

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

THE CENTAUR BORDERLANDS



A GAZETTEER FOR ODYSSEYS & OVERLORDS



LANDS OF THE CENTAUR PROTECTORATE

THE CENTAUR BORDERLANDS

A GAZETTEER FOR ODYSSEYS & OVERLORDS

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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 BORDERLANDS

The region known as the Centaur Borderlands is a stretch of land running from the western bank of the Havenbrook River to the western edge of the Sinless Wood. The Centaur tribes ostensibly control this strip of land all the way down to the Clovenhoof Gulf, but the southern region is hotly contested, with cromags, trolls, and other servants of Gianthome seeking to wrestle controls of the River mouth from the centaurs. This book contains all the information you need to bring the centaur borderlands to life in your *Odysseys & Overlords* campaign. Within these pages you will find information on the centaur tribes that call the borderlands home, the means by which they govern themselves, and information about the renegade herd who eschew the ways of the other tribes. You will also find information on the allies and enemies of the centaurs who populate the region, including several new monsters for use in your game. Lastly, this book offers options for allowing players to assume the roles of centaurs as a playable genus.

THE TRIBES

Five tribes of centaur call the Borderlands home.

EQUITE

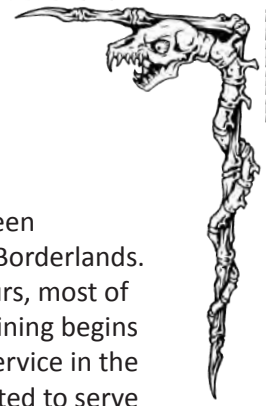
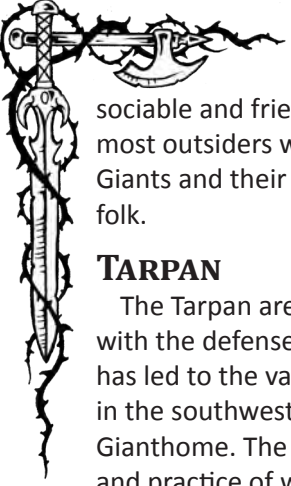
The Equite tribe are scholars, herbalists, and magic-users. Hailing from the Sinless Wood, the centaurs of this tribe spend most of their time practicing ancient mystical arts, communing with the spirits of the forest, and preparing salves, balms and other magic items for the other tribes. The Equite are the smallest tribe and many live in isolated cottages or workshops away from established villages in order to practice their magical arts undisturbed. When gathered in a village, the Equite govern themselves in a magocracy with the most skilled Magic-User in a settlement making all final civic decisions.

Most outsiders find the Equite cold, callous and distant, but this is mostly due to the importance these centaurs place upon their work. Only the most pressing of emergencies can command an Equite's full attention. In the absence of such a crisis, the Equite are always thinking about their latest project or formula, finding other conversations and tasks little more than annoying distractions.

SILENI

The Sileni are a boisterous and celebratory people, from which many centaur bards hail. Like the Equite, the Sileni originally hail from the Sinless Wood, though they have spread through most of the Borderlands. Sileni villages are frequently bustling collections of huts with music, cooking odors, and laughter filling the streets. Visitors to a Sileni settlement commonly mistake the everyday behavior of the tribe as some sort of holiday or festival due to the near constant state of revelry. Sileni are easily the most





sociable and friendly of the centaur tribes, welcoming in most outsiders with a strong drink and a gleeful song. Only Giants and their kin seem to raise the ire of these peaceful folk.

TARPAN

The Tarpan are a tribe of warriors who task themselves with the defense of the Borderlands from enemies. This has led to the vast majority of Tarpan villages being formed in the southwest region where the Borderlands meets with Gianthome. The Tarpan lead lives dedicated to the study and practice of warfare, training their children the arts of combat from a young age. The Tarpan maintain relatively cordial, if not friendly relations with the other tribes, most of who see the Tarpan as brutish and vulgar, if not outright dangerous. For their part, the Tarpan never refuse aid to centaurs of another tribe, including those of the Renegade Herd, as they see the protection of the centaur people as a sacred duty.

TAHKI

Centaurs of the Tahki tribe are common plainsfolk, responsible for much of the agriculture of the Borderlands. A number of the Tahki also stand guard at the borders, checking writs of salvage and collecting taxes. Tahki villages are governed by a council of elders, which in turn report to a tribal council of seven elders from across the borderlands who meet monthly at the port village of Frog Shed near the mouth of the Havenbrook River. This elder council is also responsible for negotiating the writs of salvage with Chandra's Haven, overseeing the arrangement to ensure that the allied state keeps up their end of the bargain by supplying food, military aid, and magical supplies.

