

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

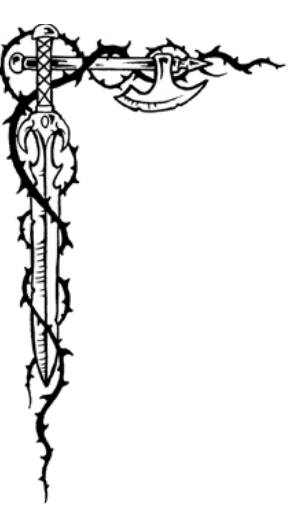
THE ODYSSEY BEGINS



A COLLECTION OF ADVENTURES FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR CHARACTERS OF 1ST - 5TH LEVEL



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A COLLECTION OF ADVENTURES
FOR ODYSSEYS & OVERLORDS

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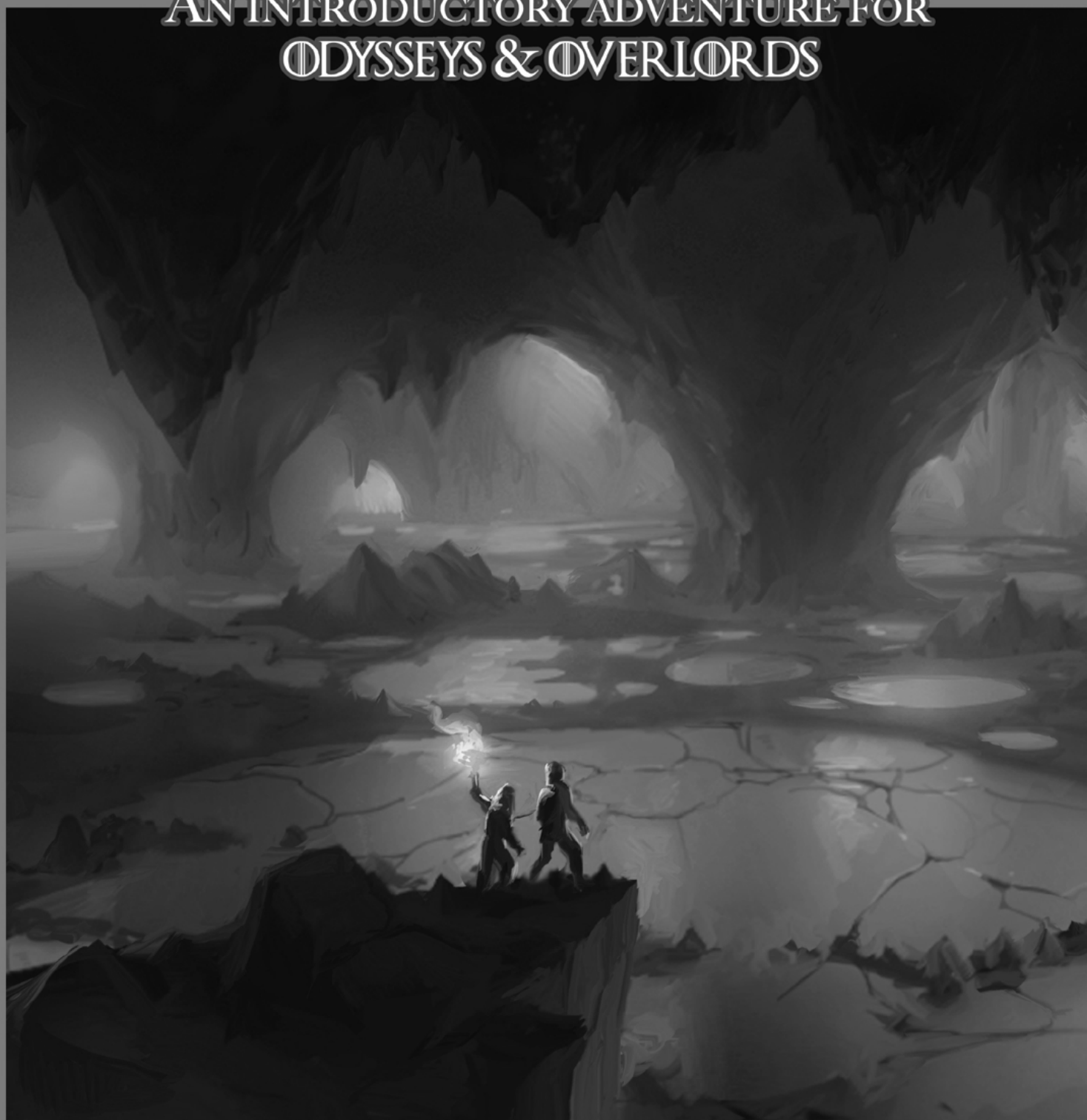
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CAVERN OF THE CROMAGS



AN INTRODUCTORY ADVENTURE FOR
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WRITTEN & DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: 'FANTASY LANDSCAPES .1' - PUBLISHED BY DUNGEON SECRETS, FOR:
DRIVETHRURPG ILLUSTRATIONS BY: BRUNO BALIXA (JUUMPEI@GMAIL.COM)

INTERIOR ARTWORK:

SOME ARTWORK BARTEK BLASZCZEC

SOME ARTWORK JACOB E. BLACKMON

SOME ARTWORK BY DENIS MCCARTHY

SOME ARTWORK BY PATRICK E. PULLEN

SOME ARTWORK JOSH SOPER

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

CARTOGRAPHY BY DYSON LOGOS

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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

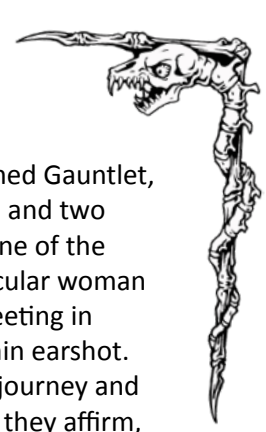
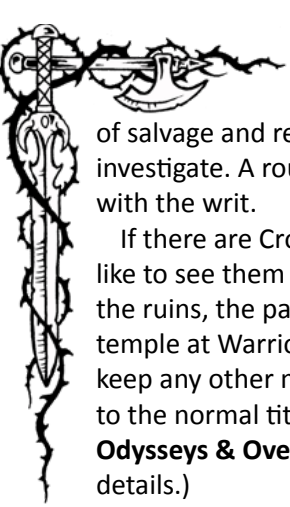
This is an adventure for use with the **Odysseys & Overlords Role-Playing Game**. The information within is intended for Game Master use only! If you are a player, you run the risk of spoiling the story for yourself as well as making life harder for your Game Master by reading this book. If you are planning to be a Game Master, welcome! This tale has been prepared for you to introduce your party to the world of **Odysseys & Overlords**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** as well as a copy of the **Odysseys & Overlords Player's Guide**. Familiarizing yourself with both books is highly recommended, and you should read the text of this adventure in its entirety before you run it.

BACKSTORY

Donella Baker, a Spellscorched Cleric of Chandra operating out of the village of Warrior's Respite has heard rumors that a group of Cromags has been spotted near the ruins of a collapsed temple of Husque, God of Death, about a day's walk inside the Untamed Gauntlet. After doing a bit of research, Donella suspects that there may have been a potentially dangerous magic item known as a **Horn of Doom** (see the **Odysseys & Overlords Game Master's Guide** p. 58 for details) housed in the temple. In the interest of safety, she has issued the party a writ



DONELLA BAKER



of salvage and requested that they go to the ruins and investigate. A rough map leading to the location is included with the writ.

If there are Cromags living in the ruins, Donella would like to see them run out. If there is a **Horn of Doom** in the ruins, the party is to retrieve it and return it to the temple at Warrior's Respite. The party is welcome to keep any other magical items or coin they find, subject to the normal tithe required for a writ of salvage (see the **Odysseys & Overlords Game Master's Guide** p. 59 for details.)

THE JOURNEY THERE

It is simple enough for the Game Master to state that the party's journey from Warrior's Respite was uneventful and dive right into the dungeon crawl. This may be the preferred approach if scheduling is tight and play time is limited. However, if there is sufficient time, and the Game Master would like to paint a more complete picture of the world, it is recommended to run Encounter: Centaur Patrol after the party leaves the village. If the Game Master would also like to include random encounters between Encounter: Centaur Patrol and arriving at the temple ruins, they may do so using the guidelines presented in the **Odysseys & Overlords Game Master's Guide** p. 59-60. The area between Warrior's Respite and the temple ruins is considered grassland and random encounters should be rolled on that table.

ENCOUNTER: CENTAUR PATROL

As the party nears the border to the Untamed Gauntlet, four centaurs approach. There are two males and two females, all four are armed with polearms. One of the females, a red haired, pale-skinned and muscular woman named Brie hails the party with a friendly greeting in the common tongue as soon as they are within earshot. Brie asks the party about the nature of their journey and whether or not they hold a writ of salvage. If they affirm, Brie will ask to take a look at the writ. The centaurs are friendly unless provoked and can offer any warnings, advice, or information that the Game Master wishes to convey to the players.

If the party attacks the centaurs, the centaurs will fight until the first one falls, at which point they retreat. If the centaurs defeat the party, the party wakes up at the temple in Warrior's Respite with severe headaches. They receive a strong lecture about etiquette from Donella before she heals them and sends them back on their mission.

CENTAUR QUICK STATS

(AC15 (13), HD 4, #At 2 hooves/1 weapon, Dam 1d6/1d6/1d6 or by weapon, Mv 50', Sv F4, MI 8)

Centaur 1 HP: 12

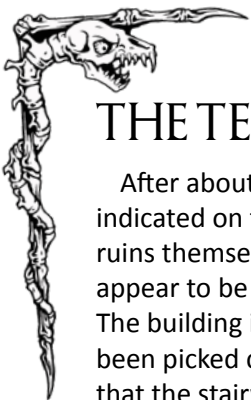
Centaur 2 HP: 28

Centaur 3 HP: 13

Centaur 4 HP: 22



BRIE THE CENTAUR



THE TEMPLE RUINS

After about a day's walk, the party arrives at the area indicated on the map to be the temple ruins. While the ruins themselves are easy enough to spot, there does not appear to be an easy way into the caverns below them. The building is absolutely destroyed and has long since been picked clean by looters. Searching the area reveals that the stairwell that once led to the temple basement is completely filled with rubble.

The temple sits on a hillside, which can be easily traversed. Below the temple ruins, there are a number of cracks in the hillside, some of which appear to be large enough to accommodate a humanoid. Once the party approaches these cracks, proceed to Room 1.

ROOMS

1. ENTRANCE.

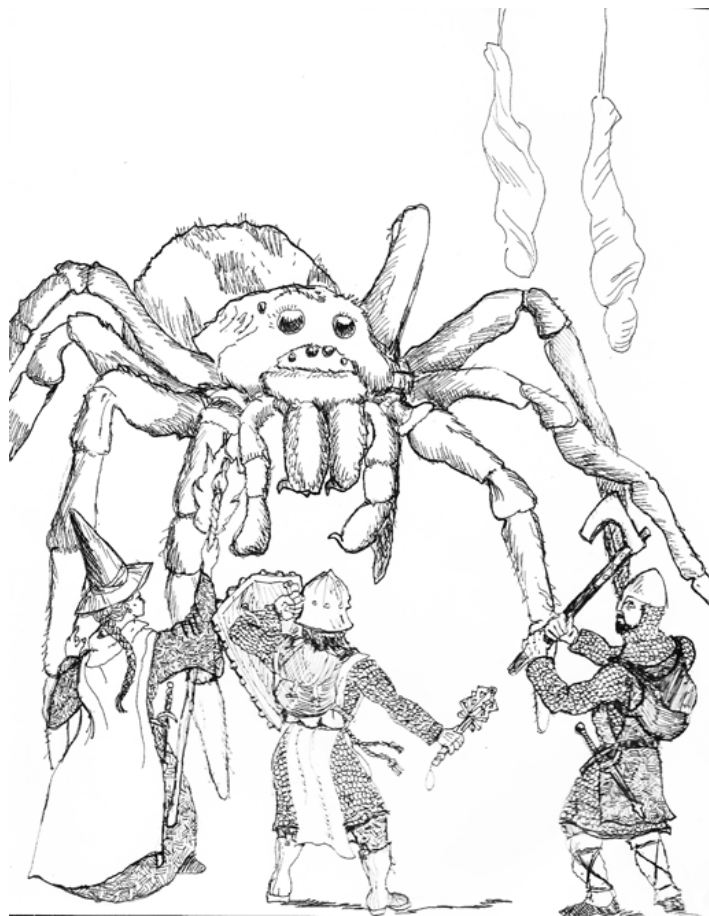
After searching the hillside, the party discovers a pair of cracks in the hill which are large enough to accommodate a humanoid if they squeeze through. Characters wearing any armor other than leather or hide must succeed on a Dexterity Ability Roll to squeeze through the cracks. Failure on this roll results in the character becoming stuck. If a character becomes stuck in the cracks, they remain so until they are able to free themselves using the same rules for opening a stuck door (see the **Odysseys & Overlords Player's Guide** p. 41 for details.) Other characters on either side of the stuck character may offer aid, adding their Strength bonus (if any) to the success range. If a second attempt is made by any character to become unstuck, this draws the attention of the spider from room 2, who may then prepare an ambush, increasing its chance of surprising the party when they enter that room.

Once the characters have squeezed past the crack, they enter a chamber 80 feet wide and 20 feet deep, with a 15-foot ceiling. There are no light sources in the room. Across from the cracks, the walls of the chamber narrow into a hallway approximately 15 feet wide with a 20-foot ceiling. This leads to room 2.

2. SPIDER CAVE.

Webs run along the 20-foot ceiling of this dark room but do not descend low enough to threaten humanoids passing through. A giant black widow spider lurks in these webs, ready to drop onto any creature who enters the area. Upon entering the room, the party should check for surprise, and then determine initiative (see the **Odysseys & Overlords Player's Guide** p. 45-46 for details.) The party is attacked by the giant black widow, who targets surprised party members first.

There is no treasure in this room. Once the giant black widow is defeated, the party may move freely through the chamber. At the northwestern end of the chamber, the



hallway narrows to approximately 10 feet wide, leading into room 3.

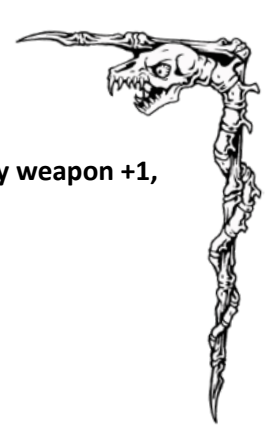
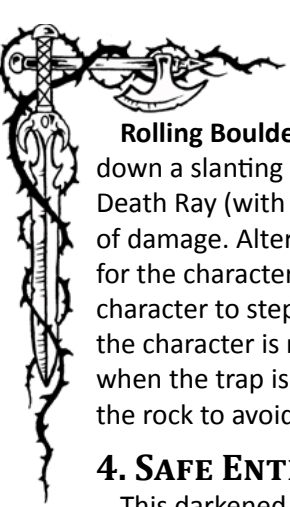
GIANT BLACK WIDOW QUICK STATS

(AC14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

Giant Black Widow HP: 15

3. THE FALSE ENTRANCE.

About 20 feet into this area, the chamber opens to a fork. A darkened tunnel leads to the north, while a second tunnel leads west. Faint light can be seen far down the western tunnel. If the party proceeds to the north, they enter room 4. If they continue west, they come to another tunnel leading north approximately 20 feet beyond the first tunnel. This tunnel is barely five feet wide. It is a tight fit, but nowhere near as tight as the cracks in room 1. Here the chamber widens out to a little over 20 feet wide. Beginning at the western edge of this tunnel, a series of three tripwires are placed across the floor every 10 feet, which may be spotted with a successful remove traps check, or a roll of 1 on 1d6 (see the **Odysseys & Overlords Game Master's Guide** p. 59 for details.) Each of these tripwires must be noticed separately. If any of these wires are tripped, they trigger a rolling boulder trap. After the trap is resolved, the boulder slams loudly against the eastern entrance to this room, alerting the inhabitants of room 5 to the presence of intruders.



Rolling Boulder Trap: A spherical or cylindrical rock rolls down a slanting corridor. Anyone in its path must save vs. Death Ray (with Dexterity bonus added) or take 2d6 points of damage. Alternately, if the corridor has no other place for the character to escape to (that is, no room for the character to step out of the path of the rock, in this case if the character is not next to one of the northbound tunnels when the trap is triggered), it may be necessary to outrun the rock to avoid the damage.

4. SAFE ENTRANCE.

This darkened tunnel is the entrance used by members of the Cromag shrewdness to avoid the boulder trap. If the party avoided the trap in area 3, they may simply proceed through this chamber, unchallenged.

If the trap was triggered, a number of Cromags equal to the number of members in the party rush into the room, ready to defend the lair. Like all Cromags in the cavern, these Cromags are armed with clubs. One of the Cromags carries a lit torch.

At the western end of the chamber, the cavern turns sharply to the south, opening back into area 3 at the base of the steps that lead to area 5. This far into area 3, no tripwires remain.



HANDAK THE GHOUL

CROMAG QUICK STATS

(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

Cromag 1 HP: 4

Cromag 2 HP: 13

Cromag 3 HP: 10

Cromag 4 HP: 16

Cromag 5 HP: 10

Cromag 6 HP: 10

Cromag 7 HP: 10

(Additional Cromags have 6 HP each, as needed)

5. WATCH POST.

This chamber is comparatively large, with a 30-foot high ceiling. At its widest point, the room is 30 feet wide, offering plenty of space to move about, or rest if needed. If the adventurers did not trigger the trap in area 5, they will find the Cromags who would have entered area 4 here. Though they are "standing watch," the Cromags are very lax, sitting in a circle around a campfire and playing a dice game. Check the Cromags for surprise.

Either way, this room offers a moment for the party to pause, take a breath, and collect themselves, once the Cromags are dispatched.

Though there is no treasure in this room in terms of coinage, one of the Cromags wears a **Ring of Control Animal**, which the shrewdness shares in order to safely enter and exit the cave without being attacked by the spider in room 2. There is also a set of 6 bone dice worth 1gp and 1d6+1 unlit torches near the fire.

To the south, the tunnel narrows heading toward area 6. The tunnel walls are irregular ranging from as much as 20 feet wide to as narrow as a 5-foot crevice.

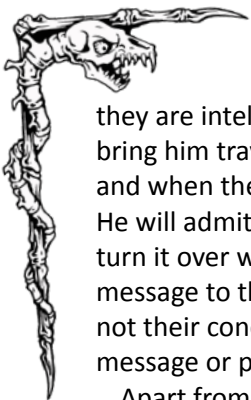
6. HANDAK'S LAIR.

A drop of 10 feet, with a primitive set of handholds carved into the south end of the drop off, leads to a large chamber. The room is filled with rotting furniture, broken relics, and a lone, intelligent wild-folk ghoul dressed in the robes of a cleric of Husque. Braziers burn in the corners every 20 feet next to the walls, lighting the area.

If the ghoul is not surprised, he introduces himself as Handak and offers to speak with the party.

If the party presses combat, Handak fights to the death, shouting the whole time. 10 Cromags will rush into the room from area 7. They begin arriving from within 1d4 rounds, entering the room at a rate of 3 per round.

If the adventurers choose to parlay, Handak explains that he has lived here since the collapse of the temple. When the Cromag shrewdness came to the ruins, he made an arrangement with them: If they would agree to keep him fed, he would let them live here and protect them with his magic. (Any Spellscorched, Magic-User, or Cleric who succeeds on an Intelligence Ability Roll will know that Ghouls cannot use magic, regardless of whether or not



they are intelligent.) Handak explains that the Cromags bring him travelers or other humanoids that they capture, and when the hunts are thin, he eats from the shrewdness. He will admit to having the **Horn of Doom**, but will not turn it over without a fight, telling the party to deliver the message to the temple of Chandra that the item is safe and not their concern. The party may leave in peace with the message or press the fight.

Apart from the **Horn of Doom**, Handak wears a belt pouch holding 10 gp and 21 sp.

GHOUL QUICK STATS (HANDAK)

(AC14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all + paralysis, Mv 30', Sv F2, MI 9)

Ghoul HP: 10

Cromags: Use HP values for the first 10 Cromags listed in Room 7, should the Cromags enter here.

7. CROMAG DEN.

This large area was once the main vestry of the temple, but now serves as the den of the Cromags. There are a number of primitive tents set up in somewhat random arrangement across the floor. Many of these tents are constructed from old tapestries, tablecloths, and other items found throughout the vestry. Light and warmth is provided by a dozen braziers scattered throughout the room.

There are three small chambers on the eastern end of the room that act as private quarters for the leadership of the shrewdness. Each of the rooms has a wooden door that had the lock broken off ages ago.

To the north are two more chambers, each also separated by a broken wooden door from the main hall.

To the southeast is a set of stairs leading up into where the temple once stood. The top of the stairway is filled with rubble and cannot be traversed.

Fourteen Cromags are in this room, going about their daily business when the party arrives. If these Cromags hear sounds of a fight from area 6, ten of them will arm themselves with clubs and run that direction. If intruders enter the room, the Cromags will also arm themselves and fight to defend their home.

Within the southernmost private chamber is a bag with 1000 gp in garnet gemstones.

The central private chamber has an unlocked treasure chest containing several semiprecious stones worth a total of 50 gp.

In the northernmost private chamber is a golden necklace with a large emerald pendant worth 50 gp.

CROMAG QUICK STATS

(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

Cromag 1 HP: 12

Cromag 2 HP: 10

Cromag 3 HP: 11

Cromag 4 HP: 11



TYPICAL CROMAG

Cromag 5 HP: 10

Cromag 6 HP: 6

Cromag 7 HP: 9

Cromag 8 HP: 11

Cromag 9 HP: 8

Cromag 10 HP: 15

Cromag 11 HP: 6

Cromag 12 HP: 15

Cromag 13 HP: 14

Cromag 14 HP: 8

8. LATRINE.

This room is the communal latrine for the Cromags. Several holes are dug in the ground, but the area smells absolutely offensive. Two braziers near the door provide minimal lighting but do very little to combat the horrific odors. There is no treasure here, but a secret door in the northeastern corner opens into area 9.

9. OUBLIETTE.

This room was an oubliette used to dispatch those who displeased the high priests of Husque when the temple was in operation. There are several corpses piled on the floor. On the top of the pile lies the long-dead corpse of a priest of Husque who must have offended the church leadership. Pinned to the corpse's rotten vestments is a Scarab of Protection with 6 charges remaining.

10. CHILDREN'S PLAY ROOM.

This is a play area for the shrewdness's younglings. Four adult Cromags watch over 12 children (noncombatants, 2 hp each). The adults will attempt to surrender in the hopes of saving the children but will fight to the death to defend them should they be attacked.

A secret door in the northwestern corner of this room leads into area 9.

CROMAG QUICK STATS

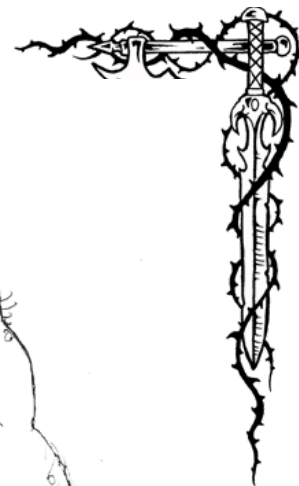
(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

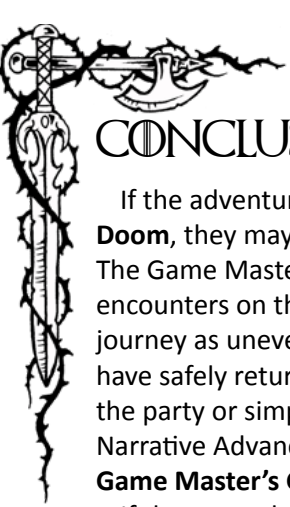
Cromag 1 HP: 4

Cromag 2 HP: 9

Cromag 3 HP: 14

Cromag 4 HP: 7





CONCLUSION

If the adventurers successfully retrieve the **Horn of Doom**, they may return to Donella to turn the item in. The Game Master may have the party check for random encounters on the return voyage or may simply narrate the journey as uneventful if time does not permit. Once they have safely returned to Warrior's Respite, calculate XP for the party or simply award a level increase if you are using Narrative Advancement (see the **Odysseys & Overlords Game Master's Guide** p. 11 for details.)

If the party chose to return without the horn, Donella is furious with them. She states that she will find other adventurers who are capable of following directions and promptly asks the party to leave her temple. The temple at Warrior's Respite voids the current Writ of salvage and will no longer issue Writs of Salvage to the adventurers, requiring them to find a different village to operate out of. On the bright side, the party still receives their XP, or level increase if you are using Narrative Advancement.

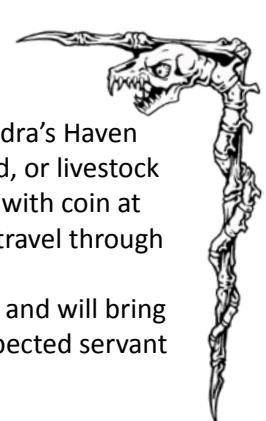
APPENDIX: MONSTERS

CENTAUR

Armor Class:	15 (13)
Hit Dice:	4
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	50' Unarmored 60' (10')
No. Appearing:	Wild 2d10
Save As:	Fighter: 4
Morale:	8
Treasure Type:	A
XP:	240

Centaur appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.

Centaur dominate the border region where the Untamed Gauntlet, Gianthome, and Chandra's Haven meet. The centaurs are incredibly protective of their territory and have successfully repelled any attempt by invaders to overwhelm their lands. Most centaur tribes have an uneasy truce with the Parliamentary Theocracy of Chandra's Haven, permitting travel to and from the Nation of the Goddess so long as the travelers do not disturb any of the creatures within the centaur protectorates. Travelers



who do not bear a Writ of salvage from Chandra's Haven are expected to pay a tax in trade goods, food, or livestock worth 5 gp per traveler. This tax may be paid with coin at double the cost. Those who bear a writ may travel through the region duty-free.

Centaur despise the people of Gianthome and will bring swift and brutal violence to any giant, or suspected servant thereof, who enters their territory.

CROMAG

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or weapon + 1
Movement:	40'
No. Appearing:	1d10, Wild 10d4, Lair 10d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
XP:	75

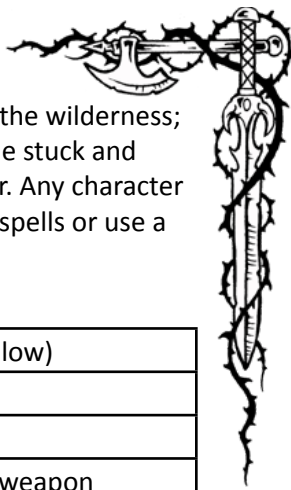
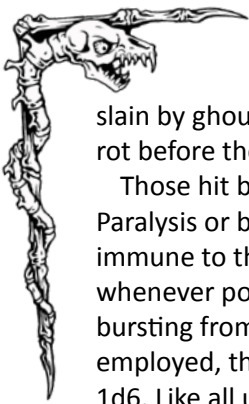
Cromag are a species closely related to humans; they are shorter and stockier, and much more heavily muscled. They tend to have abundant body hair and use primitive stone tools and weapons. Whether they are actually less intelligent than "normal" humans or not is a matter of debate, but it is true that they do not have the facility for language as other humanoid species.

Cromag are most frequently encountered in the southern mountains of the Untamed Gauntlet. Some scribes believe that they worship or serve the giants of Gianthome, but this is mere speculation based on the fact that the giants seem to ignore Cromags, allowing them to live on their border without challenge or violence. This is a sharp contrast to the giants' response to other humanoid and goblinoid species who try and settle the southern mountains.

GHOUL

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4, all plus paralysis
Movement:	30'
No. Appearing:	1d6, Wild 2d8, Lair 2d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
XP:	100

Ghouls are undead monsters which eat the flesh of dead humanoids to survive. They are vile, disgusting carrion eaters, but are more than willing to kill for food. Those



slain by ghouls will generally be stored until they begin to rot before the ghouls will actually eat them.

Those hit by a ghouls bite or claw attack must save vs. Paralysis or be paralyzed for 2d8 turns. Spellscorched are immune to this paralysis. Ghouls try to attack with surprise whenever possible, striking from behind tombstones and bursting from shallow graves; when these methods are employed, they are able to surprise opponents on 1-3 on 1d6. Like all undead, they may be Turned by Clerics and are immune to sleep, charm and hold magics.

Humanoids bitten by ghouls may be infected with ghoulish fever. Each time a humanoid is bitten, there is a 5% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way must make an Intelligence Ability Roll (see the **Odysseys & Overlords Game Master's Guide** page 11) Failure on this check means that the newly risen ghoulish retains none of the knowledge or abilities they possessed in life. However, if the ghoulish succeeds, they retain the majority of their knowledge and memories, becoming an intelligent ghoulish. Though intelligent ghoulish use the same stat block as regular ghoulish, they can make informed decisions and are often tortured by their memories of life, wishing to return to their homes, families, companions, and loved ones. Whether or not the ghoulish retains their intelligence, they are not under the control of any other ghoulish. All ghoulish, intelligent or not, hunger for the flesh of the living.

SPIDER, GIANT BLACK WIDOW

Armor Class:	14
Hit Dice:	3*
No. of Attacks:	1 bite
Damage:	2d6 + poison
Movement:	20' Web 40'
No. Appearing:	1d3, Wild 1d3, Lair 1d3
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	175

The giant black widow spider is a much-enlarged version of the ordinary black widow; a full-grown male has a leg-span of 2 feet, while an adult female will be 3' or more across. Despite the size difference, both genders are statistically equal. Both genders are marked with an orange "hourglass" on the abdomen.

The venom of the giant black widow is strong, such that those bitten must save vs. Poison at a penalty of -2 or die. Giant black widow spiders spin strong, sticky, nearly invisible webs, usually across passageways or cave

entrances, or sometimes between trees in the wilderness; those who stumble into these webs become stuck and must roll to escape just as if opening a door. Any character stuck in such a web cannot effectively cast spells or use a weapon.

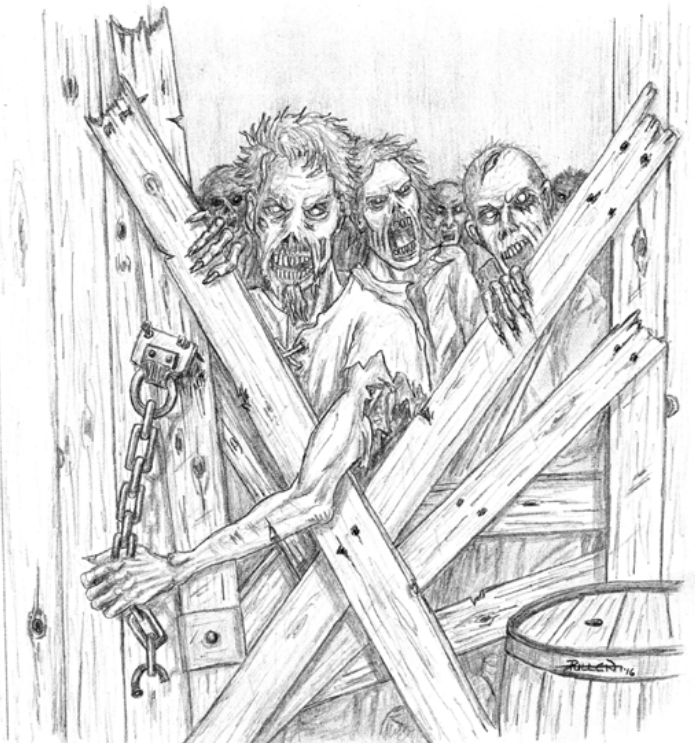
ZOMBIE

Armor Class:	12 (see below)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	20'
No. Appearing:	2d4, Wild 4d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

Zombies are the **undead** corpses of humanoid creatures.

