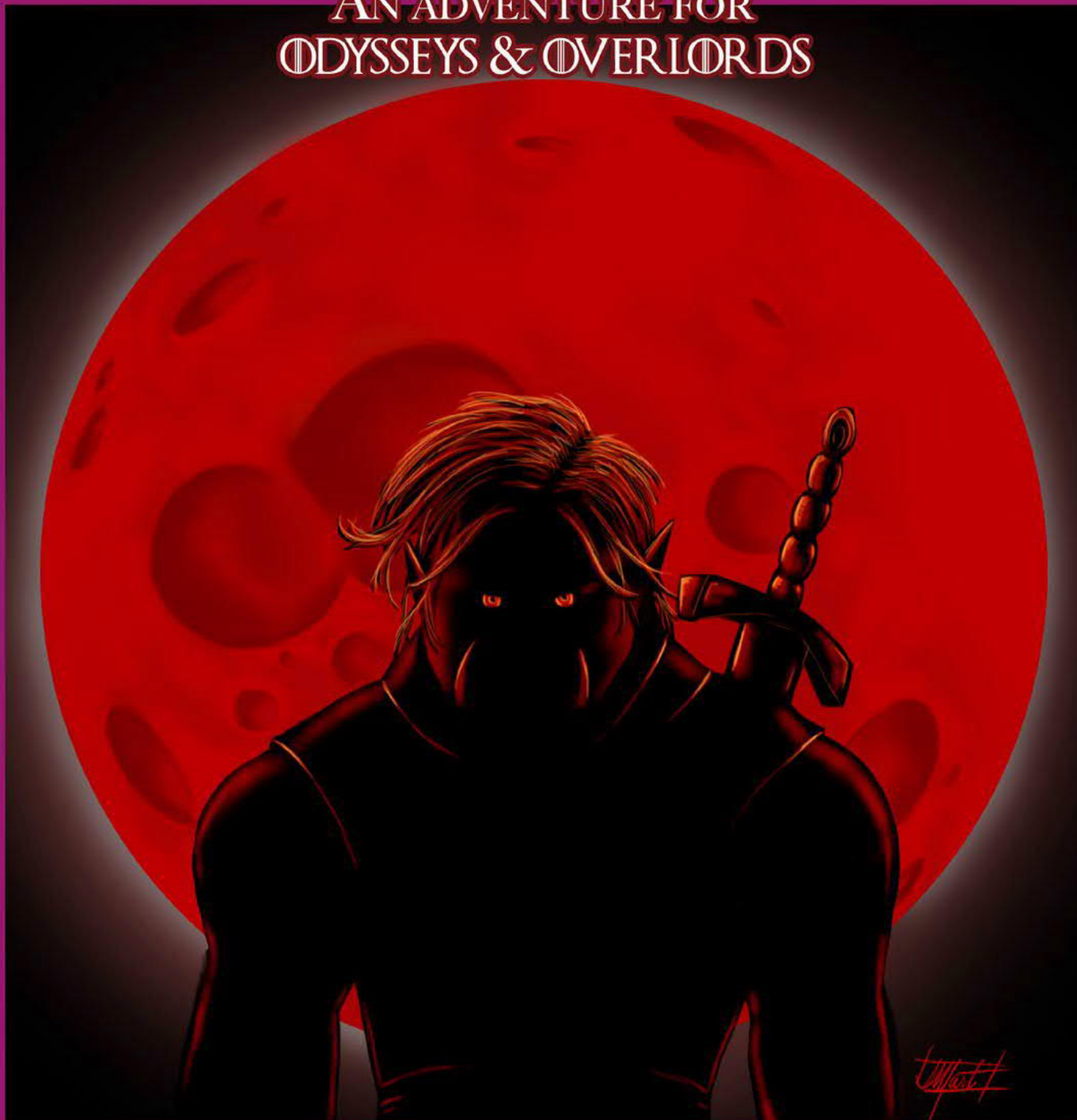


Designed for use with the **Basic Fantasy** Role-Playing Game

THE CHALICE OF BLOOD



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 5TH OR 6TH LEVEL

THE CHALICE OF BLOOD

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 5TH – 6TH LEVEL

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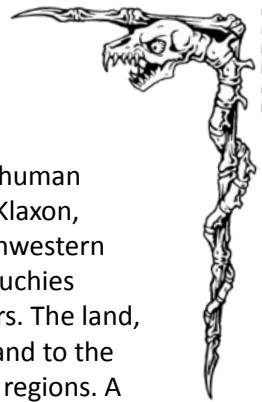
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ODYSSEYS & OVERLORDS