THE RENEGADE HERD

Those centaurs who have shunned life among the tribes are collectively known as the Renegade Herd. Members of the Renegade Herd wander as nomads and have no home or place provided within centaur society. While these centaurs are usually welcomed and given shelter in the villages of the Sileni and the Tarpan, the centaurs of the Equite tribe look down on the Renegade Herd and often refuse them shelter while the Tahki often keep their distance out of fear of being attacked or robbed by the wanderers. Members of the Renegade Herd are the most likely to become adventurers as there is nothing tying them to the Borderlands.

NOTABLE SETTLEMENTS

The vast majority of the Borderlands are unsettled plains, interrupted by the occasional hamlet or village. The largest settlements in the Borderlands are the village of Frog Shed on the southern coast, the town of Pine Hunt at the southern edge of the Sinless Wood, and the city of Braveshield the westernmost settlement of the Borderlands.

BRAVESHIELD

Population: 15,000

Tribe Composition: 95% Tarpan, 5% Other

Notes: Braveshield sits at the border between Gianthome, the Untamed Gauntlet, and the Borderlands. It is a city highly dominated by Tarpan centaurs, most of whom serve in the city's military. Military training begins at age six for citizens of Braveshield. Active service in the military begins at age 13. Centaurs are expected to serve until they reach their sixtieth winter, at which point they receive a grand feast and are able to retire to pursue interests outside of warfare. While non-Tarpan centaurs and some other genera live in Braveshield, they are not considered citizens. They are permitted to work their trades and not required to pay taxes, but they are also not allowed to vote in war councils nor are they allowed to refuse service to any citizen for any reason.

FROG SHED

Population: 1100

Tribe Composition: 85% Tahki, 10% Tarpan, 5% Other

Notes: Frog Shed is the seat of what passes for government in the Borderlands. The elders who meet there are generally respected by the other tribes, though they have no power to pass laws, prosecute criminals, or issue edicts that carry any weight beyond that of the social mores of obeying the elderly. As the elder council is well aware of their lack of temporal power, they wield their sentimental influence very carefully, asking only what they feel they absolutely must of their people. Fortunately, the taxation arrangement with Chandra's Haven has proven extremely fruitful for the Borderlands. With the high number of adventurers paying taxes, most Centaurs do not need to trouble themselves with tasks such as agriculture or rearing livestock, freeing their attention to pursue other pastimes and agendas.

PINE HUNT

Population: 112

Tribe Composition: 98% Equite, 2% Other

Notes: Though very small by the standards of even centaur settlements, Pine Hunt is the largest gathering of Equine centaurs in the Borderlands. This village is constructed and maintained with fantastic magic that operates in harmony with the natural order. The non-equine population of the region is largely faerie creatures such as pixies and sprites. Magically hollowed out trees serve as the homes, shops, and laboratories here. Plants modified through herbal concoctions play string-like music each dawn and dusk, and magic circles throughout the village allow for rapid travel from location to location if one but knows the proper sequence to touch the runes when entering the circle. Pine Hunt is truly a town of awe and wonder.



CENTAUR GENUS

Should you wish to allow playable centaurs in your game, use the following guidelines.

Description: Centaurs appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses.

Restrictions: Centaurs may become Bards, Fighters, or Magic-Users. They are also allowed to combine any other class with Fighter, as described in Combination Classes (see *Odysseys & Overlords Player's Guide* p. 15). They are required to have a minimum Strength of 9. They may not have an Intelligence higher than 17.

Special Abilities: Centaurs move swiftly. A lightly loaded centaur moves at a rate of 60' while a heavily loaded centaur moves at a rate of 50'. Due to their unique anatomy, centaurs cannot wear full armor. Due to their equine build, a light load for a centaur at Strength 9-12 is 200 lbs. A heavy load at Strength 9-12 is 400 lbs. These figures are affected by Strength; each +1 of Strength bonus adds 10% to the capacity of the character.

Saving Throws: Centaurs have no saving throw bonuses.



CENTAUR BARD SONGS

Bard songs use the magic of sound to pass along Bardic Inspiration. Using a Bard Song takes One Round unless otherwise noted. Bards of the centaur tribes can learn the following Bard Songs, in addition to the list of Bard Songs provided in the *Odysseys & Overlords Player's Guide* p. 8:

Call Forest Allies: This song allows the Bard to magically summon a number of forest spirits to come to their aid. When activating this song, the Bard rolls their Bardic Inspiration die, generating a pool of summoned creatures with total HD equal to the result of the die plus the Bard's Charisma bonus, which must be chosen from the following list: azeban, feldgeist, dryad, nixie, pixie, or sprite (summoned sprites count as 1/2 HD each). Creatures summoned with this song are considered allies of the Bard and remain until the following sunrise or sunset at which point all remaining summoned creatures disappear back to their plane or point of origin. Summoned creatures follow the Bard's commands. In the absence of a direct command from the Bard, these creatures will defend themselves and the Bard from harm. If a creature summoned through this song is reduced to 0 hp, it dissipates into nothingness.

