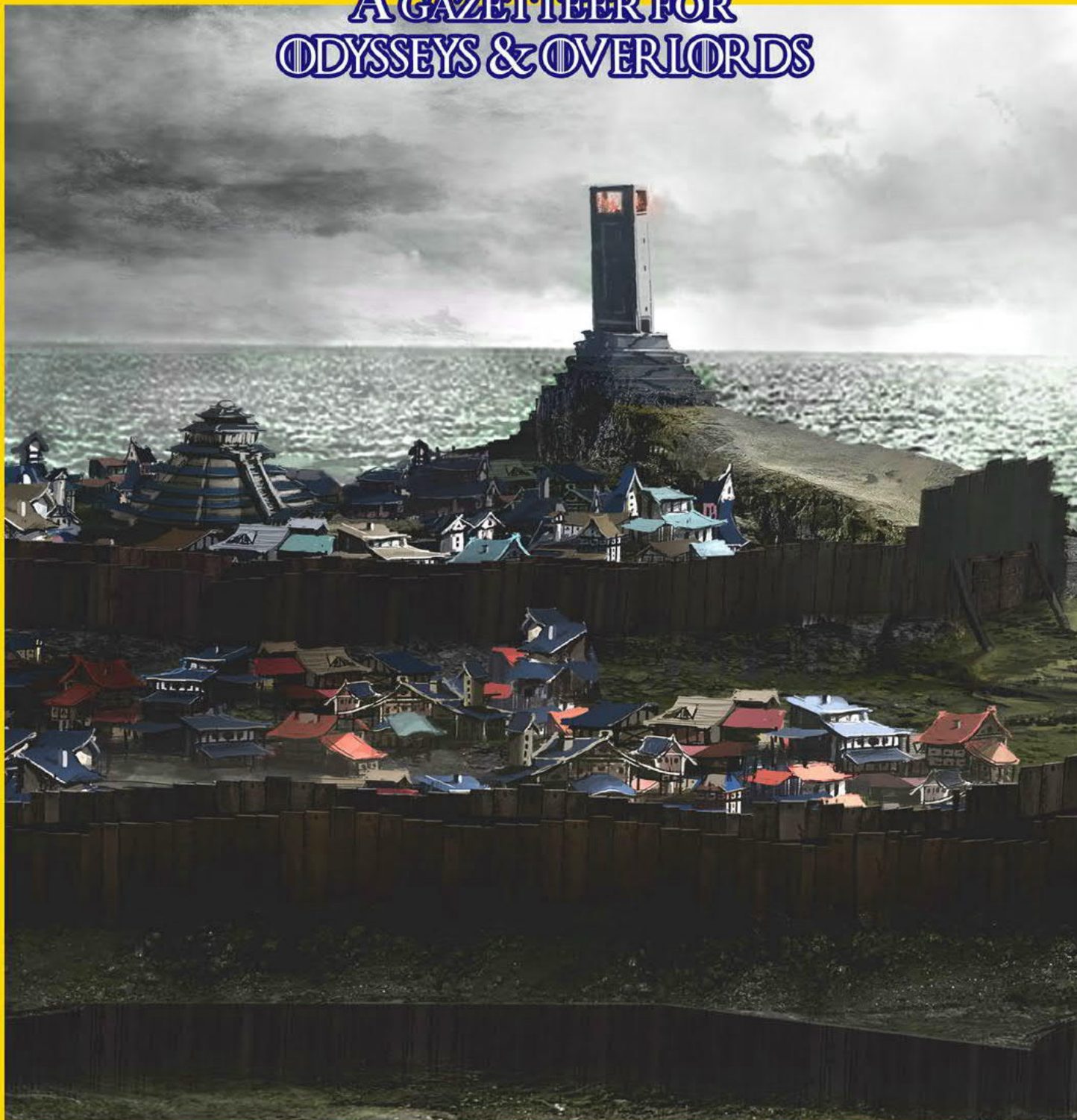


Designed for use
with the **Basic Fantasy**
Role-Playing Game

THE MISTS OF MYOLNHEYM



A GAZETTEER FOR ODYSSEYS & OVERLORDS



HOME OF THE CLOUD GIANTS

THE MISTS OF MYOLNHEYM

A GAZETTEER FOR ODYSSEYS & OVERLORDS

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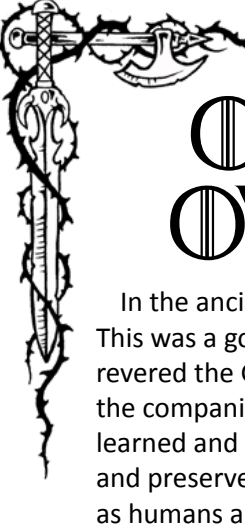
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ODYSSEYS & OVERLORDS