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!**

INTRODUCTION

This is a short adventure for use with the Overlords & Odysseys Role Playing Game. It's designed for a party of 4-6 characters of 5th or 6th level.

BACKSTORY

A group of Ragnar cultists have found a magical relic, a chalice that can never be filled, and are using it to lure treasure hunters and adventurers to their lair. Foolish adventurers who take the bait and come to the lair are hunted by the monsters guarding the chalice, and are then sacrificed to Ragnar. Leftover bodies are then given to the wyvern lurking in the cavern's depths.

The cultists believe that Ragnar watches over them through the wyvern's eyes, and any blood poured into the chalice as an offering increases his magical power. Eventually, they plan to sacrifice the monsters they've paid and blackmailed into being guards - ogres, bugbears and cromags.

The chalice is a magical artifact - when liquid is poured into it, it vanishes. If the command word is spoken while tipping the chalice, any stored liquid pours freely out of it. Unfortunately, it's currently full of blood, and nobody knows the command word.

ADVENTURE HOOKS

There are many reasons why the party might be playing this quest. Choose from any of the following adventure hooks or create your own.

The relic. The party may have heard rumours of the relic. Alternatively, a cleric they trust and take orders from may have heard these rumours and sent the party to find it.

The cult. The clerics of Chandra's Haven know that Ragnar cults are no joke. If they've heard whispers of the cult, they might send the party after them with one order - take no prisoners.

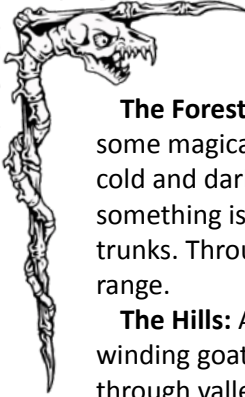
The cromags. If the party has a relationship with cromags, they may be aware of the kidnapped clan and have been sent to rescue or avenge them.

The missing adventurers. The party isn't the first to go after the relic or the cultists. Other adventurers have been lost, and the party has been sent to investigate.

TRAVELING TO THE LAIR

The lair is deep in the Untamed Gauntlet. The party has a map given to them from whoever gave them the quest, but the map is vague and relies on landmarks. The party ventures through three distinct landscapes while hunting for the lair - roll on the Wilderness Encounter table once per area.

The Plains: Where many of their previous adventures have likely taken place - a vast plain of small hills and brush. At first glance, it seems empty, but behind every bush or hill is something strange - two goblin scouts working on a trap, a ruined village full of undead villagers, bandits arguing with younger adventurers.



The Forest: A silent forest of dead trees, scorched by some magical fire long ago and never recovered. It's cold and dark under the skeletal canopy, and it feels like something is watching the party from behind the tree trunks. Through the trees, the party can see a mountain range.

The Hills: A series of hills, each taller than the last. Small, winding goat-paths lead between them, leading the party through valleys and gorges before leading inexorably up and over the hills.

1d4	Wilderness Encounter Table
1	A roving clan of cowardly werewolves hunting for victims. If the party seems stronger than them, they'd rather resolve the encounter through diplomacy and begging for their lives than die. (Encounter: 4x werewolves)
2	A dark and silent grove of trees that seems like a perfect rest stop. If the party rests here, the largest tree reveals itself as a hangman tree and tries to eat them. It's hungry and won't listen to reason. (Encounter: 1x hangman tree)
3	A band of centaurs causing trouble. Even after seeing the party's writ, they demand money from the party before allowing them past. If a fight breaks out, they'll flee at half health. (Encounter: 3x centaurs).
4	A family of cromags searching for lost friends. They avoid the party if possible, and flee if a fight breaks out. (Encounter: 6x cromags).

