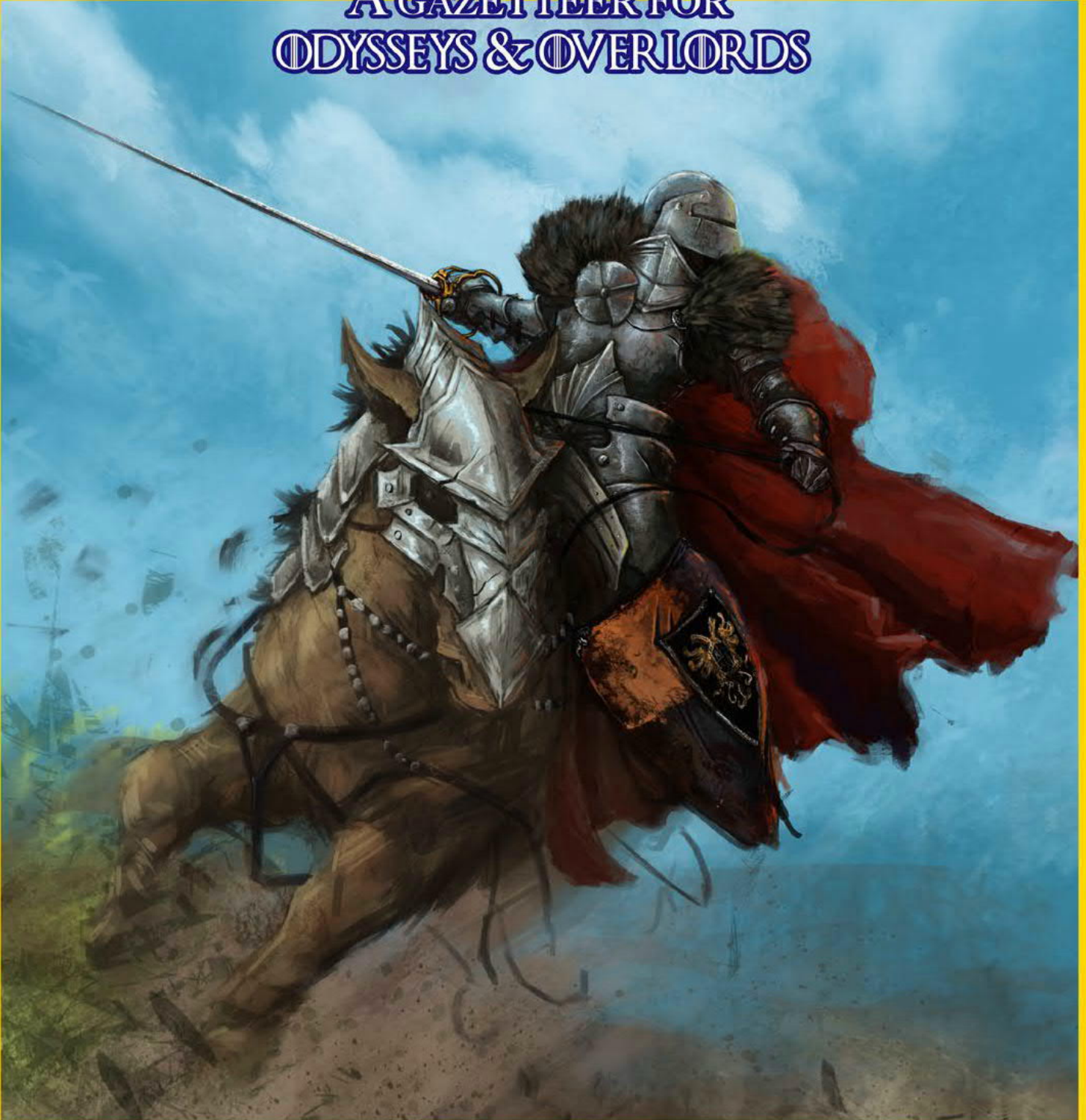


Designed for use with the **Basic Fantasy** Role-Playing Game

# ESTRIA



## A GAZETTEER FOR ODYSSEYS & OVERLORDS



**THE HUMANIS PRINCIPLE**

# ESTRIA

## A GAZETTEER FOR ODYSSEYS & OVERLORDS

**WRITTEN BY: PAIGE FORD**

**DEVELOPED BY: TRAVIS LEGGE**

**EXECUTIVE PRODUCER: STEVE HEIDEN**

**COVER ART: © JACK HOLLIDAY**

**INTERIOR ARTWORK: P. 4 BARTEK BLASZCZEC**

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**CARTOGRAPHY ANNE GREGERSEN**

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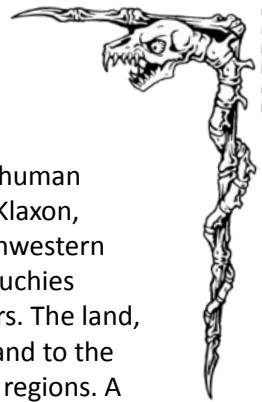
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# ODYSSEYS & OVERLORDS

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!**

## ESTRIA

Estria is a nearly-land locked kingdom in the Northwest. Ruled by humans, Estria's harsh laws towards non-humans and the subsequent Knights of Estria are known far and wide. This book contains all the information you need to bring Estria to life in your Odysseys & Overlords campaign. Within these pages you will find information on Estria's monarchy, populace, regions, its relationship with bordering nations, and the Knights of Estria.

## THE PEOPLE OF ESTRIA

The majority of Estria's population is human due to their "humanis principle". The "humanis principle" declares that humankind be put first. In action, this means humans are put above non-human genera within the judicial system, the economy, and within warfare.

Humans make up 80% of Estria's population, but the other 20% is broken down into several genera. Wild Folk make up 10% of the population while the Spellscorched make up 6% and the Abyss-Kissed 4%. Any non-human genera are considered second-class citizens, even unable to own property unless they are a member of the Knights of Estria, the kingdom's military force. Due to this, most non-human adults enlist in the Knights of Estria.