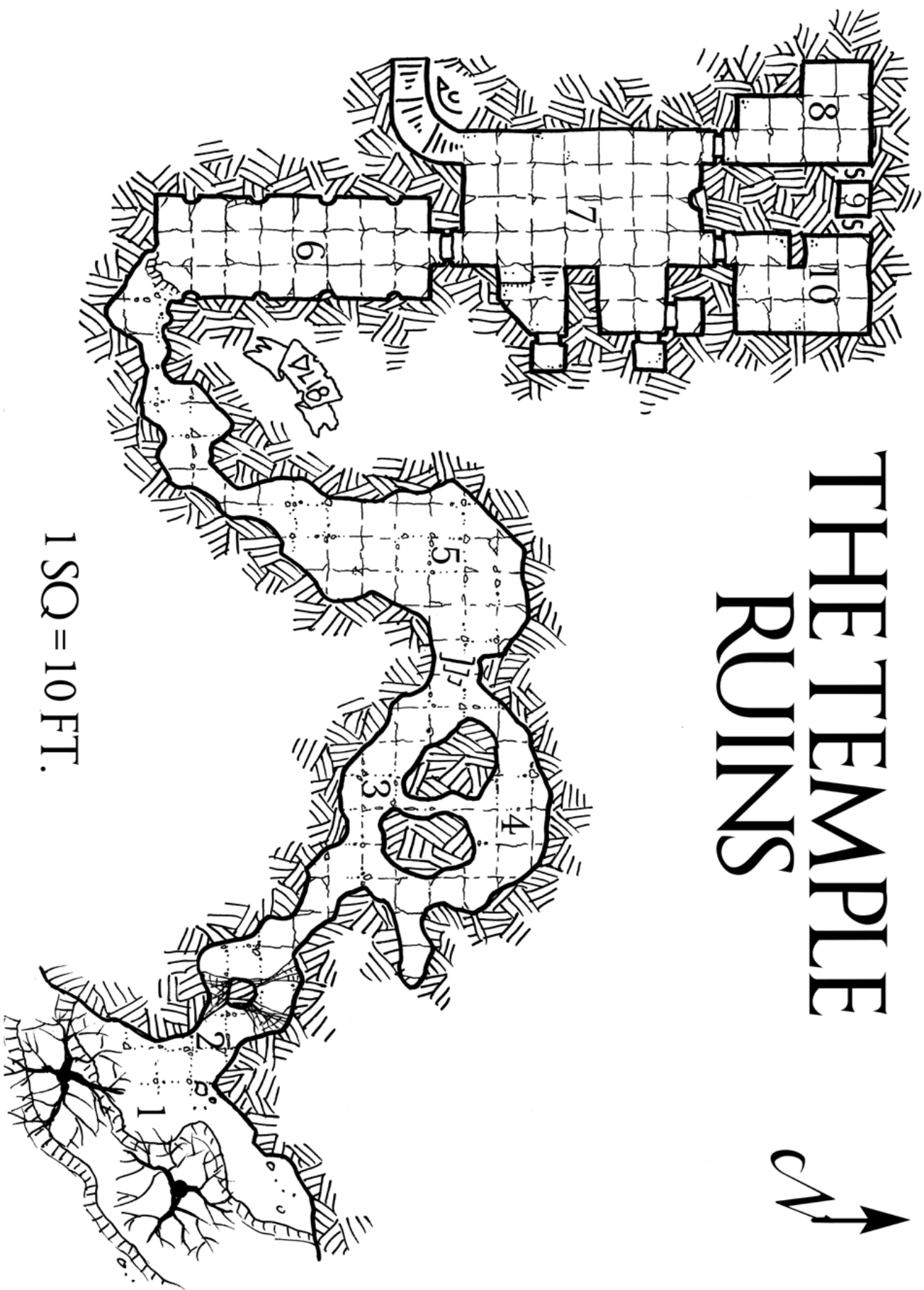
They are deathly slow, but they move silently, are very strong and must be literally hacked to pieces to "kill" them. They take only half damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). A zombie never has Initiative and always acts last in any given round. Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. As they are mindless, no form of mind reading is of any use against them. Zombies never fail morale checks, and thus always fight until destroyed.

If the party uses the **Horn of Doom** to animate the corpses of fallen Cromags, they rise as zombies.

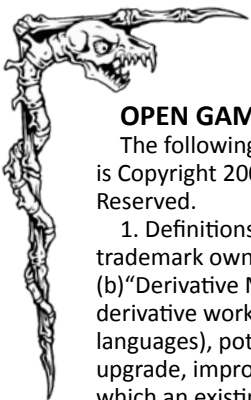


ZOMBIES

THE TEMPLE RUINS



1 SQ = 10 FT.



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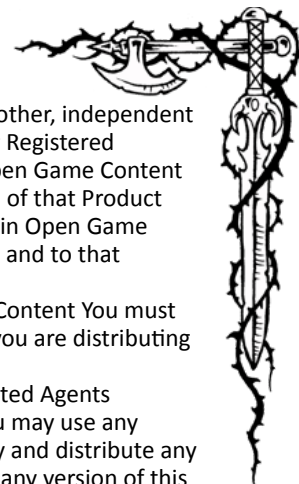
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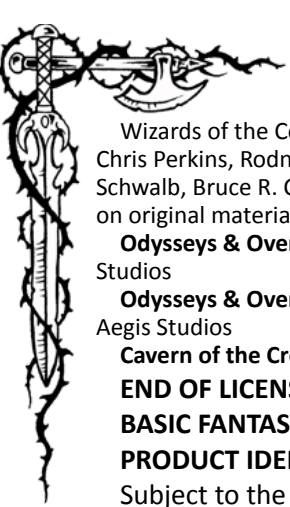
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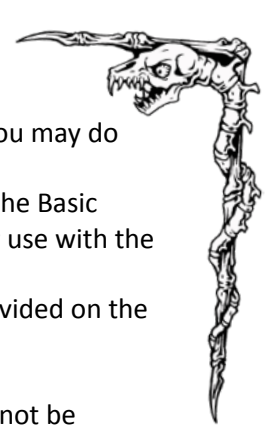
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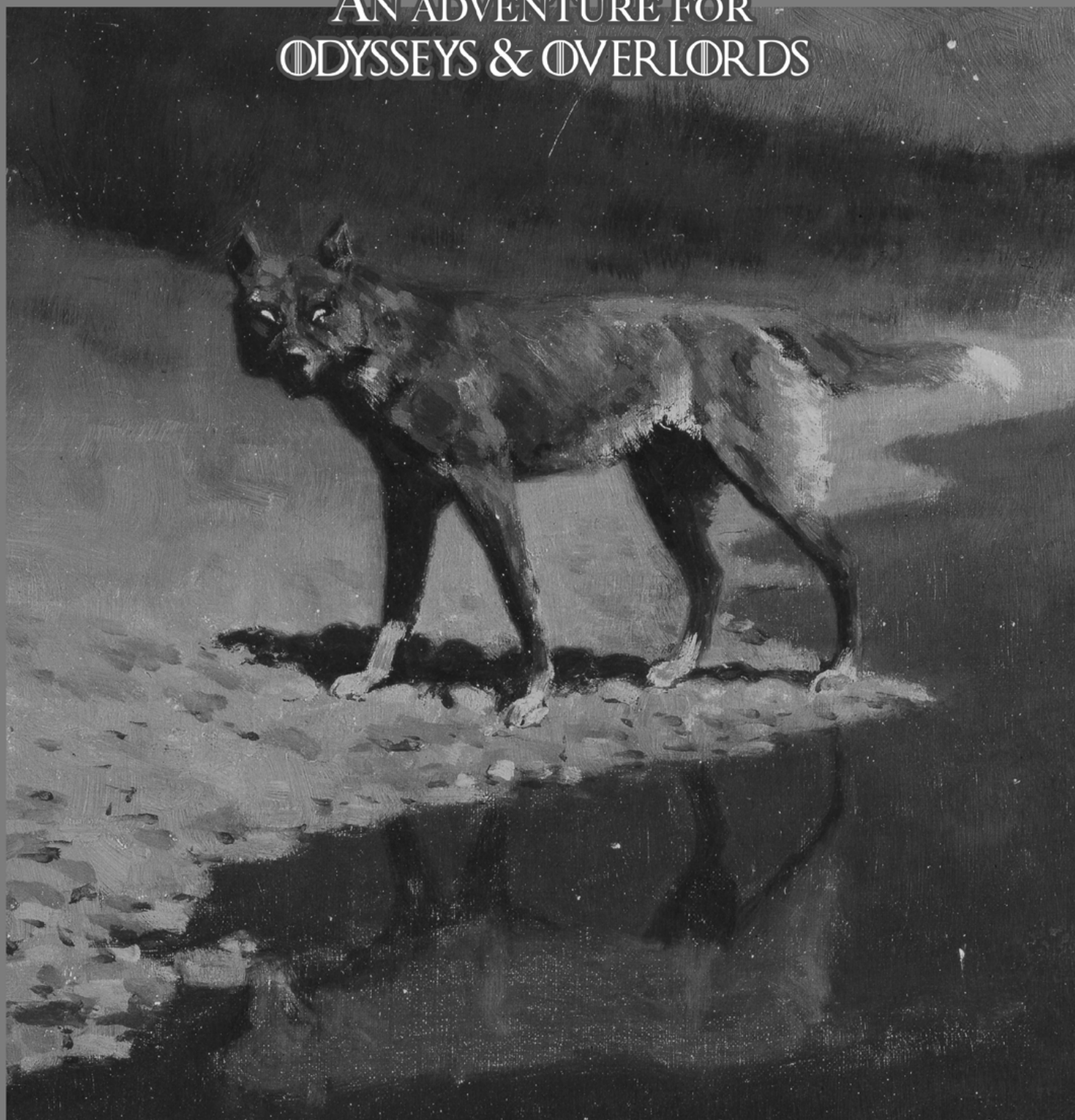
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AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 3-5 CHARACTERS OF 2ND OR 3RD LEVEL

FROM THE MOUTH OF BABES

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 3-5 CHARACTERS OF 2ND – 3RD LEVEL

WRITTEN BY KEN CARCAS

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

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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 an adventure for use with the **Odysseys & Overlords Role-Playing Game**. The information within is intended for Game Master use only! If you are a player, you run the risk of spoiling the story for yourself as well as making life harder for your Game Master by reading this book. If you are planning to be a Game Master, welcome! This tale has been prepared for you to introduce your party to the world of **Odysseys & Overlords**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** as well as a copy of the **Odysseys & Overlords Player's Guide**. Familiarizing yourself with both books is highly recommended, and you should read the text of this adventure in its entirety before you run it.

BACKSTORY

A small clan of goblins, going under the name of **The Blacktooth Clan**, have recently ventured closer to the borders between Chandra's Haven and The Unclaimed Gauntlet on the hope of gaining easy prey from adventuring invaders into the wilderness beyond.

All was going well; the clan quickly found an abandoned lair of some unknown previous occupant and had carried out a couple of successful ambushes against minor adventuring parties.

The fortuitous situation came to an end when an argument broke out between the clan's alpha and an enterprising upstart over ownership of a newly claimed magical dagger, known as **The Assassins Blade** (see **New Magic Items**). During the ensuing scuffle, the blade mistakenly slipped from the alpha's grasp, ending up in the clan's spring water source.

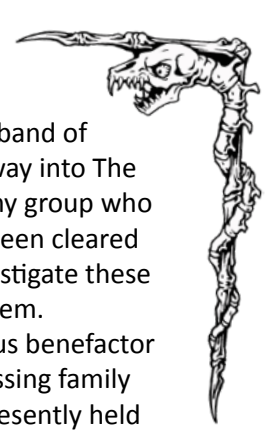
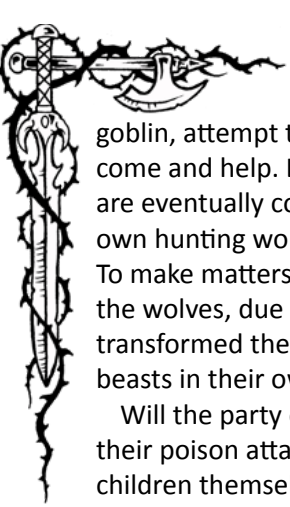
The upstart paid with his life, but the blade remained in the spring as no one within the clan could swim to retrieve it. So was the end of that... or so they thought.

Several days later, members of the clan started to become sick. Unknown to the clan, their drinking source had become poisoned due to the effect of the submerged blade. The clan's shaman mistakenly misread the signs, leading to several members dying, including the clan's alpha. If the situation wasn't already dire, it became more so when the clan's 5 hunting wolves went crazy from the poison effect and proceeded to attack the already weakened clan.

The surviving members, 2 infant goblin children, managed to escape with the help of the last of the clan's elders, running off unseen into the surrounding woods.

SYNOPSIS

A dirty pair of hungry goblin children wander upon the party on the wilderness side of The Untamed Gauntlet. Through difficult communication, the party manages to find out that something bad happened to their clan. The children, still unaware of the villainous nature of man to



goblin, attempt to convince their newfound 'friends' to come and help. Leading the party back to the lair, they are eventually confronted with the fact that the clans own hunting wolves are responsible for the clan's demise. To make matters worse, it appears the crazed nature of the wolves, due to the arcane effects of the poison has transformed the once ordinary wolves into poison wielding beasts in their own right.

Will the party overcome these freaks of nature and their poison attacks, and what will become of the goblin children themselves?

GM INFORMATION

The adventure has been optimized 4 characters of 3rd level. If you feel that the characters are having too easy a time of this, add an extra **venom wolf** to **Area 4** and **Area 6**.

Any creatures not covered within the **Odysseys & Overlords** setting can be found in the Basic Fantasy Role-Playing core rules.

Any mentioned bonuses or penalties to Ability check are there as a suggestion and should be modified by the GM if they feel the situation merits doing so.

Distance has been purposely left out of descriptions and the provided map is absent of a grid. This is done to allow the GM to size the dungeon and cave complex to their specifications. Keeping distances small will result in confined space, making any combat within the dungeon a lot more dangerous to the party as they lack room to move around. Sizing the dungeon to a bigger scale will give newer players to role-playing more room to move, there by making combats slightly easier to handle.

This adventure uses the **Alternative Poison Rules** as mentioned on page 12 of the **Odysseys & Overlords Game Master's Guide**. Characters who are affected by poison do not Save or Die but instead take additional damage from the poison (see **Venom Wolf** under **New Creatures**).

As the Venom Wolves and the crazed Goblin Shaman are under the effect of the magical poison, the **Monster Reactions** die roll from p. 45 of the **Odysseys & Overlords Player's Guide** is an automatic 12 (hostile).

The transformation of the Venom Wolves within this adventure, caused by **The Assassin's Blade** in the spring pool (**Area 5**) cannot be duplicated by the player's characters anytime in the future. It's merely a freak of magical nature. The same applies to the crazed effect of the **Goblin Shaman** in **Area 6**. Freakish matters happen that people are often not able to duplicate, even under the most ideal of conditions. That be the way of magic.

CHARACTER PLOT HOOKS

You may choose to use one or more of the following **Character Plot Hooks** to get the characters into the adventure:

(1). The characters have heard stories of a band of goblins that are ambushing party's on their way into The Untamed Gauntlet. A reward is offered for any group who can return with proof that the goblins have been cleared from the area. The party have chosen to investigate these stories and hopefully put an end to the problem.

(2). The party is approached by a mysterious benefactor that wishes to hire the party to retrieve a missing family heirloom (a magical dagger) he believes is presently held by a group of murderous goblins. If they find it, leaving word at the tavern that the heirloom has been recovered will allow for a message to be delivered to him. He will then arrange a time to make the collection and hand across the reward. Little does the party know that their mysterious benefactor is a high-ranking member of the local thieves guild.

(3). (The party can choose to take this up as they leave town if this is not the Character Plot Hook given for this adventure). As the party set out towards The Untamed Gauntlet, they see a sorrowful young lady standing near the gates out of town. They have seen her here often, as if waiting on the return of someone she knows. Upon seeing the characters look at her, she approaches the party and introduces herself as Agatha. She asks should they see her brother, **Talon Lester**, on their travels, could they ask him to hurry home. Her brother, a lowly fighter, set out over a week ago as part of a party attempting to seek their fortune. His share of the fortune is required for the spiraling medical cost of their ailing mother.

The Meeting:

The goblin children have managed to miraculously survive over the last couple of days but now dirty, hungry, and scared, they are well beyond the desperate stage. When they come across the party (see below), they throw caution to the wind and approach out of the pure need of survival.

By Day:

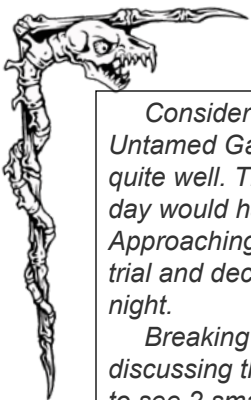
If you choose to run this by day, then read or paraphrase the following at an appropriate time:

Your party crossed the known border into The Untamed Gauntlet several hours ago and have been making unhindered progress ever since. Spotting a small steam just off the trail, you choose this moment to stop for a brief reprieve.

Breaking out rations and discussing the ease of the trip so far, you are surprised to see 2 small green female humanoids emerge from the surrounding underbrush. With an unkempt appearance and pitiful looks of hunger, its plainly obvious that these 2 individuals haven't eaten in a number of days.

By Night:

If you choose to run this by night, then read or paraphrase the following at an appropriate time:



Considering what you have heard about *The Untamed Gauntlet*, the day has proceeded unnaturally quite well. The most dangerous thing encountered all day would have been the tiresome boredom of travel. Approaching dark, you spot a small stream just off the trail and decide this could be a good spot to stop for the night.

Breaking out rations, lighting a small fire and quietly discussing the ease of the trip so far, you are surprised to see 2 small green female humanoids emerge from the surrounding underbrush. With an unkempt appearance and pitiful looks of hunger, it's plainly obvious that these 2 individuals haven't eaten in a number of days.

2 Goblins (non-combatant child): AC 10, hp 1, # At 0, Dam 0, Mv 20', Sv. NF, MI 5, XP 0 ea

HP 1: ☐
1: ☐

In either case, the following should apply with little to no changes required.

Note: Goblin children, as with most young, are usually treated as non-combatants. Unless under rare occasions, non-combatants don't attack and don't usually have the skill to defend themselves against trained adventurers. At any time a character chooses to attack either or both goblin children, due to their already weakened state, each attack is at a +5 bonus to hit and any hit will kill them outright.

The following checks apply when any appropriate situation presents itself:

- Any character not having previously seen a goblin will recognize the children for what monster race they are with a successful Intelligence check (with a +2 bonus to any character who knows how to speak Goblin).
- An additional Intelligence check with a +5 bonus will clearly show that these 2 appear to be extremely interested in the party's rations.
- A similar Wisdom check will reveal that the children, in their current state, are no potential threat to a party of adventurers.

Anyone knowing Goblin will be able to converse with the children without any problems. If no one within the party can speak Goblin, then one of the children will know enough broken Common to get their plea across to the party.

Should the party ask why 2 young goblin children (girls by the names of **Peepviz** and **Rysqee**) are wandering around in the wilderness by themselves, they know the following information:

- The clan is sick, and they don't know why.
© (poisoned).
- The puppies are naughty and won't behave. They won't stop playing rough games.

© (Wolves have transformed into uncontrollable **Venom Wolves** due to the arcane poison in the clans drinking source).

- Elder leads us to cave opening. Told us to run. You must save Elder. You come, please.

© (The clan's elder managed to sneak the children out of the cave before returning to ensure the wolves didn't follow; the children are unsure what happened to the elder or the remainder of the clan from that moment on).

- They have moved about when the white ball is high but hid during the shiny ball time. They have been away from the clan for 2 white balls.

© (Moving under the cover of darkness, being able to see in the dark, they kept on the move for this being the 2nd night; this places them, at their speed, about 3/4 of a day from their lair).

- We know way; you come; we go?

© (For such a young age, the children have an uncanny sense of direction and can lead the party back to the lair).

- Rysqee has a noticeable burn mark up her arm. Its healed but she got it whilst playing too close to the fire.

The GM should play out the remainder of **The Meeting** as they and their group thinks best.

If the party offer or accept to accompany the goblin children, they prefer to travel at night but will relent to traveling during the day if the party are present.

If the party refuse to help, shoo away the children, etc., the children follow the party for one night, scavenging scrapes of food from the group when possible. The morning of the following day, the children move on, trying (and failing) to locate someone else to help. What becomes of the children from then is up to you as their fate falls outside the remainder of the adventure.

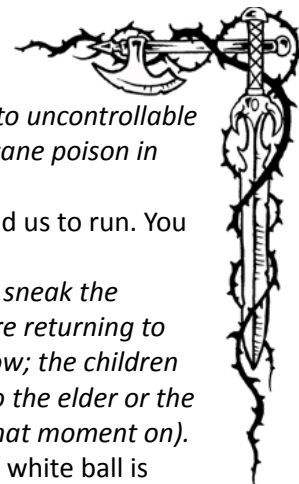
WANDERING ENCOUNTER (OPTIONAL)

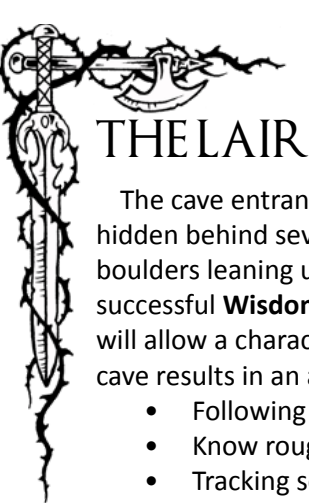
The following encounter is available if the players either kill the children or choose not to accept their plea for help. This encounter allows for the party to return to the adventure path and finding the cave. If not used and the cave is proving easy for the party, have this **Venom Wolf** return and join a fight from the party's unsuspecting rear (evil grin) (see **Continuing the Adventure**).

Unbeknownst to the children, a lesser in the pack order **Venom Wolf** did venture out of the cave several hours later and picked up the scent of the children. Tracking them to the party, it will attack without fear. After the combat, the party can easily follow the wolf's trail back to the cave.

1 Venom Wolf: AC 13, HD 3*, # At 1, Dam 1d6 + special, Mv 60', Sv. F3, MI 10, XP 175

HP 16: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐





THE LAIR

The cave entrance to the goblin lair is reasonably well hidden behind several bushes and between two heavy boulders leaning up against a steep incline of a hill. A successful **Wisdom check** (with the following modifiers) will allow a character to locate the cave (failing to find the cave results in an additional hour or more to locate it):

- Following the children (automatic)
- Know roughly where to look: +5
- Tracking something back: +2
- For each hour of searching in the area: +1 cumulative (+1, +2, +3, etc.).

UPON APPROACH

You locate a small natural cave entrance leading into the hill. Not far in, the passage turns downwards via a natural set of stairs. By this stage, any light filtering through from the entrance has already diminished to a shadowy dim glow. By the time they reach the bottom, the light from the cave entrance has all but disappeared.

GOBLIN LAIR MAP

Unless noted, the following features are common throughout the dungeon:

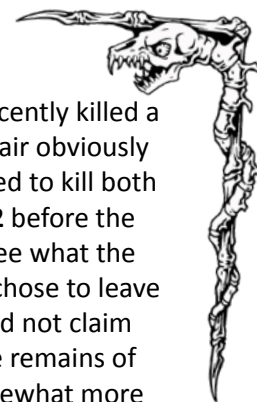
- The area is completely dark and devoid of any light source. You need to take this into account when describing areas and reading *Text Boxes*.
- Tunnel height averages between 6 ft to 8ft tall.
- All walls are natural enough to allow all characters at least a moderate attempt to climb.
- Any dead bodies appearing in descriptions appear to have been dead several times longer than they actually have. If a body is examined, a successful **Intelligence check** will reveal this piece of information (characters able to cast healing spells get a +2 bonus to this check). Any further checks on additional bodies becomes an automatic success after the first success.
- Once past **Area 2** and the closer you get to **Area 5**, there is a putrid puss/slime stench in the air. Where dead bodies appear in the description, this stench appears to the character to be amplified. The stench is due to the poisoned water source and the amplification is due to the poison rapidly decaying the dead bodies.

AREA 1: GIANT RAT SNACK

You descend a series of natural tunnel stairs and exit out into a small open cave area. Squeaking and scuffling can be heard from an obscured section at the back of the cave. Several putrid green puddles of goo can be seen around the chamber

2 Giant Rats: AC 13, hp 1d4 hit points, # At 1, Dam 1d4 + disease, Mv 40' (20' swim), Sv. F1, MI 8, XP 10 ea

HP 4: ☐ ☐ ☐ ☐
3: ☐ ☐ ☐



The remaining goblins from **Area 2** have recently killed a couple of **giant rats** that ventured into their lair obviously looking for an easy meal. The goblins managed to kill both but only managed to drag one back to **Area 2** before the **Venom Wolves** from below ventured up to see what the noise was all about. It is unknown why they chose to leave the remaining dead giant rat where it was and not claim it as a meal. Currently munching away on the remains of the dead giant rat are 2 other giant rats, somewhat more successful than their previous two 'companions'.

When they notice the characters, they will give a low quiet squeak as a 'back-off' warning in their direction before returning back to their meal. They will only attack if the characters interrupt their feeding.

There are 3 puddles of goo at various spots on the cave floor. If the puddles of goo are inspected, any character that succeeds a **Wisdom check** will notice the remains of humanoid matter mixed in with one of the puddles of goo. A successful **Intelligence check** will reveal to the character that the remains were from a small bipedal humanoid about 3ft tall. These 3 'dead goblins' were thrown here by those from **Area 2** after being too far gone, they died of their sickness. Noticing them in rapid decay, the goblins dropped them here instead of having to watch them dissolve behind the barricade.

Just in case: If left to themselves, in 10 min time, the Giant Rats wander deeper into the lair looking for 'dessert'. They will attempt a small attack against the barricade before turning their attention to easier prey. Wander deeper into the dungeon, they eventually meet their demise at the jaws of the 2 Venom Wolves from **Area 4**. Should this happen then the party find the mauled remains of the giants rats at the entrance to **Area 4**.

Treasure: Nil

AREA 2: GOBLIN BARRICADE

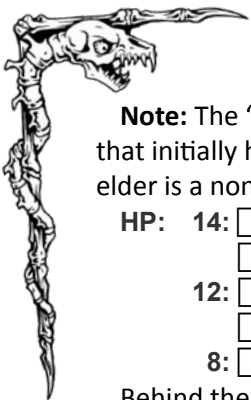
As the characters leave **Area 1** or move into the corridor to inspect what's up ahead, they spot the makeshift barricaded to **Area 2**. Read or paraphrase the following:

A wide tunnel before you has been blocked with a makeshift barricade. Old crates, bits of a wagon, broken and intact furniture and rubble have been 'strategically' place to prevent anyone, or anything, from going beyond.

When they approach close enough to get a better look, read or paraphrase the following:

The makeshift barricade has several holes within its fortifications, just wide enough to allow someone beyond to look out. Peering at you from beyond the barricade is a goblin, its spear just poking through the hole enough to deter anyone getting closer.

3 Goblins: AC 11 (rough leather armor), HD 1-1, # At 1 weapon, Dam 1d6 or by weapon, Mv 30' Sv. F1, MI 8, XP 10 ea



Note: The '8hp goblin' is the last clan elder and the one that initially helped the goblin children to escape. This elder is a non-combatant though it is able to defend itself.

HP: 14: ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐
12: ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐
8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Behind the barricade is what remains of **The Blacktooth Clan**; 2 female **Goblins** (Vernii and Shemi) and a female **Goblin Elder** (Egva Hagglegob). Although Vernii and Shemi are in reasonable condition, their Elder, Egva, no longer has the speed to make an escape. Vernii and Shemi figure that eventually the crazed wolves will move on, allowing themselves the opportunity to make an escape. They have no idea that this isn't going to happen anytime soon, thanks to their now poison-induced crazed **Goblin Shaman**, Silki Niftchin, having no plans of moving on.

The goblin peering through the barricade (Shemi) will initially (in Goblin) warn the characters off, stating that this is their hiding spot and the characters should go find their own. If the goblin children are with the party, they will hear a familiar voice and call out that they have returned with help. If the children step forward and appear unhurt, providing the party reframe from any hostilities, Egva Hagglegob allows them to enter through the barricade.

Although cautious towards the party, all 3 female goblins are glad that the children are alive, though they are a little surprised to see them with the party. They are asked how the characters have treated them and, so long as this has been good, the children answer so.

All 3 female Goblins know the following:

- Around 6 days ago, the clan's Leader, Klang Rapidfang, had a fight over a mystical dagger (**The Assassin's Blade** in **Area 5**) with one of the warriors, Balbe Coglock, resulting in Balbe being killed.
- A couple of days later, the clan began to get sick, resulting in some of the clan members dying.
- About the same time, the clans hunting wolves grew vicious towards the clan members. Their fur took on a greenish tinge and their bite inflicted seemingly infectious wounds.
- Clan numbers already low and those that were left already weakened by the sickness, the clan Leader and a couple of the stronger warriors kept the wolves at bay whilst the others attempted to escape.
- Elder Egva managed to get the last of the children outside before returning to help. Realizing that they could outrun the wolves, these 3 barricaded themselves within this cave, choosing to wait it out for the rest to arrive. They never did.
- They have chosen to stay on the hope that the wolves will give up and leave.

- They have managed to survive on what meager supplies where in the room (now almost depleted). They managed to kill a Giant Rat which they had hope would last them a couple more days.
- There remaining supplies consist of a $\frac{3}{4}$ of a dead Giant Rat, some hard biscuits and $\frac{1}{2}$ a small keg of semi-fresh water.

If asked how they managed to not become sick and die, the Elder replies:

- There were 2 other goblins which did die. Their bodies were moved and left in the preceding cave as to watch them dissolve was too much. The remaining 3 here were sick but appear to have recovered from the effects.
- She believes that once they removed themselves from deeper within the dungeon, and stopped drinking the contaminated water and not breathing the tainted air, the effects began to wear off.
- She believes that if the clan had removed themselves from the cave, rested and consumed uncontaminated food and water, the majority of the clan and their hunting wolves would have survived.

If asked about the "... mystical dagger ...", they each know:

- It was lost in the clan's water source deeper into the caves during the fight between Klang and Balbe.
- As none of the clan could swim, all 3 assume that the dagger is still there on the bottom of the pool.
- None of those present know anything about the properties of the dagger or what made it 'mystical'. Only the clan's Leader, Klang Rapidfang, and the clan's Shaman, Silki Niftchin, were privy to that information.

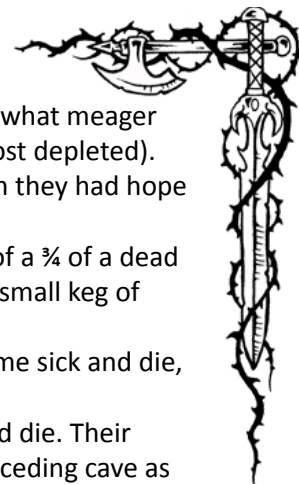
If asked about the wolves, all 3 know:

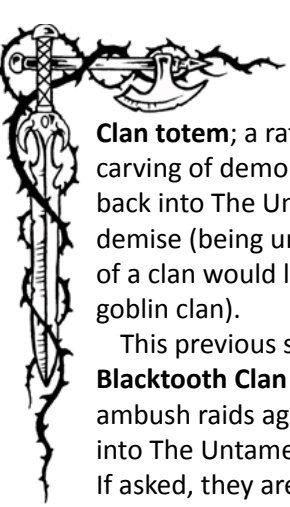
- There were 5 wolves when the combat started. They do not know how many are left.
- All 5 went crazy and changed not long after the clan began to get sick.
- The bite of the wolf appears to do more harm than it once did when they were not crazy.
- They occasionally see a couple of wolves (2) move along the tunnels and return with whatever they managed to kill outside.
- The last time they saw a wolf was a while ago moving back into tunnels; they appear to no longer like the shiny ball (sunlight) (around 5 hrs if a guess had to be made.)

If asked about the **Shaman, Silki Niftchin**, all 3 know:

- Strangely he wasn't seen during the retreat from the wolves.
- It is assumed he had died when the wolves first went crazy.

The 3 female goblins are very grateful for the characters help and would be willing to leave but first they ask if the party would assist them in retrieving **The Blacktooth**





Clan totem; a rather large tooth (origins unknown) with a carving of demonic wolf on its face. Attempting to return back into The Untamed Gauntlet without it will mean their demise (being unable to prove that they were members of a clan would land them into slavery if found by another goblin clan).

This previous section should give a clue that **The Blacktooth Clan** are the goblins responsible for the ambush raids against adventuring party's that venture into The Untamed Gauntlet (**Character Plot Hook (1)**). If asked, they are unsure what the party is talking about (this is what goblins do so they don't see it as wrong) but will admit to being the only goblin clan within the area. Where the party chooses to go with this information is up to them. The GM is encouraged to play out the scenario to what fits their story best.

If the party choose to help, Elder Egva will offer to stay back here with the children whilst Vernii and Shemi venture forth and help the party. Egva says that the party are welcome to whatever loot they may find but **The Blacktooth Clan Totem** should be returned, if possible. She knows that there is a number of small chests in the cave beyond the pool.

Lastly, before the party leaves, she gives the party her last **Healing Potion**, figuring that it would be of more use now than saving it for later.

Treasure: Each goblin has a pouch containing, in total, 40gp in various coinage.

AREA 3

Note: Unless you choose to spice up the action for the party, it is recommended that they **don't** find the secret door into this area (any ability checks to find one in this area simply fail). This area is designed for you, the GM, to write the continuing quest of the party within the deeper level(s) of this dungeon (see **Continuing the Adventure (3)**)

The following is provided as a kick-off point for when the party are ready to move to the deeper bowels of the dungeon. The area beyond is dark unless the party have a light source. Read or paraphrase the following:

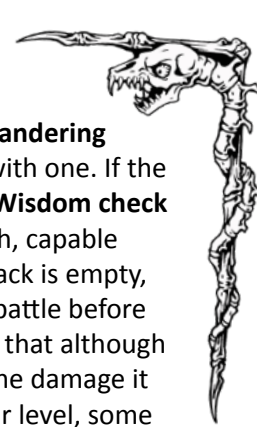
Moving through the ingeniously crafted secret door, you find a set of chiseled stairs leading down. A short natural tunnel exits to a small cave area with a prominent set of stairs towards the center leading down. From the entry you can tell that those stairs are not natural and were meticulously constructed to descend in a spiral fashion. Another smaller cave can be seen off to the right.

Creatures: None

Treasure: None

AREA 4

At the top of the stairs at the area directly above the tunnel is the remains of one of the dead wolves killed during the battle several days ago. Unless the party have



previously seen the **Venom Wolf** from the **Wandering Encounter**, this will be their first encounter with one. If the mouth of the wolf is inspected, a successful **Wisdom check** reveals that the canines are now venom teeth, capable of injecting poison. If extracted, the poison sack is empty, having used the last of its poison during the battle before it fell. A successful **Intelligence check** reveals that although the poison isn't initially lethal (save or die), the damage it can do is enough to cause a character, at their level, some considerable trouble.

From the top of the stairs, the characters can see that the tunnel below goes both left and right. Read or paraphrase the following when the characters get to the bottom of the stairs and into a position where they can see the stairs leading down to **Area 5**:

Note: the putrid puss/slime stench is now beginning to get stronger and will continue to do so the further down the characters go. Although not uncomfortable (at the moment), it is definitely a noticeable distraction.

