

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

# KINGDOM OF LUXANIA



## A GAZETTEER FOR ODYSSEYS & OVERLORDS



### LANDS OF THE SPELLSCORCHED

# KINGDOM OF LUXANIA

## 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 KINGDOM OF LUXANIA

The Kingdom of Luxania sits off the northwestern coast of the continent, a lone island that echoes with arcane power. It is the true home of the Spellscorched, a group of mortals blessed in the ways of magic. They wield it with pride, and keep the knowledge to master it a closely guarded secret. As such, Luxania hosts the illustrious Invisible Academy where only the most prestigious of students may even begin to study. The entire island is rife with arcane wonders that would baffle the layman, however Luxania is no stranger to conflict. In the past the nation has suffered greatly, teetering on the verge of collapse multiple times. Despite these difficulties, the people of Luxania have focused inward, finding ways to improve their nation and learn from the past. While not actively isolationist, the nature and location of the island makes venturing to Luxania difficult. The current era of prosperity makes the thought of leaving far from desirable. This results in Luxania being a haven for refugees and immigrants, whether they are wishing to learn the arts of magic, or live in relative peace, Luxania offers both.

Despite the peace Luxania currently enjoys, it is in the wake of loss for the monarchy. The longest known serving King, Ronan Flameheld, passed away of an unknown condition merely two years ago. His sole daughter, now Queen Luna Flameheld, has taken the mantle of Queen somewhat reluctantly. Queen Luna was forced to cease her studies at the Invisible Academy, of which she had just achieved a third rank as a Keeper of Order. The monarchy of Luxania exists out of tradition, the Keepers of the Arcane hold true power of shaping the nation's future. There has yet to be a serving monarch interested in leading the Keepers of the Arcane, but Queen Luna's innate magical ability may change things in the coming years.

This book contains all the information you'll need for an adventuring party to arrive on the shores of Luxania in your **Odysseys & Overlords** campaign. Within the following pages you'll find how the entire island is governed by the Keepers of Arcane, where the Spellscorched live, and the many magical wonders that lay scattered across the island.

### THE KEEPERS OF THE ARCANE

The entire nation of Luxania is under the protection of the Keepers of the Arcane, an ancient order sworn to use magic for the benefit of Spellscorched kind. In all the turbulent times that the Kingdom of Luxania has gone through, they have done all in their power to preserve what peace they have, and rebuild from the scars of their past. The Keepers of the Arcane are divided into five different branches, each with a leader known as the Prime. One of the five Primes also functions as the Leader of the Keepers, a role that is appointed for life. Currently, that role falls to Lorsi Mendal, a female Spellscorched who is the Prime of Preservation.



## BRANCHES OF THE KEEPERS

As mentioned previously, there are six branches to the Keepers of the Arcane. Each one has their own ranking system, and increasingly challenging tests in order to proceed to the next rank. The fundamentals of every branch is taught within the Invisible Academy, but from there magic-users can begin to specialize and master the domain that they most identify with. There is something of a playful rivalry between the lowest ranking members of the Keepers, and some are quick to dismiss all Keepers of Order as glorified soldiers, or Keepers of Education being unskilled in the “real” domains so can only teach about them. But these sentiments dwindle away as people proceed up any branch’s hierarchy.

### LORE

Under the Emerald Lighthouse are six floors of the Keepers of the Arcane’s library. An extensive collection of book that rivals the hidden libraries of the Untamed Gauntlet. It is fiercely protected, with countless magical defenses in place. Keepers of Lore function, in part as custodians of the stacks of books, scrolls, and tomes. They

also venture outside of Luxania in search of exotic lore, reclaiming knowledge thought to be lost or within dark clutches. The current Prime of Lore is Hannar Lorrel, a cheery female Spellscorched who holds a darkness within her eyes.

### PRESERVATION

Keepers of Preservation serve the people of Luxania first and foremost. Unlike the Keepers of Order who handle the law and any criminal disputes, the Keepers of Preservation work to maintain the peace that the land has benefited from greatly. They do their best to learn the will of the people and do everything in their power to make it happen. The current era of peace is often attributed to the fact that the leader of Keepers of the Arcane, Lorsi Mendal, is the Prime of Preservation.

### RECLAMATION

The smallest of the branches, the Keepers of Reclamation served a larger purpose while the region of Luxania found itself under a near constant siege or recovering from near oblivion. Nowadays, the maintaining of portals falls under the jurisdiction of Reclamation Keepers, meaning that across the cities and larger villages a sporadic network of word of recall runic circles. They also oversee the agriculture of Luxania, tending to the expanding forests, or crops for the next season. The current Prime of Reclamation is Grunen Prince, a male Spellscorched who wears flower adorned robes and wanders barefoot.