Charm Animal: This song allows the Bard to cast Charm Animal as though they were a Cleric of their level. A Bard must be at least 4th level to learn this song.

Unweaving: The Bard turns the magical power of their voice against an existing enchantment, unwinding the magic of the targeted spell or item. This allows the Bard to cast Dispel Magic as though they were a Magic User of their level. A Bard must be at least 5th level to learn this song.

MONSTERS

The following monsters can be found in the Centaur Borderlands and the immediate surrounding areas.

AZEBAN

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	2 claws/1 bite or 1 weapon
Damage:	1d4/1d4/1d6 or by weapon
Movement:	40'
No. Appearing:	Wild 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	S,T
XP:	280

Azeban look similar to raccoons with grey, brown, or mottled fur. They have furry, tails with ringed or mottled patterns and dark rings of fur around their yellow eyes. They typically stand on their hind legs, but are capable of moving on all fours, especially when climbing trees and other structures, which they can do effortlessly.

Azeban are capable of emitting a piercing yell. Each creature within 20 feet must make a save vs. Dragon Breath or suffer 2d6 points of damage and become deafened for One Turn. Once the Azeban emits this yell, it must roll 1d6 at the beginning of each round and regains the ability to yell on a result of 5 or 6.

CENTAUR ALCHEMIST

Armor Class:	13
Hit Dice:	7*
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	60' (10')
No. Appearing:	Wild 1d6
Save As:	Magic-User: 7
Morale:	8
Treasure Type:	A
XP:	735

Centaur appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses.

Centaur Alchemists learn and cast spells through the use of advanced alchemy and herbalism. Though their

components and practices differ greatly from those of adventurers of other genera, from a system perspective these function as the spells of a 7th-level Magic-User. They frequently hail from the Equite tribe and are cold, callous and distant when interacting with outsiders. They can be persuaded to bargain, especially if approached with interesting lore or magic items.

A Centaur Alchemist has the following spells prepared:

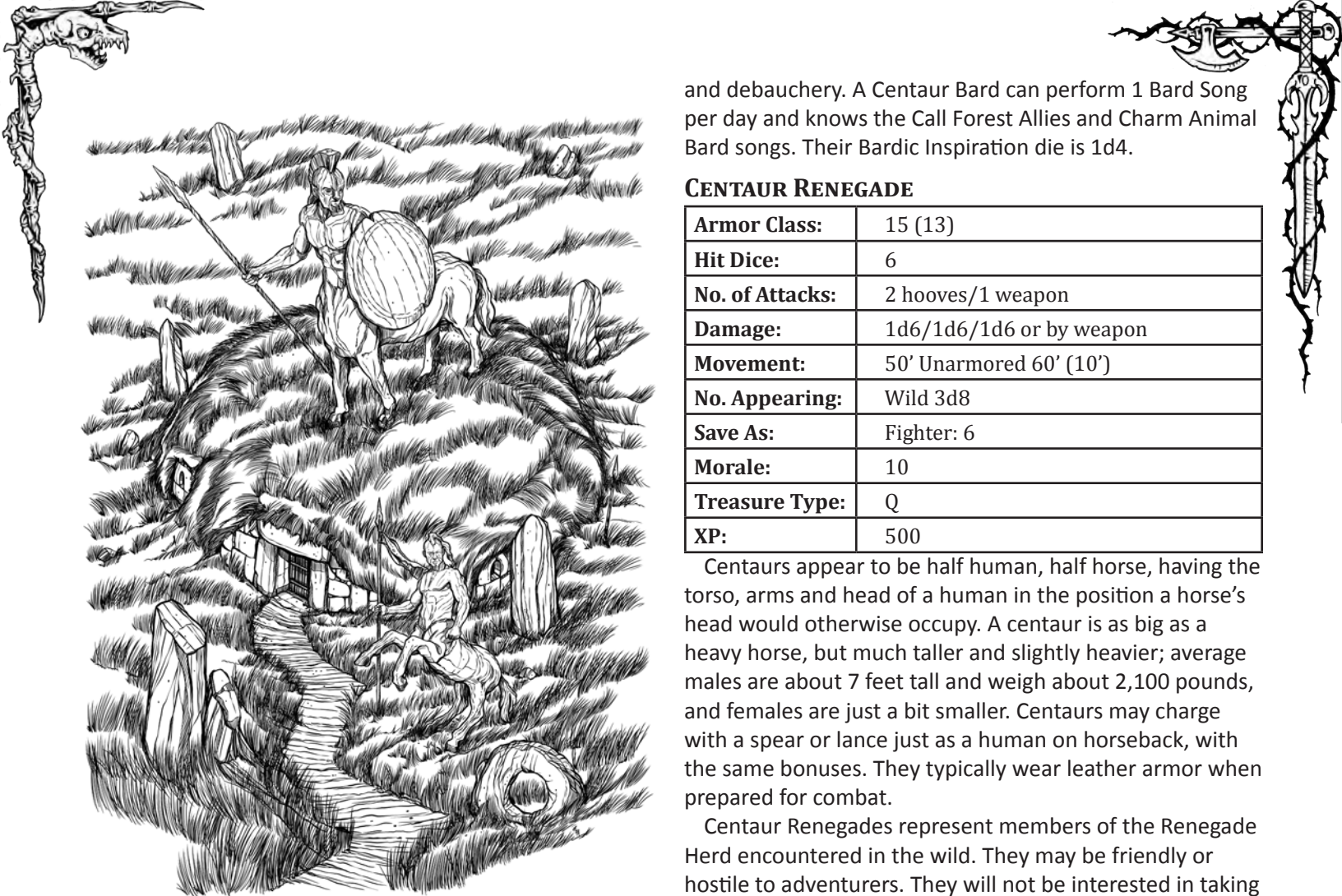
1st-level (3/day) Detect Magic, Read Languages, Sleep

