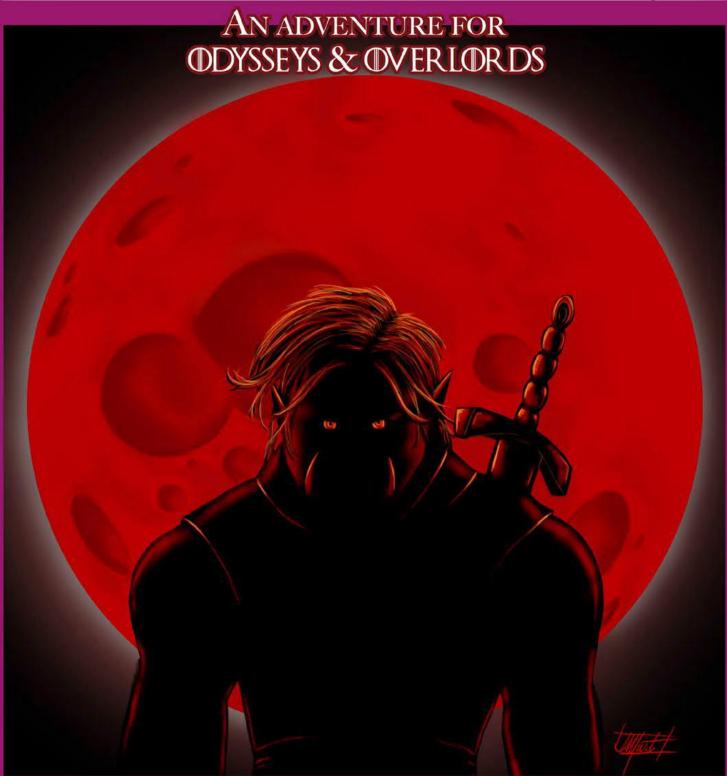
Aggree Basic Robertuling Committee

# THE CHALICE OF BLOOD





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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**ODYSSEYS & OVERLORDS** was created through the support of my Patrons, whom I would like to thank: arcadia666, Alejandro Rodriguez, Andy Foster, Ben, Mx. Corey Frang, Chris Walz, Collegium Arcanum, Denis J Mc Carthy, Hiten Dave, Howard Jabroni, Jen Douglas, Kobayashi, Lewis L Harris II, Larry Scharnweber, Matt, Rhel, Richard Watkins, Ryan Davis, Sarah Stewart, Sean Holman & Thomas L. Vaultonburg

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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.

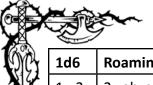
ter through diplomacy and begging for their lives than die. (Encounter: 4x werewolves)  A dark and silent grove of trees that seems like a perfect rest stop. If the party rests	1d4	Wilderness Encounter Table
like a perfect rest stop. If the party rests here, the largest tree reveals itself as a hangman tree and tries to eat them. It's hungry and won't listen to reason.  (Encounter: 1x hangman tree)  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.	1	ing for victims. If the party seems stronger than them, they'd rather resolve the encounter through diplomacy and begging for their lives than die.
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.	2	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.
	3	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.
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	•	friends. They avoid the party if possible, and flee if a fight breaks out. (Encounter: 6x cromags).

<b>3 Centaur AC</b> 15 (13), <b>HD</b> 4, <b>#At</b> 2 hooves/1 weapon,
Dam 1d6 or by weapon, Mv 50', Sv Fighter 4, MI 8
Centaur 1: HP 28:
Centaur 2: HP <b>17</b> :
Centaur 3: HP 17:
6 Cromage AC 12 HD 2 #At 1 weapon Dam 1d9 or by
6 Cromags AC 12, HD 2, #At 1 weapon, Dam 1d8 or by
weapon +1, <b>Mv</b> 40′, <b>Sv</b> Fighter 2, <b>Ml</b> 7
Cromag 1: HP 8:
Cromag 2: HP 8:
Cromag 3: HP <b>2</b> :
Cromag 4: HP 8:
Cromag 5: HP 7:
Cromag 6: HP <b>5</b> :
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
<b>2 Bugbears AC</b> 15 (3), <b>HD</b> 3+1, <b>#At</b> 1 weapon, <b>Dam</b> 1d8
+1 or by weapon +1, <b>Mv</b> 30', <b>Sv</b> Fighter 3, <b>Ml</b> 9
Bugbear 1: HP <b>14:</b>
Bugbear 2: HP <b>22</b> :