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 MISTS OF MYOLNHEYM

The settlement of Myolnheym is home to the cloud giants of Gianthome located on the narrow stretch of land that connects the southern peninsula of the Crooked Claw to the mainland. This settlement is ruled over by the cloud giants but is also home to a larger population of smaller folk (of varying races) and a smaller population of cave dwelling cyclops. While the cloud giants spend their days separated from the rest of the population of Myolnheym in their mist-enshrouded fortress, the cyclops and small folk tend to live in harmony by working together forming quite a unique society. The paragraphs below describe the different districts, important locations, non-player characters (NPCs), and organizations within the settlement of Myolnheym.

POPULATION AND COMPOSITION

Total Population: 5,200

Small Folk: 75%,

Small Folk: Cromags 40%

Small Folk: Human 30%

Small Folk: Spellscorched 2%

Small Folk: Kobold 2%

Small Folk: Abyss-Kissed <1%

Cloud Giants: 20%

Storm Giant: <1%

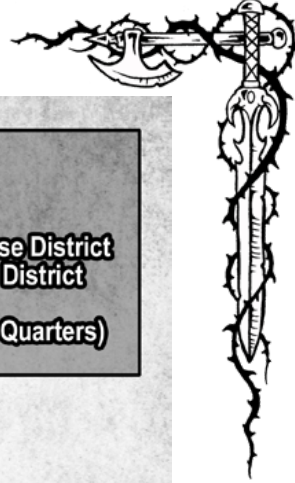
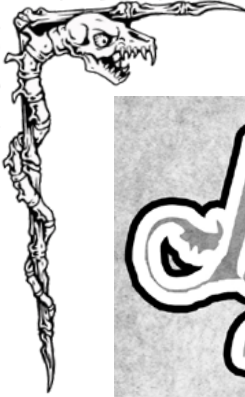
Cyclops: 5%

THE THREE COMMUNITIES

CLOUD GIANTS

The cloud giants segregate themselves in their mist enshrouded fortress (see Myolnheym Fortress below for more information) from the rest of the population of Myolnheym, rarely mixing with the smaller folk and the cyclops community that dwell in the surrounding settlement below.