### EDUCATION

Keepers of Education are what might be expected, teachers. However, they serve a much more social purpose in traveling the land of Luxania in search of prospective students, or providing teachings to the more reclusive Spellscorched. Their focus also concerns the discovery of new knowledge and experimenting in ways of distilling it down for public dissemination. Unlike the other Primes, the Prime of Education does not live within the Emerald Tower but instead the Invisible Academy. The current Prime of Education is Mandle Lorington, a fairly pensive male Spellscorched.

### ORDER

By member count, Order is the largest branch of the Keepers. This is because members of Order function as the militia and police force for the entirety of Luxania. Within cities, like Storm’s Sheath or Openpalm, Order Keepers patrol the streets or roam the skies atop Floating disks. If facing an invasion, the Order Keepers train drills on a daily basis, and while not being a martial force, their firepower in battle is unmatched. The current Prime of Order is Ko, a uniquely barrel bodied Spellscorched who can be as heavy handed as his physique suggests.





## NOTABLE SETTLEMENTS

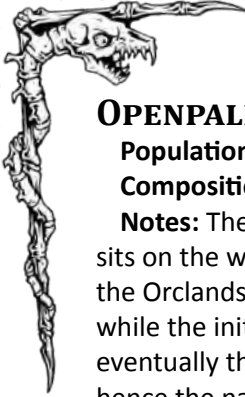
Due to the people of Luxania having little interest in the activities others beyond their island nation. There is little need to have sprawling cities or multiple expansive winding roads to connect what cities there are. There is an oval shaped road, split into two for northbound and southbound, that passes all the core settlements. Small hamlets, or villages scatter the land where everyone knows one another and prosper together. That being said, there are still some notable settlements.

## STORM'S SHEATH

**Population:** 20,000

**Composition:** 55% Spellscorched, 45% Other

**Notes:** Nestled on the eastern shore is Storm's Sheath, the largest city within the Kingdom of Luxania and home to the monumental Emerald Lighthouse. When travelers come to the island, they likely land within the docks of Storm's Sheath. The city is centered around the Emerald Lighthouse, that pierces high into the sky as a landmark identifiable throughout the land. The Keepers of the Arcane are based within the lighthouse, meaning Storm's Sheath is well governed and protected. Markets line the docks from dawn till dusk, selling a mixture of exotic wares from far away lands, or small magical trinkets crafted within the city.



## OPENPALM

**Population:** 13,000

**Composition:** 80% Spellscorched, 10% Orc, 10% Other

**Notes:** The origins of Openpalm is one of peace, as it sits on the westernmost point of the region closest to the Orclands. The Spellscorched met with the orcs, and while the initial encounters were few and far between, eventually they welcomed one another with open palms, hence the name. Luxania's trade relations with the Orclands stem from Openpalm, and as such the city has begun a subtle merge of Spellscorched and Orcish culture. The city itself is built on uneven land, with a multitude of spires at differing heights, stone bridges forming a net of activity above and below.

## THE INVISIBLE ACADEMY

**Population:** 3000

**Composition:** 60% Spellscorched, 40% Other

**Notes:** Most Spellscorched bite their tongues at the thought of discussing or sharing magic, it is both a blessing, and a dangerous undertaking. However, given their innate sorcerous ability, if it is to be used then it is best to be used with moderation and control. The Invisible Academy is where only the most talented individuals can go to hone their craft, and the mere act of finding the magically hidden academy is the initial test before enrollment. Students of the Invisible Academy often go onto join the Keepers of the Arcane as the two factions have a symbiotic relationship of mutual interests.

## LUXANIA'S MANY WONDERS

The Kingdom of Luxania is a land of magic and wonder, as such there should be no surprise of the abundance of monuments that scatter the region. Each location below is an exciting explorable location in itself, and could be used as a plot hook for an adventure.

## EMERALD LIGHTHOUSE

Despite its name, the Emerald Lighthouse is not made of emerald. Decorative gemstones form depictions of Ember, Goddess of Knowledge that spiral up the lighthouse's colossal height. The top is a sphere covered in runes of Continual Light, beaming out in every direction. It is said that even lost in the Eternal Storm or on the far side of Luxania, you can see the light however faint at the darkest of nights. The Emerald Lighthouse holds many floors, which are dedicated to the Keepers of the Arcane, as the floors raise they are dedicated to higher ranking members, with the leader's office at the very top, just below the sphere.

