

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



MADREA

A GAZETTEER FOR ODYSSEYS & OVERLORDS



THE UTOPIAN STATES

MADREA

A GAZETTEER FOR ODYSSEYS & OVERLORDS

WRITTEN BY: CHRIS VALENTINE

DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

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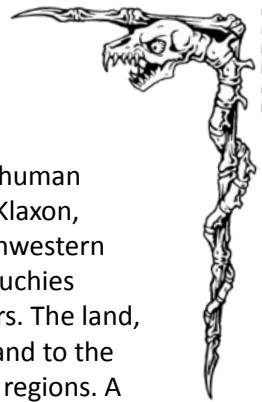
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ODYSSEYS & OVERLORDS

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!**

MADREA

Madrea is a virtual utopia of ingenuity and human cooperation. The former adventuring group, Klaxon, Chaldwell, and Whitbeard, founded this southwestern peninsula and segmented it off into various duchies controlled by an overseeing council of advisors. The land, which lies just south of The Shard and Estria and to the west of Gianthome, was split into three main regions. A mountainous region, the Duchy of Klaxon; a large plain called the Duchy of Chaldwell; and a rocky, forest terrain dubbed the Duchy of Whitbeard. The three duchies would collaborate and rule the land together, with the help of an elected Lord Protector that would oversee the entire state and its internal workings. In recent years, the duchy of Chaldwell has split into two separate entities. The new Duchy of Brahm was created after the internal conflict of the twin heirs of Chaldwell.

In addition, to the three main duchies, there are two untamed areas that are not quite suitable for habitation. These are the volcanic wastelands known as the Charred lands to the far south of Madrea and swamp called Blackwater Marsh on the southern edge of the Duchies of Chaldwell and Brahm.

The capitals of the duchies, which are all built on the beautiful Bay of Dreams, are large prosperous cities. The people who inhabit the surrounding lands are happy and content. The government works to protect and educate its citizen and the land is known for its harmonious way of life. This land is the brightest gem on the continent, but it is not without its secrets and regrets.

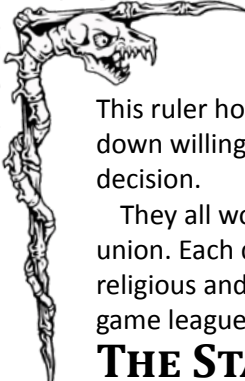
HISTORY

The three major cities were built around a common area in the middle of the harbor. The common area would hold the Country's capital, known as the Sanctum, and the elected ruler would live and rule from within the city. This Lord Protector would rule over all duchies, though each duchy was given semi autonomy. They would work together as a whole yet separate and able to evolve their own identities.

The three duchies were modeled after the three pillars of balance, Wisdom, Intelligence, and Strength. Their capitals were named Serenity, Ingenuity, and Integrity. Each duchy's citadel could see the sanctum, where a great Amber palace was constructed. This would serve as a constant reminder they were unified and allow the leaders to collaborate often.

MADREAN UTOPIA

Madrea works under the belief that every state should get a vote in major affairs. To accomplish this, they all hold council together and elect among themselves a prime leader who they call the Lord Protector. This leader rules over all duchies and territories and works to expand the national wellbeing and everyday happiness of its people.



This ruler holds their position until such a time as they step down willingly or are voted out by the council's unanimous decision.

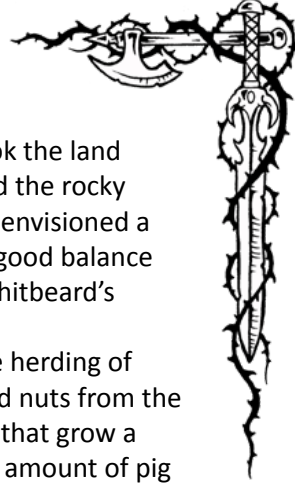
They all work well together and live in a harmonious union. Each duchy provides unrivaled educational facilities, religious and philosophical centers, as well as sport and game leagues.

THE STATES

Madrea is divided into four large duchies. Each has its own customs, people, government, and economy. The original three duchies were built in their founder's images. Whitbeard for wisdom and peace of mind, Kraxon for strength and endurance, and Chaldwell for intellect and knowledge. The later created Duchy of Brahm strives to be a land of beauty and art.