Read or paraphrase the following:

From here, you see the tunnel curves to the right and down another set of seemingly natural stairs.

To the left, the tunnel goes a short way into a small cave. A stalactite appears to be supporting this small cave towards the rear wall. A closed brown leather backpack, its straps seen clearly broken, lies discarded against the northern wall as if thrown there by some uncaring person.

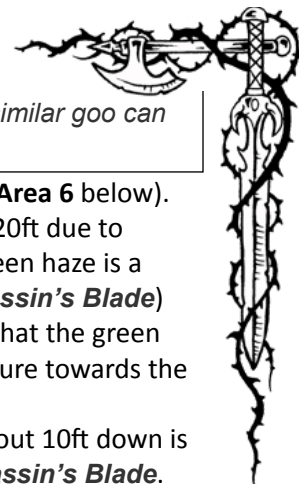
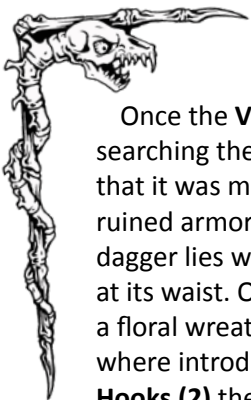
2 Venom Wolves: AC 13, HD 3*, # At 1, Dam 1d6 + special, Mv 60', Sv. F3, MI 10, XP 175

HP 16:

14:

Before entering this cave, if the characters state that they are listening for any noise, they can hear the crunching sound of bone being broken or gnawed. The sound appears to be coming from behind the stalactite towards the rear of the cave. A successful **Wisdom check** will reveal that the amount of crunching or gnawing is enough for more than one creature to make.

2 Venom Wolves have chosen to hang out in this location so as they can be the first to get to the goblins currently out-of-reach behind the barricade in **Area 2**. They have recently found the remains of a deceased adventurer and are currently gnawing away on the dried rotten flesh and bones when the characters come upon them. Being invested in their task, and not expecting any trouble, they have dropped their usual guard to concentrate on the task at hand. Providing the characters have not made any undue noise as they approach, there is still a 1-2 on a d6 surprise chance against the venom wolves that they will be surprised (see **Encounters, Order of Play, Surprise** on page 45 of the Odyssey & Overlords Player's Guide).



Once the **Venom Wolves** are killed, any character searching the remains of the dead adventurer will notice that it was male, human, and possibly a fighter from the ruined armor its still partly wearing. A still functional dagger lies within its scabbard still attached to the belt at its waist. On one of its fingers is a signet ring depicting a floral wreath surrounding an elaborate 'TL'. If the party were introduced to the adventure via **Character Plot Hooks (2)** then they may recognize the 'TL' on the signet ring as possibly belonging to Talon Lester. Returning the signet ring back to Agatha reveals to her why her brother had failed to return (see **Conclusion, Plot Hook (2)** below for further details).

Treasure: Backpack (containing 3 days Iron Rations, a used but functional candle and Tinderbox, a small pouch containing 15 gp in various coins) wrapped in a winter blanket), a silver signet ring (**Plot Hook (3)**) (valued 5gp.)

AREA 5

Note: Any considerable noise (any noise above a hushed talking) from this area will have a **50%** chance of alerting the **Alpha Venom Wolf** within **Area 6**. Should the Alpha Venom Wolf hear the characters, it will investigate the noise. Should it find the characters, it will howl before closing to attack. The howl will alert the **Goblin Shaman**, Silki Niftchin, in **Area 6** that something is wrong. Silki will arrive at the end of the 2nd round of combat.

Characters will be finding it difficult to breathe. Any character progressing from this point on without attempting to filter out the tainted poisonous air (i.e. a dampened cloth tied over their mouth) will suffer a – 2 penalty to attack rolls when combat begins, due to the 'noticeable distraction' mentioned in **Area 4** now being a breathing hindrance during stressful and strenuous situations. This method only works for 30 minutes, at which time the level or protection needs to be replaced with a clean source or the creature begins to suffer the - 2 penalty to attack rolls when in combat.

Read or paraphrase the following:

Continuing down the stairs, you travel along a gradually sloping tunnel until you see the tunnel exit out into a cave further on. An occasional puddle of familiar goo can be seen on the ground close to the tunnel wall. There is no light coming from within the cave beyond. A green haze can be seen slightly filtering from cave entrance.

When the party approach enough to make out the interior, read or paraphrase the following:

The air is thick within and a green vaporous haze can be seen floating throughout the cave before you. To the right, a stalactite appears to be supporting the ceiling to this cave. Towards the rear of the cave you can just make out what appears to be a pool of water. A possible visual illusion caused by the vapor appears to be giving

the pool a green tinge. Many puddles of similar goo can be seen around the floor of the cave.

Creatures: None (unless attracted from **Area 6** below).

Visibility within the area is cut down to 20ft due to the green vaporous haze in the air. The green haze is a by-product of the poison blade (**The Assassin's Blade**) within the pool, and the party will notice that the green haze becomes thicker the closer they venture towards the pool.

Located towards the rear of the pool about 10ft down is the cause of all these problems; **The Assassin's Blade**. The freakish nature of the magical toxin produced by the blade has magically caused the goblins drinking source to take on a poisonous effect. Not merely causing the goblins to become sick, resulting in their eventual deaths, the pool was the cause of the transformation of the clan's hunting wolves into **Venom Wolves**.

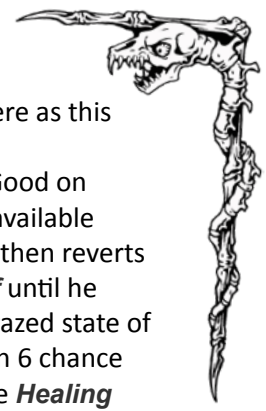
The water is now poisonous to the touch. The following applies to the pool:

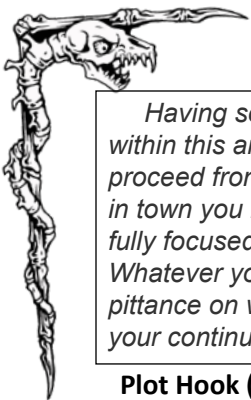
- Each turn (or part thereof) a creature is in contact with the water, the creature must make a **Save vs. Poison**; failure results in the creature taking 1 damage from the water.
- If a creature drinks the water, that creature must make a **Save vs. Poison** with a – 3 penalty; failure results in the creature taking an immediate 3 damage, then 2 damage next turn, then 1 damage on the 3rd turn before the poison wears off. That creature is now poisoned and suffers a – 1 penalty to all attacks and ability checks made whilst it remains within the cave complex, and a further 24hrs once they leave.
- The dagger is located on the bottom towards the rear of the pool. A creature searching the pool must make a **Wisdom check** each turn to locate the dagger.
- A creature can remain submerged for one minute +/- 10 seconds based on their Con Modifier. Once a creature exceeds this limit, they must make a **Save vs. Death Ray**; failure results in the creature beginning to drown, suffering 1/3 their maximum hit points in damage until the creature drops to zero hit points, when the creature dies (see **Saving Throws, Odysseys & Overlords Player's Guide, p53** for details on Death Ray saving throws).
- Once the dagger is removed from the pool, the natural extent of the spring within the pool will negate the green poisonous water effect and green vaporous air within the cave over a matter of time (how much time is left up to the GM as this situation falls outside the adventure).

Treasure: **The Assassin's Blade**,

AREA 6

The below considers that the **Goblin Shaman** and the **Alpha Venom Wolf** are still within this area. If this is not the case, and one or both ventured to **Area 5** due to





Having solved the problem of the goblin ambushes within this area, it is up to you where you choose to proceed from here. Is there unfinished business back in town you need to see too? Is your attention now fully focused on The Untamed Gauntlet before you? Whatever your choice, what you've just faced is but a pittance on what your future holds in store for you on your continued journeys ahead.

Plot Hook (1). Returning back to town with proof that the goblin ambushes are dealt with earns the party the gratitude of the towns governing body, as well as a 50gp reward per character. Of course, the party must first present proof to collect the reward and fame that comes with it (The Blacktooth Clan Totem, the head of the shaman, a missing piece of equipment, weapon or armor that was known to be taken by the goblins will all suffice). News of their exploits stretch far, and for some time, the party are treated as minor heroes until the event becomes like an 'old hat'; pushed aside for something better. The Clerics of Chandra, as part of the Writ of Salvage and as a way of thanking the party, only impose a 5% 'donation' to the church.

Plot Hook (2). Returning *The Assassin's Blade* to the 'mysterious benefactor' will earn each characters 100gp, a potion of their choice and a one-time useful contact (to the party, not per character) should they have a need for a particular piece of information. The high-ranking member of the guild will attempt to seek out the party if the party don't first attempt to contact him. Not returning the blade will earn the party the ire of the high-ranking member and his guild. Expect to have the party harassed on occasion by thieves guild members and bounty hunters whilst they are still in possession of the dagger.

Plot Hook (3). As has become the norm, Agatha waits at the town gates for the return of either her brother or that of the party.

- If the party recognized the insignia on the signet ring (**Area 4**) then they may return the ring to Agatha, giving whatever reason they choose to finding it (she believes whatever they say). She mourns the lose of her brother but more so that this lose means that death is inevitable for her mother. Should the party offer to help, a total of 50gp is enough to see that her mother lives and recovers in several weeks. Upon recovery and when the party next pass back through town, Agatha is seen waiting at the gate. She passes a message from her mother that should the party ever be in the need of an apothecary, that her mother will offer her services for 25% off the cost of the service (providing this isn't abused, this remains in effect for as long as the GM deems appropriate).
- If the party fail to say they found her brother, she thanks them for trying and continues her vigilance at the gate. Unless financial assistance comes forward (see above for guidelines), her mother dies several

weeks later, at which time she gives up hope of her brother returning, packs what meager belongings she owns and moves on to a new town. Word eventually spreads that the towns apothecary has passed, which is replaced some months later.

CONTINUING THE ADVENTURE

The following are suggestions on how to continue the adventure from here:

(1). The **Venom Wolf** from the **Wandering Encounter** was not used, and the party were keeping a track of how many wolves were in the dungeon, noting one was missing. That Venom Wolf eventually returns back to the cave complex to find everyone and everything killed. The goblins behind the barricade are missing too. The wolf decides to track down the killers and take out its revenge. Does it pick up the scent of the goblins and track them into Goblin Territory? Does it follow the party back to town or deeper into The Untamed Gauntlet? Does it lose the scent from the beginning and just choose to go 'bat crazy' on the surrounding farmsteads? This is left to you to decide.

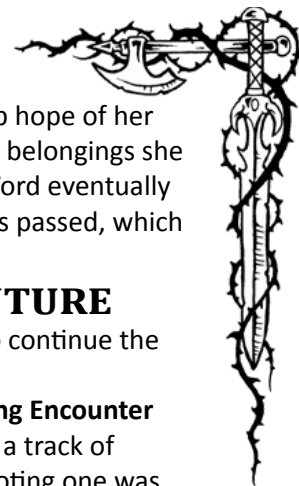
(2). Several months later, news returns back to the party of another group of adventurers claiming to have had dealings with goblins within the Goblin Territory. If sought out and questioned, they report that they eventually had to retreat but are planning on returning that way at another time. If the question of the goblin children and slavery come up, they remember seeing children in hard servitude. Although they were goblins, the children appeared to be treated harshly. They especially felt sorry for one that had a noticeable scar up her arm as it appeared to be treated the worst. What happened to cause the children to become goblin slaves? What happened to the other goblin women? Where is **The Blacktooth Clan Totem** currently located?

(3). Where do those downward stairs in **Area 3** lead to? Unknown to the goblins, the previous occupants didn't abandon the lair but simply went deeper. Due to the commotion above, whatever is down there will show itself. What's down there? Only you know that as the party venture deeper on their continuing quest.

STORY-RELATED EXPERIENCE

The following is extra **Story-Related Experience** (per character) that the GM may consider passing on to the players at the conclusion of the adventure:

- Not killing the goblin children: + 50 xp
- Agreeing to help the goblin children with saving the clan: + 25 xp
- Retrieving **The Blacktooth Clan Totem** and returning it to Elder Egva: +100 xp
- Reporting to Elder Egva that the Goblin Shaman was bat-crazy and working with the Venom Wolves: +25 xp
- Honoring an agreement to return the dagger: + 50 xp



- Returning the signet ring to Agatha: + 50 xp
- Providing financial assistance to keep Agatha's mother alive: + 100 xp

NEW MAGIC ITEMS

THE ASSASSIN'S BLADE



These rare putrid, green bladed, magical **+1 daggers** are prized by all who operate within the shadows. They are especially prized for their ability to secrete a magical toxic poison. Any hit that causes damage from this weapon requires the victim to make a **Save vs. Poison**; on a failure, the victim takes 3 additional damage. At the start of the victims next turn, the victim takes 2 additional damage. At the start of the victims 3rd turn, the victim takes 1 additional damage before the poison wears off. A victim already poisoned by this blade cannot be effected by additional poison damage from this blade whilst they are already under the poisoned effect of the dagger.

HEALING HERB SATCHEL



A cheap alternative to **Healing Potions**, this bland bundle of 11 mixed herbs and spices is specially blended to allow the consumer to heal from wounds when eaten. Each bundle is enough for a single dose and each dose will heal 1d3+1 hit points when consumed. Only someone with Herbal skills or an Apothecary can make such bundles, which only have a 7-day life span before spoiling and losing its healing properties.

NEW CREATURE

VENOM WOLF

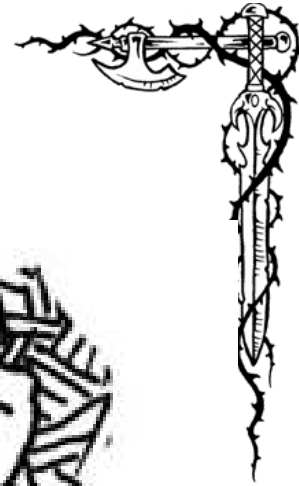
Armour Class:	13
Hit Dice:	3*
No. of Attacks:	1 bite
Attack Bonus	+3
Damage:	1d6 + special
Movement:	60'
No. Appearing:	1d6, Wild 1d6, Lair 2d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None, Lair (U)
XP:	175

Venom wolves are slightly larger than normal wolves with a green tinge to their fur. Although rarely occurring in nature, evil shamans have been known to transform wolves into Venom Wolves through a combination of weird ritual magic and magic-infused poison. They prefer the night but are not hindered by daylight conditions. Unlike normal wolves, their pack instincts have been corrupted. Although they work together to find prey, it then becomes an individual endeavor to bring it down.

Creatures bitten by a Venom Wolf may take addition damage due to the venom in their bite. Those bitten must make a **Save vs. Poison**; failure results in the victim taking an additional 3 damage. At the start of the victims next turn, the victim takes 2 additional damage from the poison before the poison wears off. Creatures that deal poison attacks are immune to the poison of the Venom Wolf. Those creatures that die from the poison damage will decay at an accelerated rate, giving off a putrid puss/slime stench before eventually becoming a puddle of harmless green goo (a human who falls to the poison damage will decay to goo within 3 to 4 days).

Alpha Venom Wolf: A pack will always be led by 1 **Alpha Venom Wolf**. This venom wolf is slightly larger than the rest and a little more cunning. It will 'allow' the others to take the brunt of the work but claim the choice parts of the kill for itself. An Alpha Venom Wolf has the following changes: **AC:** 14, **HD:** 4*, **Save As:** F4, **XP:** 280

Venom wolves do not accumulate treasure; any treasure found in their lair will be what was dragged in with the prey.



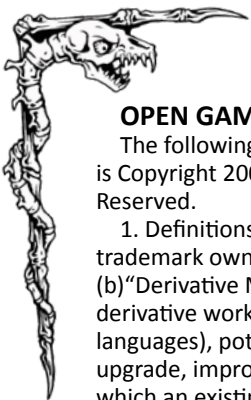
From the Mouth of Babes





MAP - PLAYER VERSION





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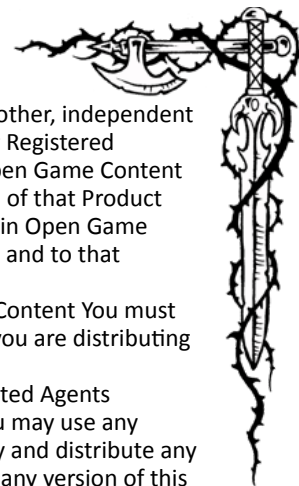
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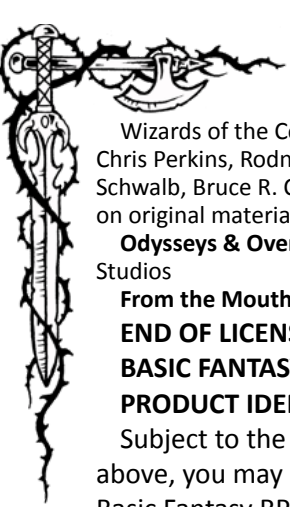
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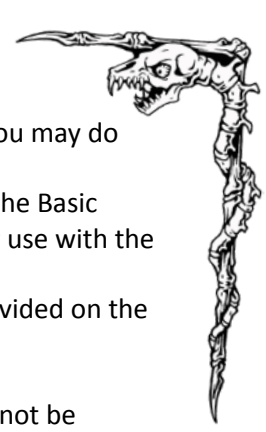
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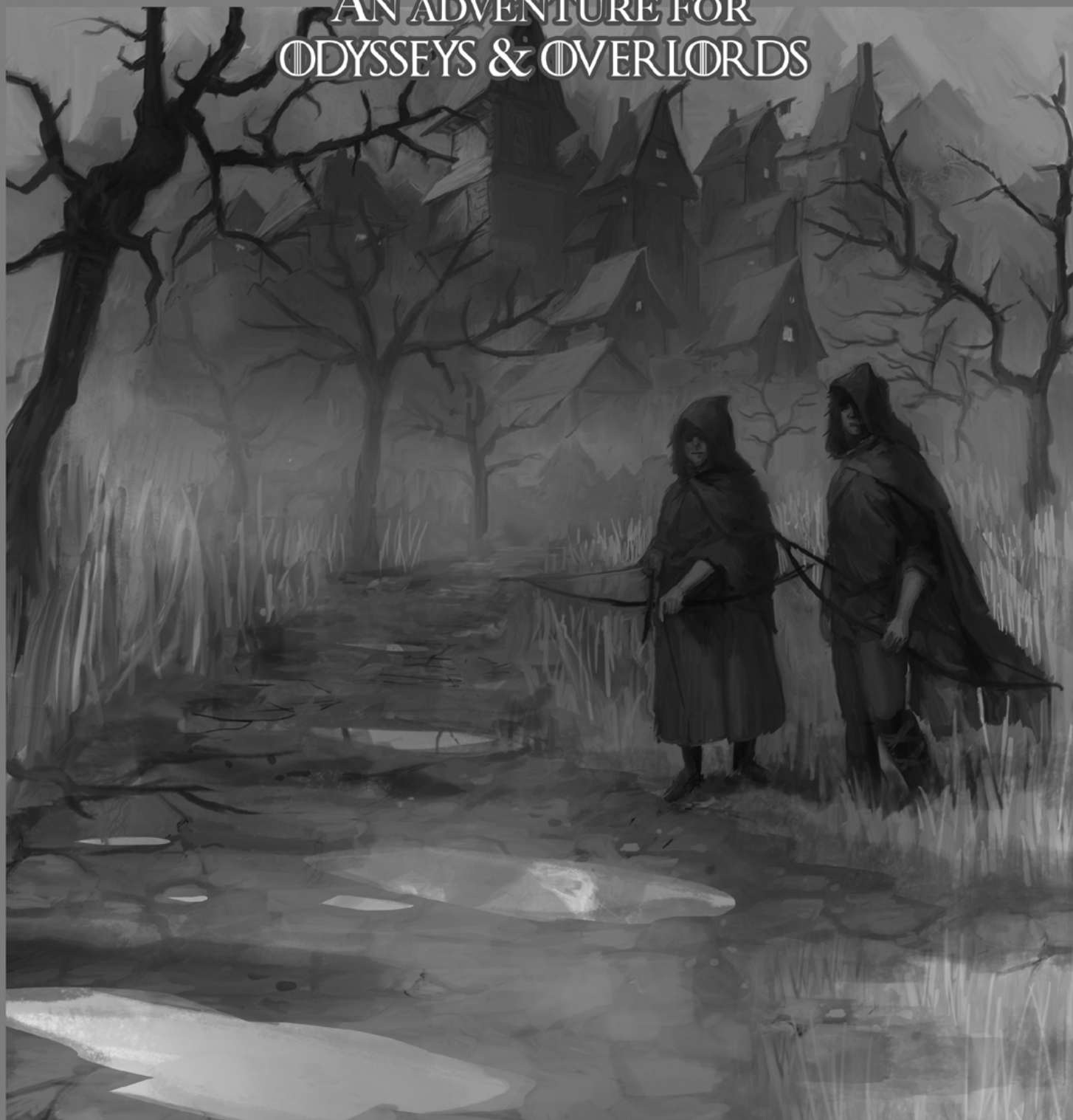
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IN THE COMPANY OF THIEVES



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

IN THE COMPANY OF THIEVES

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 2ND – 3RD LEVEL

WRITTEN BY AARON LOPEZ

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: BRUNO BALIXA COURTESY DUNGEON SECRETS

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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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

Outside the city of Luminere lies the town of Crescent Falls, a medium-sized village of 500 residents. Crescent Falls has been relatively quiet until recently. Several rural farmsteads have had their entire family go missing leaving local authorities stymied. The small garrison of the town is already overloaded as most of the soldiers and town guard has been called to aid with a harvest festival in Luminere. The town watch only has three members left to keep the peace, so they have called on assistance from adventurers to get to the bottom of the mystery.

BACKGROUND

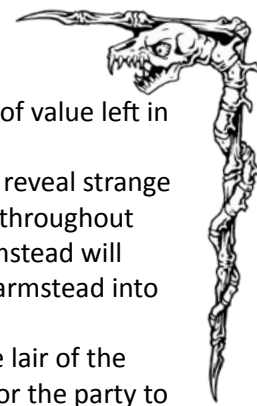
A troupe of wererats, exiled from the thieves guild in Luminere have taken up residence in a local cave outside of Crescent Falls. The leader of the troupe, Trace, has been driving the wererats to starvation while amassing a wealth of treasure for himself. Unbeknownst to the wererats, the leader is a doppelganger who is trying to gain a position of favor with the thieves guild. Thus far, the leader's plan has been simple. Have one of the wererats go to a local farmstead disguised as a wounded teenaged child. The disguised teen would say that their family was trapped in a hole just outside of town and need help to get them out. He would then lure the unsuspecting family to their lair where they will ambush them, and then after they kill the family, the wererats will return to the farmstead and rob them of any valuables they can find.

The wererat troupe is made up of exiled creatures from the local thieves guild. A relative newcomer, Trace leads them now. Trace is extremely forceful in his commands, and they dare not cross him. On the insistence of their leader, the wererats remain in their lycanthrope form though they will change back to humanoid when fighting to gain the advantage of their weapons. The wererats have no idea that Trace is a doppelganger. They will fight to the death when attacked and will not willingly divulge any information about their plans.

Trace is currently masquerading as a wererat and generally remains in the lycanthrope form of the wererats while in the cave. His human form is that of a wild folk male with long sideburns, and reddish hair. Though he carries a shortsword +1, Trace will prefer to attack with his fists in combat. His identity as a doppelganger is a secret that he keeps from the wererats. Trace has killed several of the wererats to establish himself as their leader and has since then been directing their attacks on the local farms. Trace is attempting to gain recognition of the local thieves guild leaders and is perfectly ok with using the wererats as pawns in his own game.

THE OFFICE OF THE WARDEN

Jeffery Alduos (human, male) has recently come to the Warden of the Watch (Lord Stanos) stating that his family has been missing for days. The warden, being



Read aloud the following:

"This young man here seems to think that his family has gone missing! Of course with the big "to do" going on in Luminere, I cannot possibly investigate this matter. Would you mind listening to this young man's story and see what you can do? If you can figure it all out, I'm sure we will be able to reward you."

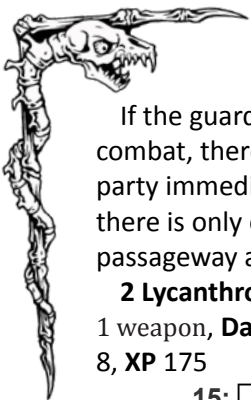
THE FARMSTEAD

OUTSIDE THE LAIR:

THE SAFE HOUSE

1. ENTRYWAY

33



If the guards outside were alerted or if one escaped combat, there are two **wererats** here who will attack the party immediately once they come into view. Otherwise, there is only one wererat who will be anywhere along the passageway after returning from Trace's Room (Room 4).

2 Lycanthrope, Wererats*: AC 13 \dagger , HD 3*, # At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv. F3, MI 8, XP 175

15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
18: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

2. CENTRAL CHAMBER

This large chamber is roughly 85 feet long and 90 feet wide. There is a naturally carved 15-foot deep trench that is 10-feet wide at most points bisecting this chamber. The trench starts at the Northwest corner of the room and proceeds diagonally to the South East corner. There are two bridges installed in this chamber to cross the trench. The bridges, though old, are well built and sturdy. The trench begins with a hole which is about 40 feet beyond the map where it meets huge boulders, the result of a cave-in which blocked the natural entrance of the river which used to flow through the chamber. The exit opening is about 3 feet wide, just large enough for most humanoids to fit. Midway through the room, a newer trench has been carved to allow fresh water from the nearby river to flow through the chamber. The river flows fast enough to make crossing the flowing water difficult terrain. Any attempt to navigate against the stream up to the Northeast will require a Strength Check (Target 20) or the river will sweep characters downstream. This chamber contains foodstuffs and various tools that the troupe has collected from their many raids in the area. There is one **wererat** here looking through the spoils haphazardly. If the troupe is alert, the wererat is in the northern area of the chamber. Otherwise, the GM should place the wererat at whatever location fits their story. On the eastern side of the chamber lie three human bodies. (These are the bodies of Jeffery's family which he will identify after the lair is cleared out.)

1 Lycanthrope, Wererat*: AC 13 \dagger , HD 3*, # At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv. F3, MI 8, XP 175

14: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

3. SLEEPING QUARTERS

This room is roughly 60 feet long and 40 feet wide. The east side of the room ends in a 10-foot drop to a naturally occurring underground lake. This chamber looks to be the sleeping quarters of the rogue troupe. The room contains five sleeping pallets which are nothing more than old rags and straw. There are two **wererats** here. They are awake and attack immediately if the guards outside were

alerted or upon hearing the noise of combat from area 2. Otherwise, they are asleep and can be surprised. This area contains discarded scraps of torn clothing, bits of food, and other worthless items. There are also a couple of barrels containing some edible foodstuffs that the wererats are storing.

2 Lycanthrope, Wererats*: AC 13 \dagger , HD 3*, # At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv. F3, MI 8, XP 175

3: ☐ ☐ ☐
9: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

4. TRACE'S QUARTERS

There is another bridge over the river to this room which is the entrance to what has become the main quarters of the leader of the wererats, Trace. The chamber is about 30-feet wide and 20-feet long. The room contains a nice bed, a few pictures, a chest filled with various clothes of a range of qualities, and a table with some papers. On the western wall hangs a tapestry of exceptional quality (value 250gp). There are lanterns on the walls providing ample light. If the troupe has been alerted, then the room is empty apart from furnishings and decorations. Otherwise, Trace, the **doppelganger** is here and will immediately attack anyone he does not recognize.

The table contains a map of the area with each farmstead or remote home circled. Several of the homes/farms have been marked out. (These are places that the troupe has already ransacked)

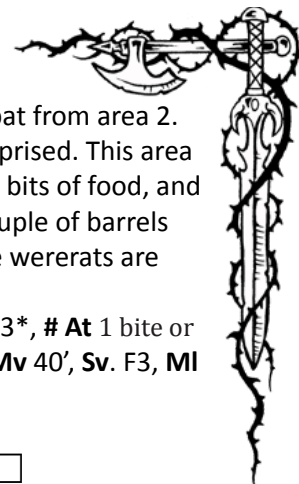
1 Doppelganger: AC 15, HD 4*, # At 1 fist, Dam 1d12 or by weapon, Mv 30', Sv. F4, MI 10, XP 280

16: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
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5. STORAGE ROOM

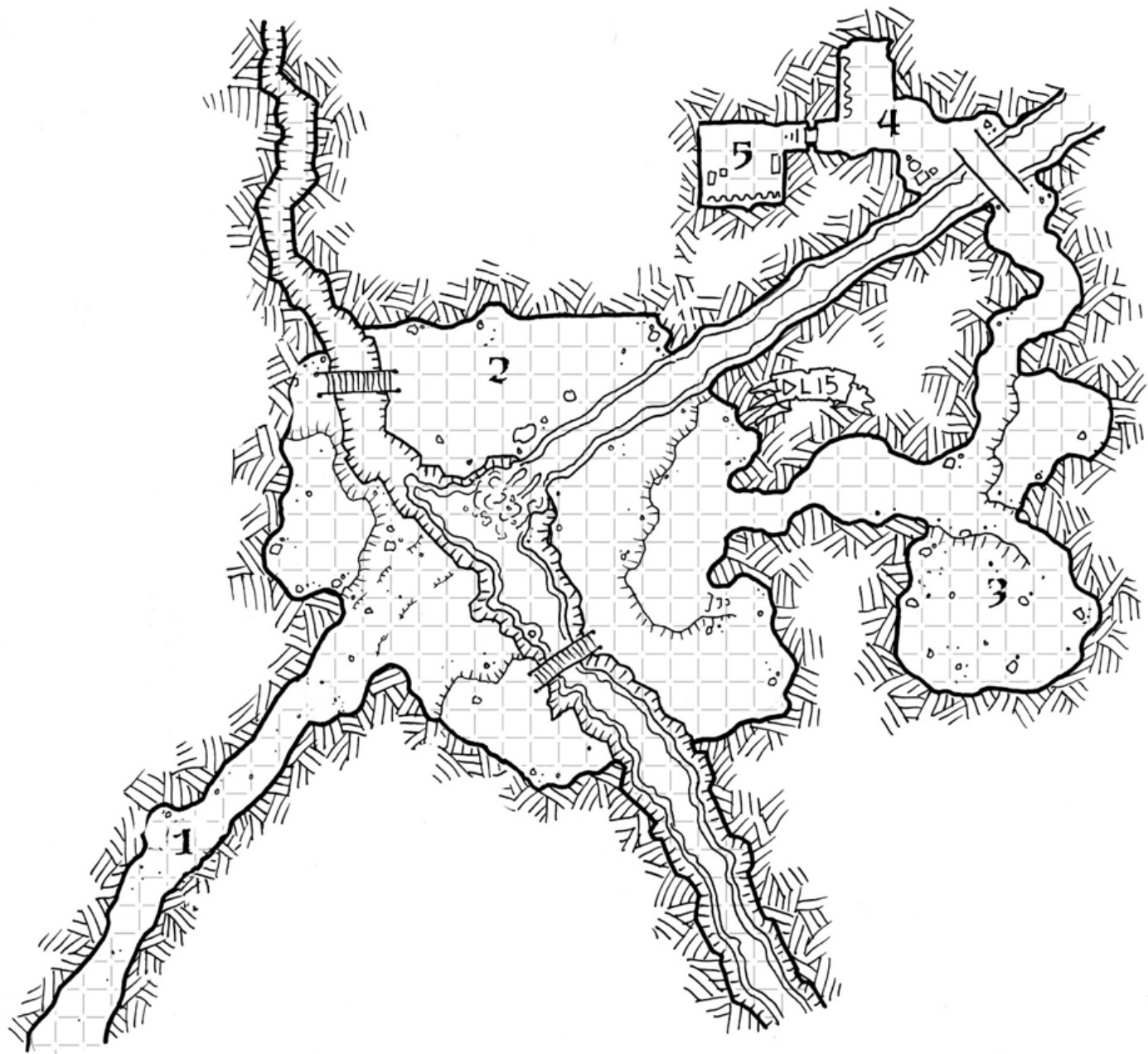
This room is approximately 15-feet long by 15-feet wide. It is full of barrels and chests containing what the wererats have accumulated over the past several months including a second exquisite tapestry hanging on the southern wall (value 250gp). If Trace is here, he is in his humanoid form and, realizing there is no escape, will fight to the death should anyone enter. He wields a +1 shortsword which he keeps sheathed in favor of his hand attacks.

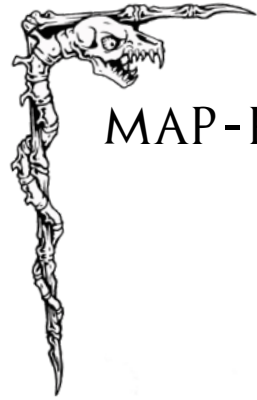
GM: Roll on treasure C and E for the total value of the treasure that the troupe has amassed on their spree. This treasure is not all in coin; rather it is also in art, jewelry, trinkets, silverware, cloth, and other goods. Jeffery will recognize some of the items as belonging to his family. The information about the items found and the bodies inside the lair are enough to satisfy the Warden who will thank the adventurers and present them with the promised reward.