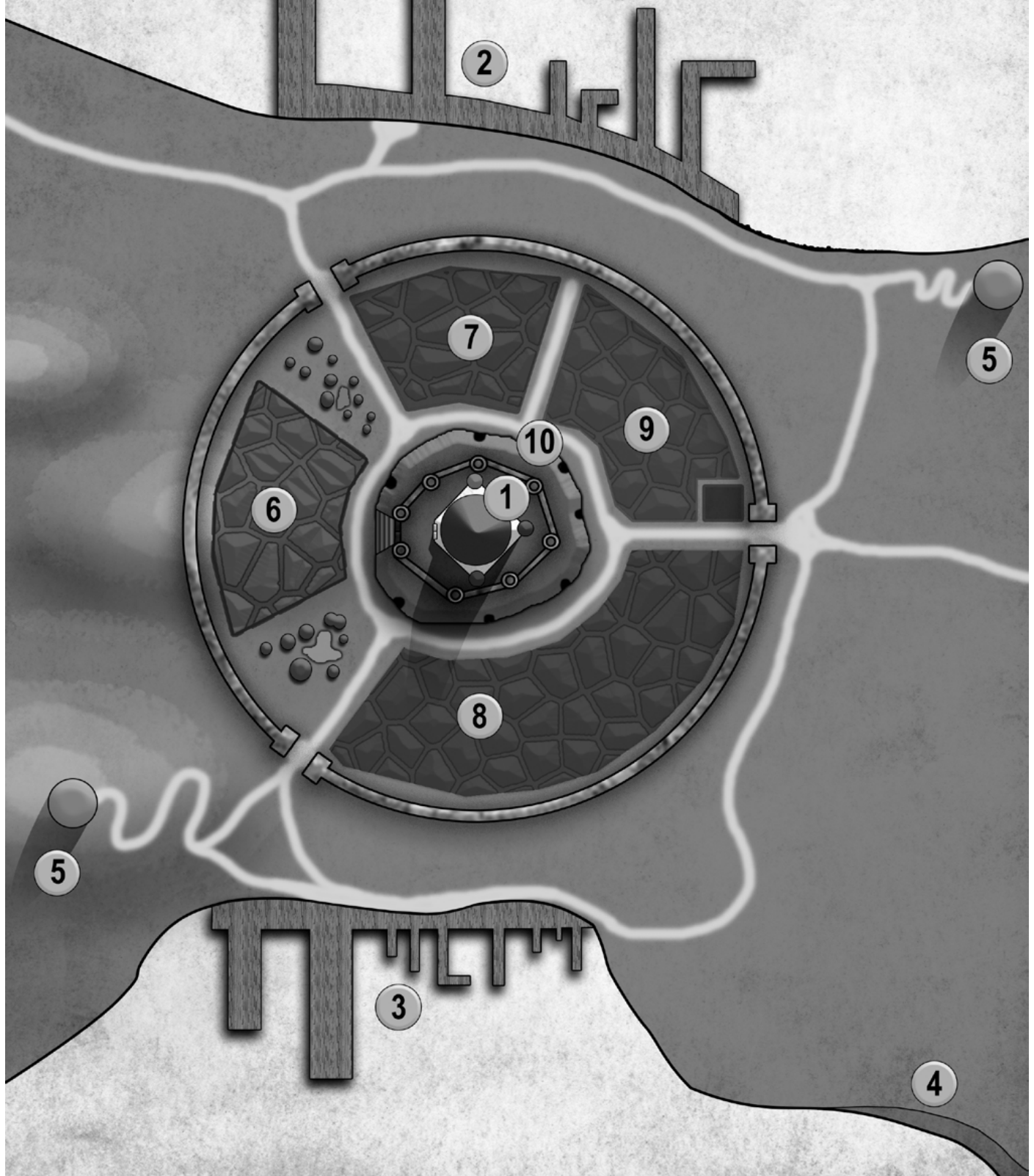
High Elder Nedor De'Lom. The current leading cloud giant elder of Myolnheym. A 350 year old warrior of great renown, High Elder Nedor resides deep within the fortress where he leads the elder council in their efforts to govern Myolnheym and claim taxes from those who dwell there. While most of the small folk and cyclops population have yet to see him let alone meet him, Nedor has a reputation to have been a fearless, just, and wise warrior in his youth, and a strong elder, despite his love for fine clothes and jewels in his later years. Four other elders make up the remainder of the elder council and in turn each command their own segment of the cloud giant community. While half of their community are soldiers, the remaining are comprised of scholars, sages, mages, musicians and philosophers preferring the arts of the mind over the arts of war.

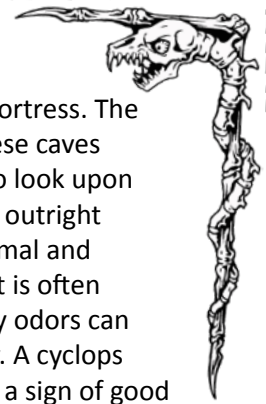
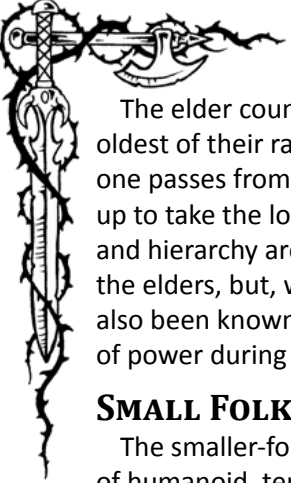


Myolnheym

LEGEND

- | | |
|-----------------------|--------------------------------|
| 1. Myolnheym Fortress | 6. Hillsedge |
| 2. North Port | 7. Northern Warehouse District |
| 3. South Port | 8. Southern Housing District |
| 4. Gargan Cliffs | 9. Eastguard |
| 5. Lighthouses | 10. Erunum (Cyclops Quarters) |





The elder council of the cloud giants comprises the five oldest of their race who reside within the fortress. When one passes from this realm in death, the next in line steps up to take the lowest place on the elder council. Power and hierarchy are weighted heavily on the age ranking of the elders, but, while rare, proven wisdom despite age has also been known to give an elder an advantageous position of power during disputes and the like.

SMALL FOLK

The smaller-folk, which consist of many different races of humanoid, tend to associate with one of the three main lifestyles in Myolnheym; Farmers, Fisher-folk, or Suburbanites (bakers, innkeepers, merchants, town guards etc.).

The farmers tend to their farms which are primarily located along the main roads leading into Myolnheym, where the soil is rich, and the land is plenty.