Although the land of Madrea is relatively safe from vile monstrous threats, political tensions have increased and skirmishes between some rival duchies have been known to happen. This is especially true along the borders of Brahm and Chaldwell, and between the area of Whitbeard and the Charred Lands. It should also be noted, that politically motivated agendas are becoming more and more regular in the capital cities, along the Bay of Dreams.

DUCHY OF WHITBEARD



Whitbeard, the founding adventurer, took the land that had the large forest full of animals and the rocky grasslands that were great for herding. He envisioned a place where animals and humans were in good balance and life was centered on simpler ideals. Whitbeard's mascot is the faithful horse.

Whitbeard's economy is built around the herding of goats, sheep, and cattle, as well as fruit and nuts from the trees of the forest. There are sparse farms that grow a variety of vegetables and there is a decent amount of pig farming.

Whitbeard is a peaceful land and other than minor squabbles with wolves, and bears does not regularly have much strife. There have been occasions in its past where invasions of orc pillages on its western coast have occurred.

Capital: Serenity, population 20,000, gross population 250,000

Capital Population: 250,000

Capital Composition: 95% Human, 5% Other

Territory Composition: 70% Human, 20% Wild folk, 10% Other





NOTABLE LOCATION

Elderwood: The center of the Duchy of Whitbeard is a large deep forest. This wooded area is very dense and dark and the inhabitants of it sometimes seem untouched by time. The residents of Whitbeard tend to work the trees on the perimeter of the forest but leave the inner areas to their own devices. It is rumored that some tribes of people within the forest still practice the ways of the ancients.

ENCOUNTERS

Like most of Madrea, there are not many dangerous threats or pillaging raiders. There have been known to be attacks from tribes of goblins living within the Elderwood. Buccaneers and Pirates are also known to visit and even attack the western shores.

DUCHY OF KRAXON

Mars Kraxon the founder of this northern duchy was a warrior and fighter. He built his kingdom with those ideals. He took the roughest of lands and built a society centered around warfare and protection of the people. The Shard shares a northern border with Kraxon, and their creed was to protect Madrea from any incursions by those vampiric people, or any other threats against the country. This countrywide military is known as the Madrean Guard. This

national military has outposts in every duchy at strategic locations.

Their other neighbor, Estria shares a similar ideology of well-trained knights and regularly competes against Kraxon in jousts and feats of strength. These games are spectacular, and people come from all over the continent to watch. Estria and Kraxon have been known to join forces against common threats from the surrounding areas.

Kraxon's economy is centered on its military training facilities and its mining operation in the mountains. This combination gives them some of the best armorers and weaponsmiths in the area. In fact, the symbol of the duchy is the sword. Kraxon also is known for a region of marvelous vineyards and their ceremonial competition force, the Knights of the Golden Lance, or more casually, the Golden Brigade.

Capital: Integrity, population 24,000

Capital Composition: 95% Human, 5% Other

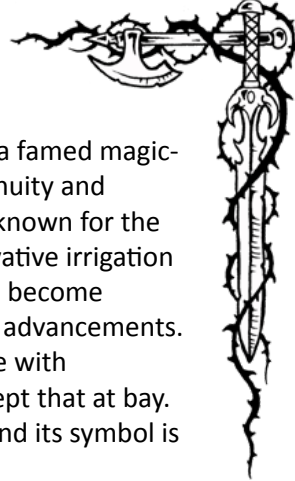
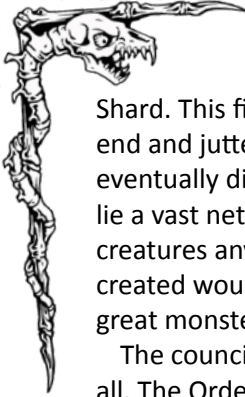
Territory Population: 190,000

Territory Composition: 90% Human, 10% Other

NOTABLE HISTORY

The Fissure

Decades after their utopia was formed, a great fissure was discovered in the mountains that border with The



Shard. This fissure led to a cavern that seemed to have no end and jutted down into the depths of the land. It was eventually discovered that beneath the land of Madrea lie a vast network of caverns housing some of the vilest creatures anyone had ever seen. The great land they had created would not endure if their constituents knew of the great monster nations their country had been built upon.