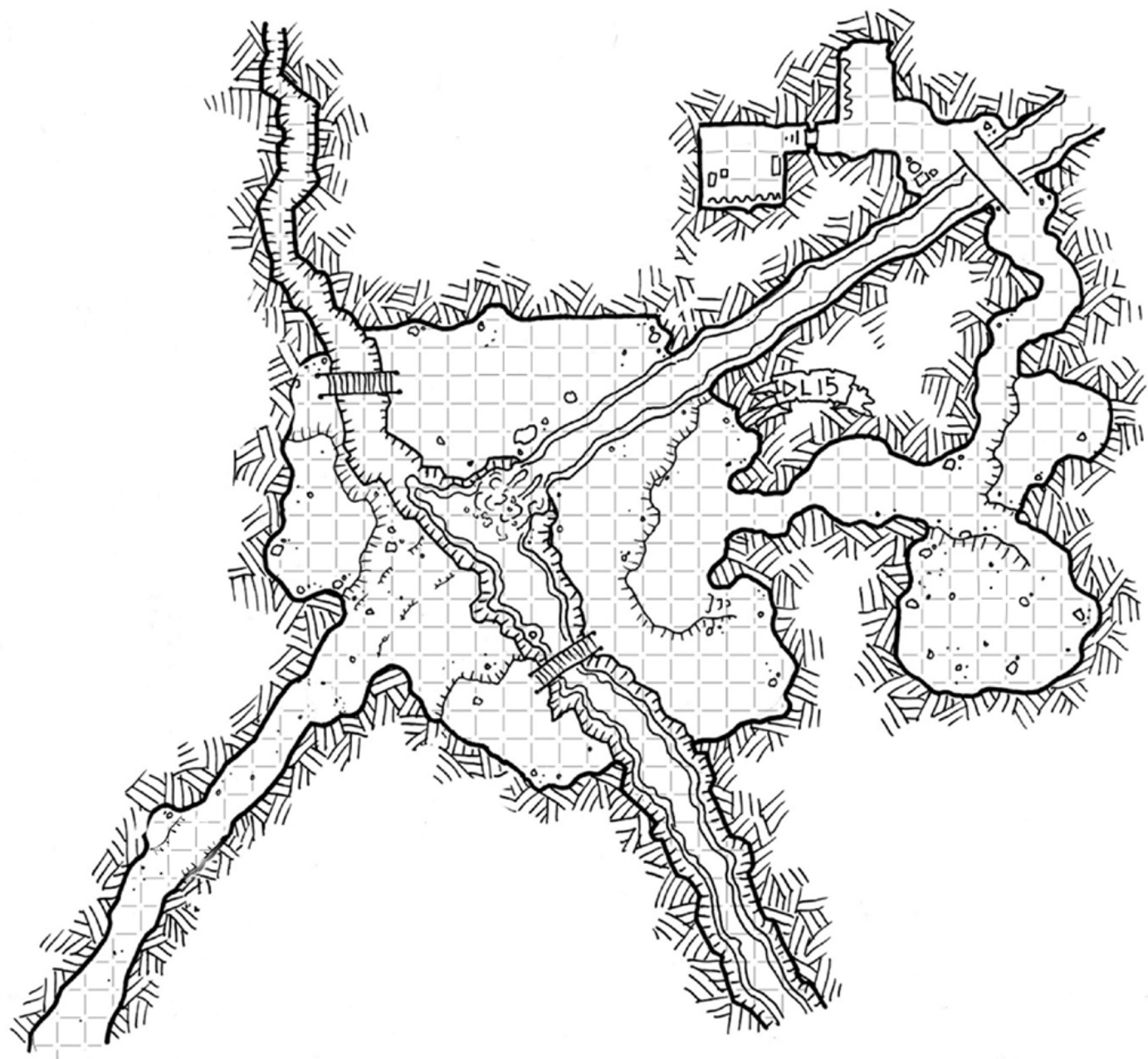


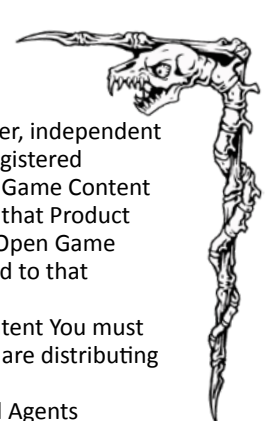
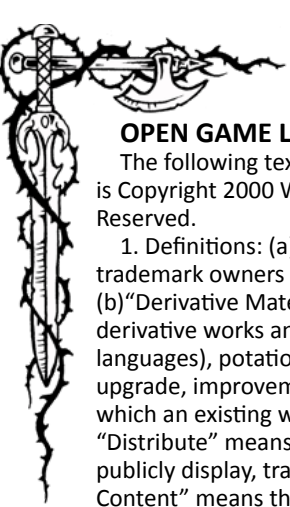
MAP - GM VERSION





MAP-PLAYER VERSION





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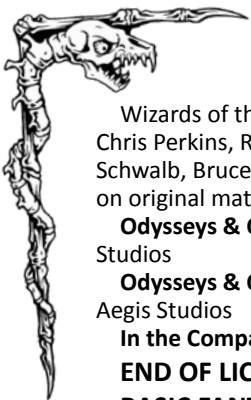
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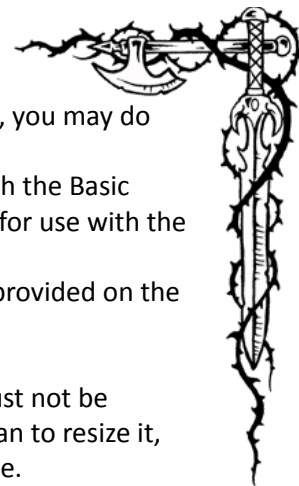
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MYSTERY OF THE CURSED MONASTERY



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

MYSTERY OF THE CURSED MONASTERY

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 1ST – 2ND LEVEL

WRITTEN BY: MEGAN IRVING

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: TRAVIS LEGGE & TIM STOTZ

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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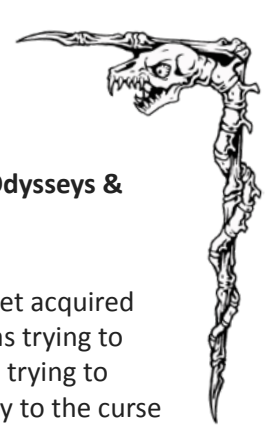
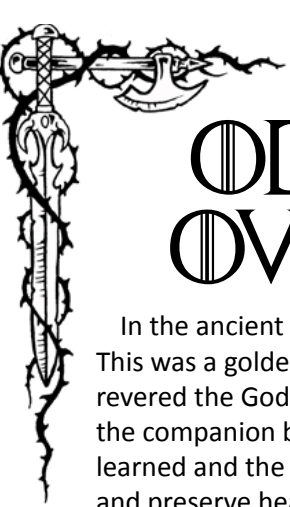
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ODYSSEYS & OVERLORDS

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 **Odysseys & Overlords** Role Playing Game.

BACKSTORY

A long time ago, a monastery in the Gauntlet acquired a cursed sword when the adventurer who was trying to break the curse died in the monastery. While trying to break the curse themselves, the nuns fell prey to the curse and became obsessed with possessing and protecting the sword. Eventually, they killed each other over it. They became ghouls, haunting the convent and killing anyone who tried to retrieve the sword.

Recently, a team of adventurers were sent to the abandoned monastery to search for treasure. They never returned.

Now, the clerics of Chandra's Haven have sent your team to investigate.

Note to GMs: If the players have met any of the other adventurers in Chandra's Haven, you can replace anyone in the missing party with them to raise the stakes. Otherwise, let the players know that their characters are at least familiar with the missing adventurers, having seen them around the Haven or gone on missions with them before. The members of the party are Sefu, a male human thief, Minh, a male human fighter, Mayumi, a female spellscorched fighter, and Nerida, a non-binary spellscorched cleric.

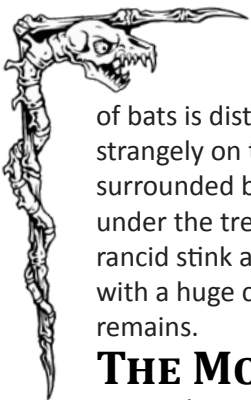
TRAVEL TO THE MONASTERY

ENTERING THE GAUNTLET

As the party treks through the wasteland, they hear hoofbeats and shouting; the unmistakable noise of a centaur band approaching. The centaurs have spotted the party, and have decided to have a little fun at their expense. Whooping and laughing, the centaurs descend on the party with weapons held aloft. They race past the group of adventurers, swinging weapons. If the party isn't bunched up, the centaurs will run through the group, otherwise, they'll just run around them. The centaurs circle the group until finally the leader, a male centaur with a shaved head and a curly tattoo under his left eye, stops in front of them and demands to see their writ. His goal is to antagonise the players; if they remain calm, the centaurs get bored, but if they get agitated or attack, the centaurs mock them for getting upset. Either way, the centaurs will leave after seeing the writ.

APPROACHING THE MONASTERY

The monastery is easy to find. A signpost marks the start of an old path that has almost completely worn away over time. Following the path, the party travels through a long, narrow ravine. When the players enter the ravine, a swarm



of bats is disturbed and flies away, their wingbeats echoing strangely on the rocks. Past the ravine is the monastery, surrounded by wildly twisting trees. As the players walk under the trees, a frigid wind rushes past them, carrying a rancid stink and shaking the leaves. A branch falls nearby with a huge crash, and the wind dies down. The stink remains.

THE MONASTERY GROUNDS

Past the trees, two old, stone buildings are tucked behind a lush but heavily overgrown and weed-filled garden. The smaller building is on a raised hill overlooking an abandoned vegetable patch, and the larger building curves around it, with a line of statues in front. There's a chill in the air, and the smell of rotting flesh grows stronger. Two ghouls are haunting the gardens. The ghouls are wearing nun's habits that are tattered and stained, and are vicious and feral.

ENCOUNTER: GHOUL AMBUSH (2 GHOULS)

If the ghouls have an opportunity for an ambush, they will take it. If the fight goes poorly, they'll try to run away and hide in the gardens. They'll continue to watch the players from afar, and if the players seem weakened, might try their luck again and attack.

2 Ghouls AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoul 1 HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Ghoul 2 HP 9: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

THE LARGE BUILDING

A large and imposing building. There is a line of statues in front; robed and hooded nuns, kneeling in prayer. The only way inside is behind the statues, through open archways set into the front and sides of the building. If the players spend time investigating the statues, they will discover a secret latch on the last statue in the row. This latch opens up the bottom of the statue, revealing a secret hiding space with a small statue of a grinning horned man. The first person to touch the statue can sense that they're being watched from afar. Investigating this statue could lead to further adventures. Who is it of, and why do the nuns have it? Was anyone truly watching the players, or was it just paranoia?

Treasure: A small statue of a horned man

1. CHAPEL

Huge stone archways set into the front of the large building lead to the open-air chapel, where a huge stone altar is ringed by benches. A single closed door leads deeper into the main building. There are signs of battle in the chapel, with both old and new bloodstains splashed across the room. There are bloody drag marks indicating that any dead bodies were later moved into the building.

If the players investigate the altar, they find a small latch. Opening it reveals a secret compartment in the altar. In the compartment are a small silver athame and a small book.

The book is a handwritten history of the nuns who used to live here. It ends with an entry detailing an adventurer who died in the convent from strange wounds, leaving her treasure and gold to the nuns. One of her treasures was a cursed sword; the adventurer was trying to remove the curse, and charged the nuns with continuing her work.

Treasure: A silver athame, worth a small amount of gold. A journal.

2. HALLWAY

A wide, tall hallway with more blood splattered across elaborate tapestries of nature scenes and staining the wooden floors. Bloody drag marks lead down the hall and through an open doorway. Across from the tapestry is a closed door covered in scratch marks. As the adventurers enter, a single ghoul charges through the doorway to attack. The players immediately recognise the ghoul as Mayumi, the female spellscorched fighter from the missing adventuring party, but she is a completely feral ghoul and fights to the death.

Mayumi the Ghoul

1 Ghoul AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoul 1 HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

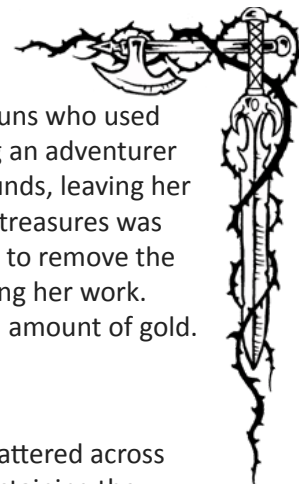
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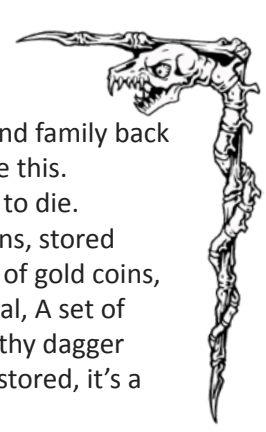
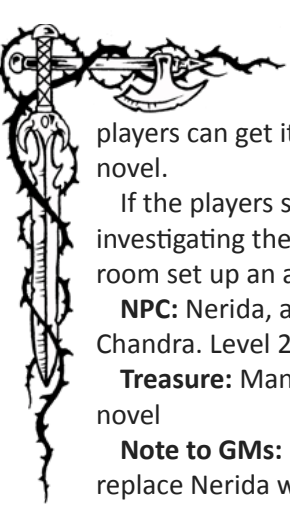
The door to the library is unlocked, but it won't open. If the players talk in front of the door or investigate it after the fight with the ghoul, a timid voice calls out to them, asking if they're dead or alive. If the players are friendly, the person will open the door and let them into the library.

The person is Nerida, a survivor from the adventurer party. They are a spellscorched cleric who managed to escape the ghouls and barricade the library doors. They've been laying low, trying to evade the ghouls and learn more about the situation, hoping the clerics would send more people after them. They fill the party in with what they've learned so far: there's a cursed sword in the monastery that the ghouls are obsessed with, and Nerida is starting to feel the obsession too. From reading journals and notes in the library, they think that the nuns were given this sword, and planned to break the curse. Nerida isn't sure what happened after that, but the ghouls in habits make it clear that it was something tragic. There's a ritual in one of the older books that should break the curse, but the item needs to be found and placed on the altar.

Nerida asks the players to help them break the curse by finding the item. They think it's in the smaller building, but every time they tried to get there, they were attacked by ghouls. They also ask the party to lay any of their adventurer friends to rest.

The library is in good shape - before the adventurers got here, the ghouls weren't interested in it at all. The shelves are full of dusty old books on various topics. There's a desk in one corner of the room with a locked drawer. If the





players can get it open, they'll find a dog-eared romance novel.

If the players spend time talking with Nerida and investigating the room, the two feral ghouls from the next room set up an ambush outside the door.

NPC: Nerida, a non-binary spellscorched Cleric of Chandra. Level 2. Spells prepared: Cure Light Wounds.

Treasure: Many old books on various topics. A romance novel

Note to GMs: If the players knew the adventurer party, replace Nerida with their second-closest friend. Nerida is happy to follow the party into battle - to make the adventure easier, make them a higher level cleric.

4. LIVING AREA

An austere dining and living room, with empty sconces on the walls and long benches in the centre of the room. On each side of the room is a nook with a lowered floor and old cushions on the ground - small areas to meditate. There are two open doors at the other end of the room; the drag marks continue along the ground and go through the doorways. If the ghouls didn't create an ambush outside the library, they are hiding in the meditation nooks and will rush the party as soon as they are distracted.

If the players investigate the nooks, they'll discover one of them is noticeably narrower than the other. One of the sconces is at a strange angle. If the sconce is pushed back into place, there's a quiet clunk noise and the narrow wall swings out, revealing a hidden shelf. On the shelf is a small journal written in code, an empty flask, and a bloodstained copper chalice.

Ghoul Twins 2 Ghouls AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoul 1 HP 5: ☐ ☐ ☐ ☐ ☐

Ghoul 2 HP 4: ☐ ☐ ☐ ☐

Treasure: A journal that's written in code. An empty flask. A copper chalice

5. DORMITORY

As the players walk down the stairs, they are overcome with the stench of death and rot. This is the old dormitory, but the ghouls have been using it as a place to store bodies to eat later. There are a few corpses piled on one of the beds, and the whole room is rank with old blood. There are plenty of shelves and drawers to investigate if the players can bear the smell. If they investigate, they'll find a small hoard of treasures scattered throughout the drawers and shelves.

They'll also discover a ghoule in adventurer's gear hiding in the corner of the room; the remains of Sefu, the human thief from the previous expedition. Sefu's ghoule is intelligent, and can't stand what he's become. Sefu asks the players to give him a merciful death. He gives them a small medallion he was wearing, and asks the players to

take that, along with his love, to his friends and family back home. He doesn't want Nerida to see him like this.

NPC: Sefu, an intelligent ghoule who wishes to die.

Treasure: Sefu's medallion, 2x health potions, stored separately, A pouch of silver coins, A handful of gold coins, A set of dice made from an unfamiliar material, A set of silver jewellery; earrings and a necklace, A filthy dagger that gleams under the rust. If cleaned and restored, it's a +1 dagger.

Note to GMs: If the players knew the adventurer party, replace Sefu with their closest friend. You can use Sefu to start further adventures. What quests was he working on before his death? Who might blame the players for not saving him? What secrets does the medallion hold?

THE SMALL BUILDING

A smaller building, build on a hill above an old garden lying fallow. Behind the building is a small cemetery. Short stairs lead up to a wide porch, with a closed but unlocked front door. The side door has been hastily but securely boarded up, and is very difficult to open.

If the players investigate the boards, they hear a voice from behind the door. This is Larissa, the elder ghoule. She wants the players to leave her in peace with the sword, but also wants them to dispatch the other feral ghouls, as they've been trying to get to the sword. She is the one who boarded up the door. Larissa is very intelligent and will negotiate with the players if possible using any tactics. She might try to bribe them with the treasure in the larger building, or scare them with lies about the sword's powers.

The adventurers can hear scrabbling and groaning coming from inside the building, as well as dragging noises under the porch. If they investigate, they can see a badly wounded ghoule in adventurer's gear crawling out from under the porch. This is Minh, the male human thief, and the final member of the missing adventurer party. He is completely feral as a ghoule and fights to the death. If the players spend a long time talking to Larissa through the closed door, Minh will try to ambush them at the corner of the building.

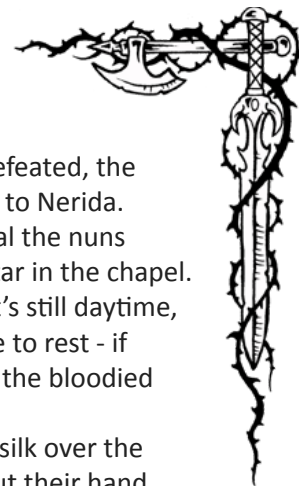
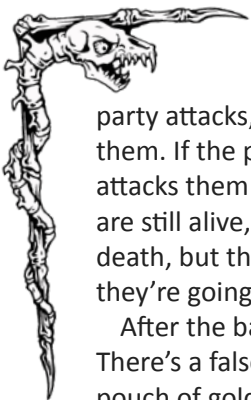
Minh the Ghoule

1 Ghoule AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoule HP 6: ☐ ☐ ☐ ☐ ☐ ☐

6. RECEIVING ROOM

When the door is opened, stale air that smells like rot and death rushes out. The door has been closed for a while. Inside is a small office and receiving room for the elder nun. Blood and gore are streaked across every surface, including a desk in the centre of the room, the empty sconces in the corners, and a huge fireplace at the back of the room. A feral ghoule in a habit is completely preoccupied with trying to scratch its way through a closed door on the other side of the office, but as soon as the



party attacks, it will shift its focus to killing and eating them. If the players didn't dispatch Minh's ghouls earlier, he attacks them during this fight. If the other garden ghouls are still alive, they might join in here. Minh will fight to the death, but the other ghouls will try to escape if they think they're going to die.

After the battle, the players can investigate this room. There's a false bottom in a desk drawer that reveals a pouch of gold coins and a small flask of very old liquor, and a series of small dragon statues on the fireplace mantel, all facing the same way except one. When that one is turned to face the same way, a loud clunk noise is heard, and a cloud of old ash rises from the fireplace. Inside the fireplace, a false wall has swung out, revealing a tiny shelf of handwritten books. At first glance, the books are nonsense. However, if the players read them carefully, they can decode them as worshipful notes about Ragnar.

Obsessed Ghoul

1 Ghoul AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoul 1 HP 10: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: A pouch of gold coins. A small flask of old liquor. Books about Ragnar

7. BEDROOM

An ancient, austere bedroom in perfect, if dusty, condition. A large two-handed sword is on a display rack in the center of the room. As the players enter, they feel an instinctive urge to wield the sword in glorious battle and protect it at any cost from any who would harm it. The feeling is easy to shrug off - for now.

The intelligent ghoul of Larissa, the elder nun, is locked in this room. Larissa is emaciated and weakened, but still fiercely intelligent and dangerous. She is obsessed with the sword and is protecting it by killing anyone who comes near it. She is too weak to wield it herself, but throughout any battle, she whispers to the sword constantly to soothe its restless soul.

She'll try to negotiate with the players now, regardless of the earlier conversation. At this point, they've probably killed all the other ghouls, so Larissa wants to be left alone with the sword to retake the monastery. She'll use any negotiation tactics to get the players to leave her in peace with the sword, stopping short of outright begging. If they refuse, she'll fight them. If the fight goes poorly, she'll beg for her life.

Ghoul of Larissa the Elder Nun

1 Ghoul AC 14, HD 2*, #At 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30', Sv F2, MI 9)

Ghoul 1 HP 10: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: A cursed sword. While cursed, it's a +2 two-handed sword. After the curse is removed, it's a regular two-handed sword.

BREAKING THE CURSE

After Larissa and the other ghouls are defeated, the players are easily able to return the sword to Nerida. Nerida and the party can perform the ritual the nuns discovered by placing the sword on the altar in the chapel. The ritual must be performed at night. If it's still daytime, the players and Nerida can take some time to rest - if they feel comfortable resting anywhere in the bloodied monastery.

When the moon rises, Nerida lays black silk over the altar, and places the sword on top. They cut their hand with a gleaming ritual knife, and let three drops of blood fall on the sword. Then they call out to Chandra; entreating her to intercede from her palace on the northern moon. They ask Chandra to consecrate the monastery, and break the curse on the sword. The moon grows brighter in the sky, there's a rustling in the trees outside, and the wind whips through the chapel, carrying with it the smell of grass after rain and the howl of wolves. When the wind dies down, the blood has soaked into the sword. Chandra has answered their call, and the curse has been broken.

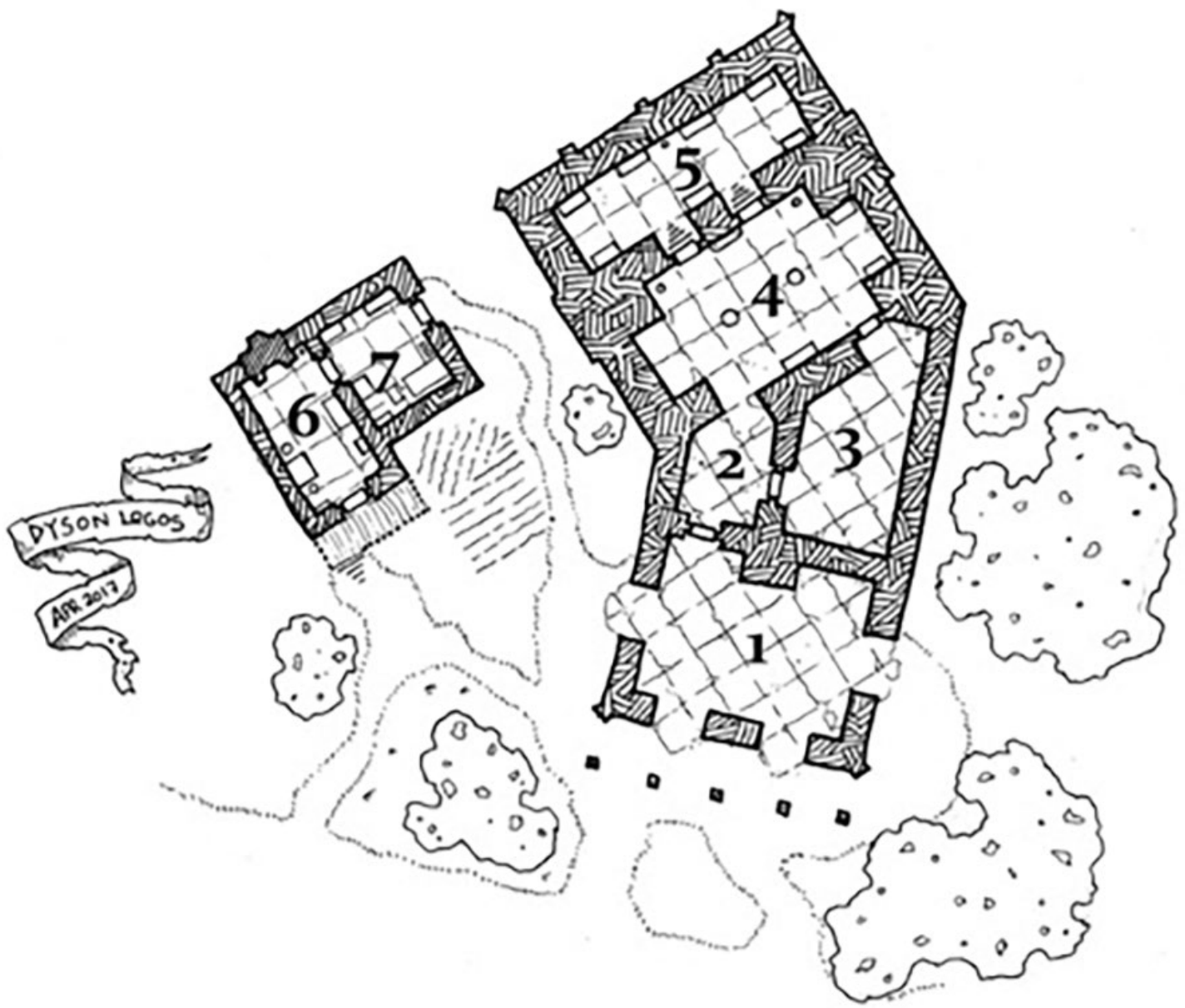
LARISSA'S PROMISE

It's possible that the players will negotiate with Larissa and leave the cursed sword in her skeletal hands. Since the clerics back at Chandra's Haven don't know about the sword, the adventurers know they won't be penalised for returning without it. If the players keep their promise to leave Larissa alive and not take the sword or break the curse, Larissa will let them explore the monastery to their heart's content, take what they want, and leave with their lives. Nerida doesn't like it, but with Sefu and her other friends dead, she's just happy to be alive.

Note to GMs: If Nerida was replaced by your own NPC who would be staunchly against dealing with ghouls, don't shy away from the conflict. Will the players fight their friend? Can they convince them it's the best plan?

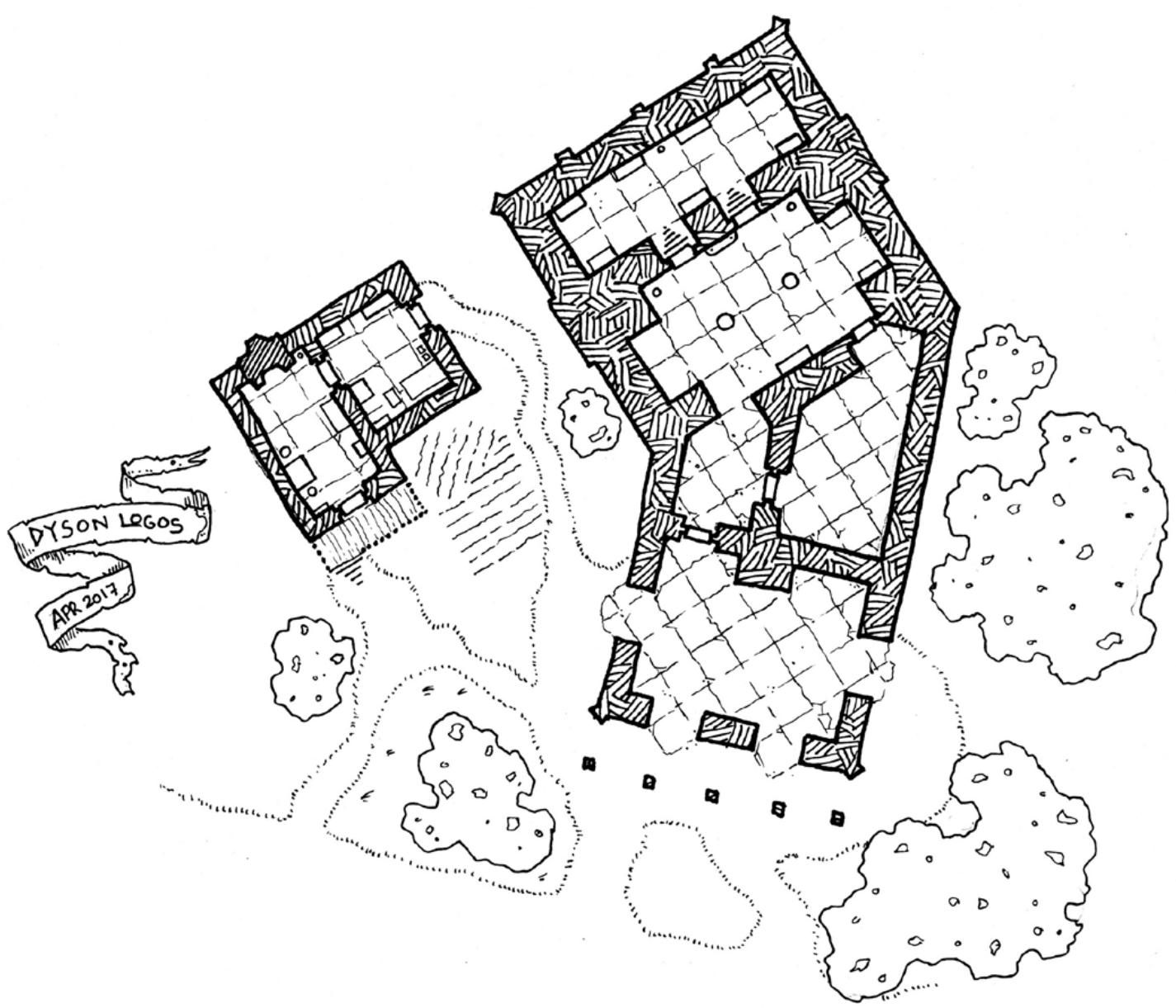
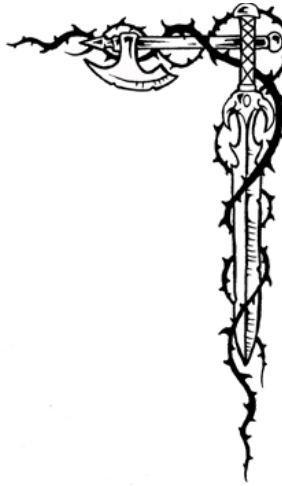
CONCLUSION

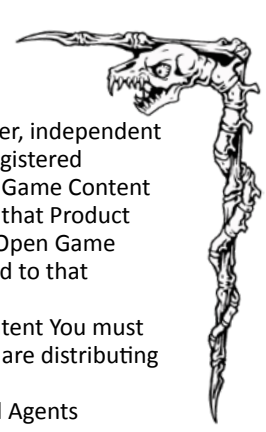
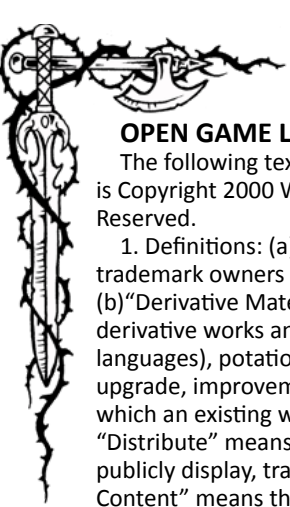
The players have laid the ghouls to rest and can return to Chandra's Haven with Nerida. They have the medallion and messages for Sefu's friends and family, and might have other quests to look into. They may have broken the curse on the magical item, but this has just given them further questions. Are there other, similar cursed items out there causing mayhem? With the ghouls gone, will other monsters move into the monastery? And if they left the sword with Larissa, how do they feel about that decision? Will she be okay on her own, or will the cursed sword cause further trouble?