#### **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	e AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv

<b>1 Ogre AC</b> 15 (12), <b>HD</b> 4 +1	, <b>#At</b> 1 v	weapon,	Dam	2d6,	Μv
30′, <b>Sv</b> Fighter 4, <b>MI</b> 10					
				_	

Ogre: HP <b>18:</b>					

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 <b>7:</b>			
Cromag 2: HP <b>5:</b> □			

#### **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

<u>Encounteri on pugacara</u>
<b>3 Bugbears AC</b> 15 (3), <b>HD</b> 3+1, <b>#At</b> 1 weapon, <b>Dam</b> 1d8
+1 or by weapon +1, <b>Mv</b> 30', <b>Sv</b> Fighter 3, <b>Ml</b> 9
Bugbear 1: HP <b>21</b> :
Bugbear 2: HP <b>14:</b>
Bugbear 3: HP <b>14:</b>
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 🔲 🔲

<u>Loot:</u> 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, **Ml** 9, Spells: Detect Good, Darkness, Bane)

	very sheer, but can be climbed up or down with a Strength
Y	ability roll of 12 or higher.
N	Encounter: 2x cultists
Ĭ,	Cultist 1 (See Cultist Notes) HP: <b>24</b> 🗌 🔲 🔲
2	
V	Cultist 2: HP <b>19</b> :
Į	

<u>Loot:</u> 3x health potions, 3x spell scrolls (*web*, *sleep*, *protection from good*)

#### **CROMAG PRISON (4)**

A small humid cave, with stacks of grain and wine barrels in the corner, and a river running through it from west to east. There are no decorations here. A small clan of cromags are being held prisoner here, chained to each other in a line. The older cromags use rudimentary sign language to explain that their strongest members have been forced to work for the cultists. All they want to do is leave safely with the rest of the clan. If the party is kind to the cromags, they'll also warn the party that there are ogres somewhere downriver.

The river is running sluggishly but constantly from a small, dark tunnel to the west through to the rooms in the east and beyond. Adventurers can swim either way along it with a successful Strength ability roll of 12 or higher.

#### **BLOOD STORAGE ROOM (5)**

The cave tunnels are wider here, with rocky stairs leading to a huge cavern to the south, and a small storage room to the east.

The storage room has floor to ceiling shelves along every wall. Most of the shelves are full of jugs and vials of blood, but there is also a crystal ball in a small closed box tucked away behind the blood vials. There is a closed door to the east.

Loot: 1x crystal ball

#### **CROMAG CAMP (6)**

A huge dark cavern with two rocky outcrops overlooking it, a huge one to the northeast, and a smaller one to the southwest. The cavern is wide at the north and south ends, with a narrow gap in the middle, and leads to a winding tunnel to the south.. There is a camp of cromag guards at the north end of the cavern, with four cromag adults sitting gloomily around a small fire. Even if the lair is on high alert, they have no interest in helping the cultists and remain around the campfire.

Since the rest of the cavern is dark, the party can easily sneak around them, especially if they climb down into the cavern from either outcropping past the camp.

If a fight breaks out, the cromags fight without enthusiasm. If one dies, the rest beg for mercy in rudimentary sign language.