The council met and agreed to keep this a secret to all. The Order of the Gargoyle was formed, named after the gargoyles that had originally been spotted leaving the cave and spurning its discovery. This secret order of knights would keep watch on the cave and appease any inhabitants that may come to threaten their land. A wall was built between Chaldwell and Kraxon and announced as a measure of security against any further wandering gargoyles that may live in the mountains. All but the Kraxons were forbidden within their mountains, and anyone visiting the duchy would be under escort. There are even rumors that the vampires of the Shard originally surfaced from these very caves.

ENCOUNTERS

Kraxon protects its northern border against vampires that travel too far south. They also guard the Fissure from any monstrosity that should surface. The mountains themselves are home to gargoyles, and mountain lions.

DUCHY OF CHALDWELL

The duchy of Chaldwell was founded by a famed magic-user, Adrian Chaldwell. Known for his ingenuity and cleverness. The land he created would be known for the same. Home of large vast farms with innovative irrigation and farming techniques. This region would become renowned for its wealth and technological advancements. Its eastern border has had sporadic trouble with Gianthome, but the Madrean Guard has kept that at bay. Chaldwell remains known for its cunning and its symbol is the wolf.

Capital: Ingenuity, population, 35,000

Capital Composition: 95% Human, 5% Other

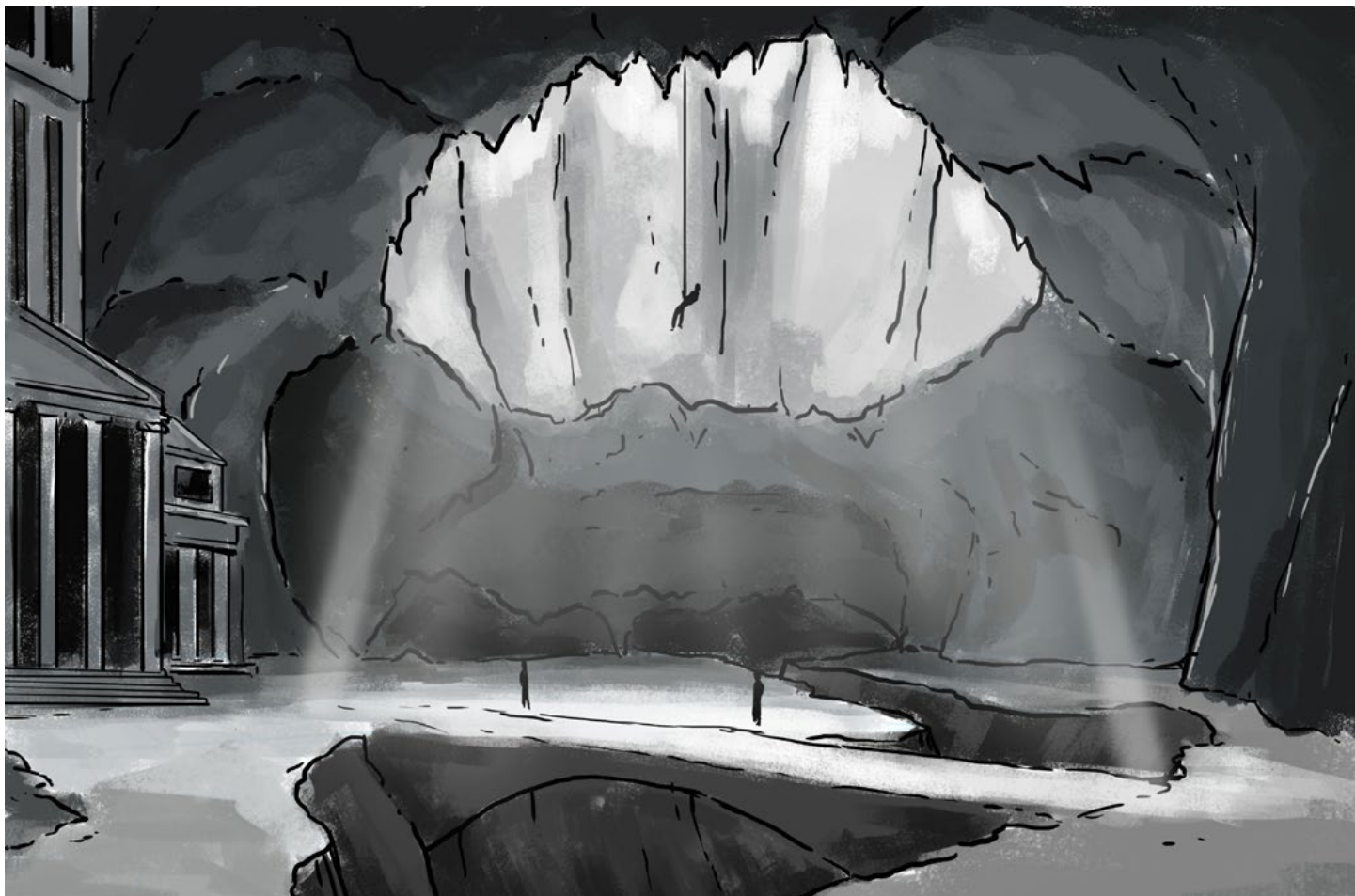
Territory Population: 215,000

Territory Composition: 70% Human, 15% Spellscorched, 15% Other

NOTABLE HISTORY

In more recent history, the twin heirs of Chaldwell, Lyra and Leon, split their duchy into two. The Duchy of Chaldwell, under the rule of Leon, kept its original citadel, and half the land. A new duchy was formed on the other half ruled by his sister, Lyra. This would be called the Duchy of Brahm, one of her married names. She constructed a new capital along the Bay of Dreams.

This separation was abrupt and sudden. It has caused a great deal of turmoil in the two lands, sometimes





separating families in the divide. Border disputes and resentment are rampant. It will take years before this scar is healed.

ENCOUNTERS

Other than the obvious rivalry with Brahm, there are a few other regional threats. Giants have been seen around Giant Lake on the eastern edge of Chaldwell. There are also beasts coming out of the mountains to the north, but Estria keeps any real monster infestations to a minimum. There have also been a few swamp creatures escaping the confines of the marsh to attack farms on the very south of end of the region.

DUCHY OF BRAHM