Fisher-folk mostly live around the small groups of dwellings huddled about the entrance gates to the settlement proper. These folks are hardworking citizens who keep one of the settlement's most prosperous export trades, fish, alive and well.

Some suburbanites tend to think of themselves as the upper-class of the small-folk, but the wise among them understand the importance of the farmers and fisher-folk to their own lifestyle too. These folk tend to live within the main outer walls of Myolnheym and perform a variety of urban roles within the settlement's society.

Due to the irregular correspondence with the cloud giants over the years since Myolnheym's colonization, the small folk have gathered their own form of town council to deal with the day to day goings on around the settlement, and their sub-society. Two of the major players in the council are:

Hetman Jenna Trinburg. A human military leader with a taste for tradition, order, and policy. Jenna's role gives her the responsibility for all final decisions discussed and made by the small people council as a whole. The Hetman has a low tolerance for the ways of the cyclops community but understands the need for harmony with them and has elevated a particular councilor, Jarum Un to act as a liaison with their single eyed neighbors.

Counselor Jarum Un. The half-cyclops had been elevated to councilor three years ago by the Hetman Trinburg in order to help with relations and act as a liaison between the small folk and the laboring cyclops community. While Jarum had been ridiculed in youth as a halfbreed and an orphan of the streets, the human sized cyclops developed a high intelligence and a charismatic way with words. This placed him perfectly for his liaison role on the council.

CYCLOPS

The heavy lifters and main pool of labor workers in Myolnheym, the cyclops community make home in what they call Erúnum; the vast network of caves that

honeycomb the earth beneath Myolnheym Fortress. The cloud giants and the small folk simply call these caves the Cyclops Quarters. While outsiders tend to look upon the cyclops culture as barbaric, dirty, or even outright disgusting, their way of living is perfectly normal and accepted within their people. Something that is often misunderstood by outsiders is that their body odors can signify different things within the community. A cyclops might consider a strong natural body odor as a sign of good health in prosperity. As such, a very odorous cyclops can often be seen as having a higher social status within the caves, whereas a sickly cyclops might emit an unhealthy odor which often signifies malnutrition and poverty. They are usually very proud of their healthy natural smells and try to avoid anything that might remove or dull their odors like baths, perfumes, or incense.

Matriarch Grga Shu'imum. Grga is the current matriarch of the cyclops community. While she is their effective ruler, passing important decisions and liaising heavily with the small folk community and the cloud giants alike, she also a blue-collar worker on the docks of the southern port lifting large crates of cargo off the many vessels that pass through the port.

LOCATIONS

The following locations can be found within Myolnheym.

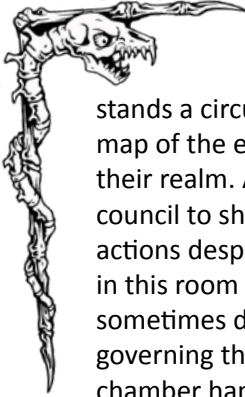
MYOLNHEYM FORTRESS

HÉYDOL'S VAULT

Through the Storm Giant vessels docking alongside Myolnheym's southern port, many treasures come to the cloud giants. These treasures are mostly loot from far-flung adventuring campaigns or taken from the many lost treasures resting at the bottom of the vast oceans. Regardless of their origins, those treasures that pass through Myolnheym usually tend to wind up within Héydol's Vault. The vault is a large and secure chamber located in the dead center of Myolnheym Fortress. Here the cloud giant's wealth is kept under constant guard and protected with potent magic wards in order to keep any would be thieves from taking their chances at fortune. The High Elder at any point in time is the only living being to have the ability to open the vault, this is currently High Elder Nedor De'Lom. When a new High Elder rises to power after their predecessor passes from life, a magical ritual is held to imprint the vault's "key" into the new High Elder's glomhein (their spirit). This is appropriately called Héydol's Key, and while the outside world has indeed heard of the key that opens the vault, only the cloud giants truly understand its nature.

CHAMBER OF CLOUDS

This is the chamber where the elder council of the cloud giants meet on a daily basis. It is from here that High Elder Nedor leads his fellow elders in the rightful governing of Myolnheym. In the center of the large round chamber



stands a circular block of marble, on which is carved a map of the entire lands that the cloud giants claim as their realm. As the elders take an oath when they join the council to show their vitality and strength in all of their actions despite their age, there are no chairs or thrones in this room as the elders elect to stand for hours, and sometimes days, arguing, law making, war planning and governing their kingdom. Around the outer edges of the chamber hangs a thick and magical fog which hugs the curved walls. The fog seems to change colors at random, though onlookers have often sworn that the colors change to meet the tone of the conversation being held between the elders. In actual fact, the fog's true nature remains a mystery to even elders, save Nedor himself.