4 Werewolves AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60', Sv Fighter 4, MI 8

Werewolf 1: HP 27:

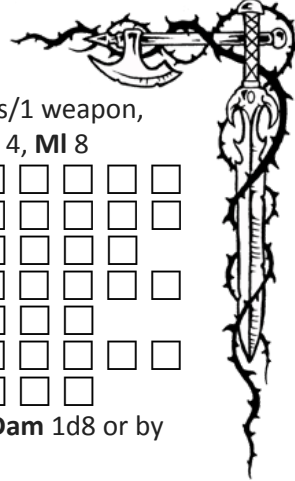
Werewolf 2: HP 17:

Werewolf 3: HP 17:

Werewolf 4: HP 7:

1 Hangman Tree AC 16, HD 5, #At 4 limbs plus strangle, Dam 1d6 per limb or strangle, Mv 0, Sv Fighter 4, MI 12

Hangman Tree HP 23:



3 Centaur AC 15 (13), HD 4, #At 2 hooves/1 weapon, Dam 1d6 or by weapon, Mv 50', Sv Fighter 4, MI 8

Centaur 1: HP 28:

Centaur 2: HP 17:

Centaur 3: HP 17:

6 Cromags AC 12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv Fighter 2, MI 7

Cromag 1: HP 8:

Cromag 2: HP 8:

Cromag 3: HP 2:

Cromag 4: HP 8:

Cromag 5: HP 7:

Cromag 6: HP 5:

THE LAIR

OUTSIDE

The path across the hills leads to a mountain range, and then to the lair. A side-path leads further up the mountain, and the party can clearly see two bugbears standing outside a cave entrance. They're relaxing and playing a dice game, and only notice the party if they're being particularly noisy. There doesn't appear to be another way into the cave. One of the bugbears has long yellow fur with beads braided into it, the other has short, matted dark-orange fur.

If the party talks to the bugbears, they tell the party to leave and attack as soon as their backs are turned.

If a fight breaks out and one of the bugbears is killed, the other runs inside to set up an ambush and alert the lair of the incoming intruders.

Note: If the lair is on alert, all patrols and guards are on the lookout for intruders and harder to ambush.

Encounter: 2x bugbears

2 Bugbears AC 15 (3), HD 3+1, #At 1 weapon, Dam 1d8 +1 or by weapon +1, Mv 30', Sv Fighter 3, MI 9

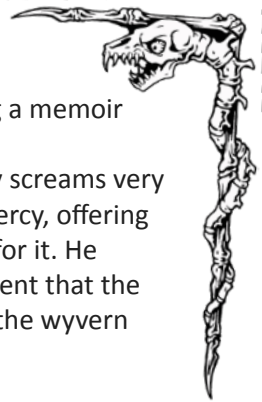
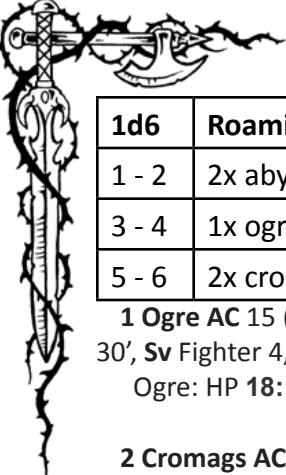
Bugbear 1: HP 14:

Bugbear 2: HP 22:

Roaming Patrols

There are three groups of roaming patrols in the lair. If a noisy fight breaks out, roll 1d20. On a 15 or higher (10 or higher if the lair is on alert), the closest patrol hears the fight and comes running. They reach the fight after two rounds pass.

To determine which patrol group the party encounter, roll on the roaming patrol table. After the encounter is resolved, don't use that group again.