This newer duchy was once the western half of Chaldwell. In recent years, it split off the former and formed its own entity, led by Lyra Brahm the sister of Chaldwell's Duke. Traditionally this region has been a part of its eastern neighbor and enjoys many of the same customs and trades, though Brahm has by far the larger fishing industry. There has been a recent push to embrace more of the arts since the Duchess Brahm has taken over. This duchy also received Chaldwell's navy during its divorce and regularly patrols the Madreatic Sea. Her duchy's symbol is that of the Fox.

Capital: Divinity, population 6,500, gross population 210,000.

Capital Composition: 95% Human, 5% Other

Territory Population: 210,000

Territory Composition: 70% Human, 15% Spellscorched, 15% Other

NOTABLE HISTORY

The capital of Brahm is Divinity. This is a more recent addition to the council of Madrea. Formerly this was an arts district until the land split off from Chaldwell. A great new palace was built for the duchess and the area's name was changed to Divinity.

The capital of Chaldwell, Ingenuity, sits on a small outcrop of land into the Bay of Dreams that is completely isolated from the Chaldwell mainland. Residents must use ferries to travel back and forth to Chaldwell or trek through Brahm via seasoned roads. The new arrangement is very inconvenient for anyone living in the city that wishes to travel to other parts of Chaldwell.

ENCOUNTERS

Chaldwellian skirmishes are regular, with the new split in the territory but thus far nothing has been terribly deadly. The most threatening encounters seem to be creatures escaping Blackwater Marsh and piracy around their large southern bay.



THE COMMONS

The three islands in the Bay of Dreams are designed shared land to the entire country. This area was reserved for citizens of any area of Madrea to visit and share in communal resources of the land.

The three islands are as follows:

Aegis. This is a small island where the bay meets the sea. This serves as a guard post and prevents entry to the rest of the bay. The area is manned by Madrean Guard and is under watch every day and night of the year.

The Greenery. This large island contains a large nature preserve with many paths and roads to enjoy it. There are also many locations for quiet contemplation as well as a large festival grounds. Many large sculptures are situated near the shores of the Greenery and can be seen by ships passing in the bay.

The Sanctum. The Amber Palace is here, the residence of the current Lord Protector of Madrea. Council meetings are held in the palace. There is a great beacon on the tallest spire of the palace that can be lit with various colored smokes. This spire can be seen from the capital of each duchy so they may be aware of emergency meetings. This great fortress is where the nations laws are created, and grand texts are stored. It is protected by the Amberwatch, a royal guard trained in Kraxon.