AERKLÚR'S AERIE (HIPPOGRIFF'S NEST)

This is the nest and dwelling place of the giant hippogriffs that the cloud giants pair with for travel over the lands. It is named after Aerklúr, lord of the hippogriffs, and is home to what is left of Gianthome's dwindling giant hippogriff population having been hunted to near extinction. The cloud giants provide a safe haven to Aerklúr and his majestic race in the very peak of Myolnheym Fortress in return for safe and quick travel by air among the clouds and across the seas and lands.

OUTER MYOLNHEYM

NORTH PORT

The north port acts as the main dock for ships and other vessels traveling to the eastern realms and a naval port for the cloud giants' naval fleet. Here the small folk and cyclops folk work together keeping the wharf running smoothly. Quite often there are two or three massive cloud giant vessels docked alongside the wharf's piers far overshadowing the smaller folk's largest fishing boats. These humongous ships sail in and out of port and understandably receive right of way through the deep waters of the Mengol's Sound. Many small folk fishing vessels now lay at the bottom of the sound after less than perceptive captains steered too close to cloud giant warships getting underway.

SOUTH PORT

The southern port is not only used by vessels making long voyages to the west but is also a docking station for the ten gigantic wooden storm giant ships coming alongside to store their newfound treasures within the cloud giant's Héydol's Vault for safekeeping and further study. The gigantic storm giant ships dwarf even the massive cloud giant warships when placed side by side along the wharf.

GARGAN CLIFFS

Home to a growing colony of gargoyles which position themselves high up the 200 ft sheer cliffs. The cliffs drop 200 feet down into the reef crashing swell below. There are

multiple cave entrances along the cliff face, and some lead to intertwined cave networks that stretch deep inland. An evil sorcerer was once rumored to have exiled themselves within these caves over 100 years ago, though those few who can still remember this believe the sorcerer to have perished a long time ago. While the rumor indeed was true those many year past, the sorcerer has not perished as believed, but in fact has moved into a form of lichdom, its sole purpose; to gather strength and wait for the right time to attack the cloud giant fortress and plunder Héydol's Vault for powerful artefacts to further its own power.

LIGHTHOUSES

These tall towers act as beacons to the many ships, giant and small, that come in and out of both the northern and southern ports. Due to heavy fog during certain times of the year, these beacons help guide an otherwise blinded helmsman toward the port safely and indicate land is near. Each lighthouse contains magically boosted candles shone through the lens of a multi-faceted gem. Multiple fire elementals guard each lighthouse from any trespassers and would be thieves.

INNER MYOLNHEYM

SMALLTON

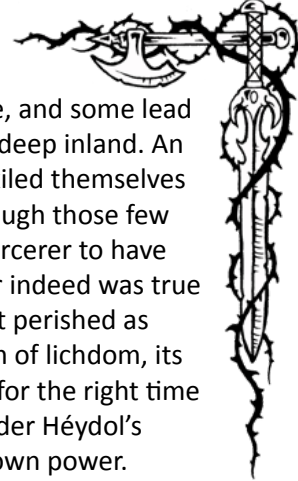
The township of Myolnheym where the smaller folk dwell. Smallton is divided into three main districts; Hillsedge, Northern Warehouse District, Southern Housing District (aka The Hovel), and Eastguard.

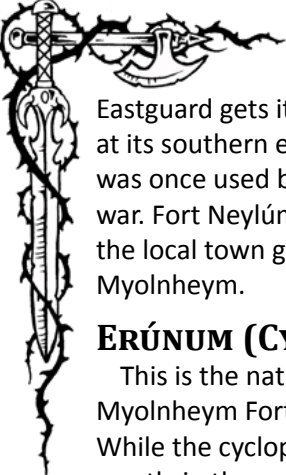
Hillsedge. This district is where the wealthier of the small folk reside in their larger estates, higher upon eastern edge of Launman's Hill on which the western section of Myolnheym was built. The wealthy families in Myolnheym overlook the rest of the city from the higher land on the hillside, baring only Myolnheym Fortress which soars high above.

Northern Warehouse District. This warehousing district is where all of Myolnheym's currently operational warehouses and stores are kept. Not only do the wharf workers and local businesses use this area for their wares during the day, but by night the small but active criminal underbelly of Myolnheym operates here too.