Alternatively, if the party freed the rest of the cromags, they might use sign langauge to communicate that to them. In this case, the cromags reward the party with their greatest treasure: a strange stone with a hole in the middle with ancient runes carved around the rim. The stone is actually an amulet of proof against detection and location; the cromags don't know that, but they can sense its magic and believe it to be very lucky.

Encounter:4x cromags

#### DARK TUNNELS (7)

A wide, winding tunnel that leads back to the river. Two ogres are guarding this river crossing in the dark, trying to be sneaky, but the party can smell them from the south end of the main cavern. The imprisoned cromags have also smelled them from upriver, and may have warned the party about them. One ogre is wearing a horse-hide tunic and wields a huge club, the other is wearing pieces of chainmail wired together and fights with his bare hands.

As soon as the ogres see the party, they attack.

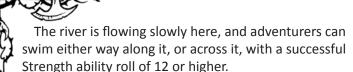
The river is flowing slowly here, and adventurers can swim either way along it, or across it, with a successful Strength ability roll of 12 or higher.

#### RIVER CROSSING (8)

Past the ogres is a large cave next to the river. From the smell and the pile of rags and junk on the ground, it's clear this is where the ogres live.

Tucked in the pile of rags are the ogres' treasures, which consist of small animal corpses, flat stones with strange runes carved on them, lengths of twine with patterns of knots tied into them, and a circlet made from small bones.

The circlet is actually a magical item. When worn, the wearer can cast the spell *darkness* like a magic-user of the same level. The circlet has one charge which recharges at midnight.



Loot: 1x magical circlet

#### Wyvern Hunting Ground (9)

Across the river is a large natural cave with a huge hole that leads down to a dark tunnel. The cave is strewn with human-sized bones, crunched in the middle. As the players approach, they hear crunching and rustling noises that abruptly stop.

A wyvern stalks this cave. If it hears adventurers approaching, it hides in the tunnel or in its lair to ambush them as soon as they approach the hole.

Encounter: 1x wyvern

1 Wyvern_AC 18, HD 7, #At 1 bite/1 stinger or 2 talons/1
stinger, <b>Dam</b> 2d8/1d6 + poison or 1d10/1d10/1d6 +
poison, <b>Mv</b> 30' (10') Fly 80' (15'), <b>Sv</b> Fighter 7, <b>Ml</b> 9
Wyvern 1: HP <b>29:</b>

#### Wyvern Lair (10)

Through the tunnel and up a series of rock stairs is a small cave full of bones and skulls. There's a pile of rags and armour pieces in one corner, and a large trapdoor in the ceiling that opens outwards. If the Ragnar statue in the shrine hasn't been moved, it's blocking the trapdoor from the other side.

If the party are loud here, the cultists above them are alerted and send a guard patrol after them.

If the party investigates the pile of rags, they discover discarded items from past adventurers the wyvern has eaten: a variety of armour and small weapons. Among them is a suit of +1 chainmail.

Loot:1x +1 chainmail

#### **BUGBEAR QUARTERS (11)**

A large squared-off dirt cave decorated like a military barracks with bunks, weapon racks, weapon cleaning stations, and three large closed chests. There's an open door to the south. If the bugbears set up an ambush at the entrance, there's one only bugbear here, cleaning a sword. Otherwise, there are three bugbears in this room relaxing and training.

When the party enters, all bugbears in the room immediately stand and draw their weapons, ready to fight.

The chests are mostly full of bugbear belongings, but also have some treasure inside. Roll on the Bugbear Treasure table each time a chest is opened.

