

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

# NATIONS OF THE ORCLANDS



## A GAZETTEER FOR ODYSSEYS & OVERLORDS



**FOUR NATIONS, ONE PEOPLE**

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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!**

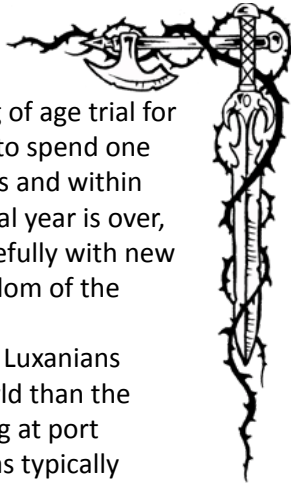
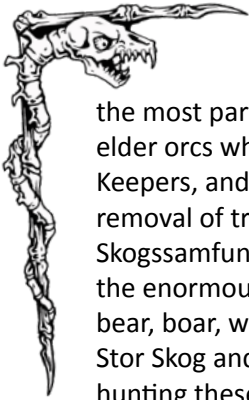


## FJELLSAMFUNN: THE NATION IN THE MOUNTAINS

Found in the far North of the Orclands, the Fjellsamfunn is a nation of orcs who dwell amongst the three great peaks. The largest mountain is named Far, the next largest is called Sønn, and the smallest peak is known as Datter. These names mean father, son, and daughter respectively in the common tongue. It is strictly forbidden to mine any gems or utilize the lava flow from Datter, as she is thought to be unwed and to violate her would anger Far causing an eruption that would devastate the region. The primary export of Fjellsamfunn are gemstones harvested from Far and Sønn as well as weapons made of obsidian. Scimitars, short swords, spears, javelins, bolts, and arrows all have obsidian in place of steel or iron as found in other civilizations. Iron is not a resource readily available and so the orcs have only known to smith with this material. As obsidian is a rare resource even around these volcanically active mountains weapons are not in heavy supply but enough are made so to equip all of the nations as needed. It is rare for a weapon from the Orclands to leave the shores, yet it has been known to happen on occasion. It is believed that the sight of these evil looking weapons is what sparked the imagination to fuel false tales of the Orcs being vicious monsters. The orcs who dwell within Fjellsamfunn observe a religious ceremony that holds a special place amongst the orcs who dwell in the pine nation of Furusamfunn. It is called The Burning and its origins are unknown. However, it is a ceremony directly related to the Rise of the Pine Woods and the Nations (see p. 4). Once a year to mark the end of Autumn all coming of age orcs must carry a flame from the mountains to the pine woods to begin the burn which removes all dead plant matter and allows room for new growth in the Spring. If the orcs fail in their task to transport the flame, it becomes their responsibility to tend to the pine woods by hand during the Winter months stopping their labor only when the Grove Keepers are satisfied. Any orc who fails this punishment is never acknowledged as being an adult and instead is treated as a child for the remainder of their life. Rarely does this happen as it is the greatest dishonor amongst the Fjellsamfunn orcs. To officially end this ceremony the Furusamfunn orcs bring a pine sapling to Fjellsamfunn in thanks for their life-giving fire.

## SKOGSSAMFUNN: THE NATION IN THE GREAT FOREST

Located in central Orclands the orcs who live within the great forest, known to the orcs as Stor Skog, is the nation of Skogssamfunn. The orcs living here are far more reclusive than some of their kin and typically do not leave the region except for trade or in times of war. This nation is also the largest supplier of lumber for the kingdom and therefore has the highest number of Grove Keepers and



the most participants in The Seeding. Grove Keepers are elder orcs who have spent their lives working for other Keepers, and are the only orcs permitted to authorize the removal of trees for lumber. Another major export from Skogssamfunn are the pelts and meats harvested from the enormous beasts that also call Stor Skog home. Giant bear, boar, wolves, elk, and spiders can all be found within Stor Skog and the orcs that reside here are experts in hunting these creatures. The coming of age ritual within this nation is to claim any one of these great beasts on your own, and the one you claim dictates the style of adult tusk jewelry granted for reaching maturity. The leather and silk harvested from the giant animals here are used throughout the Orclands as clothing and other materials such as bags or home coverings.