NOTABLE HISTORY

The current Lord Protector is Shara Whitbeard, the wife of the former Lord Protector Malgor Whitbeard. Malgor stepped down due to age and the council unanimously voted that his wife take over. This was not precedent

but her involvement in recent years gave her the best knowledge of current affairs. Her husband returned to rule the Duchy of Whitbeard. It is sometimes said they sail across the bay to see each other on lonely evenings.

ENCOUNTERS

No one remembers the last time a hostile creature, other than humanoid, was seen in or around the Bay of Dreams. The area is protected from all sides and kept quite safe. These capital cities though are full of political drama and economic cutthroats. There are even rumors of a well-hidden thieves' guild in operation.

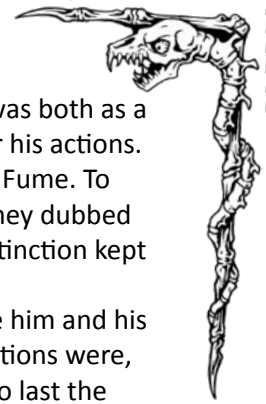
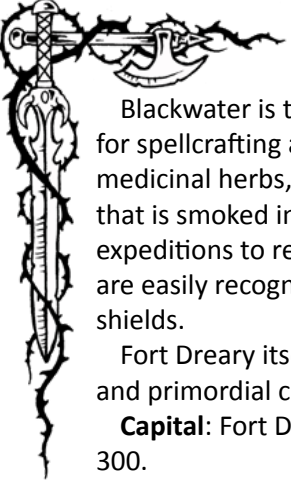
THE TERRITORIES

In addition to the four main duchies and the Commons, there are two large territories. Blackwater Marsh, which is a swamp region to the south of the Duchy of Chaldwell, and the Charred Lands, which lies around an active volcano to the south of the Duchy of Whitbeard. Each area was deemed too hostile for polite life and sectioned off to protect the residents.

BLACKWATER MARSH

Blackwater Marsh is a hostile primordial swampland that originally sat on the southeastern edge of Chaldwell. The area was separated from the main duchy and guarded over by a single fort on its northern edge. This fort, dubbed Fort Dreary, housed the guard that watched over the swamp borders and reported to the Duke of Chaldwell. The commander of the fort bears the title Lord of the Marsh. Currently this is Lord Trost.





Blackwater is the source of many rare ingredients for spellcrafting and medicine. These include reagents, medicinal herbs, and muckweed, an aromatic weed that is smoked in pipes. The Fort Dreary regularly sends expeditions to retrieve them. These expeditionary forces are easily recognized by the alligator emblem on their shields.

Fort Dreary itself regularly defends itself from bogkin, and primordial creatures, as well as the occasional hag.

Capital: Fort Dreary, population 300, gross population, 300.

Composition: 90% Human, 10% Other

ENCOUNTERS

This swamp remains rather primordial. Though the borders are patrolled and guarded, the inner sections are left to their own devices. Many manners of beast, plants, and insects exist within, giant water termites, giant frogs, assassin vines and bogkin to name a few. There have also been reports of a faerie infestation. These sightings mention hags, pixies, and sprites amongst other peculiar creatures. Visitors to the swamp are urged to prepare for anything, including diseases one may not encounter normally.

THE CHARRED LANDS

A large volcano, Mt. Cindernox, overshadows the area south of Whitbeard. This hyperactive beast sends spewing lava and ash across the western portion of the area. The soil is toxic, and the air is hard to breathe. The eastern portion of the region is a dense jungle, situated at the base of a dormant and larger volcano, Mt. Eclipse, named for its ability to blot out the sun during parts of the day.

It was decided the area was too harsh and violent and was blocked off at the southern edge of Whitbeard by a fort they called Hellgate. This ridge was the perfect natural feature to keep the lava flow and wandering scourge of the area at bay. The fort itself sits in both the duchy of Whitbeard and the Charred Lands.

The eastern area of the land is a dense thick jungle that sprung up from the area decimated when Mt. Eclipse last erupted. It is unknown what manner of friend or foe lies in the jungle, but preliminary reports mention several species of poisonous and venomous inhabitants. Rumor has it that an ancient capital of the old world lies forgotten under the base of the jungle.