	60
Encounter: 1x or 3x bugbears	
3 Bugbears AC 15 (3), HD 3+1, #At 1 weapon, Dam 10	8b
+1 or by weapon +1, <b>Mv</b> 30', <b>Sv</b> Fighter 3, <b>Ml</b> 9	
Bugbear 1: HP <b>12:</b>	f
	\
Bugbear 2: HP <b>11</b> :	
	•
Bugbear 3: HP <b>12</b> :	

<u>Loot:</u> 3x items from the Bugbear Treasure table		
1d6	Bugbear Treasure Table	
1	A red velvet pouch containing 3d6 small rubies	
2	A golden velvet pouch containing 20 gold pieces	
3	A small ebony statuette of Ragnar	
4	Two blood-stained silver daggers bound together with a blood-stained ribbon. If cleaned and blessed by a cleric of Chandra, they become <b>+1 silver daggers</b> .	
5	A golden circlet and two wide golden bracelets	
6	A golden ring with the word <i>light</i> engraved on the inside. When worn, the user can cast the <i>light</i> spell as a magic-user of the same level. The ring has one charge which recharges when exposed to a sunrise.	

#### **BUGBEAR PATROL ROUTE (12)**

A short tunnel lined with dusty spears that leads from the bugbear barracks in the north to a large open cave in the south. The room has a tunnel leading west to the large rock platform overlooking the cromag camp, a tunnel leading east to a huge cavern, and a closed door leading to a storeroom on the south wall. Two bugbears patrol here, walking up and down the corridors together. They both have fluffy brown fur decorated with golden chains and wear full helmets that cover their faces.

If a fight breaks out here and there are still bugbears in the barracks, they rush out to join the fight. The cultists in the shrine room start moving the Ragnar statue off the trapdoor so they can escape through it, and the ogre moves to the bridge to protect them.

The cliff face leading down from the outcrop is very sheer, but can be climbed up or down with a Strength ability roll of 12 or higher.

The storeroom has shelves set up against the rock walls. Most are full of vials of blood, but there's also an old, ragged treasure map rolled inside a leather map case resting on the top of a shelf.

Encounter: 2x bugbears
2 Bugbears AC 15 (3), HD 3+1, #At 1 weapon, Dam 1d8
+1 or by weapon +1, <b>Mv</b> 30', <b>Sv</b> Fighter 3, <b>Ml</b> 9)
Bugbear 1: HP <b>19</b> :
Bugbear 2: HP <b>10</b> :
Loot: 2x golden chains, a treasure map
DAGNAD CHDING (12)

#### 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 leatherbound 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.

100	
Encounter: 2x cultists & 1x ogre	S
1 Ogre AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv	1
30', <b>Sv</b> Fighter 4, <b>MI</b> 10	٦
Ogre: HP <b>19:</b>	4
Cultist 1 (See Cultist Notes) <b>HP:</b> 15 🔲 🔲 🔲	{
	4
Cultist 2: HP <b>22</b> :	1
Loot: 1x chalice of liquid storage, 3d10 small gemstones,	