## KNIGHTS OF ESTRIA

The only way a non-human may gain citizenship is through joining the Knights of Estria. Unlike a traditional military, the Knights of Estria are similar to bands of mercenaries. While there is no uniform, they wear badges of the Cunningham coat of arms to show their occupation. As long as the kingdom is kept safe and its borders are secure, King Patrick lets the Knights organize themselves.

Stationed near borders and various points throughout the kingdom, the Knights of Estria are rotated every three months throughout the various stations to keep them on their toes. A large portion of the Knights are found at the border to the Untamed Gauntlet due to the constant threats found nearby. After three rotations, a Knight of Estria receives a month of time off to visit their homes.

There is no single leader in the Knights of Estria, instead they have the Council of Six. The Council of Six consists of the six Knights of Estria who've been inducted the longest. Facing combat, like every other Knight of Estria, a change in the council is not uncommon as a council member perishes and is replaced by the next veteran Knight.

## THE REGIONS OF ESTRIA

### KERI (KEER-IE)

To the northeast, Keri is considered the capitol region as it contains the capitol city, Nitalia (Nuh-Tall-leah). The northern half of the Nestra (Nest-Ruh) river system is within Keri, from the border of Padais (Puh-Die-iss) to its mouth into the Septentrian Ocean.



## HOUSE CUNNINGHAM

Estria is a subnational monarchy, each region is ruled by a house, but all regional leaders are subservient to House Cunningham in Keri. Led by King Patrick, House Cunningham has ruled Estria for 150 years by mercilessly crushing any opposition.

King Patrick is protected by his own King's Guard, consisting of only humans. His distrust of non-humans runs too deep for him to consider direct protection from the Knights of Estria.



## CLIMATE & BIOTA

A largely coastal region, salty air floats in from the ocean and fades as it reaches inland. Sandy beaches cover the coastline, broken up by rocky whirlpools.