MAP-PLAYER VERSION





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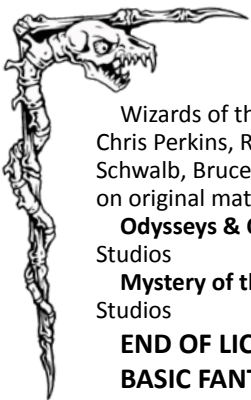
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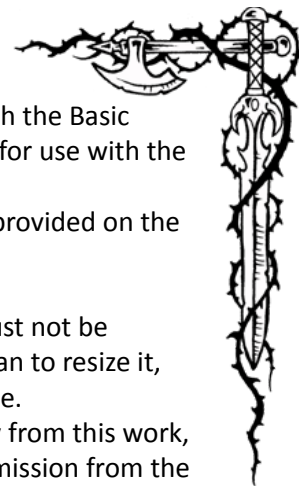
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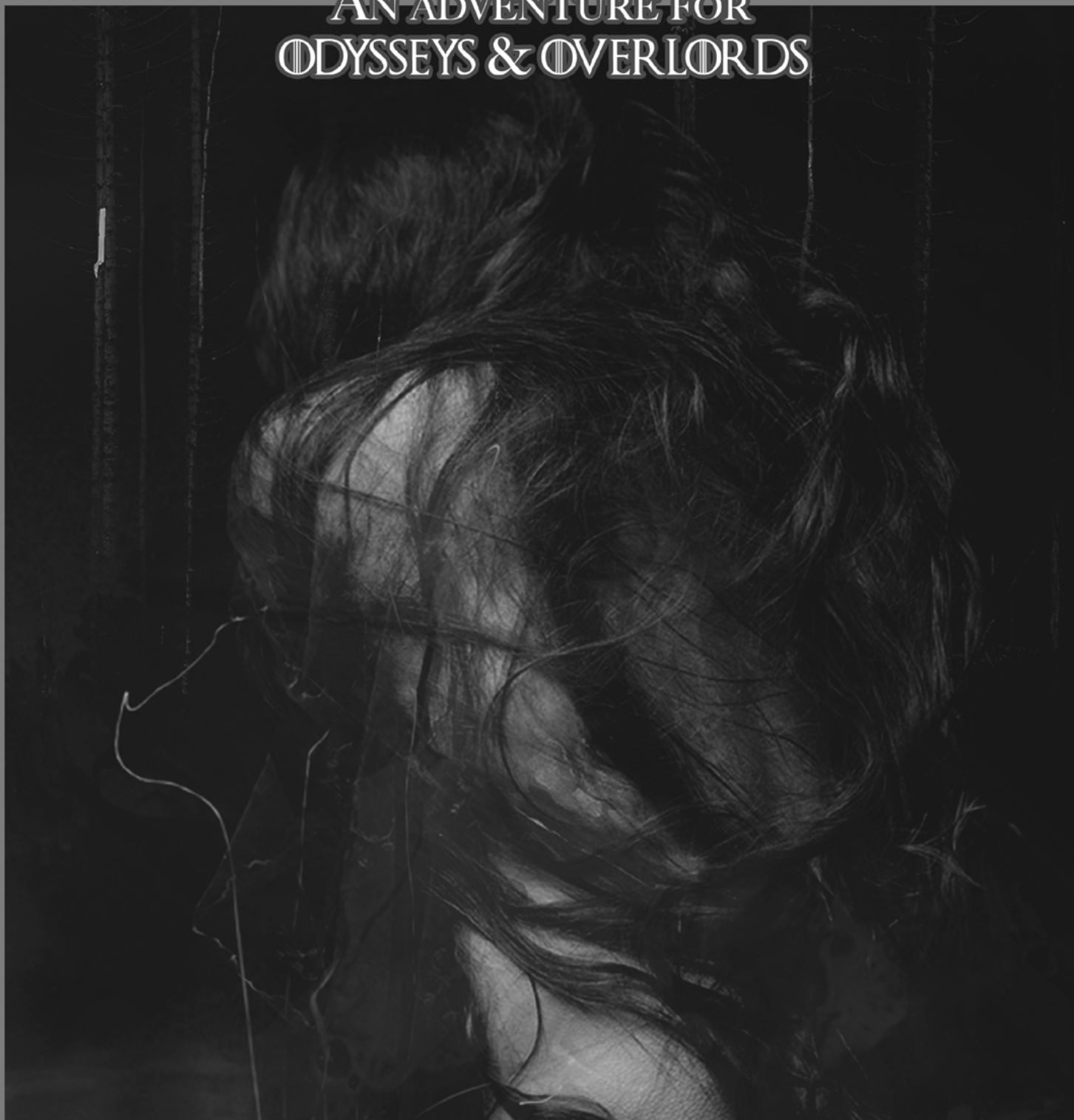
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SHRINE OF THE WOLF MAIDENS



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

SHRINE OF THE WOLF MAIDENS

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FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 2ND – 3RD LEVEL

WRITTEN BY CATHERINE EVANS

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: GEORGE COTRONIS OF KRAKEN PRESS

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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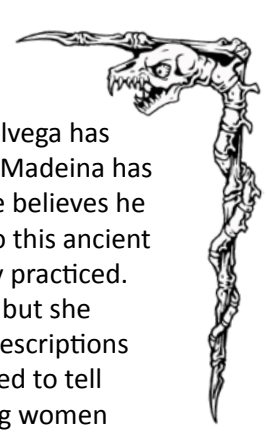
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ODYSSEYS & OVERLORDS

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**!

BACKGROUND

An adventurer named Jorasco Vinn was commissioned by Madeina Ilrekar, a prosperous merchant from the town of Dela's Tor, to explore a certain area of the Untamed Gauntlet for signs of precious metals worth mining. All he found was an old shrine to a minor local deity whose name

is long forgotten. Now Madeina's daughter Silvega has gone missing and there is no sign of Jorasco. Madeina has put two and two together and made five: she believes he has kidnapped Silvega and stolen her away to this ancient shrine... where human sacrifice was routinely practiced.

In fact, Silvega did run away with Jorasco – but she paid him to take her back to the shrine. His descriptions reminded her of an old folk tale her nurse used to tell her, of the Wolf Maiden who protected young women from those who would take advantage of them. Running away and seeking sanctuary there seemed like a far better prospect than her mother's attempts to marry her off to some useful business connection.

INVOLVING THE CHARACTERS

The characters can learn of this quest in a number of ways:

- Madeina is well-connected amongst local merchants, who may direct characters in need of work towards her
- Madeina advertises the commission in local inns and taverns
- If the characters have completed another adventure, Madeina may send a servant to contact them personally

However the characters are engaged, they know that Madeina Ilrekar has arranged for a Writ of Passage for a party willing to go into the Untamed Gauntlet and look for her daughter.

PART I: JOURNEY & DESTINATION

ENCOUNTER ONE: MADEINA

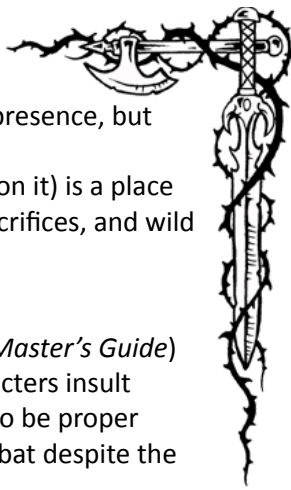
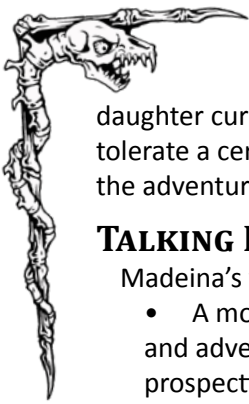
Depending on your players' preferences, you can either start the adventure with the party already hired and en route to the shrine (**Encounter Two: Centaurs**) or roleplay the meeting with Madeina and allow them to ask questions, etc. If you choose the latter, read or paraphrase:

You meet Madeina Ilrekar in her home, in a room set out for meetings: a large, oaken table for you all to gather around, wine and beer and hot herbal tea, and two documents set out on the table. One is the Writ of Passage, the other a hand-made, roughly sketched map showing Dela's Tor, a broad swathe of the Untamed Gauntlet, and an 'x' marking a spot within it.

Madeina herself is a stately woman in her fifties. She wears her years well, and there's a quiet statement of wealth about her simple, well-made clothes and tasteful jewels. Madeina greeted you warmly when the servants brought you into the meeting room.

ROLEPLAYING MADEINA

Madeina is polite but stern. She is a relatively powerful woman in the small town of Dela's Tor, and she expects to be treated with respect. However, her fears for her



daughter currently outweigh other concerns, so she will tolerate a certain amount of rudeness or disrespect from the adventurers.

TALKING POINTS

Madeina's version of events is as follows:

- A month ago she hired an Abyss-kissed explorer and adventurer by the name of Jorasco Vinn to go prospecting for possible sites for a new mine in the Untamed Gauntlet.
- He returned with nothing but word of a strange shrine to some ancient, forgotten god; he told wild and terrifying stories of the traces of blood sacrifices he found there.
- A week ago, Jorasco left town... and Madeina's daughter, Silvega, has disappeared too.
- Jorasco flirted with Silvega – which Madeina shut down, because Silvega's betrothal to a local merchant (Madeina hasn't decided which one) is imminent... and also because Jorasco is an Abyss-kissed ruffian.
- Either he has kidnapped her, or seduced her – either way, Silvega is fifteen, and Madeina wants her home.
- Jorasco was seen leaving the town and heading into the Gauntlet. There was no sign of Silvega, but he did have a wagon with him.

FURTHER INVESTIGATION

Questioning the servants, or the townsfolk, confirms the information Madeina has given. Silvega was a dreamy, scholarly girl who had more books than friends; the only person who might have been able to give more insight into the 'kidnapped or seduced?' question is her old nurse, Berda, who passed away (old age) over a year ago.

ENCOUNTER TWO: CENTAURS

This encounter occurs when characters cross the border between Chandra's Haven and the Untamed Gauntlet.

There is no official notice that you are now in the Gauntlet. The road has gradually petered out until it's nothing more than a dirt track, and the thin, well-tended stands of trees are threatening to turn into a wild tangle of growth. The first real sign is the pair of muscular, armed, centaurs who trot around the curve of the path to block your progress.

RIGHT OF WAY

The centaurs (one male, one female) really only wish to see the party's Writ of Passage. Once it is provided, they will let the characters be. If characters choose to talk, they can gain some new information here:

- An Abyss-kissed man and a human girl came this way about a week ago, on foot (the centaurs don't know what became of the wagon but speculate that it was abandoned as it would be impractical in the forest)

- She seemed uncomfortable in his presence, but not scared or captive
- The shrine (if the characters mention it) is a place of dark energy: there are legends of sacrifices, and wild hunts of human prey

MIND YOUR MANNERS

The **centaurs** (see page 24 of the *Game Master's Guide*) are short tempered and proud. If the characters insult them, or do not show what they consider to be proper deference, they are likely to end up in combat despite the Writ of Passage.

2 Centaurs: AC 15 (13), HD 4, # At 2 hooves/1 weapon, Dam 1d6/1d6/1d6 or by weapon, Mv 50' Unarmored 60' (10'), Sv. F4, MI 8, XP 240

HP	20:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
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PART 2: SHRINE OF THE WOLF MAIDEN

THE SHRINE: EXTERIOR

As the characters approach the shrine, read or paraphrase:

The forest peters out into a small clearing – clear of trees in any case. The space is taken up by a low, square building overgrown with thick ivy and flowering vines. The grass around it is long, scattered with wildflowers and steps lead downwards to a sunken courtyard, similarly overgrown. A deer carcass flattens the grass before you, the foliage stained crimson around it.

The deer carcass is fresh and has been mostly eaten. A bloody trail leads from it to the small stone door on the right of the building.

Another door, on the left, only opens for a Wolf Maiden: the characters cannot enter this way.

NOTES ON THE SHRINE

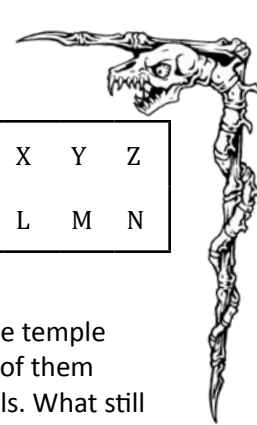
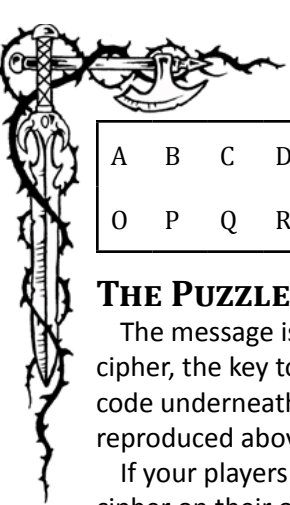
The shrine is ancient: thousands of years old. Every angle of every piece of stone is weathered, rounded and cracked. There is no light inside the shrine unless otherwise indicated, and ceilings are low: seven feet throughout. Doors are heavy slabs of stone that grind open, and cannot be moved quietly.

AREA 1: PRICE OF ADMISSION

The stone door is narrow and small (3 feet by 5 feet), and highly decorated. At eye level, a crescent moon is carved into the stone, with the letters **A C C B** underneath.

Below that, smeared with a bloody handprint – much too large to be human – are more letters:

KWHV PZCCRM VOBGR CF PM ACCBZWUVH



A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N

THE PUZZLE

The message is written in a simple transposition cipher, the key to which is the word “moon”, written in code underneath the image of the moon. The cipher is reproduced above.

If your players enjoy puzzles, let them figure out the cipher on their own. If they don’t, or become frustrated, or simply aren’t getting anywhere, offer Intelligence checks for clues, with a TN of 10 for a basic clue (“what might the letters under ‘moon’ be?”), 13 for an obvious clue (“the word under the moon is ‘moon’”) and 16 to just give them the cipher.

THE SOLUTION

The phrase on the door translates to “with bloody hands or by moonlight.” The solution is as simple as it sounds: a bloody hand pressed to the door causes it to swing open with a grinding, jarring sound. Alternatively, if characters wait until nightfall, it will open on its own.

ALTERNATIVE APPROACHES:

Forcing the door is always an option. The door is stone, so extremely heavy: it opens on a 1 (add Strength modifier to the range) on a d10. If characters try and fail to force the door, and cannot or do not want to figure out the cipher allow a failed Strength check to open it, at the cost of some strains and bruises (1d6 bludgeoning damage).

AREA 2. DEN OF WOLVES

Read or paraphrase:

The room behind the door is badly decayed: holes in the roof through which sunlight pours down, and crumbling stonework. There’s a strong stink in here, like a kennel. There are two small doors to the left, both open. From behind one of them, there’s a soft but rising snarling.

There are two **wolves** (use statistics for **hyenas** on page 37 of the *Game Master’s Guide*) and a litter of cubs, in the further room; three **wolves** in the nearer. They are aggressive, but only to drive the characters out of this area, either out of the temple or further into it.

5 wolves: AC 13, HD 2+1, # At 1 bite, Dam 1d6, Mv 60’, Sv. F2, MI 8, XP 75

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DECORATION

The narrow corridor leading deeper into the temple is decorated with crumbling friezes, sections of them ruined by vines that have penetrated the walls. What still remains, shows great, bipedal beasts with savage teeth and claws, dancing under the moonlight and hunting animals and humans. One well preserved section shows a monster raising a human heart over its head and howling in triumph.

TREASURE

The moon occurs numerous times in the friezes; each time, it is represented by either a moonstone or a pearl. There are 6 moonstones with 25 gp each, and 4 pearls each worth 50 gp.

AREA 3. SHED YOUR SKIN

The corridor twists here, and to the right is a triangular pool of still, viscous liquid. The liquid is clearly not water: there is a silvery sheen to it, a faint metallic smell, and it is painfully cold to the touch. There is also no sign of the greenery that infests the rest of the shrine. Words are carved clearly into the stone above the liquid:

POHVS OBR GVSR MCIF GYWB

The cipher is the same as the one on the door. The message reads “bathe and shed your skin.”

While it will most likely not be apparent to the characters at this point, this water is magical, liquid, silver. It was used by the Wolf Maidens to temporarily revert to their human form when necessary.

BATHING

Dipping weapons into the liquid means that they function as silver weapons for 1 hour. Dipping bare skin requires a successful save vs. Spells to avoid taking 1d6 cold damage – but a fist so dipped also counts as silvered for an hour.

EXIT

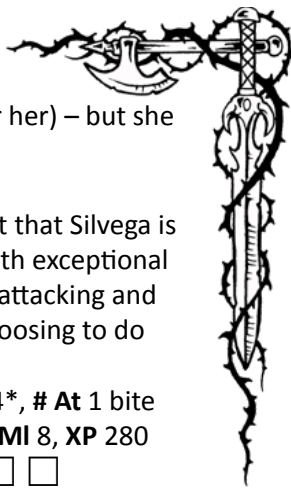
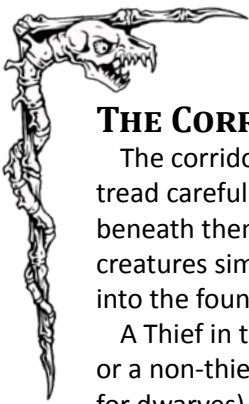
Just past the pool is a heavily overgrown, partially open, door that leads to a set of stairs down to the sunken courtyard.

AREA 4. SHE SHED HER SKIN

Read or paraphrase:

Passing more of the murals, which show similar scenes of hunting and feasting, you reach another door that cuts off the corridor.

On the other side there’s a mere 5-6 feet of space before a choice between another door and a sharp turn to the left.



THE CORRIDOR

The corridor is structurally unsound. Unless characters tread carefully, the first ten feet of the floor will collapse beneath them once it carries the weight of two Medium creatures simultaneously, dropping them down ten feet into the foundations of the shrine.

A Thief in the party can detect this with a Find Traps roll, or a non-thief checking for traps on a roll of 1 on a d6 (1-2 for dwarves). Characters who trigger the trap must save vs. Death Ray (adding their Dexterity bonus) or fall, taking 1d6 bludgeoning damage.

THE VESTRY

Inside this square room, there are three unlit braziers and two stone plinths. There is also a tangle of blankets, and a neatly folded stack of clothing and possessions.

TREASURE

These are Silvega's clothes and possessions, including:

- A set of fine clothing, worth 20 gp.
- Rings and necklaces, worth 120 gp.
- A potion of healing.
- A dagger +1, with the Illekar house crest of a half thriving, half dead, oak tree – which the characters have seen in Madeina's home – on the hilt.

BACK IN THE CORRIDOR

There are more friezes in this stretch of corridor (leading to Area 5). This time they show different scenes: young women being welcomed by and embracing lupine monsters, dancing with them, and in various states of transformation into wolf-like forms.

TREASURE

Again, the moon is represented by moonstones (3 x 25 gp) and pearls (1 x 50 gp).

AREA 5: THE WOLF MAIDEN

One more closed door stands between Silvega and the party. Unless they specify that they are stealthy in their approach from Area 4, she has heard their approach and is waiting to surprise them when they open the door (the party will be surprised on a roll of 1-2 on a d6, unless specific character abilities adjust or negate this).

The power of the shrine has transformed Silvega into a **werewolf** (see page 39 of the *Game Master's Guide*), but as she is newly transformed she is not (yet) immune to non-magical damage. Instead, she takes half damage from weapons that are neither silver nor magical.

Characters find her in wolf form: a dire wolf four feet high at her shoulder, with light brown fur, black paws, and disturbingly bright blue eyes.

TACTICS

Silvega would rather escape than kill. She hurts the characters as much as she needs to get out of Area 5, after which she runs for the stairs in Area 3 and out through the courtyard. In theory she could leave through the door in

Area 5 (as a Wolf Maiden it would open for her) – but she does not know that.

ALTERNATIVES

Assuming the characters have figured out that Silvega is now one of the Wolf Maidens they may, with exceptional roleplaying, be able to talk her down from attacking and escaping. They can also fight to subdue, choosing to do non-lethal damage with weapons.

1 Lycanthrope, Werewolf*: AC 15+, HD 4*, # At 1 bite
Dam 2d4, Mv 60' Human Form 40', Sv. F4, MI 8, XP 280

HP 24:

AFTERWARDS

Whether through death, unconsciousness, or persuading her to calm down, the characters will see her transform into a young woman (wearing a linen shift). If she is still alive, she tells them:

- Jorasco's description of the shrine reminded her of a folk tale her nurse used to tell her, about a cult of wild folk and humans, famous for the story of Aelin, who escaped from her cruel stepmother and found freedom as a Wolf Maiden.
- Fiercely opposed to her mother's plan of marrying her off, Silvega bribed Jorasco to bring her back here, then sent him on his way.
- She is happy here: running under the light of the moon, hunting deer and other animals. All she really misses is her collection of books.
- She has no desire to go home, and offers the characters whatever treasure they can find in the shrine to just... never go back to Dela's Tor.
- If they promise to intercede with her mother, they may be able to convince her to come home with them.

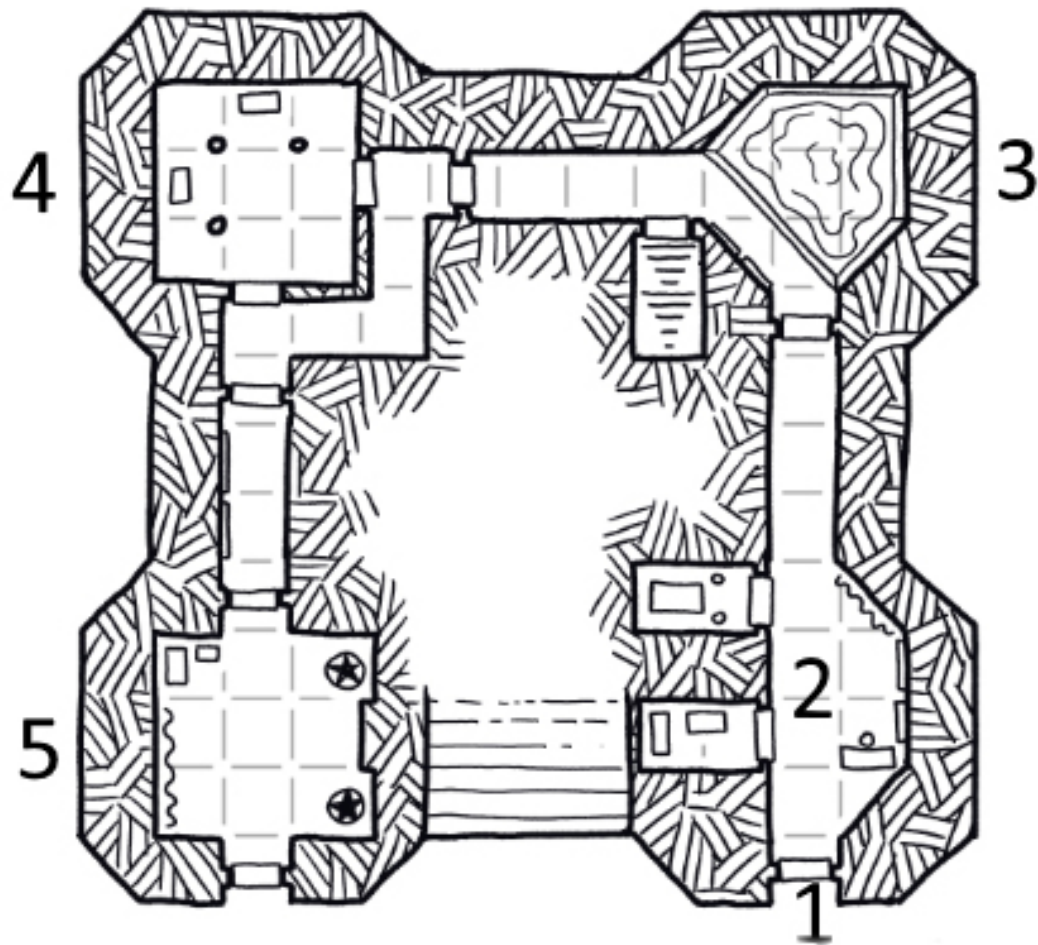
CONCLUSION

The adventure may end at the shrine, or the party may wish to return to Madeina with Silvega, Silvega's body, or an explanation. Madeina is delighted to have her daughter back alive; grief-stricken otherwise. If Silvega returns and the characters explain her reason for leaving, Madeina will agree to at least postpone making arrangements for Silvega's engagement.

Award experience as follows:

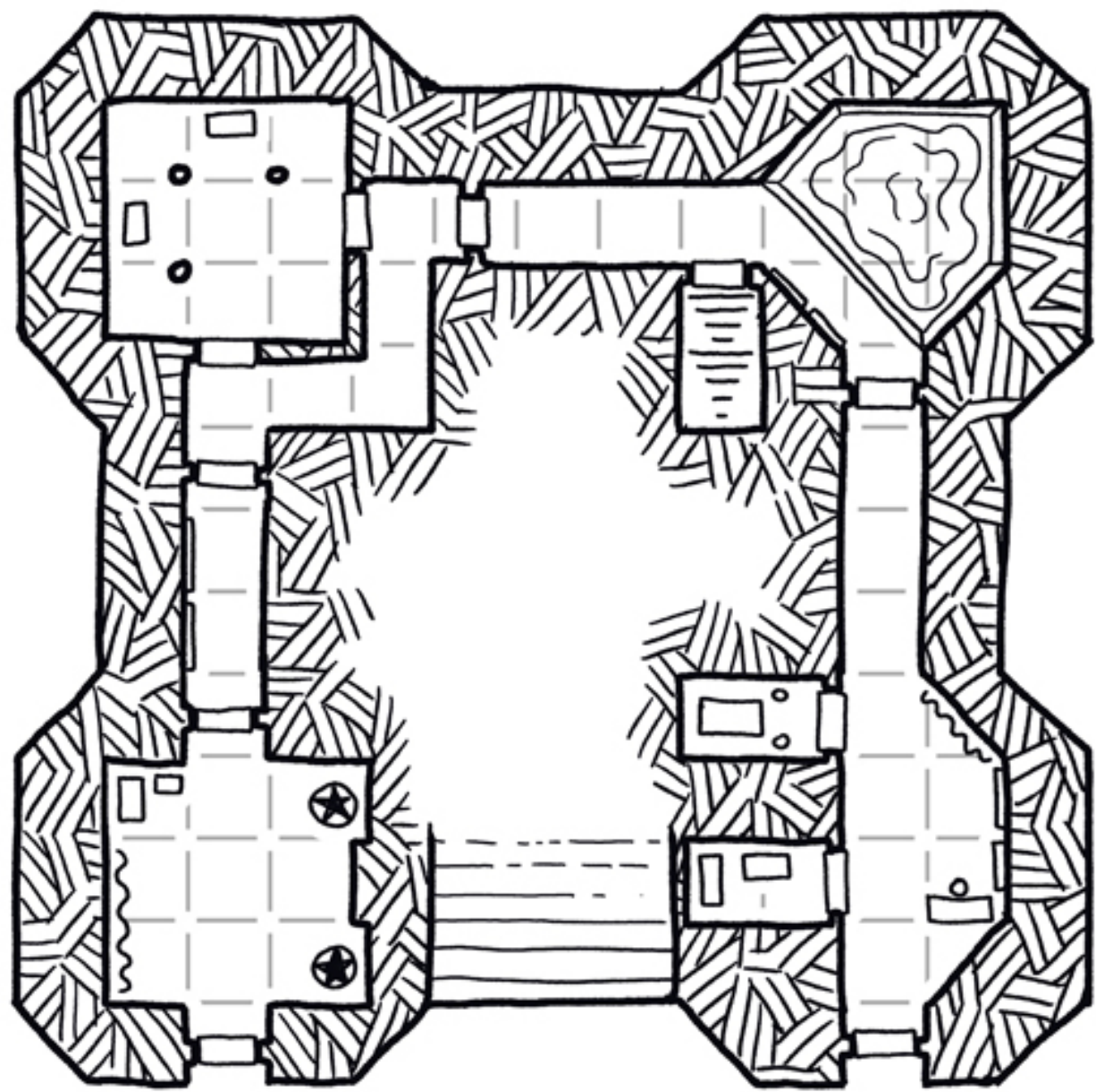
Centaurs	240 xp each (480 xp)
Solving cipher	50 xp per character
Wolves	75 xp each (375 xp)
Figuring out Silvega's story	50 xp per character
Silvega	280 xp

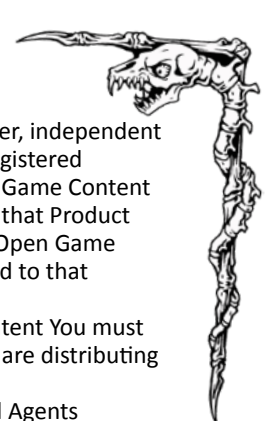
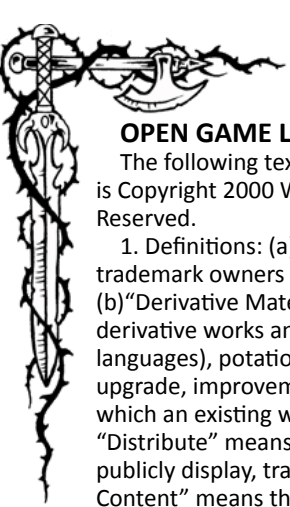
Award xp for creatures whether they were defeated or negotiated with.





MAP-PLAYER VERSION





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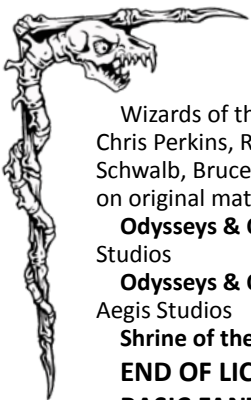
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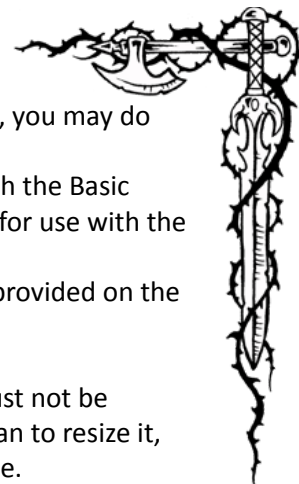
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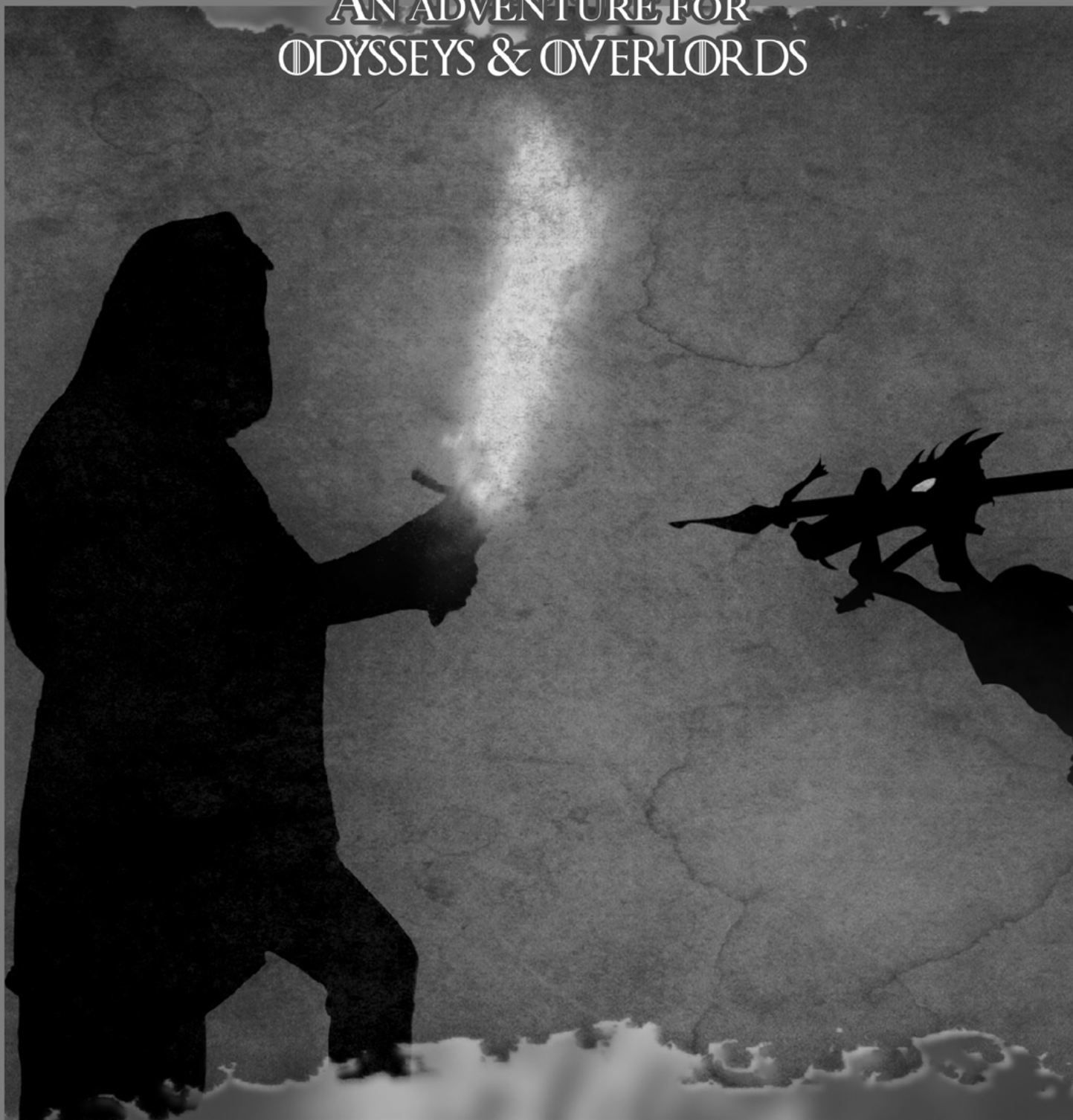


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SPIRE OF THE KOBOLDS



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

SPIRE OF THE KOBOLDS

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FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 1ST – 2ND LEVEL

WRITTEN BY: MEGAN IRVING

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: TRAVIS LEGGE & TIM STOTZ

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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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 **Odysseys & Overlords** Role Playing Game. This introductory story allows you to jump right into the action of **Odysseys & Overlords** by pitting the adventuring party against a nest of kobolds who have taken up residence within the wild lands of the Untamed Gauntlet.

BACKSTORY

The Untamed Gauntlet has many mysteries. The Spire is one of them: a huge tower of gleaming rock pointing towards the heavens, with a winding dungeon carved beneath it. Currently, a clan of Kobolds have found it empty (or empty-ish), and are using it as their base. Fearful of invaders, they have thoroughly trapped the upper levels, hiding their best treasures at the very bottom.

APPROACHING THE SPIRE

The party has been issued a writ of salvage for a simple task in the Gauntlet (perhaps a location or goal detailed in another **Odysseys & Overlords** adventure module.) On the way to their destination, the adventurers see movement near the Spire. They know that monsters periodically move into the Spire, and might have treasures worth pursuing.

ENCOUNTER: KOBOLD HUNTING PARTY

Between the adventurers and the Spire is a **kobold** hunting party. The adventurers may be able to ambush the kobolds or avoid them completely. However, if the party avoids them, the kobolds may end up returning to the Spire and fighting them later. If the party fights them, the kobolds try to escape as soon as they're injured but run away from the Spire, as they're concerned that the adventurers might have been there too.