Southern Housing District. Once also a warehousing district before the Myolnheym population began to grow around 300 years ago due to a post-war immigration, this district was converted into an overflow housing district for the new and poor immigrants moving into the city. Now the large warehouses have been converted over time to poorly upkept apartment buildings. The locals prefer to call this district the 'Hovel', due to the way that the patchworked apartments are all built on top of each other within the old warehouse buildings.

Eastguard. This district is where a majority of the middle working-class citizens live. This is also the district where most of the shops, markets and tradespeople are located.





Eastguard gets its name from the old garrison located just at its southern edge and just within the East Gate which was once used by the smallfolk's militia during times of war. Fort Neylúm is now used as the headquarters for the local town guard in this time of relative peace for Myolnheym.

ERÚNUM (CYCLOPS QUARTERS)

This is the natural cave network located beneath the Myolnheym Fortress and home to the cyclops community. While the cyclops population is only 260 strong and live mostly in the caves of the upper levels, the cave tunnels are vast and stretch downward for many unexplored and unmapped miles. Long ago dark creatures rose from their lurking places in the depths of some of these long and winding deep tunnels, and thus the Deep Guard was formed. The Deep Guard are a handful of trained cyclops warriors who keep guard on the deep exits of Erúnum, ensuring the dark creatures do not return to the surface. Most of the small folk do not have knowledge of these efforts and the cyclops community goes largely unthanked for this protection, though they do prefer to be unremembered for these duties.

ADVENTURE SEEDS

CYCLOPS REBELLION

Matriarch Grorga Shu'iminum has heard rumor of a secret movement within the cyclops community looking

to overthrow her from her position. She secretly puts out word through her wharf contacts that she seeks a group of clever smallfolk to investigate and find out if the rumor has any truth and bring any additional information to her. This is a fact-finding mission but there could be a future need for eradication of such a movement before it gets out of hand and causes the wrath of the cloud giants to fall upon them.

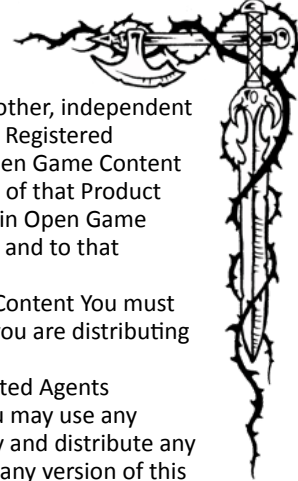
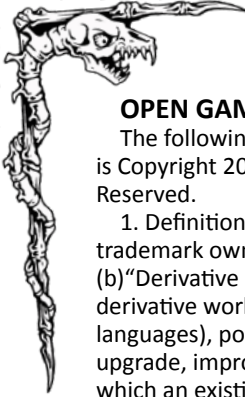
PEST CONTROL

Over the last 20 years gargoyles have been increasing in number along the Gargan Cliffs. Recently they have been attacking travelers making their way along the south coast towards The Field of White Stones. While the cloud giants see them merely as a pest problem, they understand that these can be a very real threat to the small folk and cyclops in the area. As such, the elders have put out a call for adventurers to deal with the pest problem in whichever way they can.

SHIP ON EVIL TIDES

A mysterious storm giant ship drifts into Mengol's Sound seemingly unmanned, which is odd as the storm giants usually use the South Port. A receiving party of smallfolk port workers have rowed out to the ship to investigate this strange occurrence, however that was 2 nights ago, and no one has returned. The glint of gold shines now and then in the sunlight from the ship's deck, likely the storm giants most recent treasure findings.





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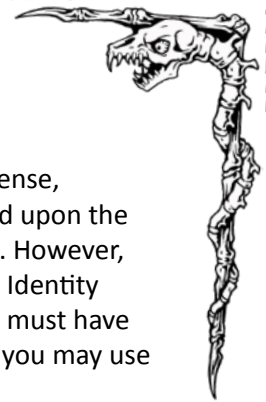
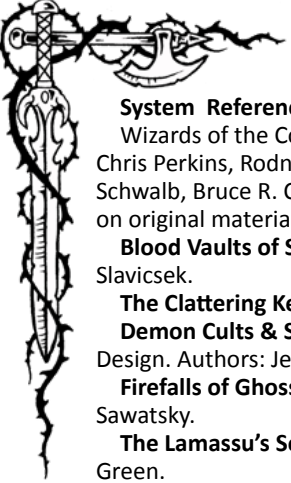
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