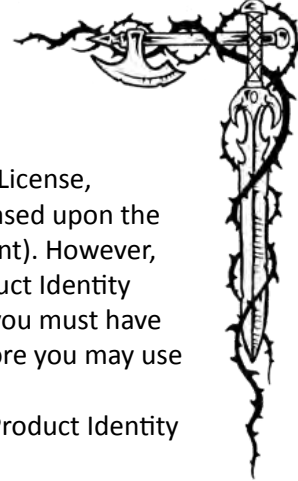
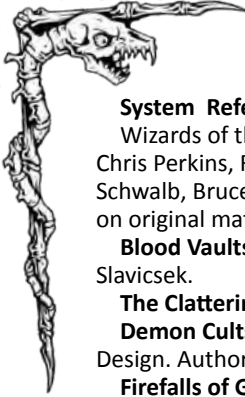
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