1d6	Roaming Patrol Table
1 - 2	2x abyss-kissed cultists
3 - 4	1x ogre
5 - 6	2x cromags

1 Ogre AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv 30', Sv Fighter 4, MI 10

Ogre: HP 18:

2 Cromags AC 12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv Fighter 2, MI 7

Cromag 1: HP 7:

Cromag 2: HP 5:

AMBUSH POINT (1)

A small cave with two hallways leading away - south and east. There are weapon racks along both hallways for guards to easily use. At the end of the south hallway is a closed door. If a bugbear escaped the fight outside, it tries to set up an ambush here with two of the bugbears from the barracks. Otherwise, the room is empty.

If the party investigates the weapons rack, they find a +1 spear, as well as a number of regular weapons and ammunition stores.

Encounter: 3x bugbears

3 Bugbears AC 15 (3), HD 3+1, #At 1 weapon, Dam 1d8 +1 or by weapon +1, Mv 30', Sv Fighter 3, MI 9

Bugbear 1: HP 21:

Bugbear 2: HP 14:

Bugbear 3: HP 14:

Loot: 1x +1 spear

CULT LIBRARY (2)

A small library and study area in a squared-off cave. Fine rugs have been placed straight on top of the dirt, and shelves pushed up against the rock walls, so it looks fancier than it actually is. There is a closed door to the south. An abyss-kissed man in a robe is seated at a desk, writing in

a journal. His name is Rozvar, and he's writing a memoir about the cult's efforts to contact Ragnar.

When the party enters, Rozvar immediately screams very loudly, cowers under his desk and begs for mercy, offering up the chalice before the party can even ask for it. He directs them through the large cavern, confident that the cromags and ogres will kill them - and if not, the wyvern will get them.

Encounter: 1x cultist

Cultist 1 (See Cultist Notes) HP: 23

Loot: Tomes about Ragnar, coded journals about their plans

CULT LIVING QUARTERS (3)

A large cave that, like the library, has been squared-off and decorated to look like an actual room with shelves, rugs and tapestries. There is a locked door to the south, and an open door leading to a storeroom and a closed door on the east wall. Two cloaked Ragnar statues flank the locked south door.

Two abyss-kissed cultist women are here surrounded by jugs of blood, strange potions, and journals. Their names are Elora and Sorcha, and they're experimenting with potions to make the blood more potent and magically-charged. When the party enters, they immediately brandish their weapons - daggers for Elora and a staff for Sorcha - and tell the party to leave or die. As soon as one of them is injured, they beg for mercy.

There are temporary shelves set up in the storeroom loaded up with vials of blood and potions. There is a large chest on one shelf - inside is a small iron key that opens the south door. The chest has a false bottom which can be discovered by investigation, underneath are two spell scrolls: one for *web* and one for *sleep*.

If the party spends time investigating the potions, they discover that three are **health potions**. The rest are poisonous.

If the party spends time investigating the journals, they discover a spell scroll for *protection from good*.

The closed door to the east leads to an outcropping of rock overlooking the cromag encampment. The cliff face is

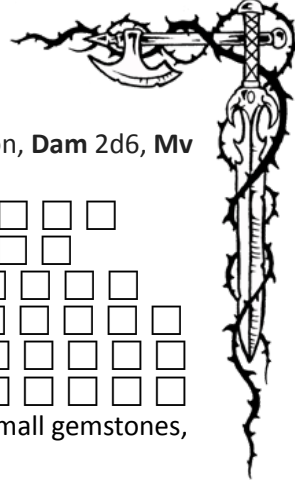
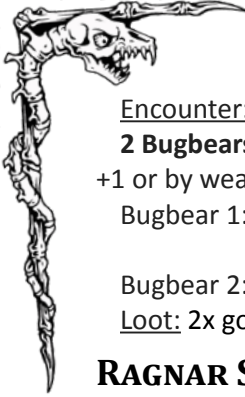
Cultist Notes:

Overall, the cultists prefer not to fight. Instead, they beg for mercy and give the adventurers as much information as they want. Ideally, this information leads the adventurers further into the lair to be killed or captured by guards or eaten by the wyvern. The cultists defend themselves to the death if necessary, but prefer to escape if possible. If left alone, they'll leave the lair and regroup elsewhere.

If a fight is necessary, cultists fight as Ragnar cleric two levels below the average level of the party. Create the stat block before running the adventure, or alternatively use the following quick stats.