## **FURUSAMFUNN: THE NATION IN THE PINES**

Far to the South there is a pine forest where another orc nation resides known as Furusamfunn. As detailed later in the legends section the pine woods are not considered to be a natural landscape rather, it is believed to have been created by the orcs themselves. Grove Keepers can be found within this nation though they are not as prevalent as in Skogssamfunn. Besides some lumber the other main export from this nation is fish. Orcs travel up to a mile out to sea in their longboats to harvest any type of sea life thought to be edible. Fishermen use poles, nets, and traps to collect their quarries. When the Winter months set in and it becomes too frigid for successful fishing, the residents of Furusamfunn rely heavily on trade with Skogssamfunn and Handelsdistrikt to survive. To help offset this dependency Furusamfunn orcs always serve as the primary line of defense anytime there is a border threat from another kingdom or civilization. With other nations filling ranks as needed for the good of all orcs. Orcs reaching maturity in Furusamfunn must go on a special fishing trip before being accepted as adults. While on this trip he or she must be able to hold their breath long enough to dive to the seafloor and recover a living conch, a delicacy amongst orcs. This task must be done a number of times directly correlating to the number of pregnant orcs within Furusamfunn. These conchs will be given to the soon to be mothers as a sign of respect and appreciation for the burden they bear.

## **HANDELSDISTRIKT: THE TRADE CITY**

Handelsdistrikt is the smallest nation but serves a very important role as the point of contact with the outside world. This is where trade goods enter and leave the Orclands through trade with Luxania. The orcs will export all the main commodities from the other nations, bringing in luxuries and necessities not readily available in the Orclands. Primary imports include lumber, fruits,

vegetables, wine, and tobacco. The coming of age trial for the orcs of Handelsdistrikt requires an orc to spend one season each among the other three nations and within the kingdom of Luxania. Once their seasonal year is over, the now mature orc can return home, hopefully with new trade relationships to keep the entire kingdom of the Orclands strong.

The orcs responsible for trading with the Luxanians are much more social with the outside world than the other nations. However, any person arriving at port not from Luxania is treated with wariness as typically other kingdoms only visit the Orclands in an attempt of conquest.

## **FOUR NATIONS, ONE PEOPLE**

Though the Orclands are split into four distinct nations, each with its separate customs and practices, the people of the Orclands remain united in all aspects of life. No orc is liked more or less based on what nation they live in. All orcs do what they can for their nation and for the good of their kingdom as a whole. It is often said of other civilizations that times of desperation will drive the people apart, but not with the orcs. Truly they are at their most unified when hardships are present.

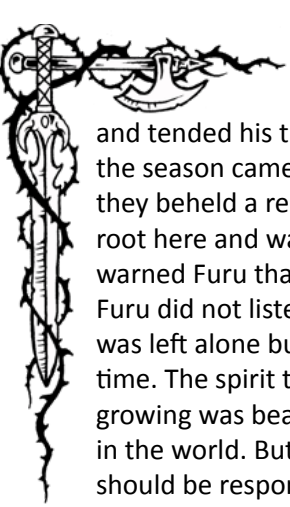
## **RAGE SUPPRESSION AND USEFULNESS**

Within each nation the orcs have found unique ways of keeping their inner rage in check outside of meditation. The orcs of Fjellsamfunn mine and work directly with lava flow, their rage allows speedy and efficient work and at the end of a day's labor even the most violent orc will find himself at peace. Within the nation of Skogssamfunn the hunting of great beasts is the ideal way to get all the inner rage out of a hunter's system. Without this inner fire these orcs likely would not be able to take down such great prey. In Furusamfunn rage has little use outside of the most dangerous of fishing trips, yet when an orc finds it becomes too much for meditation to cure, she will fling herself into a violent sea to unleash all her fury. Finally, within the trade city of Handelsdistrikt the orcs of trade utilize their rage while haggling prices. Not many merchants want to disagree with a fuming orc and bets are often taken amongst onlookers on how good of a deal an orc can get.