2nd-level (2/day) Mirror Image, Web

3rd-level (2/day) Fireball, Protection from Normal Missiles

4th-level (1/day) Growth of Plants





and debauchery. A Centaur Bard can perform 1 Bard Song per day and knows the Call Forest Allies and Charm Animal Bard songs. Their Bardic Inspiration die is 1d4.

CENTAUR RENEGADE

Armor Class:	15 (13)
Hit Dice:	6
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	50' Unarmored 60' (10')
No. Appearing:	Wild 3d8
Save As:	Fighter: 6
Morale:	10
Treasure Type:	Q
XP:	500

Centaur Renegades appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.

Centaur Renegades represent members of the Renegade Herd encountered in the wild. They may be friendly or hostile to adventurers. They will not be interested in taking tax if they are encountered in the Borderlands, though they may well rob adventurers who flash gold or trade goods around. Most of these folk are just trying to survive without the support of their society.



CENTAUR BARD

Armor Class:	15 (13)
Hit Dice:	4*
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	50' Unarmored 60' (10')
No. Appearing:	Wild 2d10
Save As:	Bard: 4
Morale:	8
Treasure Type:	A
XP:	280

Centaur Bards appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.

Centaur Bards learn and perform Bard Songs just like adventurers of other genera. They frequently hail from the Sileni tribe and have a decadent love of celebration, song,

FELDGEIST

Armor Class:	13
Hit Dice:	5*
No. of Attacks:	1
Damage:	1d6
Movement:	fly 40'
No. Appearing:	Wild 1d4
Save As:	Magic-User: 5
Morale:	10
Treasure Type:	S,T
XP:	405

Feldgeists are whirlwinds of humanoid shape and size with long, flowing hair that blows in a perpetual breeze. They are generally summoned, but occasionally appear in the wild on a windy day. When in the service of a summoner, feldgeists are loyal, determined, and brutal. When appearing in the wild, they are playful and not aggressive unless threatened.