3 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold 1: HP 2: ☐ ☐

Kobold 2: HP 2: ☐ ☐

Kobold 3: HP 3: ☐ ☐ ☐

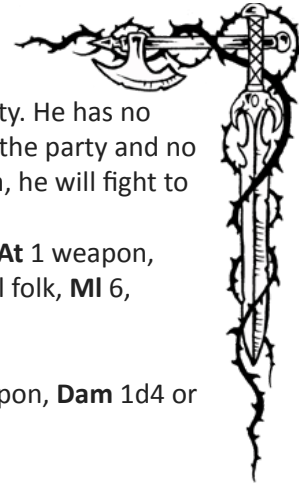
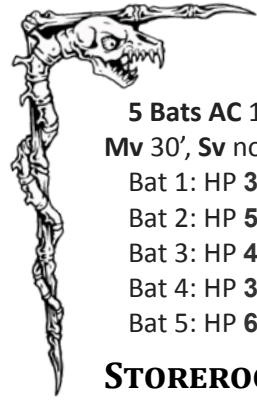
THE SPIRE

Once the party has mase their way past, or eliminated the kobold hunting party, they find themselves at the entrance to the spire.

LEVEL 1

ENTRANCE HALL (1)

An imposing hall, with arcane carvings on the walls and four pillars reaching up into endless darkness. The room is huge, echoing, and seemingly empty. When the party first makes noise in here, a swarm of screeching bats drops down from the darkness above to attack. After they confuse at least one adventurer, they fly out the door.



5 Bats AC 14 (11), HD 1, #At 1 special, Dam confusion, Mv 30', Sv normal folk, MI 6)

Bat 1: HP 3: ☐ ☐ ☐

Bat 2: HP 5: ☐ ☐ ☐ ☐ ☐

Bat 3: HP 4: ☐ ☐ ☐ ☐

Bat 4: HP 3: ☐ ☐ ☐

Bat 5: HP 6: ☐ ☐ ☐ ☐ ☐ ☐

STOREROOMS

Two side-by-side doorways in the entrance hall lead to two small antechambers being used as storage. There are tripwires strung across both doorways - when triggered, blades hung precariously above the door fall onto the poor soul who opened the door. These tripwires can be spotted with a successful Remove Traps check. Once a character is aware of the tripwires they can easily be stepped over to avoid triggering them. Both rooms are full of mostly junk, with a bag of copper coins on a shelf in the first room the party investigates.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or trigger the trap.

Hidden Blades: A blade or spear drops down from the ceiling or pops out of the wall and attacks at AB +1 for 1d8 points of damage.

Treasure: a bag with 24 Copper coins

FIRST RAMP

A long stone ramp leads down into the darkness at a steep angle. Strange skittering and echoing noises can be heard from below. There are torches on the walls, but they aren't lit. A tripwire is strung across the entrance at the top. This tripwire can be spotted with a successful Remove Traps check. Characters who are aware of the tripwires in the entrance hall antechambers receive a +20% bonus to this check. Once a character is aware of the tripwires they can easily be stepped over to avoid triggering them, however the caltrops on the floor wait just beyond the tripwire. These must be detected separately with a successful Remove Traps check. There are also caltrops scattered across the bottom of the ramp so that the kobolds in the next room can get the jump on unwanted visitors.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or fall down the steep ramp, taking 1d6 falling damage.

Caltrops: Anyone trying to walk across the caltrops must save vs Death Ray (with Dexterity bonus added) or fall prone.

SECRET LABORATORY (2)

Partway down the slope is a secret door. The door is concealed to look like the walls of the tunnel, but screams can be clearly heard from behind it, so the party can easily find it if they're paying attention. Inside the secret room is a **kobold shaman** performing experiments on an unwilling victim - a **kobold** from a different clan. If freed, the victim

will escape the Spire at the first opportunity. He has no information about the Spire that can help the party and no interest in helping them. If they attack him, he will fight to the death.

1 Kobold Shaman AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6, Abilities: Clerical lv 1d4+1)

Kobold Shaman: HP 4: ☐ ☐ ☐ ☐

1 Kobold AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold: HP 1: ☐

LEVEL 2

HALL OF JUNK (3)

A large room piled with junk gathered from all over the dungeon. A closed door partially hidden by the junk pile leads to a small room with some treasure, and the walls are carved with more arcane symbols. The kobolds are using this room as their main "front door" area as they are able to easily climb over and through the piles, as well as use it as cover. Unless the party has been unusually stealthy and managed to avoid all traps, the kobolds are already aware of their presence. A **kobold chief** and two regular **kobolds** are in this room, either prepared to attack or just keeping an eye on the entrance.

1 Kobold Chief AC 14 (11), HD 2d4, #At 1 weapon, Dam 1d4 or by weapon +1, Mv 20', Sv normal folk, MI 6)

Kobold Chief: HP 5: ☐ ☐ ☐ ☐ ☐

2 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold 1: HP 2: ☐ ☐

Kobold 2: HP 2: ☐ ☐

Treasure: 19 Copper coins, silver locket worth 15 gold pieces.

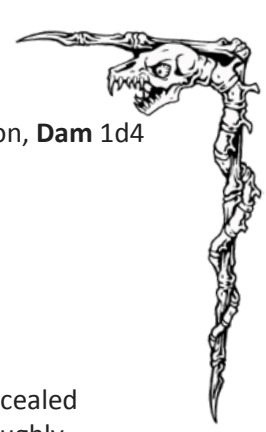
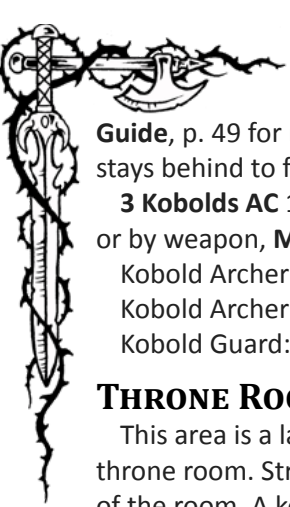
SECOND RAMP

This area is another ramp spiralling down into the dark, with unlit torches on the walls. A puddle of oil is at the bottom of the ramp, and it extends partly into the next room. With proper lighting, the oil slick can be spotted with a successful Remove Traps check.

Oil Slick: Anyone trying to walk through the oil must save vs Death Ray (with Dexterity bonus added) or fall prone. Oil is highly flammable and may be ignited by torches or other flame sources held by characters who slip and fall into it.

HALL OF FIRE (4)

An identical room to the one above it, but with smaller piles of junk and a huge mural of interlocking diagrams on one wall. When the party reaches the oil in the doorway, two kobold archers attempt to light it with flaming arrows then retreat to the throne room. Have these kobolds make an attack against AC 14. If either kobold is successful, the oil catches fire. See the **Odysseys & Overlords Player's**



Guide, p. 49 for rules regarding burning oil. A third kobold stays behind to fight.

3 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold Archer 1: HP 2: ☐ ☐ crossbow

Kobold Archer 2: HP 2: ☐ ☐ crossbow

Kobold Guard: HP 3: ☐ ☐ ☐

THRONE ROOM (5)

This area is a larger hall that has been converted into a throne room. Strange abstract statues stand in the corners of the room. A kobold in a dented crown sits atop a single enormous pile of junk in the center of the room. The pile is flanked by the two archers who fled from the previous room. Both are ready to fight to the death. A third archer stands behind the king. The king will plead for his life if he is the last kobold alive, and tell the party about the loot and traps downstairs - but not the secret crossbow trap that's hidden in his junk pile.

1 Kobold King AC 15 (10), HD 3d4, #At 1 weapon, Dam 1d4 or by weapon +1, Mv 10', Sv normal folk, MI 6)

Kobold King: HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

3 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold Archer 1: HP 2: ☐ ☐ crossbow

Kobold Archer 2: HP 2: ☐ ☐ crossbow

Kobold Archer 3: HP 3: ☐ ☐ ☐ crossbow

THIRD RAMP

This is another stone ramp leading downstairs. The torches down this ramp are lit. There's a loose tripwire is lying on the ground as though it was forgotten to be set up. The party can hear scrambling noises from below. A successful Remove Traps check reveals that the tripwire is attached to a hidden crossbow, which the kobolds seem to have failed to reset. If you prefer to have the trap active, the following activates if the tripwire is triggered.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or trigger another trap.

Hidden crossbow: A hidden, mounted crossbow attacks at AB +1, doing 1d6+1 points of damage on a successful hit.

LEVEL 3

LIVING QUARTERS (6)

The ramp pours out into a big room, with evidence that the kobolds have been living here - bedrolls, food scraps, weapons, dice games, etc. A handful of kobolds are scrambling around trying to gather weapons or set up small traps with caltrops and molotov cocktails. If they're told that the king is dead, they plead for their lives and try to escape. If they're allowed to escape, they leave, but not before setting up the tripwire at the top of the third ramp. When tripped, a crossbow hidden inside the king's junk pile shoots towards the ramp.

4 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold 1: HP 2: ☐ ☐

Kobold 2: HP 1: ☐

Kobold 3: HP 2: ☐ ☐

Kobold 4: HP 3: ☐ ☐ ☐

STOREROOMS

Both doors to the south storeroom are concealed but can be easily found if either area is thoroughly investigated. The north storeroom's door is ajar. Both storerooms contain mostly junk, as well as a closed wooden box on a shelf. The box in the south storeroom has a scroll of trap detection. The box in the north storeroom has a trap - when opened, a plume of poisonous noxious gas is released.

Poison gas: All within the affected area must save vs. Poison or die.

Treasure: 20 Copper coins, scroll of trap detection

Scroll of Trap Detection: A Spell Scroll with the clerical spell Find Traps inscribed upon it twice.

VAULT (7)

A large vault that's mostly empty. A long time ago, it must have been full of real treasures, but today it has rusted daggers and ruined leather wares. There are also some small bags of silver coins on the shelf, a health potion tucked in a corner, and a single shining sword on a display rack. This is a Flaming Sword - if a character speaks the command word, it will be wreathed in flame.

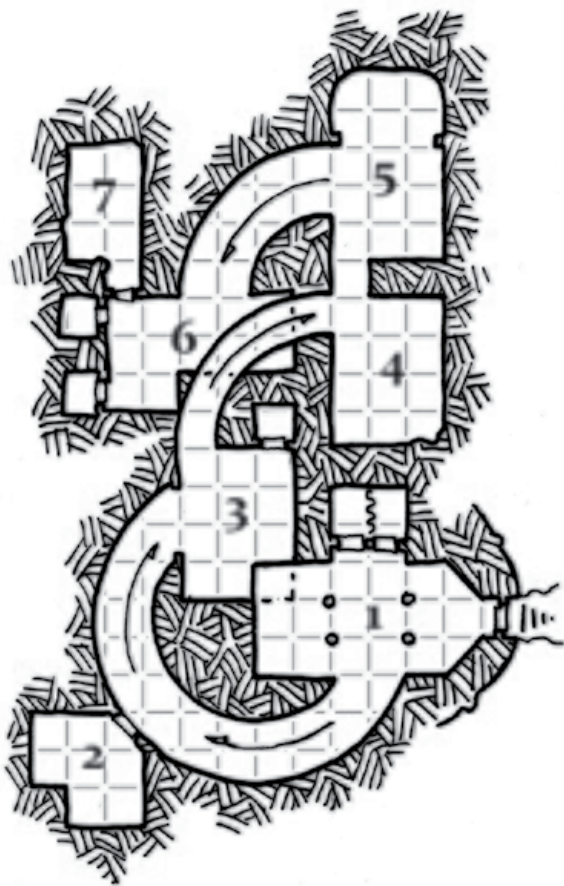
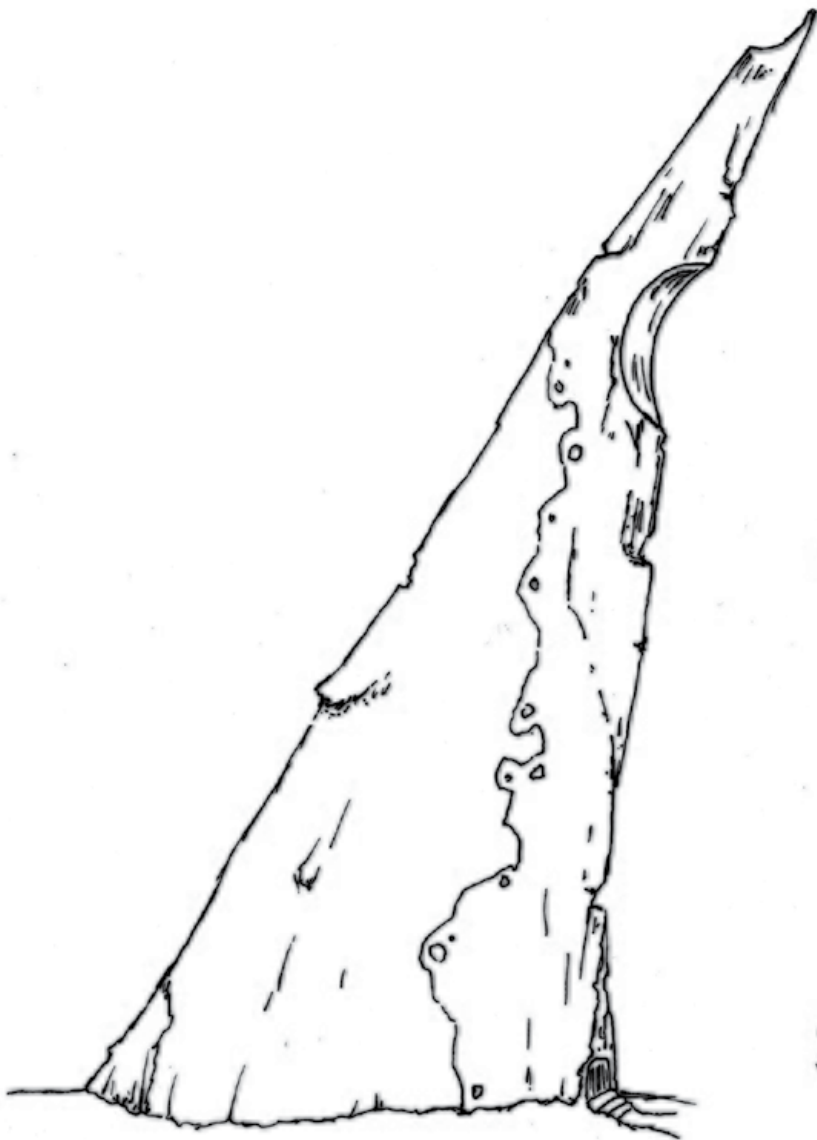
Treasure: 22 silver coins, flaming sword, health potion

Health Potion: the imbiber of this potion receives 1d6+1 hit points of healing

Flaming Sword: upon command, the weapon will be sheathed in fire. The fire does not harm the wielder. The effect remains until the command is given again, or until the weapon is dropped or sheathed. While it flames, all damage done by the weapon is treated as fire damage, and an additional +1 bonus (in addition to the weapon's normal bonus) is added to damage when fighting trolls, treants, and other creatures especially vulnerable to fire. It casts light and burns just as if it were a torch.

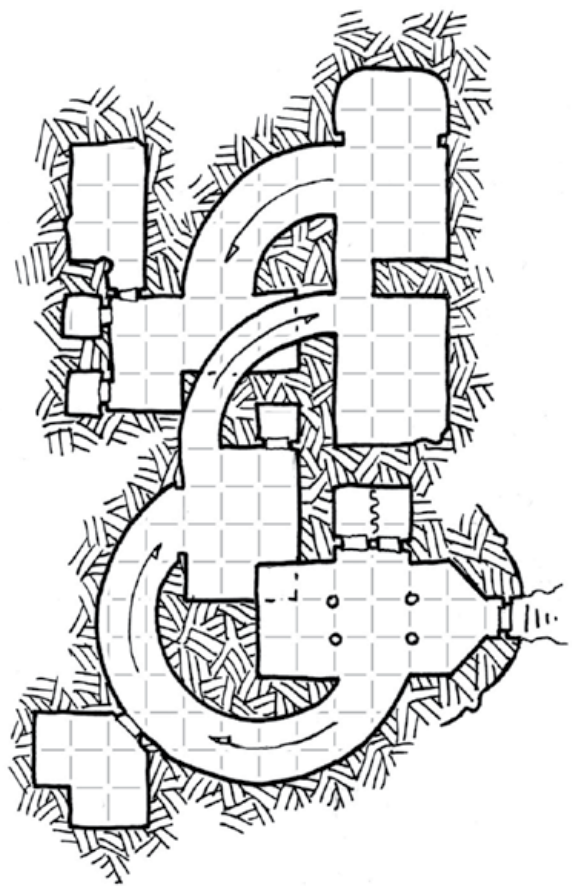
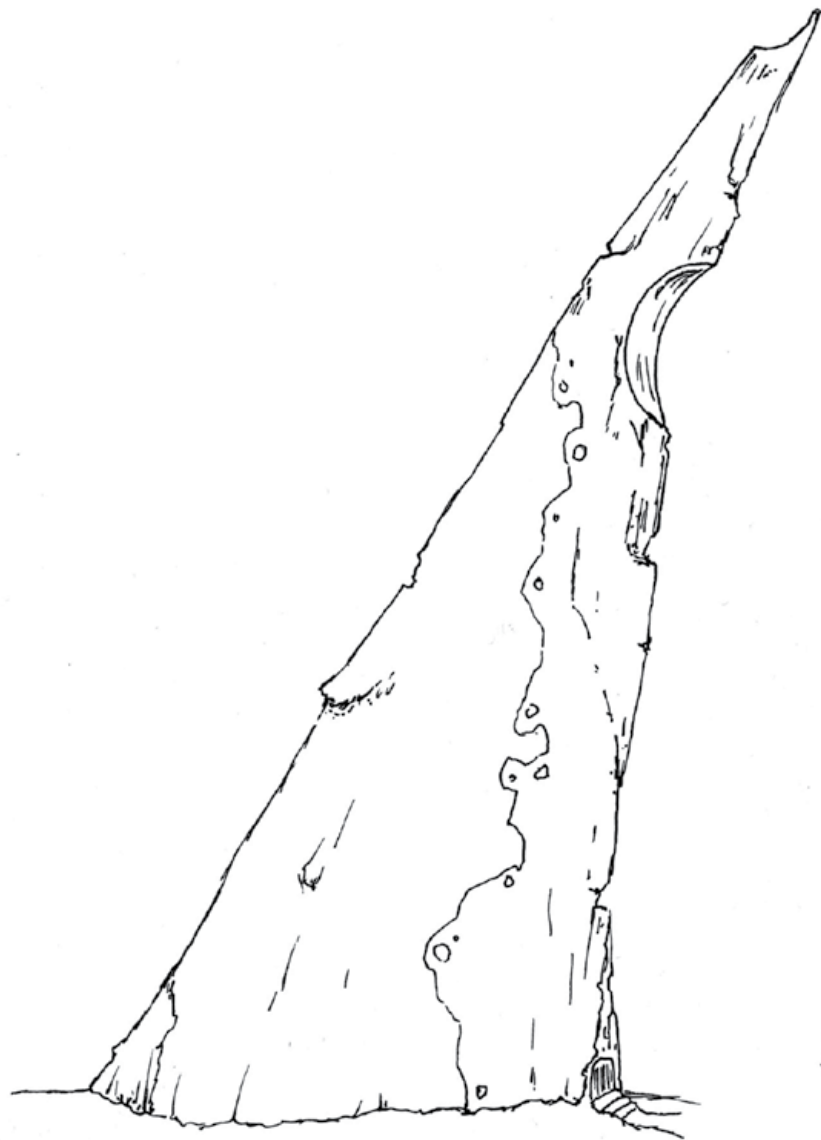
CONCLUSION

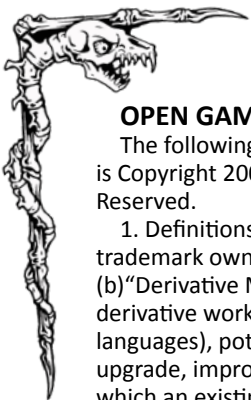
The party has cleared out the Spire - for now. They know that one day more monsters will use it as a home and fill it with more treasure, and on that day they, or other adventurers, can return. If the party still has an adventure in the Gauntlet to get to, they can be on their way. Or they can return directly to Chandra's Haven with their loot. If they allowed any kobolds to escape, they may one day encounter them again as friends or foes.





MAP-PLAYER VERSION





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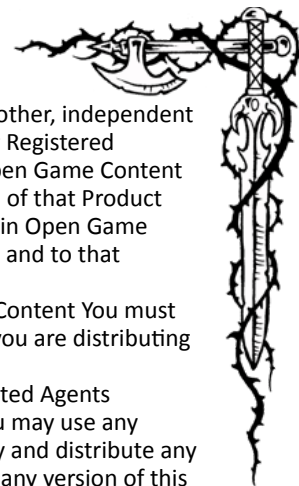
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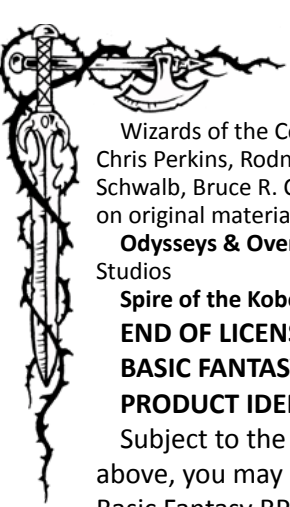
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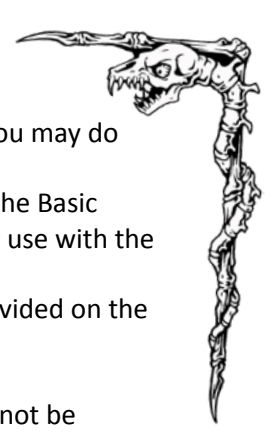
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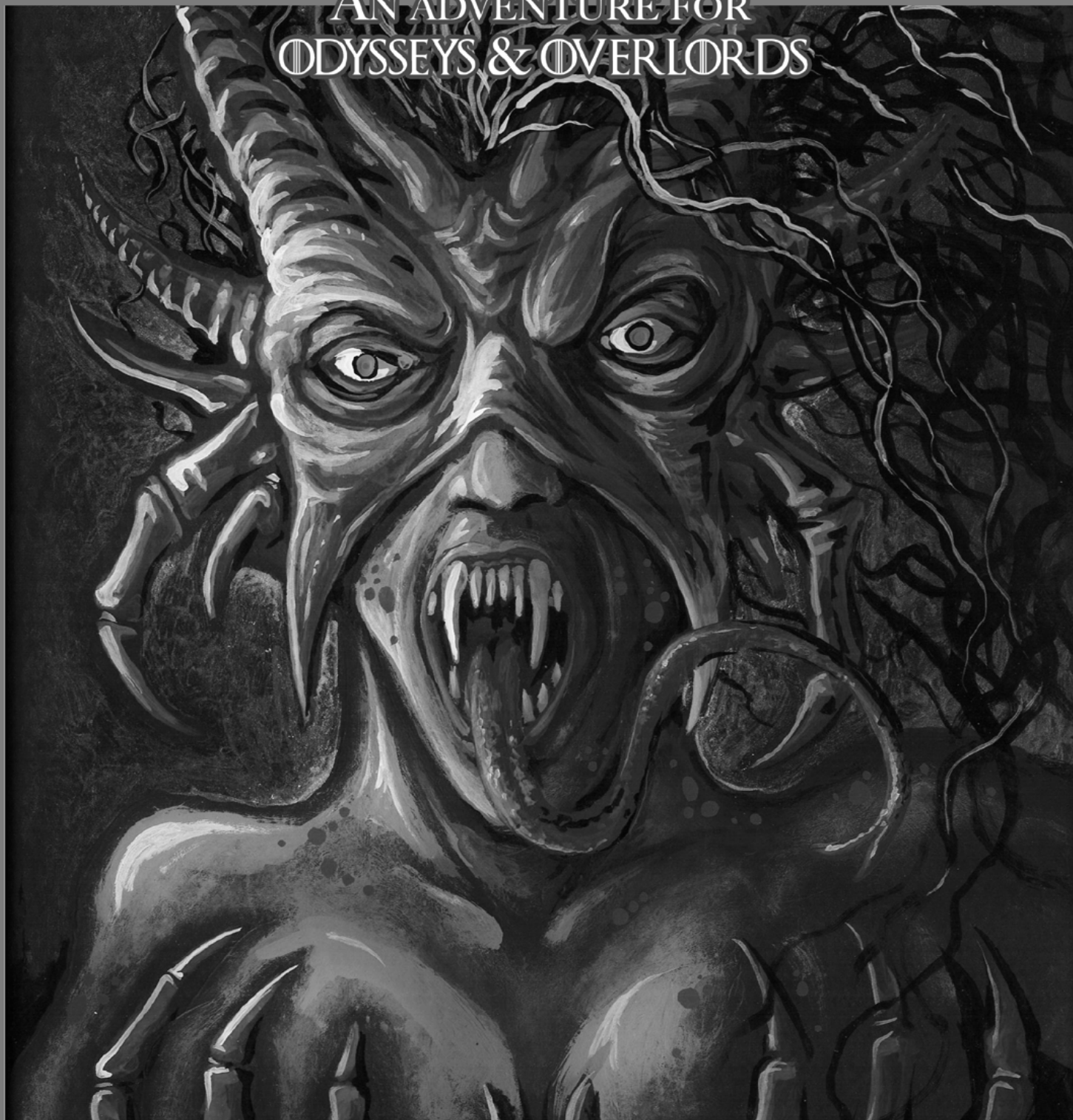
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TEMPLE OF THE HARPIES



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

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WRITTEN BY MORTEN GREIS

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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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

Temple of the Harpies is a low-level adventure that sends the adventurers to an ancient ruin inhabited by harpies, kobolds, and a cursed past. A small child has been stolen from their parents, and the adventurers must find their way to the temple not just to gain riches and uncover secrets of the past, but also to save the child. During the exploration of the ruin, the characters may unleash an army of undead, whom they must contend with.

There are three different hooks to draw the adventurers to the ruin which can be used independently of each other or combined.

BACKGROUND

During the conquests of Ragnar, many a temple was destroyed. Among his favored targets were temples dedicated to an aspect of the goddess of healing, who were honored by a cult of midwives; Priests and priestesses who assisted women in labor. Among those who received the ministrations of these midwives were those women carrying wild folk. These temples were targeted by the followers of Ragnar, who sought not just to conquer the temples, but to destroy them and to disperse the priesthood. The name of the goddess is now lost, and her name is cursed to slip off the tongue of anyone trying to utter it.

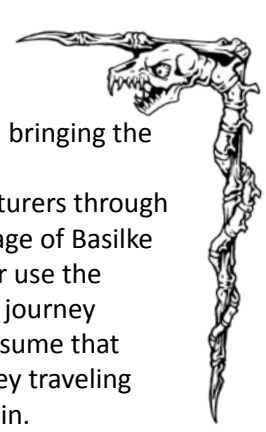
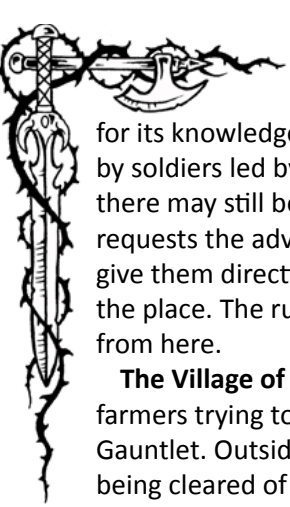
One band of Ragnar's Reavers came to the temple that is the locus of this adventure. The soldiers stormed the place, killing priests and acolytes, destroying relics and altars. The final battle was fought at the foot of the tower, and here blood ran deep as every priest, acolyte and nurse seized weapons to stop the intruders. The high priestess attempted to flee up the tower with the temple's relics, but she was caught. Ragnar's evil priest cursed her by transforming her into a monstrous version of a wild folk. The high priestess became the first harpy, forever driven by a desire to create more of her kind, but unable to bring children into the world herself. From then on, she stole babies and transformed them into new harpies, who would leave their nest to bring misery to the world.

Now the temple is a mere ruin. Harpies still live in the tower continuing the tradition of stealing babies, while kobolds and rats reside in the lower level. A curse lingers over the place waiting to bring suffering should anyone ever release the ruin of its harpies.

HOOKS

Use one or more of the hooks below to entice the adventurers to seek out The Temple of the Harpies.

Writ of Salvage: The characters are either summoned to their local church or seek it out for a new mission (or their first mission) in Chandra's Haven. The devout scholar Peritates has discovered an ancient tome telling stories about a temple of a nameless goddess, where healers and midwives helped people in need. The place was renowned



for its knowledge of healing, and though it was plundered by soldiers led by the cleric Ashgul of Ragnar long ago, there may still be treasures worth salvaging. Peritates requests the adventurers to explore the area, and he will give them directions to the ruin, if they agree to explore the place. The ruined temple lies four days of travel on foot from here.

The Village of Basilke: Basilke is a small village of scrappy farmers trying to win back land in the savage Untamed Gauntlet. Outside their palisades are fields year after year being cleared of stones and old tree roots, and sometimes the ground reveals remnants of lost past. The village lies a half day's walk from the ruin. The villagers are familiar with the ruins, as they lie visible on a tall precipice in the distance, though they never go there, as they consider the place cursed. They warn that the place is home to a flesh-eating harpy that steals small babies.

- **The distressed parents:** As the characters visit Basilke, either on a salvage mission or just passing through, they hear loud wails and curses. The tear-streaked parents, Tasalos and Meilke, have lost their baby. Just this morning the evil harpy from the ruin broke through the roof of their farm and stole their baby, Ansgar. They implore the adventurers to seek out the ruin and either save their child or forever stop the harpy.
- Tasalos and Meilke can offer the adventurers a jar with Basilkan Beeswax, that can be used to plug the ears against the harpy's evil song (there are enough for 6 people to plug their ears; if a natural '1' is rolled in combat while wearing the beeswax, the plug falls out of the ear).

The Plundered Caravan: When traveling through the wilderness or coming from the church and/or Basilke the characters come upon an overturned wagon, dead horses, and soldiers killed by sling stones. Everywhere are tracks from kobolds. Following the tracks leads to the ruin.

- **The distressed Parents:** Not everyone was killed during the kobold raid. The traders, Hentor and Aspaleia, survived, but after the kobolds had left, a harpy attacked them and stole their child, Miesz. They implore the adventurers to rescue their child. They saw, that the harpy carried off their child to an old ruin on top of a steep cliff visible from here.
- Hentor and Aspaleia can offer the adventurers a jar from the their remaining trade goods with Basilkan Beeswax, that can be used to plug the ears against the harpy's evil song (there are enough for 6 persons to plug their ears; if a natural '1' is rolled in combat while wearing the beeswax, the plug falls out of the ear).

TRAVELING TO THE TEMPLE

The ruined temple was built on top of a steep mountainside with a magnificent view of the land – the ruins are visible, once travelers know what to look for.

A long and winding path leads up to the ruin, bringing the adventurers to the entrance.

The journey to the temple takes the adventurers through the wilderness, and perhaps through the village of Basilke or past the plundered caravan. You can either use the travel rules to add random encounters in the journey through the wilderness to ruin, or you can assume that nothing important happens during the journey traveling from Chandra's Haven or the village to the ruin.

THE TEMPLE AS SEEN FROM THE OUTSIDE

Resting on a precipice with a view of the lands around it the ruin is not much to look at. A stone-building constructed by heavy grey stones, and a single tower heavily damaged missing its roof and its empty inners exposed by gaping openings. Once the building was built to withstand a siege, but it has suffered greatly, perhaps by time, perhaps by siege engines. In the center of the building is the entrance. No doors are left. Next to the entrance is a large opening in the wall, where parts have collapsed.

As the characters approach from the south they can see the ruin resting on the precipice. There are no signs of life. The two most obvious modes of entering are the entrance (area #1) and the hole (area #3) next to it. Alternatively, the characters might scale the tower and enter half way up (area #11) or climb to the top (area #12).

If the characters spend time spying the temple, they will see a band of kobolds bringing home a deer they killed, or they will see a band leaving for a hunt. They might also catch a glimpse of a harpy briefly hovering over the tower.

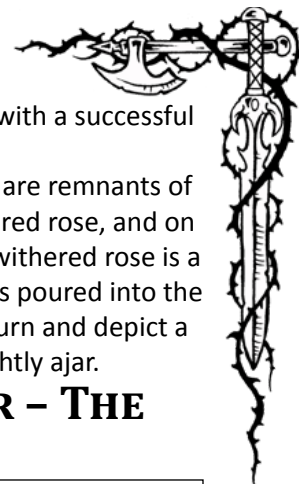
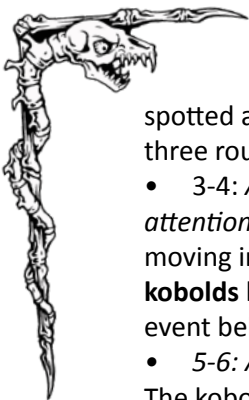
1. THE GREAT HALL

You enter a large, dark hall lit vaguely by pale daylight. A cold wind flows through the hall, moaning and playing with your torches and clothes. Partially shrouded in darkness halfway down stands a statue against the east wall. The floor formed from large rectangular tiles is uneven, and last year's leaves are caught in nooks and crannies.

The hallway is slowly crumbling. Now and then a loose stone falls to the ground echoing throughout the hall. A cold draft is ever present, causing flames to flicker. The walls are battered and torn, as the murals covering them have been destroyed leaving only indecipherable remnants.