Being the capitol region, most monsters were driven from Keri by the Knights of Estria long ago. Every so often there is an infestation of Giant Water Termites in various sections of the Nestra River but the Knights of Estria quickly exterminate them.

The largest predator within Keri are Estri bears (Grizzly Bears), known for their shaggy copper coats. While the species could have easily been driven out, they are kept so royalty may hunt them for sport. An Estri bear is a rare sighting outside of the King's Woods, King Patrick's private forest.

Near the coast, the most common creatures are the large variety of shorebirds. Dolphins, turtles, and sharks may be found within the coastal waters of Keri. Throughout the entire region, wild boars, foxes, deer, and hare are abundant.

## ECONOMY

A large source of income for Keri is taxation on all goods shipped via Keri's oceanic port. After the port taxation, commercial fishing is the second largest profit in the region.

## DASA

The southernmost region, Dasa (Doss-Uh) shares national borders with Madrea to the west and south and the Untamed Gauntlet to the East. Contained within Dasa's borders is the Sussis (Suss-iss) Forest

## HOUSE ARBORUS

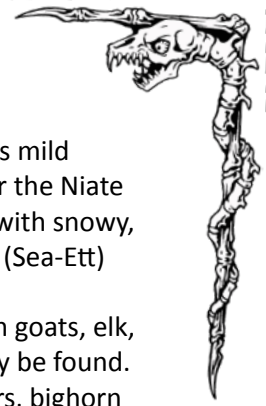
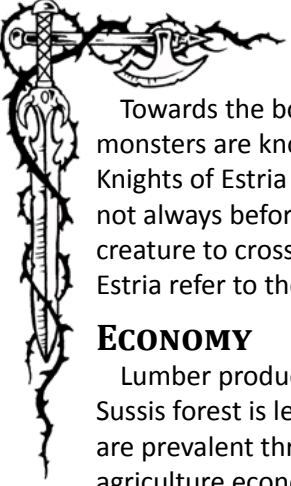
Ruled by Lord Sarna, House Arborus is known for its love of beauty and grace. Lord Sarna is known for throwing lavish parties in the lush gardens of her estate. These parties are often in honor of her two twin children, Payteth the Striking and Shuree the Beautiful.

## CLIMATE & BIOTA

Hot summers are met with cold, snowy winters in Dasa. The beauty is recognized in both, so local festivals are frequent all-year round.

The fauna of the region consist of large herbivores, such as deer and wild boars, and smaller herbivores, such as marmots. The largest native predators in the region are red wolves, bob cats and foxes.

Within Sussis Forest, various fey monsters, such as Dryads and Pixies, may be found. Knowing the fey species are necessary for the health of the forest, House Arborus ruled they be left unharmed both for the health of the forest and for their beauty. Locals tell a story of a lone sleeping Treant within the Sussis Forest. The guardian of the woods, the Treant will rise if tragedy strikes the forest and its fury will know no bounds.



Towards the border shared with the Untamed Gauntlet, monsters are known to cross over and attack small villages. Knights of Estria are known for their quick response but not always before casualties occur. The most common creature to cross the border are Ogres. The Knights of Estria refer to them as their bread-and-butter.

### **ECONOMY**

Lumber products fuel the economy within Dasa. The Sussis forest is left untouched, though, as lumber farms are prevalent throughout the region. There is a small agriculture economy within Dasa, but most of produce and products are sold within Dasa.

### **VONAS**

The western most region in Estria, Vonas shares national borders with Madrea to the west and the Shard to the North. Contained within Vonas borders are the Niate and Sette mountain ranges and two of the sources of the Teary River and nearly half of the Teary river itself.