50 gold pieces

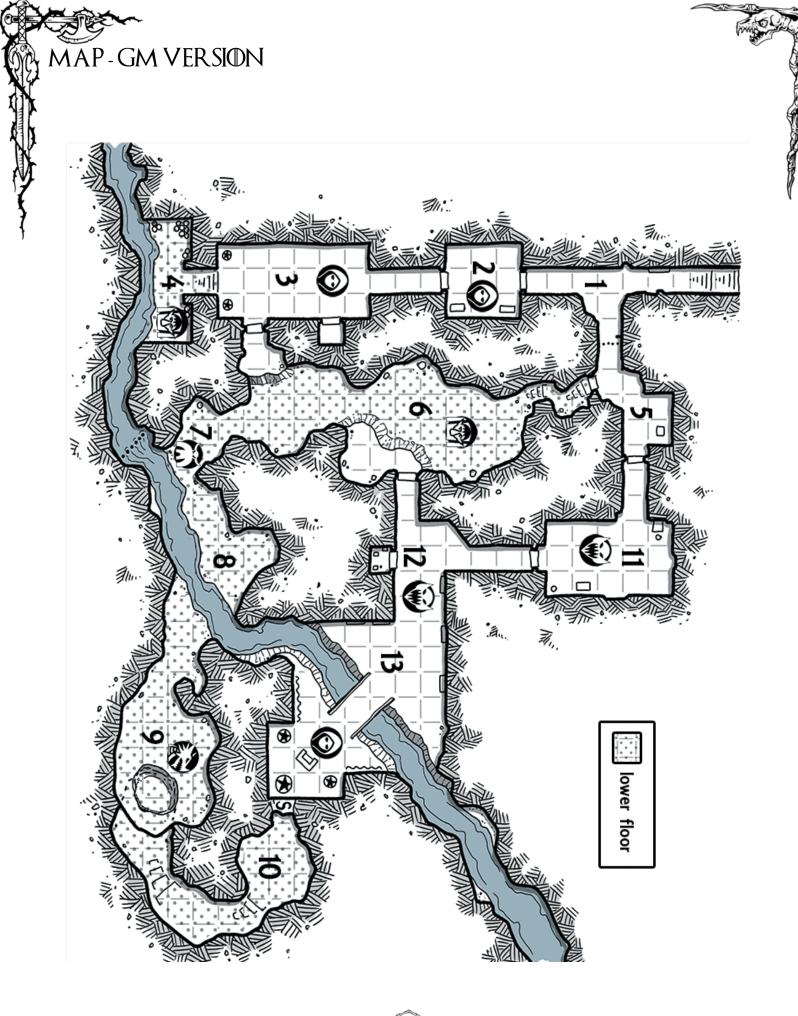
#### CONCLUSION

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.

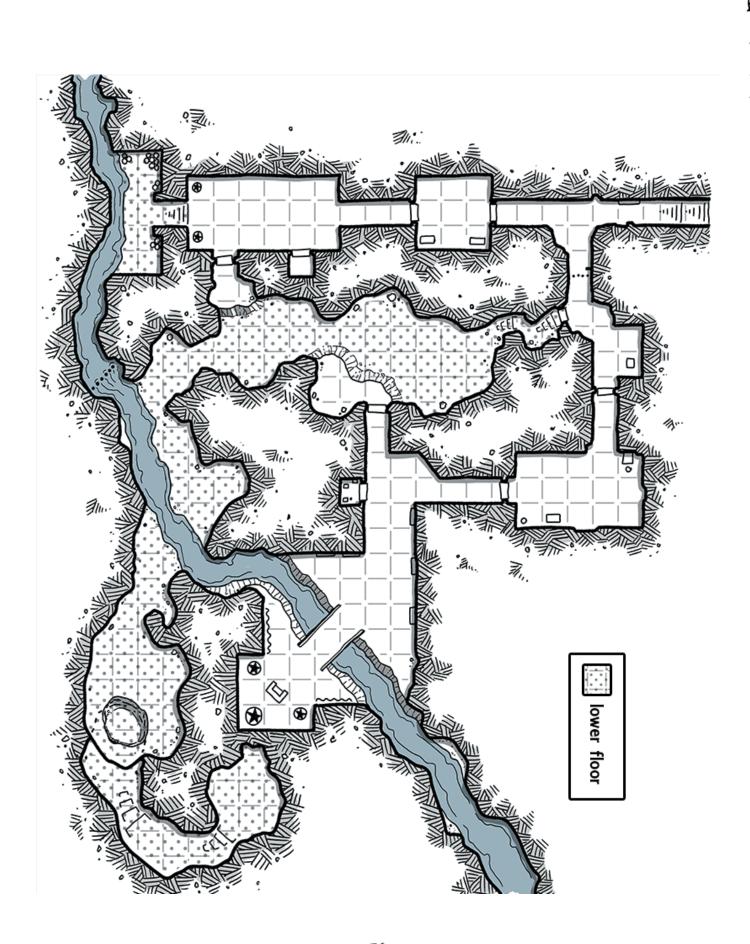
If cromags escaped due to the party's actions, they're forever grateful. They spread the story to other cromags, and one day when the party is most in need, a cromag warrior will step in and assist them.

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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