Cultist Quick Stats:

(HD 4d8, #At 1 weapon/1 spell, Dam 1d8 +1 or by weapon +1, AB +2, Sv Cleric 4, MI 9, Spells: Detect Good, Darkness, Bane)



Encounter: 2x bugbears

2 Bugbears AC 15 (3), HD 3+1, #At 1 weapon, Dam 1d8 +1 or by weapon +1, Mv 30', Sv Fighter 3, MI 9)

Bugbear 1: HP **19**:

Bugbear 2: HP **10**:

Loot: 2x golden chains, a treasure map

RAGNAR SHRINE (13)

A huge cavern split diagonally by a chasm leading down to the river. An arched stone bridge connects the two halves of the cavern. On the far side are three large statues of Ragnar surrounding a stone altar carved with ornate runes. A large copper chalice sits on a bloodstained velvet cloth on top of the altar. Next to the altar is a large ornate chest locked with a huge iron padlock.

Two cloaked abyss-kissed cultists are standing by the altar. One is dripping blood into the chalice from a small vial, while the other takes careful notes in a large leather-bound journal. Standing behind the altar is a tall ogre. When he sees the party, he rushes at them, while the cultists try to escape via the trapdoor hidden under the middle Ragnar statue. On their way out of the lair, they free any trapped cultists.

The chest can be unlocked with the same key that freed the cromag prisoners. Inside is a large pouch of gold coins and assorted gems: stolen treasure from the previous adventurers sacrificed here.

Encounter: 2x cultists & 1x ogre

1 Ogre AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv 30', Sv Fighter 4, MI 10

Ogre: HP **19**:

Cultist 1 (See Cultist Notes) **HP: 15**

Cultist 2: HP **22**:

Loot: 1x chalice of liquid storage, 3d10 small gemstones, 50 gold pieces

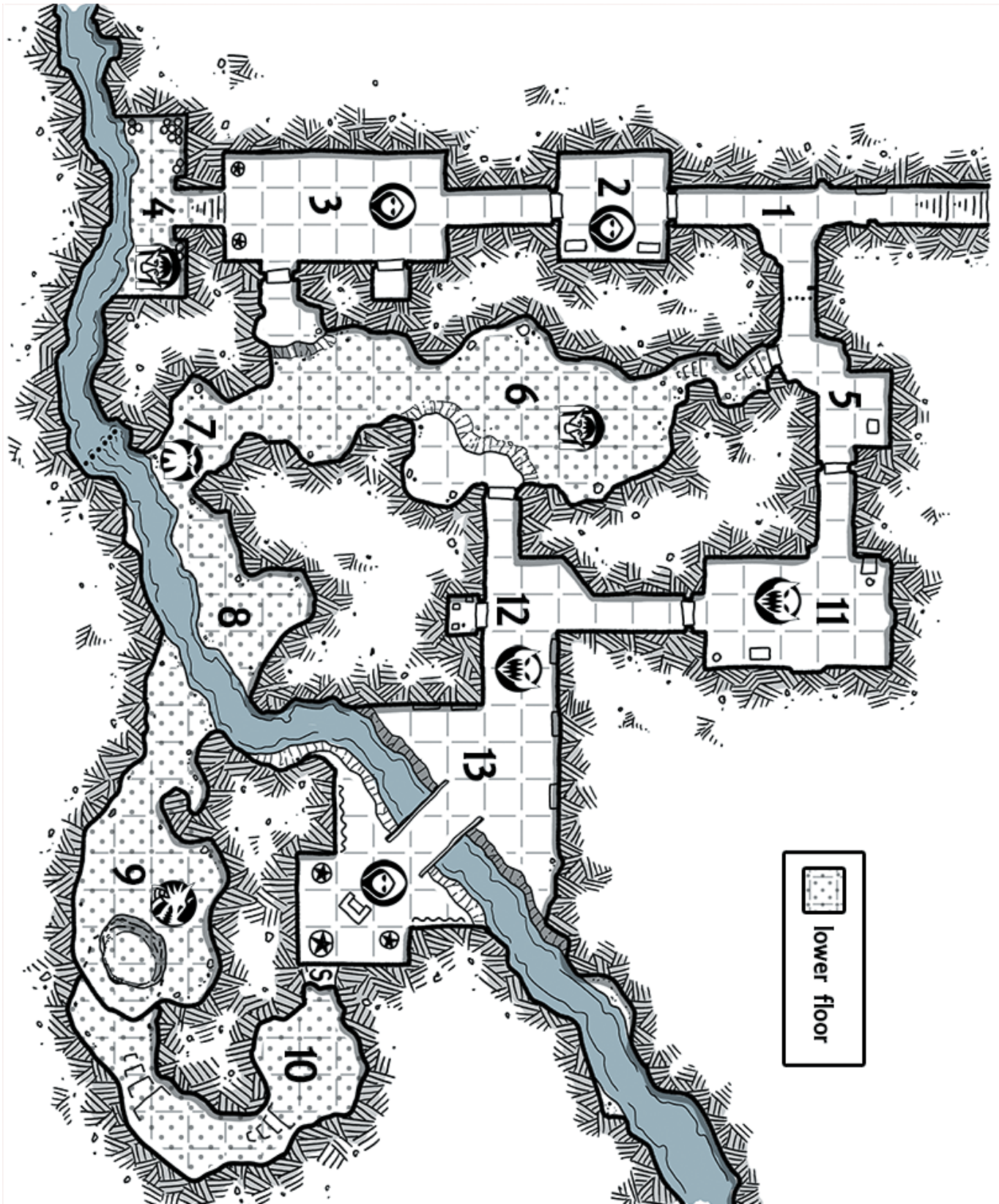
CONCLUSION

The party has cleared out the cultists' lair and retrieved the chalice. They may have freed the cromags, or taken some or all of the cultists into custody for justice back in Chandra's Haven.

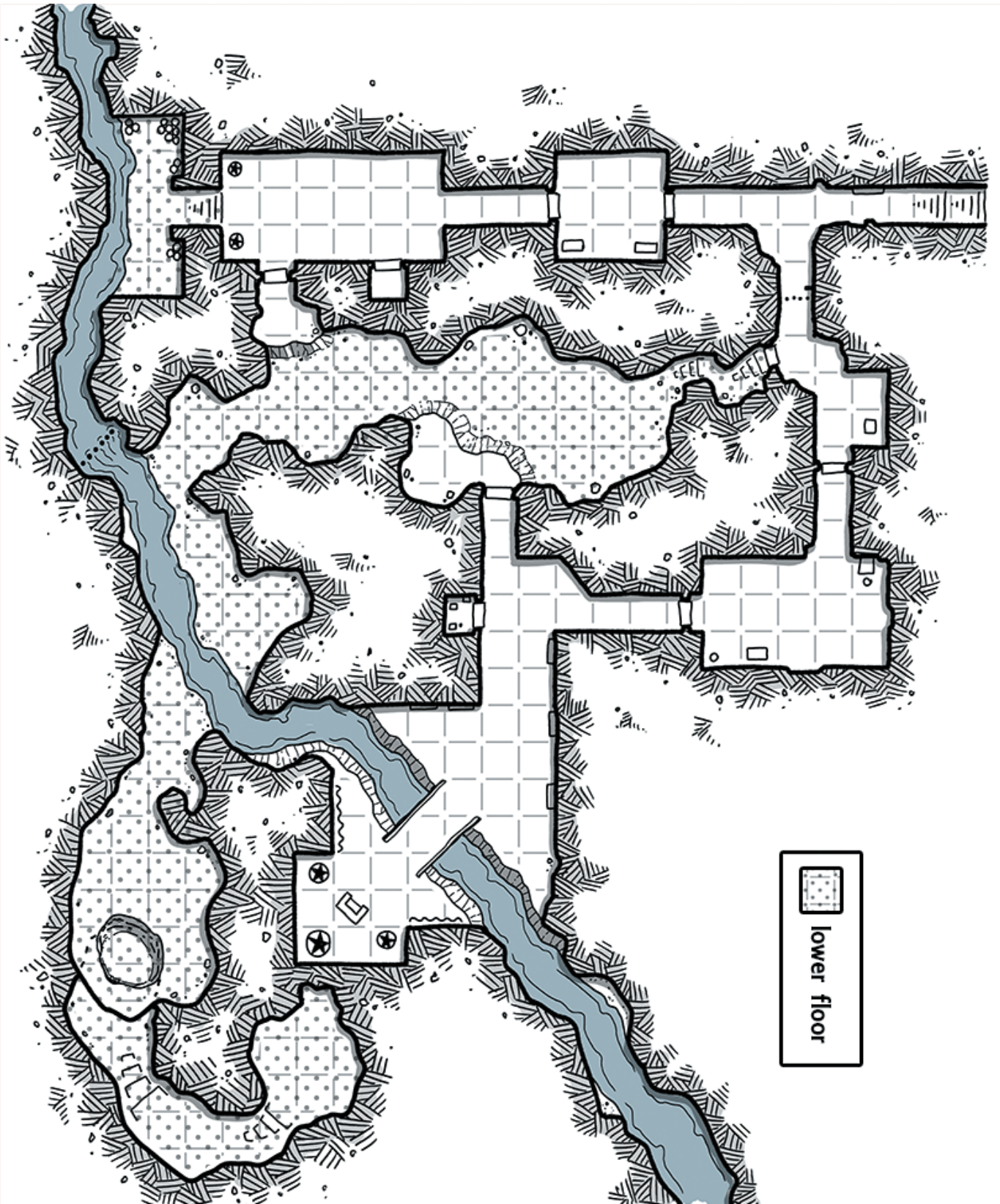
If cromags escaped due to the party's actions, they're forever grateful. They spread the story to other cromags, and one day when the party is most in need, a cromag warrior will step in and assist them.