## **LEGENDS OF THE ORCLANDS**

### **THE RISE OF THE PINE WOODS AND THE NATIONS**

In the times before the nations, when the orcs were nomads and traveled as one. One orc named Furu became bored with walking from mountain to forest to shore. Furu only wanted to stay by the shore. So Furu thought of a plan to bring the forest to shore and to forget the mountains entirely. Furu took a sapling from Stor Skog and planted it to the South, where a forest had never been. Furu stayed



and tended his tree while the other orcs left him. When the season came for the orcs to return to the South shore, they beheld a remarkable sight. A small forest had taken root here and was growing quite thickly. The elder druids warned Furu that he will upset the balance of nature but Furu did not listen. Again, the orcs went away and Furu was left alone but a nature spirit visited him during this time. The spirit told Furu that the small forest that was growing was beautiful and would allow new life to exist in the world. But that as Furu had created this forest he should be responsible that it did not get out of hand. Furu did not listen and let the forest grow and grow until one year the orcs could not migrate to the Southern shore. This made the spirits of water very angry and so they visited the druid leaders and told them until their pilgrimage was complete no rain would fall in Orclands. The orcs pleaded with Furu to control his forest, but he would not listen. Eventually the fire spirits noticed that the orcs were not traveling to the mountains as they should, and they also became very angry. The fire spirits told the orc druids that if their pilgrimage did not continue a great fire would destroy all of the Orclands. The orcs pleaded with Furu to maintain his forest, but he would not listen. The nature spirit who had allowed Furu to grow his forest noticed one day that no orcs had come to Stor Skog and went to investigate. When she saw what was happening, she became very angry with Furu but took pity on the other orcs. To the druids she said come and be safe in Stor Skog while Furu is punished. When the orcs were safe away from Furu, the spirits of fire sent a single ember drifting along the wind to the South. As the woods were so dry without rain the ember caught the Furu's forest on fire. The fire blazed for the entirety of the Autumn season and when it ended only a small wood was left on nothing but charred pine trees. The spirits came together and visited the druid leaders with the warning that never again would an orc be spared if this should happen again. And so, the pine woods were created and must be burned every autumn in remembrance of Furu's neglect and to keep the forest in check. So too were the nations created in the mountains, the Stor Skog, and the pine woods so that the orcs would always be with the spirits.

## THE FIRST ORCS OF THE ORCLANDS

The mages of Luxania and the orcs of the Orclands have always been seen as 'sister' countries and rightfully so. They have always had a great relationship and stood together against the cold and harsh north. Neither of them is xenophobic but both prefer their isolation from the rest of the world, away from politics and war.

Trade started almost immediately after each country realized the existence of the other. The orcs traded in wood, fish and obsidian while the Luxanians, being blessed with warmer weather, traded fruits, vegetables, and eventually arcane knowledge.

The Orclands are not an easy place to live. The cold climate is the cause of death for many infants and thrice the orcs have been driven to the brink of extinction as a result. Wild, untamable beasts roamed the land before the orcs had arrived to the Orclands and the cold hard ground did nothing to help them with farming.

They were driven to a corner, unable to farm, unable to hunt and unable to copulate, it seemed that the land was a doomed place, a wasteland and nothing more.

But soon men and women with the gift of leadership arose and organized the orcs. They worked all together to hunt down the beasts. They fed from them, clearing the forests, making them safe for lumberjacks to cut down trees and build houses, warm houses within which the new generation would be safe from the cold. And as the land became safer, they decided to farm. It took many years for the ground to grow something but when it did, the whole of the Orclands found out about it and celebrated for a fortnight straight.

Thus the first nations of the Orclands started to rise.

## FAITH AND TRADITIONS

The first orcs of the Orclands did not favor a particular deity but they rather despised Ragnar and his followers for being the ones who started the war of the Gods, a war from which the world still suffers from.

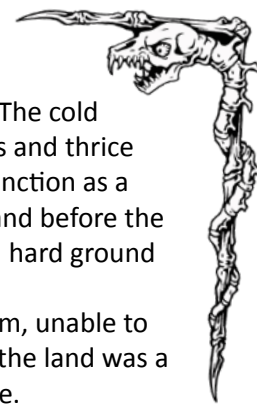
They admired anything nature had to offer, and they held many festivals to celebrate it. One of their most common traditions that still survives to this day in some places, is the Seeding. Once per month they would recount how many trees were chopped down and they would plant a number of seeds equal to twice that number.

The orcs of the Orclands had a saying that is still muttered by older folk: "As a child you plant a tree, as an adult you water it, as an elder you lay under its shadow and as a corpse you feed it". When an orc starts taking its first steps, their family is obligated to teach them how to grow things. The event of when an orcish child plants their first seed is celebrated and is called "the First of a Thousand", every child goes through it and they learn how to appreciate everything around them.

