THE CHALICE OF BLOOD

Bore Basi Faitas



AN ADVENTURE FOR ODYSSEYS & OVERLORDS

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

THE CHALICE DF BLODD

AN ADVENTURE For ODYSSEYS & OVERLORDS

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

WRITTEN BY: MEGAN IRVING @DYSSEYS & @VERL@RDS DEVELOPED BY: TRAVIS LEGGE EXECUTIVE PRODUCER: STEVE HEIDEN COVER ART: INDI MARTIN © 2015 INTERIOR ARTWORK: SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN CARTOGRAPHY BY DYSON LOGOS IS LICENSED UNDER A CREATIVE COMMONS ATTRIBUTION 4.0 INTERNATIONAL LICENSE. HTTPS://DYSONLOGOS.BLOG/2019/06/13/MAGUS/

ODYSSEYS & OVERLORDS contains Open Game Content in accordance with the Open Game License v1.0a. (Hereafter referred to as OGL) The text of the OGL can be found on pages 11-12 of this book.

ODYSSEYS & OVERLORDS, the **ODYSSEYS & OVERLORDS** game setting, all artwork and design elements, specific layout and trade dress, Chandra, Ragnar, Abyss-Kissed, Spellscorched, and specific race and class descriptions apart from game system & rules information, are hereby defined as Product Identity in accordance with the OGL and are Copyright ©2020 Aegis Studios.

All charts, systems, and rules modifications are hereby designated as Open Game Content in accordance with the OGL.

The Chalice of Blood Copyright© 2020 Aegis Studios. All Rights Reserved.

More work from Travis Legge at

Dungeon Masters Guild: <u>https://www.dmsguild.com/browse.php?author=Travis%20Legge</u> Storytellers Vault: <u>https://www.storytellersvault.com/browse.php?author=Travis%20Legge</u>

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

You can support my work and get exclusive Behind the Scenes access, info & discounts at http://patreon.com/travislegge

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 hunt- ing for victims. If the party seems stronger than them, they'd rather resolve the encoun- ter through diplomacy and begging for their lives than die. (<u>Encounter:</u> 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 hang- man tree and tries to eat them. It's hungry and won't listen to reason. (<u>Encounter:</u> 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. (<u>Encounter:</u> 3x centaurs).				
4	A family of cromags searching for lost friends. They avoid the party if possible, and flee if a fight breaks out. (<u>Encounter:</u> 6x cromags).				
4 Werewolves AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60 Sv Fighter 4, MI 8					
•					

SV Fighter 4, IVII 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 :



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 darkorange 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.

<u>Note:</u> 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: H	14:	
Bugbear 2: H	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.

	A CON					
C,	1d6 Roaming Patrol Table					
	1 - 2	2x abyss-kissed cultists				
F	3 - 4	1x ogre				
3	5 - 6	2x cromags				
Ł	1 Ogre AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv 30', Sv Fighter 4, MI 10					
1						
	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:					
	Croma	ag 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



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 magicallycharged. 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)

very sheer, but can be climbed up or down with a Strength ability roll of 12 or higher.

Encounter: 2x cultists

Loot: 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.

Encounter: 2x cromag elders, 4x cromag children

2 Cromags (elders only): 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 9:	\square	\square	\square		\square

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

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



Loot: 1x amulet of proof against detection and location

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.

Encounter: 2x ogres

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



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.

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.

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, Dam 2d8/1d6 + poison or 1d10/1d10/1d6 + poison, Mv 30' (10') Fly 80' (15'), Sv Fighter 7, MI 9



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.

Weather and the second s
Encounter: 1x or 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 12:
Bugbear 2: HP 11:
Bugbear 3: HP 12:
Loot: 3x items from the Bughear 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 +1 silver daggers .		
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, **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 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.

Encounter: 2x cultists & 1x ogre	J
1 Ogre AC 15 (12), HD 4 +1, #At 1 weapon, Dam 2d6, Mv	Ł
30', Sv Fighter 4, MI 10)
Ogre: HP 19:	X
	y
Cultist 1 (See Cultist Notes) HP: 15 🗌 🗌 🗌 🗌	ł
Cultist 2: HP 22:	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



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Orcus from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Scarecrow from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Sword & Board A Basic Fantasy Companion Copyright © 2011 Dan Buterbaugh

Basic Fantasy Role-Playing Game Copyright © 2006-2016 Chris Gonnerman.

Equipment Packs: A Basic Fantasy Supplement Copyright © 2009 Shayne Power.

Armor and Shields: A Basic Fantasy Supplement Copyright © 2010 Jeff Johnson.

Magic-User Options: A Basic Fantasy Supplement Copyright © 2011 Tom Hoyt.

Necromancers: A Basic Fantasy Supplement Copyright © 2008-2010 R. Kevin Smoot.

The Basic Fantasy Field Guide Copyright © 2010-2016 Chris Gonnerman, R. Kevin Smoot, James Lemon, and Contributors. Adventuring Copyright © 2015 Sean D. Spencer and contributors Equipment Emporium: A Basic Fantasy Supplement Copyright © 2010-2018 Joe Ludlum, R. Kevin Smoot, and Alan Vetter

System Reference Document 5.1 Copyright 2016,

Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Odysseys & Overlords Player's Guide Copyright © 2019 Aegis Studios

The Chalice of Blood Copyright © 2019 Aegis Studios END OF LICENSE

BASIC FANTASY ROLE-PLAYING GAME PRODUCT IDENTITY LICENSE

Subject to the terms of the Open Game License, above, you may create derivative works based upon the Basic Fantasy RPG core rules (this document). However, the Open Game License protects the Product Identity (explained and detailed above) such that you must have permission from the copyright holder before you may use any of the listed Product Identity.

You may use certain items of the listed Product Identity under the following conditions:

1. You must comply fully with the Open Game License, version 1.0a, as described above; and

2. The work may not be obscene in nature; in general, any work containing subject matter that would qualify for an NC-17 movie rating in the United States, or an R rating due to explicit sexual content, is considered obscene for purposes of this license. If you comply with the above conditions, you may do either or both of the following:

1. Include the text "Designed for use with the Basic Fantasy Role-Playing Game" or "Designed for use with the Basic Fantasy RPG";

2. Use one or more of the official logos provided on the Basic Fantasy Role-Playing Game website:

http://basicfantasy.org/logo.html

A logo may be resized as needed but must not be distorted and may not be altered other than to resize it, except as specifically provided on that page.

If you wish to use other Product Identity from this work, you must request and receive explicit permission from the copyright holder.

In any of the above cases where the Basic Fantasy Role-Playing Game Product Identity is used in your work, you must also include the Basic Fantasy Role-Playing Game website address **"basicfantasy.org"** or **"www.basicfantasy. org"** in that work. You may place the website address adjacent to the logo and/or name, or you may include it on your title page, or place it in some other location where any reasonably observant person would expect to find it.

You may not under any circumstances describe your work as actually *being* the "Basic Fantasy Role-Playing Game" or some derivative thereof, nor may you identify it as being in any way an "official" publication of the Basic Fantasy Project without the express permission of the author of this work.