Capital: Hellholme, population 3,000, gross population 5,000.

Composition: 100% Human

NOTABLE HISTORY

Years after the secret of The Fissure in Kraxon, a high-ranking knight by the name of Marcus Sulligan, challenged the rule of secrecy and put his reputation on the line that all in the land had a right to know what was in their borders and under their cities. He was overruled and

eventually exiled to the Charred Lands, this was both as a payment for his silence and a punishment for his actions. He was to be the Lord of the land of Fire and Fume. To keep him from attending council meetings, they dubbed this gift of land a barony not a duchy. The distinction kept him isolated from the lawmakers.

In truth, they hoped the land would silence him and his men that moved there. As harsh as the conditions were, the council never expected Sulligan's forces to last the winter. They were wrong. Deconstructing the ship, they sailed in on, they used the pieces to burn for firewood and create ramshackle homes. That harsh winter most of Sulligan's contingent was lost. The remaining built a settlement just past the edge of the wasteland. Here from their new capital, Hellholme, the rest of his company and their families would develop their own culture and territory. Though he wanted the public to know of the secret, he would not break his sacred oaths, he respected his judgment and never left the Charred Lands again, an honorable knight to the very end. Marcus Sulligan, the Firebrand, was buried in a tomb at the heart of his city. A crude stone sculpture highlights the memorial.

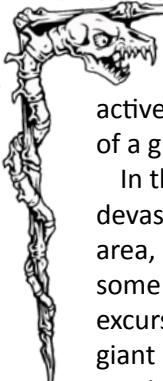
The settlement grew. The conditions were harsh, crops would not take in the soil and tribes of indigenous beings, called venomites, from the nearby jungles were brutal. The men and women were strong, and everyone a fighter. In time they learned to work what resources they could from the land. Mostly volcanic rock, obsidian and fishing off the coast. In addition, some mining in nearby mountainous areas has been prosperous, including the finding of a large trove of gemstones. Several raids into the nearby jungles have provided enough wood for a small fleet of shallow hulled ships. The ability to navigate the water has broadened their reach. This includes news of a potential trade deal with the Isle of Dragons; obsidian being something the dragonkin desperately seek.

Raised with a strict code of strength and ethics, soldiers from this barony are some of the best in the world. What they lack in number they make up for in will and conditioning. Though they never have been formally invited to the competitions in Kraxon, they are planning to make an uninvited appearance soon.

ENCOUNTERS

The Charred Lands contain a wide variety of geographic features. This leads to extensive threat potential. Unlike most of Madrea, the Charred Lands are not patrolled for safety. The northern border with Whitbeard is patrolled from Whitbeard's side, but south of that is rather untamed. The Baron Sulligan and his troops keep the area around Hellholme free of attack but do not regularly secure much beyond their immediate border.

On the western side of the region, around the active volcano Mt. Cindernox, fire giants have been seen along with flame salamanders and huge fire beetles. There is an



active band of kobolds near one of the peaks and rumors of a great draconic beast.

In the east, built up from where a once mighty volcano devastated the land, a great jungle thrives. Within this wild area, all mannerism of beast has been seen, as well as some indigenus venomites living in the trees. Recent excursions from Hellholme, have spotted several big cats, giant insects, and various forms of snake. Remnants of an older civilization have also been unearthed within the jungle.

MONSTERS

The following monsters can be found in Madrea and its surrounding areas.

BOGKIN

Armor Class:	10
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d6 spear
Movement:	40'
No. Appearing:	3d8
Save As: Fighter:	1
Morale:	6
Treasure Type:	L
XP:	25

Bogkin appear to be an unnatural crossbreed of human and frog. They live in jungles and swamps where moisture is plentiful. Bogkin protect their territory ferociously but have no desire to jump into a skirmish they know they will not win. If they feel outmatched or outnumbered, they will use their highly adapted camouflaged skin to hide in the surrounding terrain.

VENOMITES

Armor Class:	10
Hit Dice:	2
No. of Attacks:	1 spear / 1 venomous spit
Damage:	1d6/1d4
Movement:	40'
No. Appearing:	3d4
Save As: Fighter:	1
Morale:	8
Treasure Type:	L
XP:	25

Venomites are cousins of the bogkin. Instead of being froglike above the shoulders they have snake like heads with slithering tongues. These tree dwelling creatures live in dense jungles. They construct large tree dwellings and tend to attack from the trees. Any creature hit with the spit from their venom must make a save vs Poison or be blinded for 1d4 rounds.