## PHYSIOLOGY OF THE ORCS

The orcs of the Orclands look like the typical orc of most fantasy settings. They are tall and muscular with broad shoulders and with a skin the color of different shades of green and grey. They have two tusks protruding from their mouth, a feature some like to decorate with rings and jewelry. What is most peculiar though, about the orcs of the Orclands is that an overwhelming number of them have two hearts.

The great cold of the north and the even greater demand for energy in their bodies, created the need for a second heart that formed naturally as the climate started getting colder and colder centuries after the orcs first inhabited



FJELLSAMFUNN

# The Orclands

SKOGSSAMFUNN

HANDELDISTRIKT

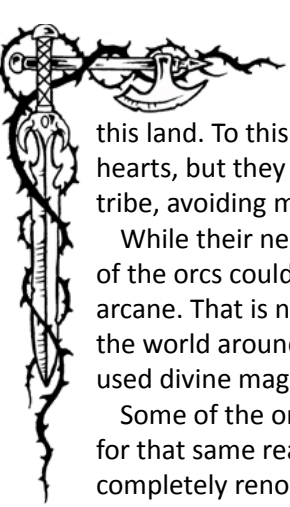


FURUSAMFUNN

# Kingdom of Luxania

Madrea





this land. To this day, there are still some orcs with single hearts, but they are viewed as weaker members of the tribe, avoiding military training or hunting.

While their neighbors were adepts to magic, the minds of the orcs could never fully contain the complexity of the arcane. That is not to say that they could not manipulate the world around them in supernatural ways, but most used divine magic to do so.

Some of the orcs went as far as to despise arcane magic for that same reason and to this day there are places that completely renounce it, but these places are scarce few.

### THE HIDDEN RAGE

The strength of the orcs is an undeniable fact for anyone that has witnessed one from up close, much more for those that have done combat with them. Their great leaders though soon realized that if their strength was left unchecked and if the orcs displayed their power and aggression in plain sight, the rest of the world would view them as monsters. And monsters tend to get hunted down.

That is why the leaders decided to practice meditation, peace and religion and they spread this message throughout the Orclands and the orcs abode. Of course, orcs are still dangerous but only if push comes to shove. No matter the training and the meditation there is a hidden rage inside them, suppressed but always lingering, ready to explode.

Few were the times that the orcs had to go to war. Few were the days that the war lasted.

### WORLD RENOWNED FISHERMEN

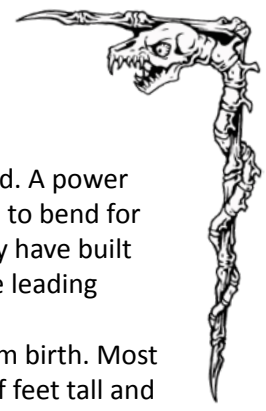
While the orcs are friendly and peaceful, competition between them can be fierce, if not extreme sometimes. Even if they managed to clear the land of the most dangerous beasts, the sea had always remained treacherous.

But the water did not stop the orcs from hunting there as well. The first fishermen were considered mightier than the best warriors of a tribe as few could muster the courage to sail into uncharted waters and fight against unknown beasts.

Sooner rather than later it became a popular sport and after a while, the Orclands became a primary source of rare and fresh seafood known throughout the lands. The orcs would compete against each other for who would bring the biggest creature back home and even though many met their demise doing this, it would only rekindle the fire within the rest.

Many adventurers sailing the high seas to find treasure and artefacts would do well to have at least one orc on deck. Apart from the experience they can bring, some say that they bring luck as well.