Attracting Attention: If the characters are noisy or carry light, they will attract the attention of the kobolds (area #7) after five minutes. Use the table below, rolling 1d6 to determine the means by which the kobolds approach. If anyone is specifically keeping a watch looking towards the North, simply use the first event on the table.

- 1-2: *Suddenly a low noise is heard.* As they turn to look the group notices a fleeting glimpse of something or someone small disappearing out of sight. The group



spotted a **kobold scout** as it ran to warn the rest. In three rounds the event below occurs.

- 3-4: *A low clatter and whisper catches your attention.* The group hears the kobolds, as they are moving into position to ambush the characters. **5 kobolds** have entered the room. In two rounds, the event below occurs.
- 5-6: *A piercing war cry echoes through the hall.* The kobolds attack. **Three kobolds** have set their spears (+2 attack bonus against a charging foe) in order to block the entrance while having partial cover (+1 AC bonus), while **four kobolds** using both shadows and partial cover (+2 AC bonus) attack with their slings. If the kobolds were unnoticed, they may surprise the PCs.

7 Kobolds: AC 13 (11), HD 1d4, # At 1 weapon, Dam 1d4 or by weapon, Mv 20' Unarmored 30', Sv. NF, MI 6, XP 10

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	1:	<input type="checkbox"/>			
	2:	<input type="checkbox"/>	<input type="checkbox"/>		
	3:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	1:	<input type="checkbox"/>			
	3:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

The Crying Statue of the Nameless Goddess: On a small dais stands a white marble statue of a stately woman covering her face with her hands, as if she is crying. Tears can be seen running down her cheeks. She wears a cloak that hides the most of her body except her bare feet. Though ages have passed, the statue is strangely untouched by time and evokes a strange aura of peace.

- Any cleric, wizard or bard automatically recognizes the statue as being a depiction of a goddess, but they cannot recall the name of the goddess, as the name keeps slipping off the tongue, though they sense the goodness associated with the statue.
- Any cleric of Chandra touching the statue will instantly be healed for 1d6 damage, and they will be infused with healing power enabling them to perform a healing touch three times. Each touch heals 1d6 damage. This effect can only be gained once a year. Clerics of Ragnar instead suffers 1d4 damage if they touch the statue.
- Whenever a child is born within 10 miles of the temple, the statue regenerates damage done to it.

The Secret Door: Opposite the statue is a secret door. Originally it was disguised among the decorations covering the walls in hall, but as the raiders defaced the walls, they also unknowingly damaged the décor hiding the door. Anyone studying the area near the statue, notices an outline on the wall, that has the shape of a large door.

The secret door is kept closed and locked with a hidden device. A thief can determine that the opening mechanism

is hidden and that there is no lock to pick with a successful remove traps check.

On both sides of the outline of the door are remnants of the wall decorations: On the left is a withered rose, and on the right is a flowering rose. Beneath the withered rose is a small tube-shaped opening. If holy water is poured into the tube, the tile with the withered rose will turn and depict a flowering rose, and the door will open slightly ajar.

2. THE SECRET CHAMBER – THE HIDDEN GRAVEYARD

Through cracks in the ceiling pale daylight illuminates a misty chamber with tall, solid stone walls. At first the place seems empty as mists covers the ground, but through the mist you notice not the heavy stone tiles, that elsewhere forms the floor, but dark and moist soil without any vegetation. Scattered and vaguely visible are ancient grave stones. A stench of wet dirt hangs in the air, and damp misty air seeps through your clothing.

Originally a sanctuary and graveyard for the mothers and children, who came here, but too late to leave as well as for the worshipers and the priesthood. The domed hall was hidden from visitors and only visited by the cult of the midwives paying their respect to the dead. Though undisturbed for centuries, rain has seeped in through cracks in the roof and flooded a central part of the chamber.

The floor in here is dark, wet dirt, and the heavy soil hides the many graves that have been undisturbed for ages. If the calm of the chamber is disturbed, then **1d4 skeletons** will rise from the ground each round, until those responsible for the disturbance have been driven away.

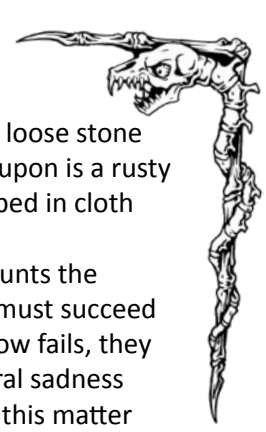
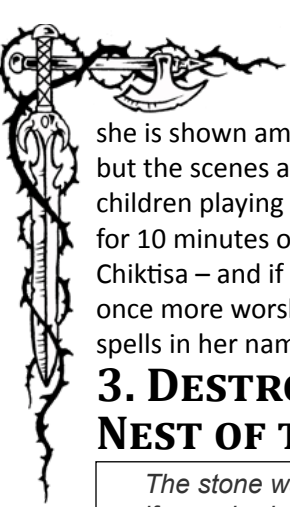
Half buried in the flooded part of the room is a *small stone statuette depicting a baby* (this statuette can be used in area #12 as an exchange for the stolen baby).

Skeletons: AC 13 (special), HD 1, # At 1 weapon, Dam 1d6 or by weapon, Mv 40', Sv. F1, MI 12, XP 25

Note: Skeletons take 1/2 damage from bladed weapons and only 1 hp of damage from arrows, bolts or sling stones (plus any magic bonuses). 8 Skeletons are provided. Recycle these as needed.

HP	3:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
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	4:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
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The Murals: The walls are decorated with fading murals depicting the worshipers and the goddess. The goddess is depicted as a gigantic nurturing figure reaching to the clouds when standing up. She is often depicted walking behind mountains shaping streams, pushing clouds or creating winds to assist her worshipers. In other situations,



she is shown among her followers still as a titanic figure, but the scenes are restful and show men, women and children playing around her. Anyone studying the murals for 10 minutes or more gains the ability to utter her name: Chiktisa – and if the GM allows it, this allows people to once more worship her and allow clerics to act and cast spells in her name.

3. DESTROYED ANTECHAMBER – NEST OF THE EAGLE-KIN

The stone walls are bare and covered with scratches, as if somebody long ago tried to claw the surface off. Among rubbles and debris in a puddle on the ground lies several skeletons wearing rust-red armor and broken weapons. None of the skeletons have any skulls.

Time and siege engines have destroyed the southern wall and given rain and wind access to the room destroying furniture and décor. A group of eagle-like creatures, **the Eagle-Kin**, believed by some to be the monstrous children of the harpies reside under the ceiling. The Eagle-Kin killed the adventurers whose corpses litter the floor. Their skulls are in room #5.

The Items on the Floor: The armored skeletons on the floor are remains of adventurers. There are six skeletons wearing rusting chain mail and rotting leather armors. The bones are damaged from pecking and the skulls are missing. Clothes, backpacks, and sacks are rotting away, torn by mice and rats. Searching the corpses creates noise as the bones clatter and reveals a pouch with 15 gold pieces, a sack with 233 silver pieces, a single pearl (15gp) and a *Potion of Healing* (2 doses).

The Nests: Under the ceiling are two large nests resting on beams. In each nest are **two Eagle-Kin**. Unless the ceiling is investigated the two nests and their inhabitants remain unnoticed. The Eagle-Kin are hungry, and they will use their surprise to snatch anything that looks like food. They can be bribed with offerings of food and will return stolen items and cease their attacks. In one nest is a glass bottle with a sparkling red liquid (*Potion of Growth*).

4 Eagle-Kin: AC 12, HD 1, # At 2 Claws, 1 Bite, Dam 1d2/1d2/1d3, Mv 15', Flying 60', Sv. F1, MI 8, XP 25

HP	3:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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4. WARD OF THE MIDWIVES

Among the rubble lies a single skeleton on the ground. Its chest is pierced with the remains of a rusted sword. As you look around you feel a great sadness weighing more and more heavily on your shoulders. You sense a translucent figure beginning to form in the air above the skeleton.

The room is haunted by **the ghost of Nidallir**, a midwife and priestess of the forgotten goddess. The kobolds (area

#7) dare not enter the room. Hidden under a loose stone tile that wobbles suspiciously when stepped upon is a rusty metal box containing to yellow garnets wrapped in cloth (20 gold each).

Aura of Sacred Tears: As long as Nidallir haunts the room, any living creature entering the room must succeed a saving throw versus spells. If the saving throw fails, they can feel tears welling up from the supernatural sadness permeating the room. The tears produced in this matter count as *holy water*.

The Ghost of Nidallir: Nidallir was a midwife who was slain by Ragnar's Reavers. She grieves the many lives lost when Ragnar's forces destroyed the temple. She is forced to haunt the ruin until the curse of the harpies is ended, or the worship of the goddess is restored to the ruin. If she slain, she will reform at dawn.

If the doors in area #6 are opened, she succumbs to excruciating pain and is rendered unable to communicate clearly, but on the verge of attacking in pain-induced rage. In combat there is a 50% each round that she will be unable to act due to pain. She will furiously yell for the doors to be closed and the demon banished.

Nidallir can briefly tell the history of the temple, but as a ghost she has no sense of time passing. For her, the assault happened hours ago. She is unable to utter the goddess' name. She can tell the adventurers that the door hidden in the wall (area #1) can be opened using holy water.

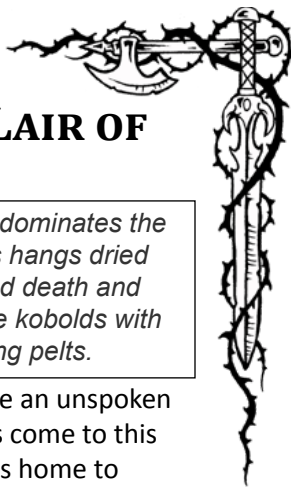
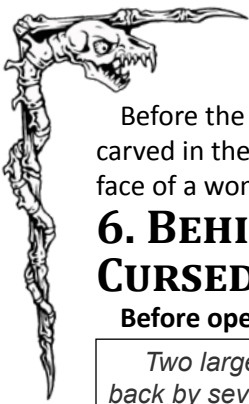
1 Ghost*: AC 20 \pm , HD 10*(+9), # At 1 touch/1 gaze, Dam 1d8 + special, Mv 30', Sv. F10, MI 10, XP 1390

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5. ROOM OF THE PILLAR

Cobwebs heavy with dust hang from the ceiling, wafting back and forth in the cold draft that causes your light to flutter. In the center of the room is a badly damaged pillar that was once decorated with carvings, but now is defaced. On the ground lay broken pieces from the pillar, and the ground is dark with patches of water.

Once the pillar collected water in bowls through an ingenious system of hidden pipes leading rain water from the roof to openings in the pillar. From these pipes the water flowed into the bowls. This water was sanctified and used in rituals. At the feet of the pillar are the broken bowls. Looking at the dark patches on the ground reveals that water flows from several small openings in the pillar that may have once been shaped as flowers. The water flowing from the pillar is still blessed and can be used as *holy water*. One potion's worth can be gathered daily.



Before the pillar was defaced it was covered with flowers carved in the stone. Hidden between the flowers was the face of a woman.

6. BEHIND DOUBLE DOORS – THE CURSED SHRINE

Before opening the doors:

Two large wooden doors with iron bands are held back by several rusting iron bars and wooden beams. It is as if somebody wants not just to keep them closed, but to keep something trapped behind the doors. As you approach, all the small hairs on your arms stand up and a cold shiver runs down your spine.

Heavy but rusting iron bars and wooden beams are positioned against the two iron-framed wooden doors (they can easily be removed). Touching the doors releases a sense of foreboding and evil, and a low whisper can be heard from behind the doors. The first to touch the doors must succeed a saving throw vs wands or suffer an infusion of pent up evil resulting in disturbing nightmares of grinning demons for 1d3 nights. The nightmares disturb sleep, preventing the afflicted from regaining spells, bard songs, and the like.

Behind the double doors:

A dark chamber awaits you behind the doors. The shadows are heavy and only reluctantly disperse for your light. The inside of the room is dark, as if the shadows were an oily darkness rolling down the walls. The air around you is suddenly cold, and you can see your breath forming clouds.

Then you see it! For a moment it looks like a demon, all black and with glowing, yellow eyes. Then you see it is just a large black painting on the wall. It depicts a shadowy figure stretching from floor to ceiling with long arms ending in clawed hands. Black horns protrude from the head, and a pair of yellow eyes painted on the wall stare at you.

The lifelike painting of the demonic conqueror aspect of Ragnar fills most of the wall, and anyone looking at the depiction, can hear demonic whispers. When looking at the painting, it is as if its yellow eyes keep following onlookers, trying to lock on to their gaze.

- When the doors are open and the painting is intact, the powers of the crying statue (area #1) are nullified and the ghost of Nidallir (area #4) is in excruciating pain.
- Destroying the painting requires dealing it 30 points of damage, but each time the painting is damaged the attacker suffers 1d4 damage as evil black and purple energy courses out from the painting. The painting heals damage whenever a living being is wounded inside the ruin by something else than the painting (it repairs one point for each hit point lost).

The room was created as a shrine for Ragnar to unhallow the temple's blessing.

7. HALL OF MIDWIVES – LAIR OF KOBOLDS

A large fire pit with smoldering embers dominates the center of the room. All around on the walls hangs dried meat and bloody pelts. The smell of fur and death and dried meat is intense. Around the room are kobolds with sharp knives carving up meat and preparing pelts.

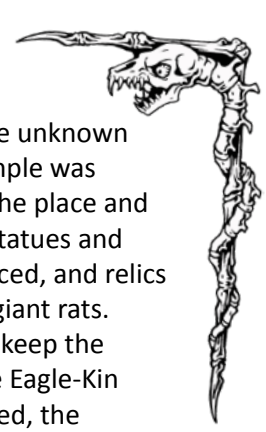
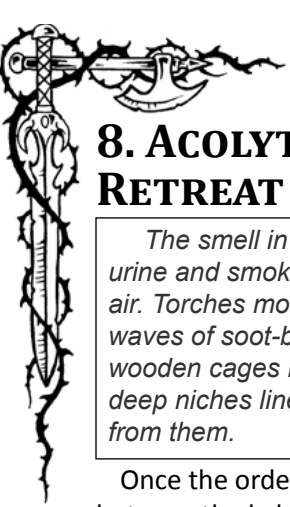
A group of kobolds reside here. They have an unspoken arrangement with the harpies. The kobolds come to this area to hunt and then later bring their gains home to their tribe. The lair is only in use for a few weeks at time. Most of the time only **10 kobolds** are in the lair, and the remaining 20 are out hunting. In two weeks' time the kobolds will travel back to their tribe with their spoils, and then return in six weeks' time. The kobolds spend their time here and they sleep in area #8. If the kobolds attacked the characters in area #1, the remainder of the 10 kobolds are in here, preparing either to support their friends or to retreat into area #8.

Hanging to dry are several animals – rabbits, hares, deer – that the kobolds have captured and killed. The smoldering fire pit in the center of the room is used to smoke the meat. There is food equivalent to 30 rations. Several knives and other tools used to cure the meat and tan the hides can be found in this area as well.

What the kobolds know: This place belongs to the harpies, who have resided here since war of the gods. The kobolds bartered a deal with the harpies several generations ago that allows them to use the uninhabited areas. The kobolds are aware that some parts are haunted and they stay away from these (area #4 and area #6). The harpies reside in the tower and the children of the harpies have their nests under the roofs. Otherwise, only rats live here.

10 Kobolds: AC 13 (11), HD 1d4, # At 1 weapon, Dam 1d4 or by weapon, Mv 20' Unarmored 30', Sv. NF, MI 6, XP 10

HP	3:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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	1:	<input type="checkbox"/>			
	4:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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8. ACOLYTES' CELLARS – KOBOLDS' RETREAT

The smell in here is heavy from the stench of rats, urine and smoke, and a grey haze of smog hangs in the air. Torches mounted on the walls flicker and release waves of soot-black smoke. From stacks of simple wooden cages multitudes of rats stare at you. Several deep niches line the room and pale daylight emerges from them.

Once the order's acolytes lived here in their small cells, but now the kobolds keep 30+ small wooden cages filled with their pet rats here. In the remaining space the kobolds keep their beds made of filthy straws and worn cloth. At the end of each cell is a small opening designed to bring light to the room, but now it functions as an emergency exit for the kobolds. When the kobolds are resting, and when most of the tribe is home, the kobolds sleep in large groups in the niches (1d4+4 kobolds in each niche). In each niche hidden among the beds are worthless trinkets treasured by the kobolds: pieces broken from statues, bits of rusted armor, colorful pebbles, nice feathers, 1d6 silver pieces – and a single pearl (15gp).

The Wooden Cages: The cages are stacked on top of each other in several piles around the room. Each contains 1d8 pet rats (if a character wants a pet rat, they can easily find one that suits their temper). If combat breaks out in the room, then any attack roll that fails to hit by four or more accidentally damages a cage releasing the rats inside.

Event – If the kobolds retreat: The kobolds will retreat here. Next to the door is a huge stack of rubble kept up by frail ropes. Any kobold passing the area can cut the rope, causing the rubble to fall. Anyone chasing the kobolds must then succeed a saving throw against death ray to avoid the falling rubble. If successful, the player chooses whether the character jumped forward or back while avoiding the rubble. If the save is failed, the character suffers 1d6 damage, and there is 50% chance that they either jumped forward or back. Crossing the rubble requires a Dexterity Ability roll. If the check fails, the character is delayed one round while crossing.

The kobolds will continue their retreat after having spent one round picking up their most prized belongings or pet rats, fleeing by squeezing through the small openings and climbing down ropes.

9. THE DESTROYED SHRINE – LAIR OF THE GIANT RATS

The large holes in the walls are like gaping wounds letting daylight seep through. A stench of smoke and blood hangs in the air, though the dust, cobwebs, and rubble tell you, that the place was destroyed long ago. Among the rubble are broken statues, and large pieces of marble, which seem to be the remnants of an altar.

Originally this was a shrine dedicated to the unknown goddess of the midwives' cult, but as the temple was invaded by Ragnar's Ravagers, they trashed the place and destroyed anything related to the goddess. Statues and altars were broken apart, wall-paintings defaced, and relics burned. Now the place is home to a pack of giant rats.

5 Giant Rats reside in the niche. Here they keep the remains of an adventurer they stole from the Eagle-Kin (room #3): The bones lie gnawed and scattered, the voluminous robes and the spellbook are torn apart and used as a nest. However, three dirty pages survived containing one spell (treat as *scroll with Shield spell*), a tarnished silver dagger with a dolphin-shaped handle with aquamarine-eyes (35gp) and gold necklace with a single pearl left (65gp; four pearls are missing – if complete the value increases from 125gp to 175gp).

5 Giant Rats: AC 13, HD 1d4, # At 1 Bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv. F1, MI 8, XP 10

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2: ☐ ☐
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1: ☐

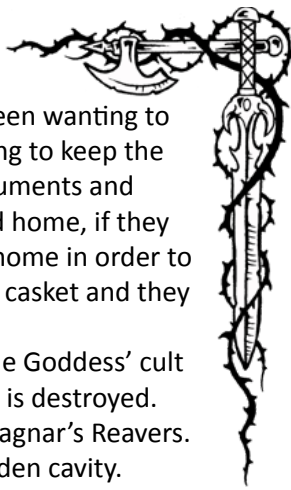
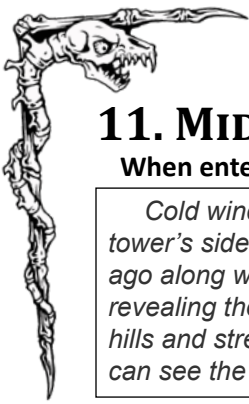
10. STAIRS UP – THE HAUNT

The walls are defaced and dark stains on them reminds you of blood. Rubble lies everywhere. A broad set of stairs leads upward and you can feel a bit of draft. It makes your torch flicker. Then you sense the strange cold in the area and you can see that your breath begins to form clouds of vapor. As you continue on, you can hear a distant echo in here.

Rubble fills the area. The air is supernaturally cold. At the foot of the stairs lie two pearls (15gp each).

This area is *haunted*. Living creatures instinctively sense that something is wrong here. If the characters stop and investigate the area, the haunting begins to manifest: At the first, the party can hear distant echoes of blades striking blades. Soon thereafter yells, screams of pain and soldiers bellowing commands can be heard. Shadows form on the walls, depicting people fighting and falling. Then shapes begin to take form: translucent figures engaged in combat. The attackers are savage warriors dressed in black armor with skull-faced helmets, and the defenders are men and women, mostly civilians, desperate to hold the stairs. Further up the stairs stands a woman carrying a small casket. She looks down the stairs upon the battle, tears running down her face, then she turns to run. Then the mirage fades.

The whole event lasts about a minute. The apparitions do not respond to the presence of the characters. It can be triggered twice per day.



11. MID-TOWER

When entering from downstairs:

Cold wind blows in from a large opening in the tower's side. A section of the wall has collapsed long ago along with some of the ceiling leaving an opening revealing the beautiful sight of the lands below. Forests, hills and streams shapes the land. In the distance you can see the village of Basilke.

The area is empty. The stairs leading up are used as the dump for the harpies. The stench is foul and intense, akin to rotten eggs. The steps are slippery and covered in whitish-yellow leavings.

Listening for creatures: If the character's stop and listen, they can hear the crude voices of the harpies trying to sound soothing. Two voices can be heard and a vague whimpering sound.

12. TOWER-TOP – LAIR OF THE HARPIES

From coming up the stairs:

The wind whips around you, howling through cracks in the ancient stonework. A vast and wide vista of rolling hills, glittering streams, and dark forests are visible in all directions. A passage leads from the stairs around the tower along the battlements. Twigs and broken branches litter the passage. A bit ahead of you, where the passage turns, you see a larger pile that resembles a nest.

Two **harpies** lair under an open sky. Only when the weather is at its worst do they seek refuge downstairs. Simple nests made of twigs, pieces of cloth, and fur about three feet in diameter are placed regularly along the battlement. Hidden among the twigs are the bones of kidnapped babies that the harpies failed to keep alive. In the areas that were formerly a guard room are the harpies and the kidnapped baby. The harpies are trying to sooth the child, and they keep trying to offer the child dead mice.

Standing on a small stone is a white wooden casket lined with red cloth (30gp; 150gp to anyone who recognize it as a relic of the forgotten goddess). Inside lies the kidnapped child of Tasalos and Meilke (and/or of Hentor and Aspaleia). The harpies have begun the slow process of transforming the child into a harpy. Often, the process fails.

The two harpies are Jordemor and her son Fodselhjalp. Jordemor is the oldest and the leader, and right now Fodselhjalp the only child she has left in her nest. The other harpies have long since taken off, and one day Fodselhjalp will do likewise. If the characters saw the mirage in area #10, they recognize the face of the woman running up the stairs, as Jordemor has the same face – though Jordemor cannot remember more than a few decades back, and it is not known if she is the same woman or one of her harpy-daughters.

Jordemor and Fodselhjalp are torn between wanting to transform the baby into a harpy and wanting to keep the child alive. They will listen to reasoned arguments and even allow the characters to bring the child home, if they can argue, that the child must be brought home in order to live. They will not allow anyone to take the casket and they are willing to die for it.

If Jordemor is killed, then the curse on the Goddess' cult is lifted, as the original line back to the cult is destroyed. This triggers a new curse: The revenge of Ragnar's Reavers.

Behind a loose rock in this area lies a hidden cavity. Inside is a sack with 636 silver pieces and 367 gold pieces along with a broken holy symbol plated with gold and silver and decorated with blue and red gem stones (700 gold pieces). These items are wrapped an ancient dress that falls apart when touched.

2 Harpies: AC 13, HD 2*, # At 2 claws/1 weapon + special, **Dam** 1d4/1d4/1d6 or by weapon + special, **Mv** 20' Fly 50' (10)', **Sv.** F2, **MI** 7, **XP** 100

HP 6: ☐ ☐ ☐ ☐ ☐ ☐
12: ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

THE REVENGE OF RAGNAR'S REAVERS

If Jordemor is slain, the temple begins to shake. The tower is struck by violent tremors and it begins to collapse. The characters have three rounds to exit the tower. Thereafter anyone in area #10, #11 and #12 takes 1d6 damage and the damage increases by one die for each round, until the tower collapses after 10 rounds.

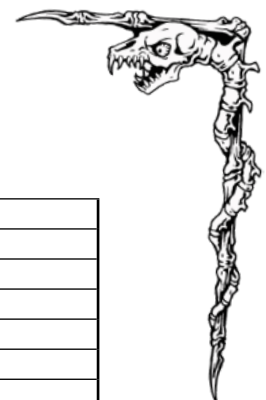
While the dust settles, tremors are still felt throughout the temple. The center of the tremors is the hallway (area #1), where the large stone tiles in the floor are being pushed aside, as the rotting, animated corpses of **Ragnar's Reavers** come crawling out. They still wear their black armor and skull-faced helmets (as seen in the mirage in area #10). These 30 undead emerge from their hidden graves under the tiles and then they begin taking control of the ruin. They will not enter the sun voluntarily.

Until the undead warriors are all slain, they will each night sally forth from the temple to kidnap people from the nearby villages and bring them back to the temple, where the Ragnar High Priest, now a **wraith**, transforms the villagers into new undead warriors.

1 Wraith*: AC 15‡, HD 4**, # At 1 touch, **Dam** 1d6 + energy drain (1 level), **Mv** Fly 80', **Sv.** F4, **MI** 12, **XP** 320

22: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐

30 Ragnar Reavers: AC 14, HD 3*, # At 2 claws or 1 weapon+1, **Dam** 1d4/1d4 or weapon+1, **Mv** 30', **Sv.** F3, **MI** 9, **XP** 175

[illegible]

NEW MONSTERS

Eagle-Kin

Armor Class:	12
Hit Dice:	1
No. of Attacks:	2 Claws, 1 Bite
Damage:	1d2/1d2/1d3
Movement:	15', Flying 60'
No. Appearing:	1d4, Wild 1d6, Lair 1d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	B
XP:	25

Eagle-Kin are large eagle-like creatures with vague humanoid features and a rudimentary intelligence – and they can speak simple sentences. Some believe them to be children of harpies, others that they are cursed wild folk, whom Ragnar tried to turn into animals. Eagle-Kin carry a mean streak and taste for human flesh, that often make people believe them to be evil creatures, yet they choose their path themselves.

Undead Ragnar Reaver

Armor Class:	14
Hit Dice:	3*
No. of Attacks:	2 claws or 1 weapon+1
Damage:	1d4/1d4 or weapon+1
Movement:	30'
No. Appearing:	1d4, Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
XP:	175

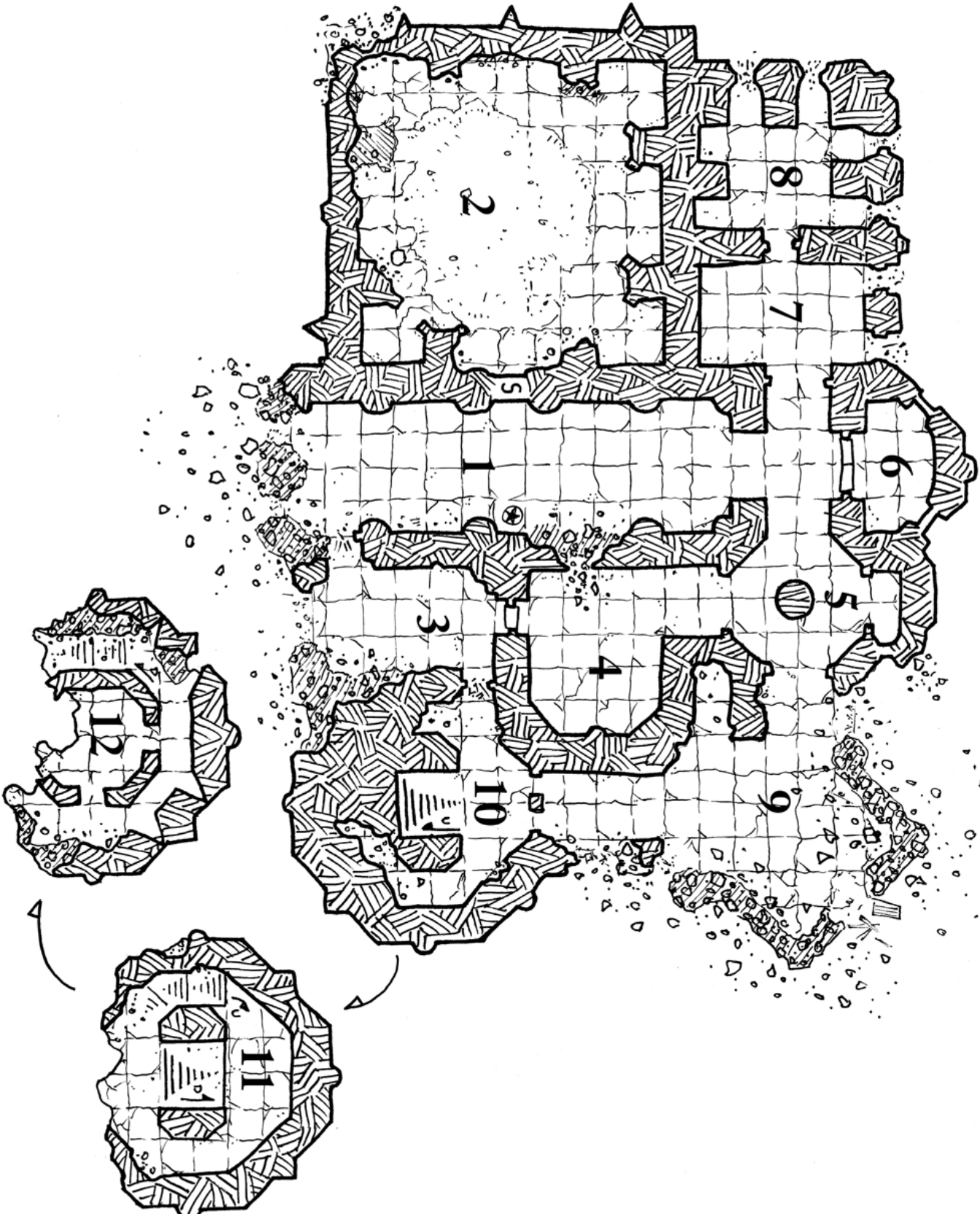
Undead Ragnar Reavers are rotting corpses wearing the weapons and armor of Ragnar, and still serving their god of conquest even in death. Under their skull-faced masks a hideous grin is carved into their skulls, and in their forehead is embedded a dark crystal emanating evil dreams of conquest.

In darkness Undead Ragnar Reavers take half damage from normal weapons and normal from silver and magic. In sunlight. The Reavers suffer double damage from attacks, when exposed to sunlight.

Turned as wights. Immune to **sleep, charm** and **hold** magics.

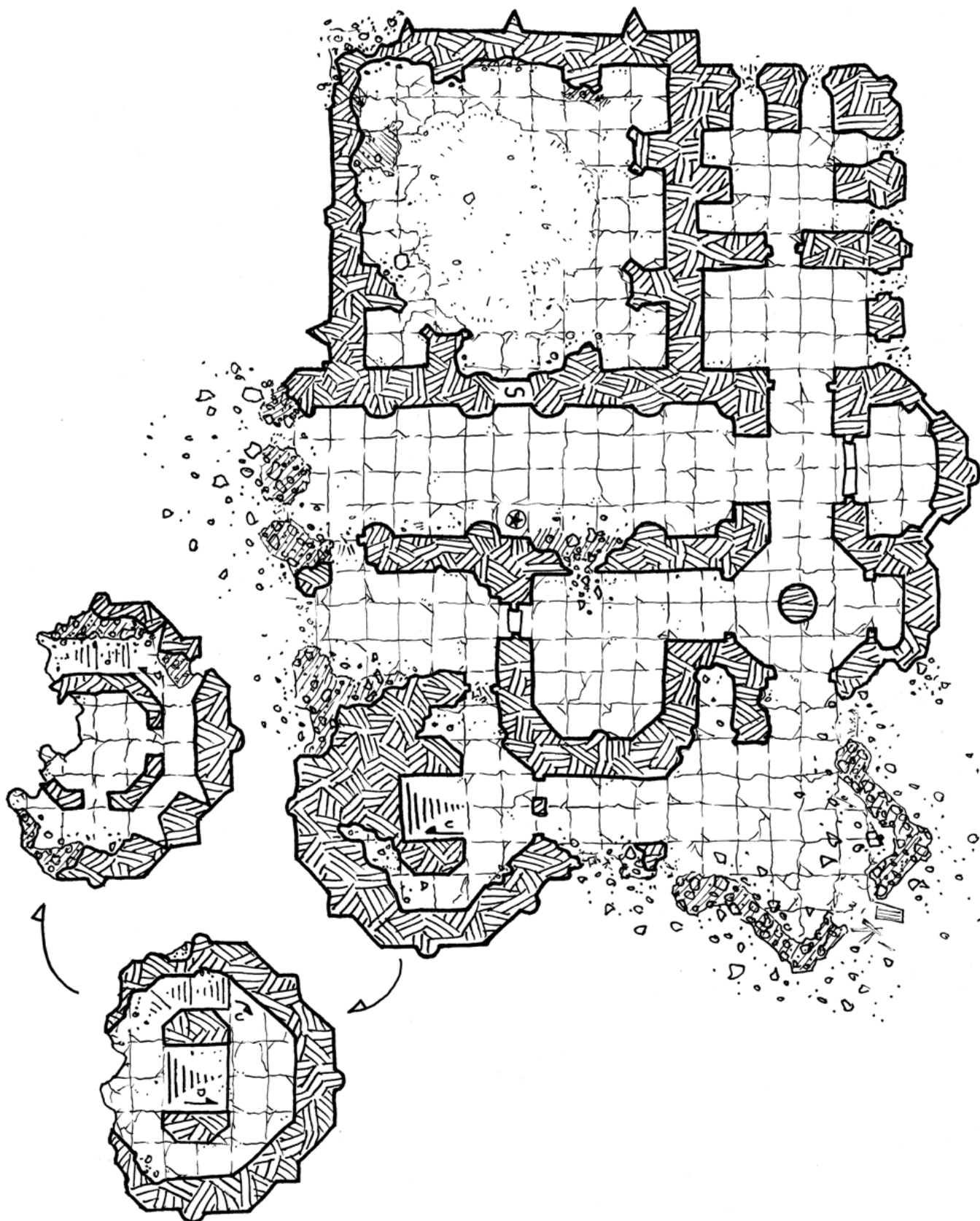


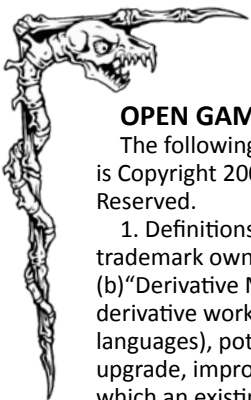
MAP - GM VERSION





MAP-PLAYER VERSION





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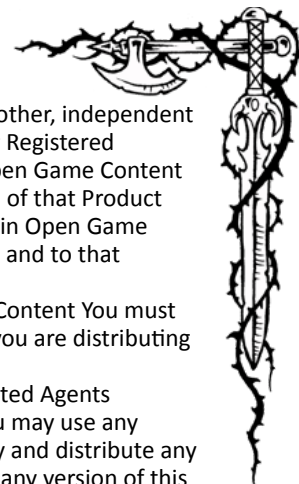
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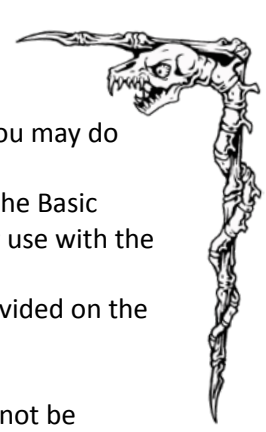
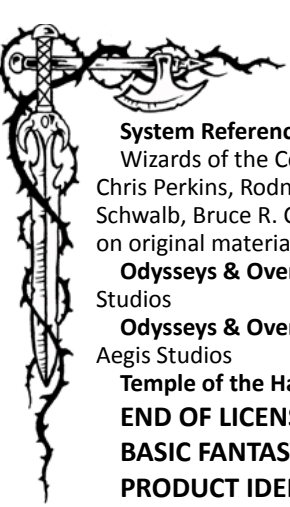
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THE HOBGOBLIN BRIDE



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

THE HOBGOBLIN BRIDE

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 1ST – 2ND LEVEL

WRITTEN BY: MEGAN IRVING

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: JUAN DIEGO DIANDERAS & BRUNO BAXILIA

INTERIOR ARTWORK:

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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 **Odysseys & Overlords** Role Playing Game.