## UPWARD FALLS

As the name might suggest, Upward Falls is a waterfall in which the water goes up instead of down. Before the waterfall (or perhaps water-rise) is an expansive tranquil lake. The core river of Luxania is known as River Resilient

which weaves through the island before connecting up with the ocean. One of the smaller river forks leads it towards the Upward Falls. While there is a clear magical cause behind the water rising, its origins still remain a mystery.

## PORTENT'S CALL

In the heart of Luxania is the fallen city of Portent's Call, it was once the capital. Rife with sorcery and life. Following the events of the Schism, the city was razed to the ground and only the ruins remain. The previous leader of the Keepers of the Arcane fell with the city, and it was decided that the ruins will remain untouched. A monument to the past to never be forgotten. The Council of the Arcane do return to Portent's Call however, for secret meetings or honorary ceremonies.

## THE WORLD SCAR

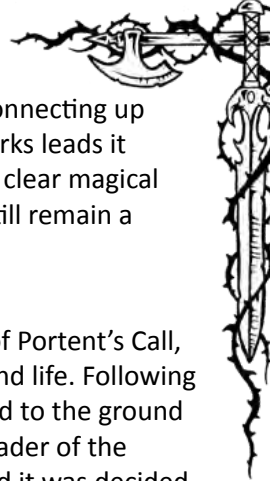
The lowest point across the entire region belongs to the World Scar, an insanely deep chasm that is believed to lead to the molten heart of the land. During the Schism, the war of Gods, it is said that Ragnar clashed with Ember, Goddess of Knowledge on Luxania. Ragnar delivered such a mighty blow to Ember, that not only were she slain, but he scarred the very world. The events of Embers death lead to the creation of the Spellscorched, which is why they treat the World Scar as a religious site, the point of their origin and tragic death of a deity.

## ORACLE WOODS

There is an ancient forest that remains untouched, even by the wars that previously ravaged the lands, there is a small gathering of white leaved trees known as the Oracle Woods. The name is due to a lone tree, in the center of it all. Legends say that the tree had the Magic Mouth spell cast upon it by a magic-user of unmatched power. The tree has a deep mouth carved into it, and is said to be able to tell the future in short cryptic riddles.

## ETERNAL STORM

Off the shore of Storm's Sheath is a torrent of dark foreboding clouds. Colloquially known as the Eternal Storm, the origins are unknown but tales like to speculate that it was the rage of the Gods following the Schism. Sailors vow to never sail out past the storm if the clouds form appear in the shape of the face, considering it a dark omen. The Eternal Storm is magical in nature, and is in part why those who travel to Luxania do not always return. It's dangers are two pronged, first it sends down a torrent of Lightning Bolts, and second the waves below are often Hallucinatory Terrain, meaning only the most skilled of sailors can dare brave the storms.



**INVISIBLE ACADEMY**



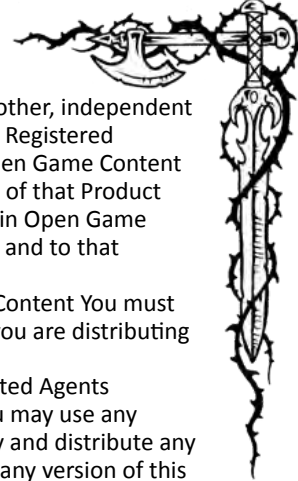
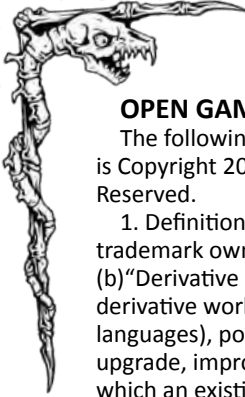
# Kingdom of Luxania

**OPENPATH**



**STORM'S SHEATH**





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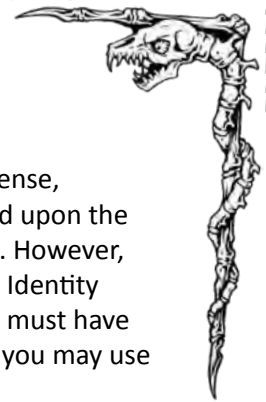
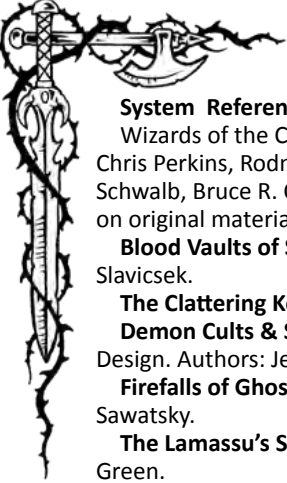
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