## NEW GENUS - ORC



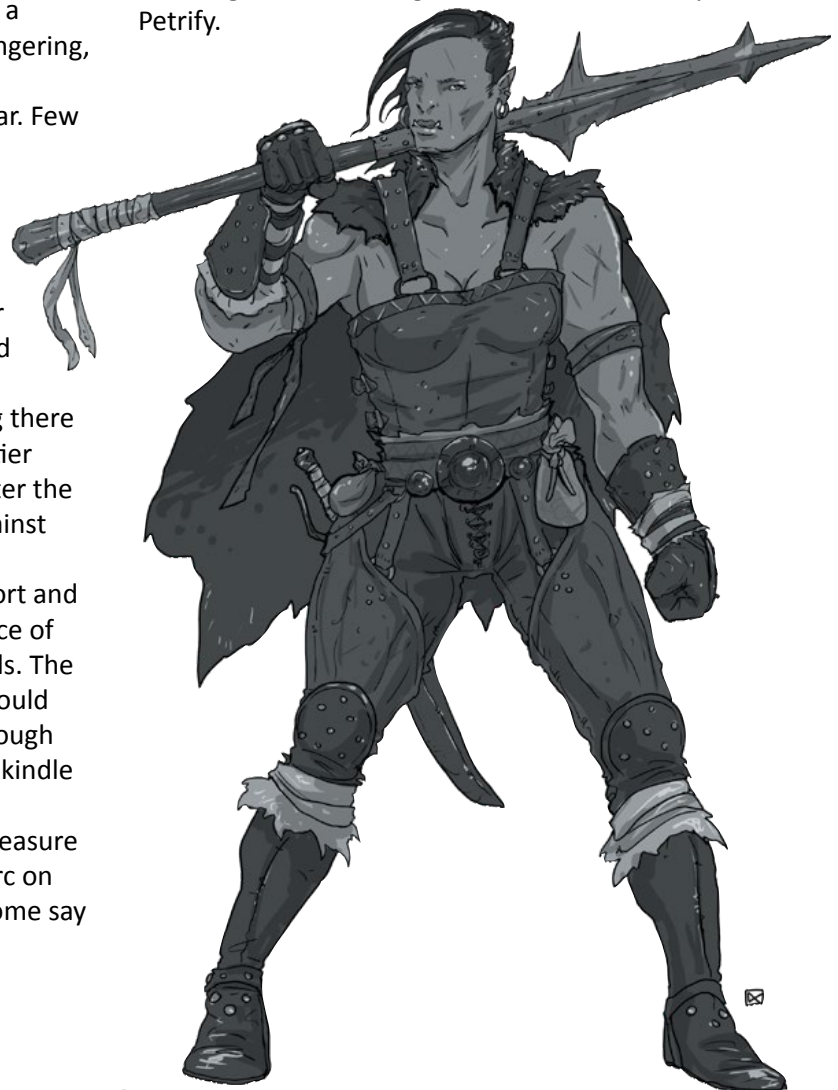
Orcs inhabit the northern parts of the world. A power is lurking within them that they have learned to bend for good use. Most orcs live in the Orclands; they have built societies and most are ambassadors of peace leading shamanistic lives and protecting nature.

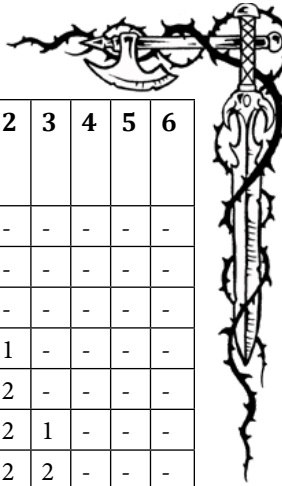
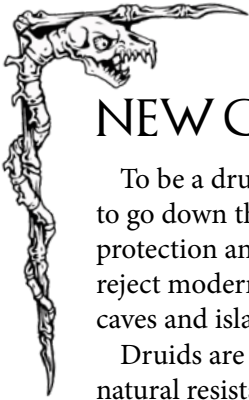
**Description:** Orcs are tall and muscular from birth. Most of them are at least seven to seven and a half feet tall and weight about 300-400 pounds. The majority of them tend to live around 60 years but their shamans tend to live just over a century or so.

**Restrictions:** Orcs have no class restrictions but are required to have a minimum Constitution of 9. Due to their huge bodies and heaps of muscles, they may not have a Dexterity higher than 17.

**Special Abilities:** Once per day, orcs can activate an inner rage within them as an action that lasts for 1 minute. During that time, they add an extra 1d6 to any rolls involving Strength or Constitution. The first time an orc is reduced to 0 hit points during this time, they must roll a d20. On a 1-9, they fall unconscious. On a 11-20 they remain with 1 hit point. On a 10 they must reroll.

**Saving Throws:** Orcs gain a +1 bonus vs Paralysis and Petrify.





# NEW CLASS – DRUID

To be a druid is to be one with nature. Those that choose to go down that path devote their whole lives to the protection and the preservation of all things natural. They reject modernity and live in forests, deserts, mountains, caves and islands, away from civilization.