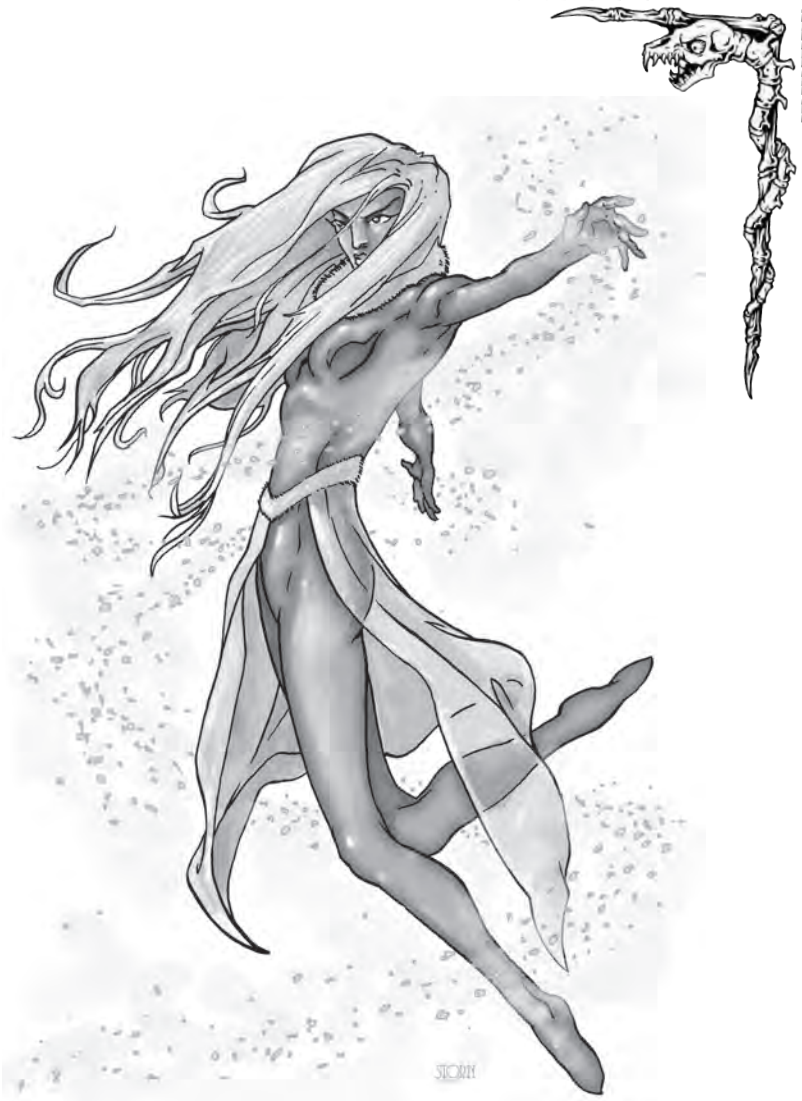
Feldgeists can unleash a potent whirlwind in lieu of making a standard attack. If the feldgeist does so, all creatures within 15' must save vs. Death Ray or suffer 2d6 damage and be knocked prone. Once the feldgeist unleashes this whirlwind, it must roll 1d6 at the beginning of each round and regains the ability to unleash a whirlwind on a result of 5 or 6.

KORRIGAN

Armor Class:	14
Hit Dice:	12**
No. of Attacks:	1 or breath
Damage:	1d4 or breath
Movement:	30'
No. Appearing:	Wild 1d4
Save As:	Magic-User: 12
Morale:	10
Treasure Type:	S,T
XP:	2075

Korrigan are small faerie folk with pointed ears and gorgeous long brown or red hair, who appear beautiful and full of life under the cover of night. When encountered during the day, korrigan look withered and elderly with shaggy, wild, white hair and blackened eyes.

Korrigan hold wild, infectious revels under the light of the moon. Any character who encounters a korrigan while the creature is dancing and singing must save vs. Spells or else they become swept up in the korrigan's dance. Once the dance is completed, the character is exhausted, suffering a -1 penalty on all attack rolls and saving throws as well as being unable to run or heal naturally until they get a regular night's sleep.



Korrigan are also capable of unleashing a poisonous breath weapon, requiring all creatures within a 15' cloud shaped emanation to save vs. Dragon Breath or take 2d8 points of damage from the korrigan's poisonous breath.



**THE UNTAMED
GAUNTLET**

**THE SINLESS
WOOD**

★ **PINE HUNT**

**THE CENTAUR
BORDERLANDS**

★ **WARRIOR'S
RESPITE**

THE HAVENBROOK RIVER

★ **BRAVESHIELD**

GIANTHOME

★ **FROG SHED**

**CHANDRA'S
HAVEN**

**THE CLOVENHOOF
GULF**





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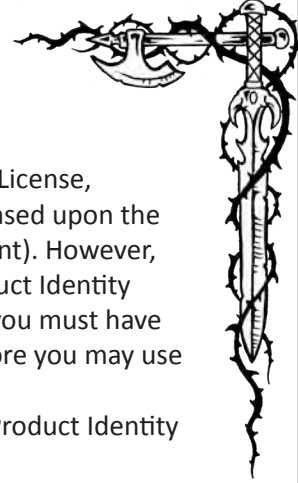
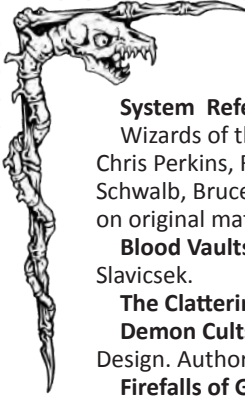
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