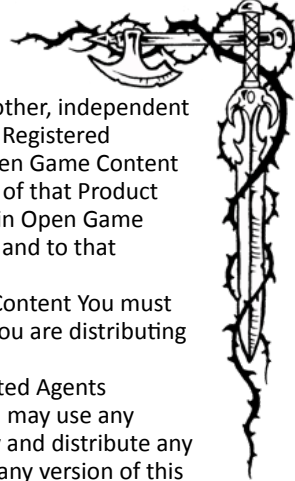
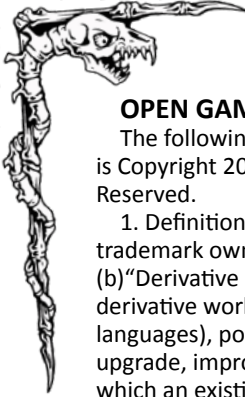
POTENTIAL ADVENTURES

The following points of interest or notable events may be used in creating adventures in Madrea:

- **The Fissure.** This well protected gate to the Sunless Depths leads to a vastly unexplored and inhospitable underground region.
- **Blackwater Marsh.** This hostile swamp may be well patrolled on its border but the inner workings and unexplored islands off its shores are ripe for investigation.
- **The Charred Lands.** Both the active volcanic area to the west and the dense jungle to the east provide vast stretches of unexplored land. Although Hellholme is a small respite, the rest of the region still brews with monsters and undiscovered curiosities. Evidence of a lost civilization under the jungle has begun to surface.
- **Political Conflicts.** Chaldwell and Brahm's recent separation still makes the residents blood boil. Border skirmishes and property debates are easily incited. Along with the sibling rivalry, the Bay of Dreams houses many nobles and merchants with all kinds of separate and often conflicting agendas.
- **Vengeance of the Barony of Sulligan.** The betrayal faced by Sulligan will not be easily forgotten. His hardy troops are well trained and savage. Sooner or later they will appear for justice.
- **Thievery and Espionage.** Within the capital and surrounding citadels, a hidden thieves' guild grows fat

off the success of the Madrean utopia. Rumors have it that some duchies are using the guild as spies against their rivals.

- **Secret Pact.** A secret agreement exists between the University of Ingenuity, in Chaldwell, and the Kingdom of Luxania. Academic and even magic knowledge are traded and collaborated on.
- **Draconic Relations.** The residents of Hellholme have been exploring a potential partnership with the Isle of Dragons.
- **Vindictive Vampires.** Border disputes with Shard are growing more frequent. Rumors imply there is something about their origins hidden away in the Fissure and the Shard intends to make sure they are not uncovered.
- **Regal Recreation.** Knightly competitions between Klaxon and Estria are a regular occurrence. People come from far and wide to spectate their jousts and feats of strength. Soon the Barony of Sulligan will invite itself to compete bringing with it men and women hardened by their harsh environment. This injection of a new competitor may spell disaster for the home teams.
- **Southern Shores.** Ship exploration to the southern polar area from Sulligan's forces has been improving. They will soon establish a forward outpost on the lower continent and find out what lies in wait.
- **The Elderwood.** Madreans have yet to delve too deep into the Elderwood. Unknown civilizations lie at its heart and lost and wondrous treasures as well.



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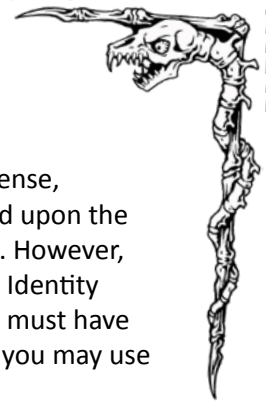
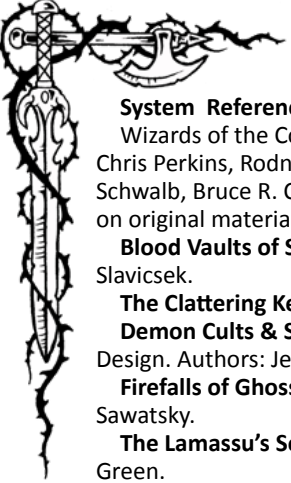
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