Druids are not incredibly tough but have developed natural resistances due to their exposure to nature.

A druid can cast spells of divine nature starting at 2nd level, and they can focus to channel the Call of the Wild which helps them become one with nature depending on how long they focus.

The Prime Requisite for Druids is Wisdom; a character must have a Wisdom score of 9 or higher to become a Druid. They may use any weapon and wear any armor but most of them reject metal armor due to how it symbolizes 'modernity' and straying away from tradition.

## CALL OF THE WILD

Druids can channel Call of the wild. Depending on how long they choose to channel it, they can have varying effects. The Druid can use each Call of the Wild options once before needing to rest. The uses of each Call of the wild option increase by 1 at level 5, 10, 15 and 20.

**Become Animal:** The druid can focus for 1 turn and change their form into an animal for a number of hours equal to their level. Their equipment either morphs into their body or is dropped on the ground around them after they morph (their choice). Additionally, their AC remains the same in their new form. If the animal's hit points are reduced to 0, the druid's hit points are also reduced to 0.

**Living Nature:** The druid can focus for 1 minute and turn into a tall tree, a great boulder, a small pond or a bush. If the druid receives any amount of damage during this form, they revert back to their original form without losing any hit points.

**Adjust Weather:** The druid can focus for 1 hour and make small adjustments to the weather within 1000 feet around them. The druid cannot drastically change the weather this way. They can, for example, cause a slight breeze or light rain to fall, or cause a cloudy weather or clear the sky of clouds. They cannot calm a storm or a blizzard this way until they are level 15.

**Summon Ally:** The druid can focus for 1d4 + 1 hours and summon an animal from around the area to aid them, if there is an animal within 6 miles of them. The druid must roll a d10 at the end of the focusing period. On a 1-5 a small sized animal is summoned. On a 6-9 a normal sized animal is summoned. On a 10 a giant-sized animal is summoned. The animal is friendly towards the druid and may even fight for them, but they won't give up their life and they will flee from a desperate situation.

### TABLE: DRUID SAVING THROWS

Druid Level	Exp. Points	Hit Dice	Attack Bonus (AB)	1	2	3	4	5	6
1	0	1d8	+1	-	-	-	-	-	-
2	2,000	2d8	+1	1	-	-	-	-	-
3	4,000	3d8	+2	2	-	-	-	-	-
4	8,000	4d8	+2	2	1	-	-	-	-
5	16,000	5d8	+3	2	2	-	-	-	-
6	32,000	6d8	+3	2	2	1	-	-	-
7	64,000	7d8	+4	3	2	2	-	-	-
8	120,000	8d8	+4	3	3	2	1	-	-
9	240,000	9d8	+5	3	3	2	2	-	-
10	360,000	9d8+2	+5	3	3	2	2	1	-
11	480,000	9d8+4	+5	4	3	3	2	2	-
12	600,000	9d8+6	+6	4	4	3	2	2	1
13	720,000	9d8+8	+6	4	4	3	3	2	2
14	840,000	9d8+10	+6	4	4	4	3	2	2
15	960,000	9d8+12	+7	4	4	4	3	3	2
16	1,080,000	9d8+14	+7	5	4	4	3	3	2
17	1,200,000	9d8+16	+7	5	5	4	3	3	2
18	1,320,000	9d8+18	+8	5	5	4	4	3	3
19	1,440,000	9d8+20	+8	6	5	4	4	3	3
20	1,560,000	9d8+22	+8	6	5	5	4	3	3

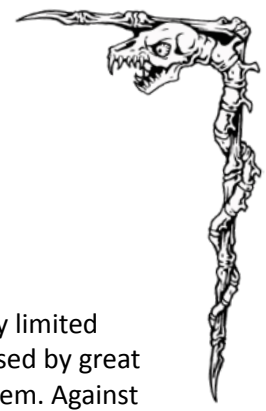
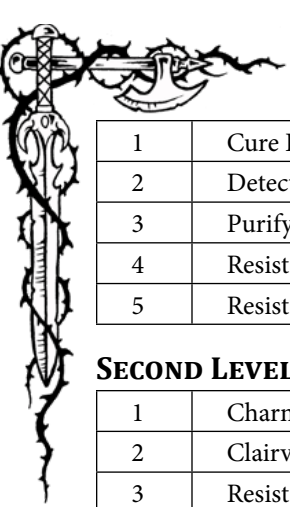
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breathe	Spells
1	10	14	13	16	15
2-3	9	14	12	15	14
4-5	8	13	12	15	13
6-7	8	12	11	14	13
8-9	7	11	11	14	12
10-11	7	10	10	13	11
12-13	7	10	10	13	11
14-15	6	9	9	12	10
16-17	6	8	9	12	9
18-19	5	7	8	11	9
20	4	7	8	11	8