### **HOUSE OSTIS**

House Ostis (Aus-Tiss), ruled by Lord Fergus, is known for its historically stoic leaders and reserved behavior. While the Ostis family facilitates the annual festivals, they are not known for flaunting their splendor. Even with their sizable rare gemstone collection, they rarely bring their jewels out of the vault, save the uncommon wedding ceremony and inauguration. Choosing to reside near the Niate mountain range, few disturb the family in such a harsh area.

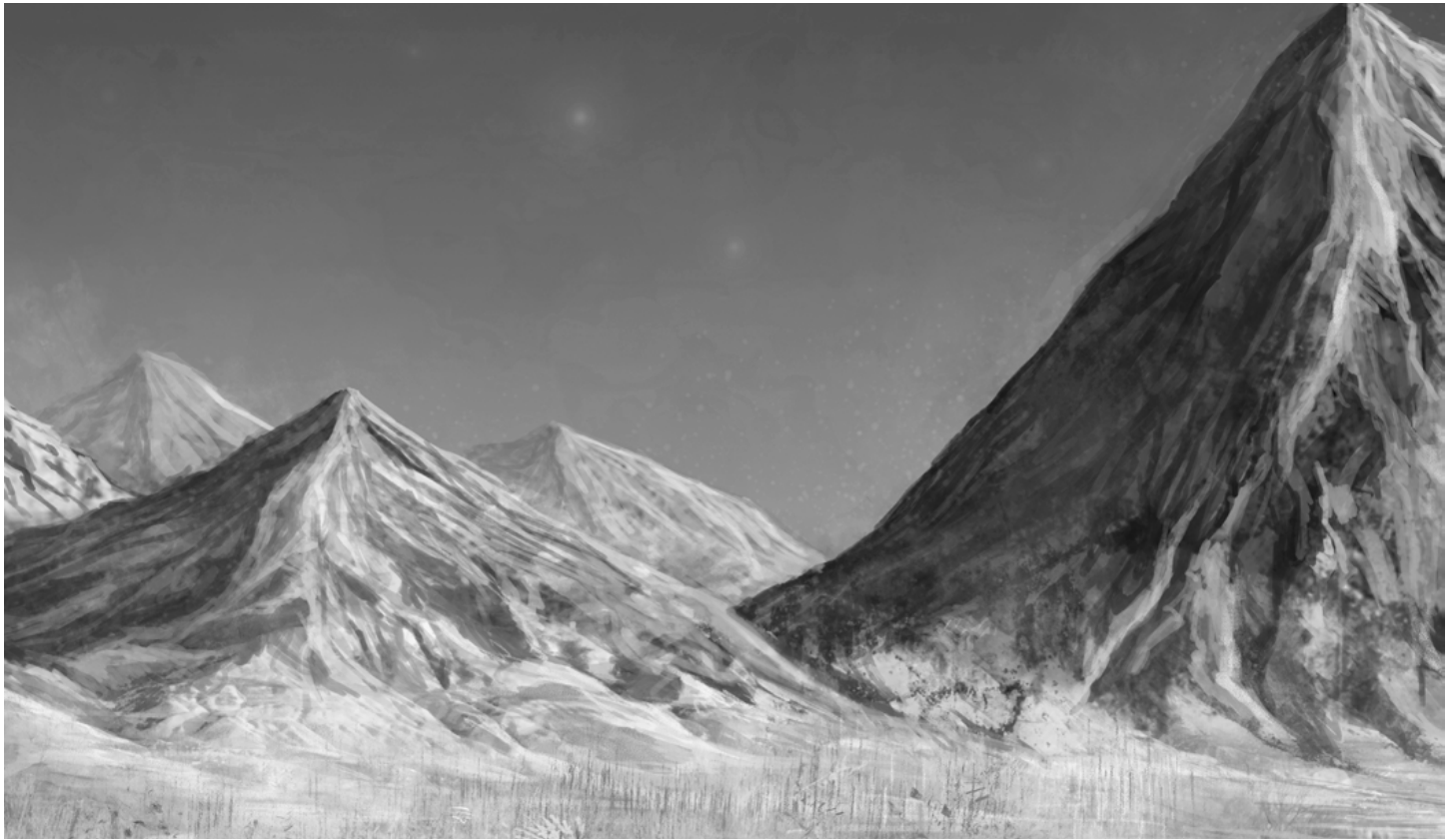
### **CLIMATE & BIOTA**

Stretching from North to south, Vonas faces mild summers and harsh winters in the North near the Niate (Knee-Et) mountain range and hot summers with snowy, bearable, winters in the south near the Sette (Sea-Ett) mountain range.