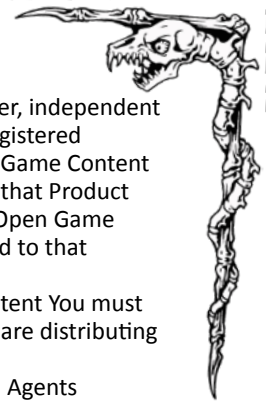
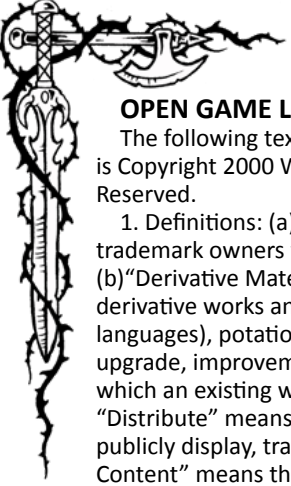
If any cultists escaped, they're furious with the party. They regroup elsewhere and begin experimenting with blood magic to contact Ragnar. Eventually, they may stumble across another powerful artifact, steal enough money to send assassins after the party, or even find and join Ragnar himself.

If the party take the chalice back to the clerics at Chandra's Haven, they eventually discover the magical properties of the chalice and are able to cleanse it of the sacrificial blood. But what was it initially created for, and who created it? What will the clerics do with it now?



MAP-PLAYER VERSION





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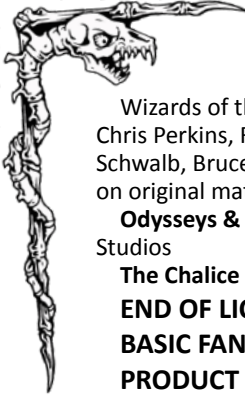
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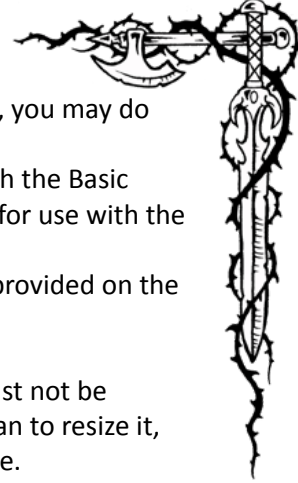
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