## DRUID SPELLS

Druids receive their spells through devotion to nature and their ancestral customs. Each day, generally in the morning, a Druid must meditate for at least five turns in order to prepare spells. Because they gain their spells through meditation, a Druid may prepare any Druid spell of any level they are able to cast.

### FIRST LEVEL DRUIDIC SPELLS





1	Cure Light Wounds
2	Detect Magic
3	Purify Food and Water
4	Resist Cold
5	Resist Lightning

### SECOND LEVEL DRUIDIC SPELLS

1	Charm Animal
2	Clairvoyance
3	Resist Fire
4	Speak with Animals
5	Web

### THIRD LEVEL DRUIDIC SPELLS

1	Cure Disease
2	Growth of Animals
3	Locate Object
4	Speak with Plants
5	Water Breathing

### FOURTH LEVEL DRUIDIC SPELLS

1	Create Water
2	Cure Serious Wounds
3	Growth of Plants
4	Neutralize Poison
5	Polymorph Self

### FIFTH LEVEL DRUIDIC SPELLS

1	Commune
2	Create Food
3	Insect Plague
4	Resist Poison
5	Wall of Fire

### SIXTH LEVEL DRUIDIC SPELLS

1	Conjure Elemental
2	Heal
3	Regenerate
4	Reincarnate
5	Restoration

## NEW SPELLS

### RESIST LIGHTNING

**Druid 1**

**Range:** touch

**Duration:** 1 round/level

This abjuration grants a creature temporary limited immunity to lightning. The creature is unphased by great storms as lightning strikes will always miss them. Against more significant surges of lightning (such as a lightning bolt), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

### RESIST POISON

**Druid 5**

**Range:** touch

**Duration:** 1 round/level

This abjuration grants a creature temporary limited immunity to poison. Minor poisons (such as nauseating smells or alcohol) are ignored by the affected creature. Against more potent doses of poisons (such as a poison spell), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).





FJELLSAMFUNN

# The Orclands

SKOGSSAMFUNN

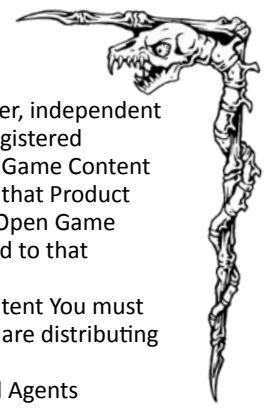
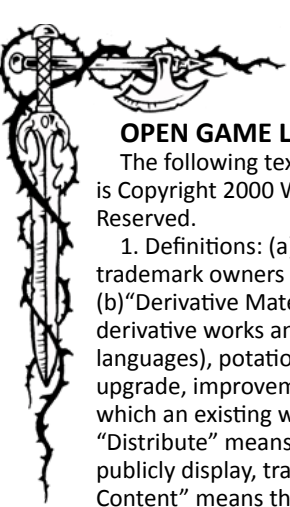
HANDELDISTRIKT



FURUSAMFUNN

# Kingdom of Luxania

Madrea



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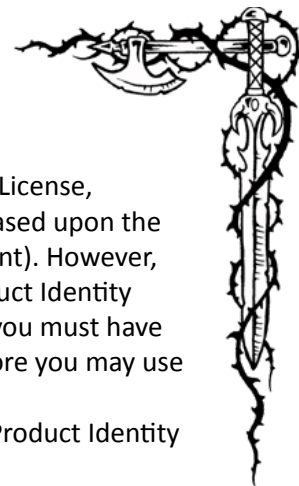
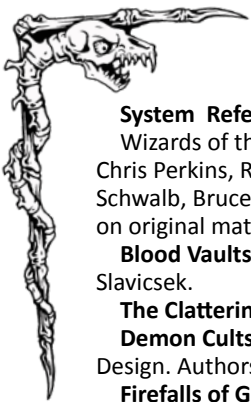
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