Within the Niate mountains area, mountain goats, elk, shrews, and the occasional snow leopard may be found. Within the Sette mountain range, grizzly bears, bighorn sheep, and deer may be found.

The true predator, though, is deep within the caverns of the Niate mountains. White Giant Rhagodessas are rarely seen and any who do see one are usually not seen again. Feasting primarily on the errant mountain goat or bighorn sheep, a giant rhagodessa will quickly snag a humanoid if stumbled upon.

The Teary river gained its name from a local legend of the Niate and Sette mountains. Niate and Sette were twin sisters, lesser gods. During the Schism, Sette was murdered by Ragnar for not joining a side within the war. Where she was slayed, Sette's body turned to stone, forming the Sette mountain range. When Niate heard, she ran to her sister but was too late as all she found was stone. Unable to live without her sister, she ran away and collapsed on the earth. Wailing and weeping, she turned to stone in her grief. Niate's tears became the Teary river and her wails became the screaming winds the mountains are known for. Niate never moved and turned to stone in her grief. It's said when the other gods return from the Abyss, Niate will stand and face Ragnar.





*The Shard*

VONAS

PADAIS

*Estria*

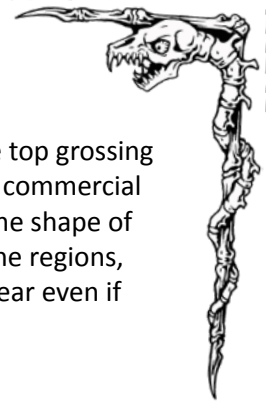
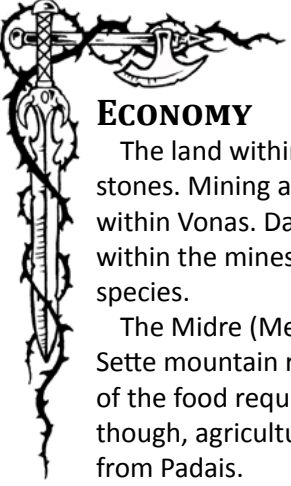
KERI

★ NITALLIA

DASA

*Madrea*

The Untamed  
Gauntlet



## **ECONOMY**

The land within Vonas is ripe with ore, minerals, and rare stones. Mining and quarrying are the two largest industries within Vonas. Dangerous tasks, anyone willing to work within the mines and quarries are hired, regardless of species.

The Midre (Mead-Ruh) plain between the Niate and Sette mountain range provide farming land for the some of the food required to feed the populace of Vonas. Often, though, agricultural products are traded for or purchased from Padais.

## **PADAIS**

The most central region of Estria, Padais's edges share national borders with the Shard to the North and the Untamed Gauntlet. Within Padais's borders is a significant section of the Nestra river, starting at its source within the gullies of the Arnasas and ending at the Keri border. A significant section of the Teary River is also within Padais's borders.

## **HOUSE AGRISA**

House Agrisa (ah-Grease-uh), is a larger royal house than most and currently led by Lord Graterin (Gruh-Tear-in). Lesser houses of Agrisa are spread throughout the region, usually accompanied by a large ranch, orchard, and/or commercial farms. A little less formal than the other houses, they are a rambunctious family known for rowdy gatherings.

## **CLIMATE & BIOTA**

Small forests break up the vast plains of Padais. Considered the mildest of regions, Padais faces warm summers with mild winters throughout most of the region. The exception to this is within the Arnasa mountain range, as the elevation increases the winds howl and rip at the skin of any who climb it. It's no secret a Gnome colony is settled in the Arnasa mountains in Padais, but not even the King bothers sending his army to squelch such apparent freedom.

With coasts twice the length of Keri's, the shoreline east of Keri is known for its dangerous rocky shores while the shoreline west of Keri is a continuation of Keri's gentle sandy beaches. In small oceanside caves on the eastern coast, small pods of Nixies reside accompanied by their schools of Giant (Sea) Bass

Deer, red wolves, foxes, and small herbivores are native to Padais. The wolves prove a hindrance to the ranchers in the region. Like Dasa, Padais faces terrors from across the Untamed Gauntlet border.

## **ECONOMY**

Rich soil and flat plains led Padais to be the top grossing region in agriculture. Ranches, orchards, and commercial farms grow most of the nation's food. With the shape of Padais, they have easy transportation to all the regions, so fresh produce is guaranteed most of the year even if variety is not.

## **RELATIONSHIPS WITH BORDERING KINGDOMS**

### **THE SHARD**

King Patrick would not dare disturb the resting panther that is the Shard. Knowing the catastrophic bloodshed that would ensue if war was fought with Lady Daniela Moldoveanu's undead and lycanthrope armies, a treaty was well-received by King Patrick when offered. As a part of the treaty, neither Estrians nor citizens of the Shard cross the Teary river. Both may use it for commercial aspects, but no citizen may touch the opposing shore.

### **UNTAMED GAUNTLET**

Estrians consider the Untamed Gauntlet to be the fault of non-humans and their forefather's. It's why most humans within Estria don't blink at nonhumans risking their lives for the safety of all of Estria.

### **MADREA**

Sneered at for its tolerance, Madrea is considered to be filthy by the humans, royalty and commoner alike, and a dream for non-human genera. Pleasantries are touted to the Madrean diplomats in Nitalia, as King Patrick cannot risk an enemy while being nearly landlocked by other nations.



*The Shard*

*VONAS*

*PADAIS*

*KERI*

*NITALLA*

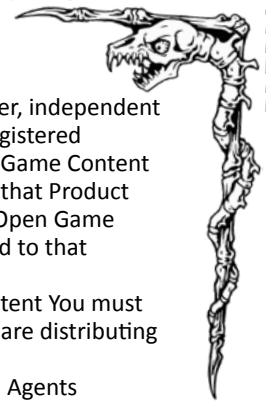
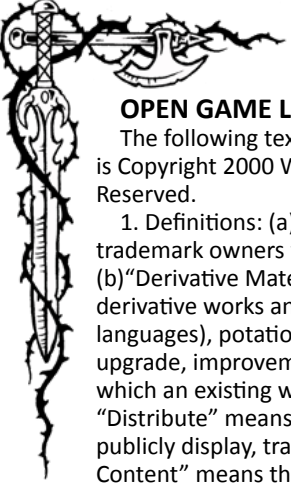
*Estria*

*DASA*

*Madrea*

*The Untamed Gauntlet*





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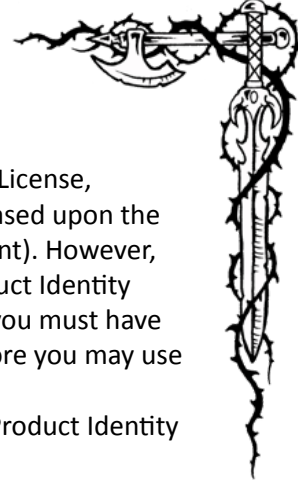
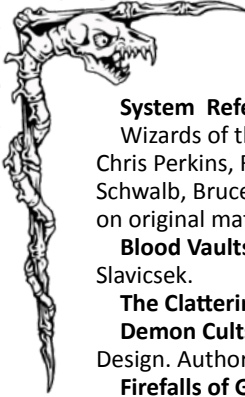
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