CONTENT WARNING

This adventure includes themes of sexual assault and violence against NPCs.

BACKSTORY

Urgoblins are an all-male hobgoblin subrace who have limited regeneration abilities. Most urgoblins live among other hobgoblins with no issues; however, some believe their abilities are a gift from Ragnar and a sign that they should be leaders of their clans. Some of these urgoblins have split from their hobgoblin clans and come together to create an all-urgoblin clan, focused on taking over and ruling the Untamed Gauntlet. To further this goal, they've kidnapped hobgoblin women with the plan of breeding more urgoblins to join their power-hungry army. Mara is one of these women, and she has recently managed to escape their clutches, leaving four others behind in her flight to freedom. Mara wants to rescue the other hobgoblin women from the cruel urgoblins. A kindly centaur named Ronan has brought her request to the clerics at Chandra's Haven, where the party can accept it and attempt to rescue the kidnapped hobgoblin brides.

MEETING THE HOBGOBLINS

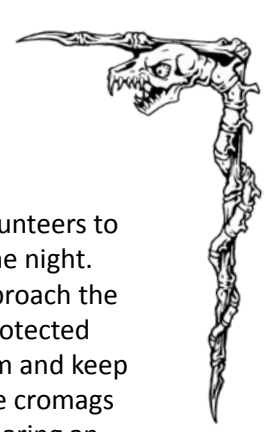
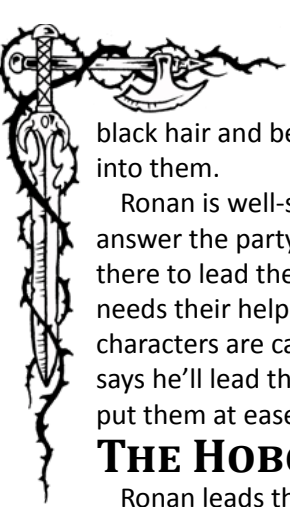
THE REQUEST

The adventurers are called to meet with a cleric in absolute secrecy. The cleric is an older human woman named **Elise**. She is short and fat, with a brusque way of talking and silver hair braided into a crown around her head. Elise takes the characters to a back room in the temple and asks them to take on a special request. She says that there's someone in the Gauntlet who urgently needs their help. A centaur named **Ronan** brought the request in, and he'll meet the characters outside Chandra's Haven to take them to this person. She tells the characters to follow his instructions and trust him. If they ask, Elise says she's met Ronan before and knows he's trustworthy. She doesn't know the details of the request apart from what she tells the characters - someone desperately needs their help.

Note to GMs: If the characters have a relationship with any clerics or centaurs, they can be swapped into this adventure instead of using Elise and Ronan. Either way, the cleric needs to encourage the party to answer the call for help, and not answer their questions. They should both be NPCs the characters trust.

THE CENTAUR

When the players leave Chandra's Haven, Ronan the centaur is waiting for them. He's on the smaller side, with a chestnut body, black tail, and white socks. He wears his



black hair and beard long, with small white beads braided into them.

Ronan is well-spoken and polite, but like Elise, he doesn't answer the party's questions. He tells the characters he's there to lead them to **Mara**, the woman who urgently needs their help. He asks them not to judge her. If the characters are cautious, he offers them his weapons and says he'll lead them to her unarmed - he'll do anything to put them at ease, except explain the situation.

THE HOBGOBLIN

Ronan leads the party to a small valley near Chandra's Haven. Pacing around a large dead tree in the valley is Mara, a hobgoblin woman. She's short and squat with pale orange skin, black hair cropped short, and sharp claws and fangs. She has a dark bruise over one eye, and one of her fangs is broken in half. She speaks with confidence and conviction, and when the party is indecisive, she's quick with an opinion.

Mara explains to the party that while on a hunting trip, she and her sister **Tera** were captured by urgoblins and taken to their lair where they met the other prisoners; **Gar**, **Tui**, and **Lea**. All five were young and healthy hobgoblin women taken from different clans. The urgoblins' plan was clear - they had been kidnapped to be the urgoblins' unwilling brides.

Together the hobgoblin women tried to escape, but unfortunately their escape attempt was discovered. In the confusion, Mara managed to escape, but the other women including her sister, are still prisoners. Mara asks the characters for their assistance in rescuing the other hobgoblin women. She says the characters can have anything of value they find in the urgoblin hideout - all she wants is the safety of the other women.

TRAVELING

Mara tells the adventurers that the lair is about two days travel away, and she can lead them there. She and Ronan are ready to leave as soon as the characters are. Ronan refuses to let anyone ride on his back, but is happy to help scout and hunt for food if necessary.

THE OBELISK

On the first day, they pass by a tall obelisk. It's tall and completely black, with a gold rune carved into the top of it. Unless the party gets very close, they can't make out its shape. As they approach the obelisk, the characters feel a strange energy that feels like a warmth against their skin, and a slight pressure headache behind their eyes. Mara is interested and wants to explore it, but Ronan wants to leave it alone.

If the characters investigate, they'll find a small chest buried beneath the obelisk. Inside is a smooth black stone with a rune carved into it - the same rune carved into the obelisk. It's extremely cold to the touch.

Treasure: A mysterious runestone

THE BANDITS

When the party chooses to rest, Ronan volunteers to take a turn watching over the camp during the night. During a character's turn, cromag raiders approach the camp. If the characters are quiet and have protected the camp, the cromags might not notice them and keep going. Otherwise, they may have to fight. The cromags are carrying heavy wooden clubs, and are wearing an assortment of pouches and bags hung over their bodies. In these bags are their worldly possessions, including a handful of copper coins, a large pale pink crystal with a crack running through the middle, and a set of small hand-carved wooden figurines in the shapes of various animals.

2 Cromags AC 12, HD 2, #At 1 Weapon, Dam 1d4 +1, Mv 40', Sv F2, MI 7

Cromag 1: HP 5 ☐ ☐ ☐ ☐ ☐

Cromag 2: HP 7 ☐ ☐ ☐ ☐ ☐ ☐

Treasure: 2d6 copper coins, pink crystal, wooden figurines

SCOUTING PARTY

On the second day, just before the lair, they come across an urgoblin scouting party. If the characters are stealthy, they can try to ambush the scouts and either kill them or get information on the lair. They can also choose to sneak past the scouts and continue on to the lair without risking combat. Mara presses the characters to ambush and kill the scouts.

The urgoblins are carrying shortswords and slings. One has tied his hair back into a bun and a dagger tucked into his belt. The dagger has intricate carvings on the hilt and belongs to Lea, one of the hobgoblin women. The other urgoblin has a shaved head and is wearing a necklace of teeth.

If the characters defeat the urgoblins but don't kill them, Mara will slit their throat at the first opportunity, worried that they might escape and warn the others.

2 Urgoblins AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9)

Urgoblin 1: HP 11 ☐ ☐ ☐ ☐ ☐ ☐

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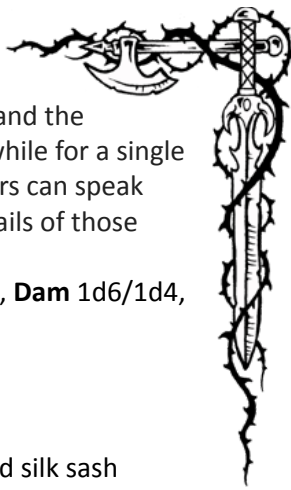
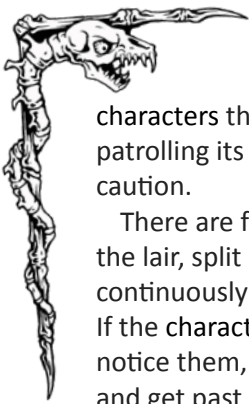
Urgoblin 2: HP 7 ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Lea's dagger, Tooth necklace

THE DUNGEON

OUTSKIRTS

The urgoblin lair is a large manor house in a valley that's fallen into disrepair. The grounds are overgrown and dead with big dead bushes and trees pressing in on the building from the gardens on all sides. Mara tells the characters that the secret exit is hidden in the garden around the south-east entrance of the manor. She also warns the



characters that there are many urgoblins in the lair and patrolling its grounds and that they should approach with caution.

There are four urgoblins patrolling the grounds of the lair, split into two groups of two. They slowly but continuously circle the lair on opposite sides to each other. If the characters approach stealthily and the guards don't notice them, they can easily work out the patrol schedule and get past them. However, if fighting breaks out in the lair, these guards may hear it and reinforce the urgoblins. The four urgoblins are large and muscular, with shaved heads and mean expressions. In one patrol, one urgoblin has an earring and the other has a goatee. In the other patrol, one urgoblin has a scar across his nose and the other is wearing a vest made from goat pelts. All four are armed with shortswor ds and slings, and have something from the following list in their pockets: a handful of copper coins, a whetstone, a map case with an unfamiliar map in it, or a miniature stone statue of Ragnar. The map depicts an unknown but distinct mountain with an X at the peak.

There are two main entrances to the lair. The first is through the garden (Room 1), where the secret exit is located. The other is through the entrance hall (Room 2). The entrance in the main hall (Room 3) has been blocked up.

4 Urgoblins AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urgoblin 1: HP 10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Urgoblin 2: HP 9 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Urgoblin 3: HP 11 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Urgoblin 4: HP 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Handful of copper coins (1d6), whetstone, map case with a treasure map, Ragnar statue

GARDEN (1)

The garden has a broken cobblestone path leading from the front entrance hall to the side entrance. The cobblestone is noisy to walk on unless the characters are careful.

If the lair is on high alert, an urgoblin stands lookout on the porch, and a second urgoblin is pacing up and down on the path. If not, the two urgoblins are chatting on the path, and only vaguely keeping an eye on the porch and the garden to the north. The urgoblin on the porch has a scar across his face and is carrying a spear. He has a pouch full of silver coins on his belt. The urgoblin on the path is carrying a shortsword and has a red silk sash tied around his waist.

To the north of the porch, behind some big dead bushes, is the secret exit Mara used to escape. There's a small hole in the building that two of the hobgoblin women can squeeze through; one of the other women is too large to get through the hole, and the fifth isn't with the rest of them.

The exit is in view of the passing patrols and the urgoblins on the path, and it takes a little while for a single hobgoblin to squeeze through it. The players can speak to the prisoners through the hole - the details of those women are in Room 7.

2 Urgoblins AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urgoblin 1: HP 12 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Urgoblin 2: HP 6 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Pouch of silver coins (1d10), red silk sash

ENTRANCE HALL (2)

The entrance hall is a wide-open space with two rows of stone columns leading to the stairs at the main door. This door is broken and is wide open. The columns are painted with elaborate geometric patterns, but some of the paint is peeling off. Underneath the paint, one column is cracked.

There are two urgoblins in this room. If the lair is on high alert, they're standing guard in the hall, keeping an eye on the south and west entrances and holding their shortswor ds. If not on alert, they're playing a dice game on the stairs with their swords resting nearby. One urgoblin is much larger than the other, with big fangs and a huge monobrow. The smaller urgoblin has long hair tied back in a ponytail, and

4 Urgoblins AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urgoblin 1: HP 10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Urgoblin 2: HP 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

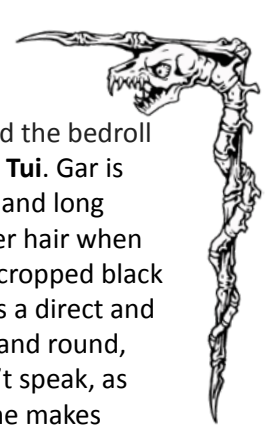
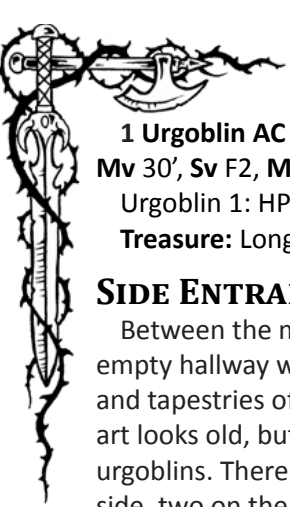
Treasure: Set of 3 dice, with an eye carved where the 1 pip would be

MAIN HALL (3)

A large hall with two statues of hooded wildfolk in the northern corners, and four stone columns around the room. There are stairs to the west that have been blocked with piles of wooden planks and stones. If the characters investigate the statues closely, they'll see the eyes of the wildfolk have been replaced with pearls and can be carefully prised out.

An urgoblin is sleeping in a bedroll, and there are plenty of other bedrolls piled up on each other. There's a longsword propped against the wall near the sleeping urgoblin. The sword gleams in the dim light; the blade is made from a strangely white metal, and the hilt has goblinoid letters carved into it spelling out the goblin word for "light".

This sword has a magical property - when the command word is spoken (the goblin word for "light"), the sword will cast shed light with the same radius as a **light** spell. Sheathing or laying down the weapon, or speaking the command word again, dispels the effect. This power may be used as often as desired.



1 Urogoblin AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urogoblin 1: HP 5 ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Longsword of casting light, pearls (4)

SIDE ENTRANCE HALLWAY (4)

Between the main hall and the garden entrance is a long, empty hallway with shredded portraits of old male humans and tapestries of grand hunting parties on the walls. The art looks old, but the damage is new - probably from the urogoblins. There are four closed doors - two on the north side, two on the south side. One of the north doors leads to a hallway (Room 6), and the other three doors lead to small storage rooms.

STORAGE ROOMS (5)

Three small storage rooms come off the side entrance hall. The urogoblins store treasure from vanquished opponents here, as well as weapons and items they don't know how to use or don't want.

The south-east room is mostly empty apart from a pile of clothes and a small locked chest they couldn't open. Inside is a bag of devouring.

The south-west room is their armory, with bags of stones for their slings and rusted shortswords and pieces of armour. Gleaming under the rusted swords is a silver dagger, and a pouch of silver coins has fallen behind a bag of stones.

The north room is an old library, with shelves of rotted books. The urogoblins have kept maps and spell scrolls here, but they've all rotted away in the damp environment. There's one single scroll that's been kept safely in a scroll case; on this scroll is written a protection from magic ritual.

Treasure: Bag of devouring, silver dagger, pouch of silver coins (1d10), protection from magic scroll

SMALL HALLWAY (6)

A short hallway with a big window at the north end looking out over the dead garden. There's a door to the east, which is locked.

A large urogoblin with a huge scar across his face is guarding the door. He has the key hooked to his belt, as well as a heavy mace with a spiked head. Even if the rest of the lair is quiet, this urogoblin is on high alert and continually patrols the hallway. He takes his job of guarding the prisoners very seriously. He has a valuable golden bangle in his pocket that he stole from Tui. His key opens all locked doors in the lair.

1 Urogoblin AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urogoblin 1: HP 10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Key to the lair, Tui's golden bangle

HOBGOBLIN PRISON (7)

A large storage room with three hobgoblin women locked inside. There are piles of bedrolls and belongings

in one corner. The secret exit is hidden behind the bedroll pile. The three women here are **Gar**, **Lea** and **Tui**. Gar is a tall, willowy hobgoblin with long black hair and long claws. She's soft-spoken, and hides behind her hair when speaking. Lea is tall and muscled, with close-cropped black hair and a mouth full of jagged fangs. She has a direct and straightforward way of speaking. Tui is short and round, and her black hair is a tangled mess. She can't speak, as the urogoblins have cut out her tongue, but she makes herself understood through gestures. All three women are injured and bruised from the recent escape attempt.

When the characters meet the women, they are busy planning the next escape attempt. The plan is for Tui to crawl through the secret exit, and for Gar and Lea to fight their way past the guard to rescue **Tera**, the final hobgoblin prisoner.

If the characters speak to the women through the secret exit, they may be able to help Tui and Gar escape through it by keeping watch or distracting the nearby urogoblins, but Lea won't fit. Tui, Gar and Mara won't leave without Lea and Tara, so the party will need to break into the lair somehow to rescue them first.

LIVING QUARTERS (8)

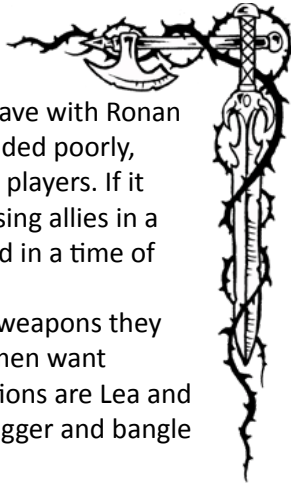
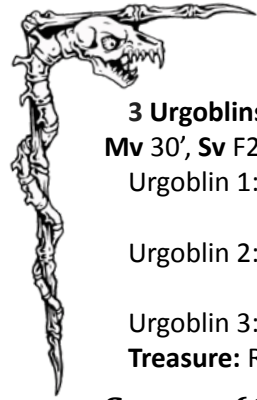
Both doors to this room are locked from the outside. Inside is an old luxurious bedroom with a large bed in the center of the room and desks and boxes stacked against the walls. A tapestry of a grand ball is in tatters on the south wall. A hobgoblin woman called **Tera** is searching the room when the characters enter. Tera is Mara's sister, and is short and petite with long black hair. She has a long scratch down her face. She's looking for weapons to help Gar and Lea in the escape attempt but is happy to follow the characters if they have a plan. She shows the characters to a locked chest she can't open - inside is a small cache of slings, daggers and waterskins.

Treasure: Slings, daggers, waterskins

WAR ROOM (9)

A large hall that's been turned into a war room. A large statue of a human man in armour stands on a dais at the back of the room. In front of it is a large table covered with maps and notes scrawled on scraps of paper. Two racks of polished weapons - jagged swords and axes - stand on each side of the room. Three urogoblins in polished armour are discussing the situation in here; they argue with each other constantly and struggle to come to any agreements. This continues into any fights they're part of - all three use different strategies and get in each other's way. Two have longswords in sheaths on their belts, the third has a maul. None of them have ranged weapons, but the urogoblin with a maul is wearing a **ring of fire protection**. One of the urogoblins with a sword is wearing a **ring of weakness**.

These urogoblins are willing to talk to the party - see the notes on diplomacy below.



3 Urogoblins AC 14, HD 2*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urogoblin 1: HP 6 (wearing a ring of weakness) ☐ ☐ ☐
☐ ☐ ☐

Urogoblin 2: HP 12 ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

Urogoblin 3: HP 10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Treasure: Ring of fire protection, ring of weakness

SHRINE (10)

A storage room that's been converted to a shrine to Ragnar. A small statue of him stands at the back of the room, with candles and smoking sticks of incense in front of it. There are small piles of unidentifiable bones stacked up around the statue, some still with shreds of meat and gore attached. On the altar is a small silver medallion in the shape of a beetle that is actually a **scarab of protection**: the urogoblins knew it was magical but not what it did, so they dedicated it to Ragnar.

Treasure: Scarab of protection

RESCUING THE HOBGOBLINS

The players can choose how they want to rescue the hobgoblin women. Make it clear to them that the main options are stealth, negotiation or combat; they can storm the lair and fight all the urogoblins, try to convince them to let the hobgoblin women leave, or sneak in and break the women out, maybe by distracting the guards. Although some hobgoblin women can squeeze through the secret exit, not all can, and it takes time. The urogoblins are receptive to diplomacy - to a point. They argue that they need the hobgoblin women to reproduce and will die out without them. They're willing to let all but one of them leave. If the characters press them, they threaten to kill all the women.

Mara's preference is stealth, as she's worried for the safety of the other women if the urogoblins discover what's happening. Ronan's preference is for storming the lair; he believes if the characters can break the women out and arm them, they may be able to overpower the urogoblins.

If the urogoblins realise they are being attacked over the kidnapped hobgoblin women, they try to parlay with the party with the above diplomacy notes. If the characters call their bluff, they will murder one of the women if they are able to. Overall, the final urogoblin alive would rather lose all the women than die, but until that point they are vicious, ruthless predators who are desperate to keep their prisoners by any method.

CONCLUSION

If the players leave without rescuing all the hobgoblin women, or if some or all of the captives die, Mara and the surviving hobgoblins are furious. Although they recognise that the characters tried to help, the failure is unacceptable.

Mara and the other hobgoblin women leave with Ronan to return to their clans. If the adventure ended poorly, the hobgoblins may end up enemies of the players. If it ended well, they may turn out to be surprising allies in a future adventure, coming to the players' aid in a time of desperate need.

The characters can keep any treasure or weapons they find in the lair - none of the hobgoblin women want reminders of their experiences. The exceptions are Lea and Tui, who greatly appreciate getting their dagger and bangle back.

APPENDIX: NPCs

Elise. An elderly human woman, and a cleric in Chandra's Haven. Short and fat, with grey hair braided around her head. She has a brusque way of speaking.

Ronan. A centaur who knows Elise. He is small for a centaur, with a chestnut body, black hair, beard and tail, and white socks. He has white beads braided into his long hair and beard.

Mara. A female hobgoblin, and Tera's sister. Short and squat, with very short black hair and pale orange skin. She has a bruise on her cheekbone and one of her fangs is broken. She's very outspoken and fiery.

Gar. A female hobgoblin. Tall and willowy, with long black hair and dark orange skin. She's soft-spoken and goes along with what the group wants, hiding behind her hair when asked a direct question. When protecting the other hobgoblins, she becomes surprisingly fierce.

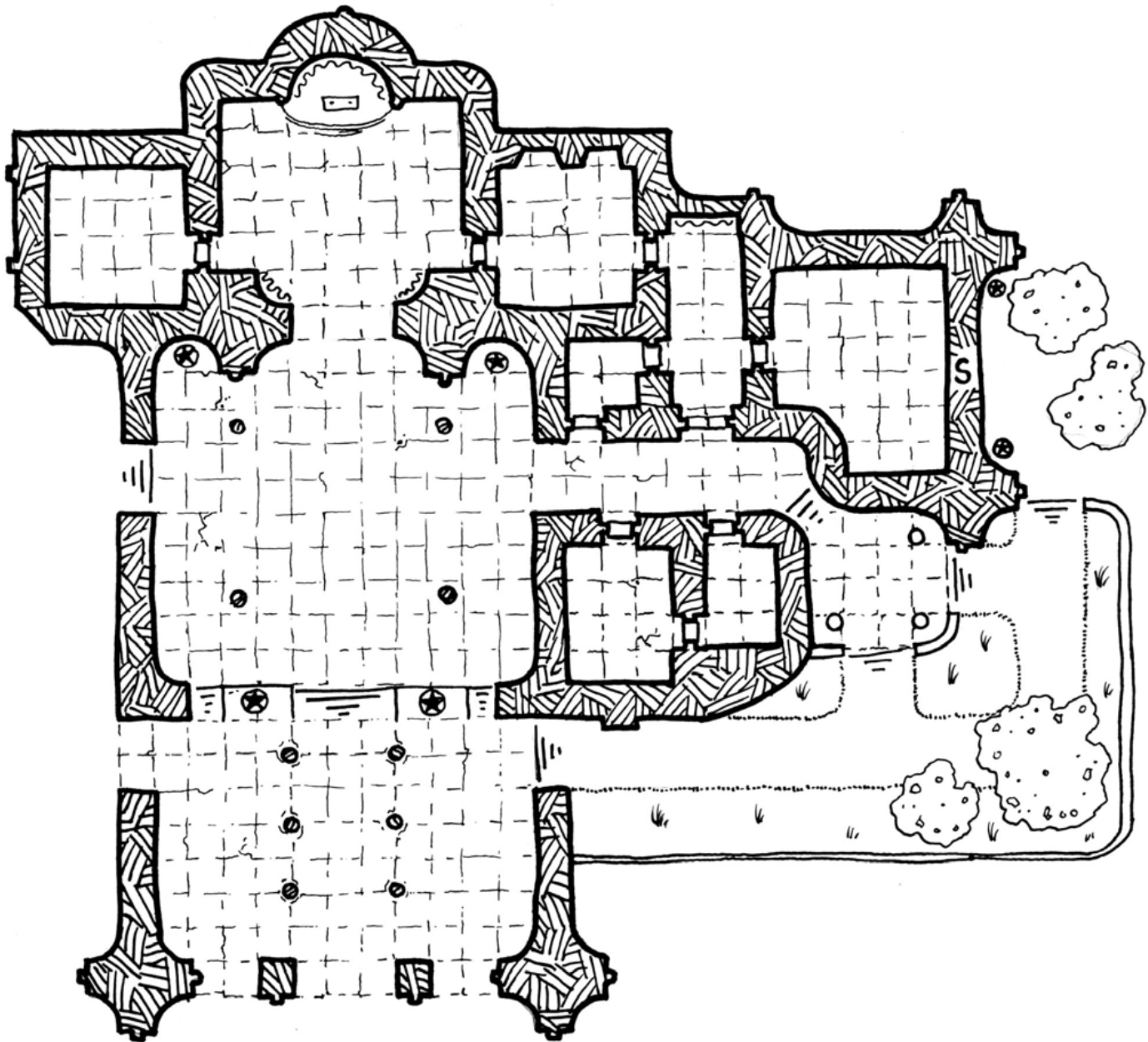
Lea. A female hobgoblin. Tall and broad, with cropped black hair and pale orange skin. She uses the Hobgoblin Warrior statblock. Although she looks rough and unpleasant, she's friendly with the players.

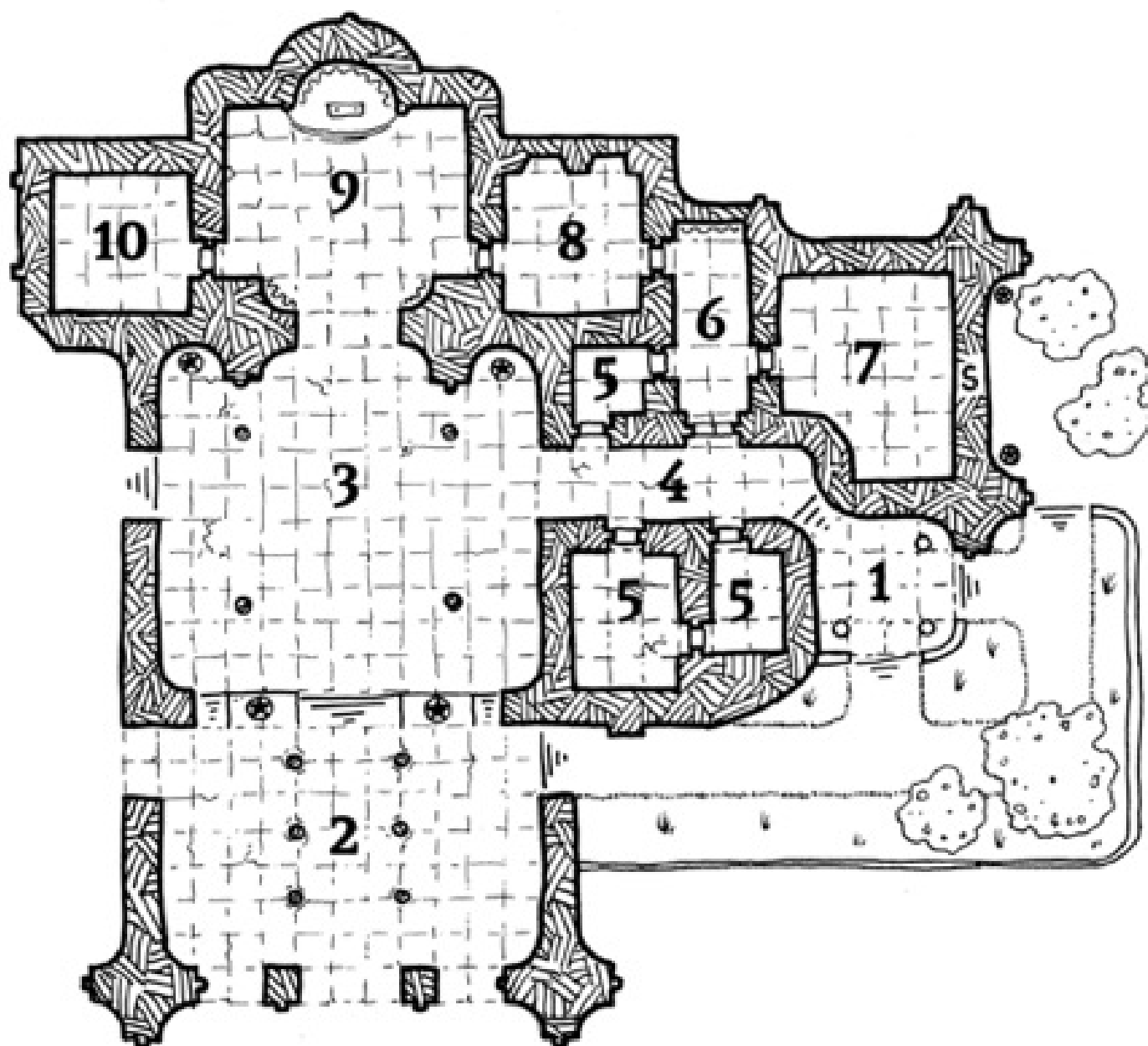
Tui. A female hobgoblin. Short and fat, with tangled shoulder-length black hair and bright red skin. She's recently mute and uses gestures to explain herself. She sticks close to Gar, often holding her hand.

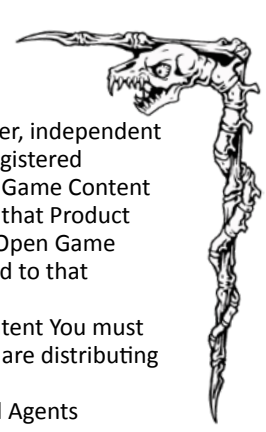
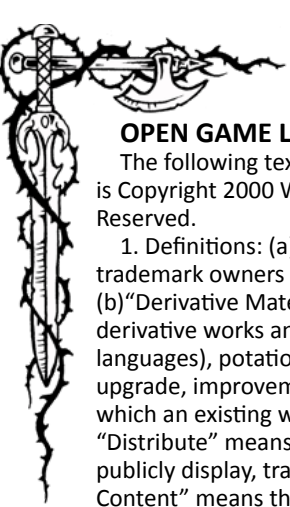
Tera. A female hobgoblin, and Mara's sister. She's petite, with long black hair and pale orange skin. She's very intelligent and quick to criticise others.



MAP-PLAYER VERSION







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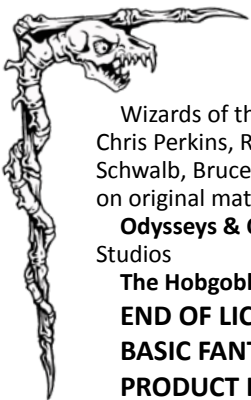
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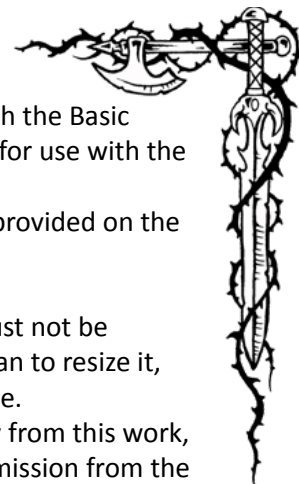
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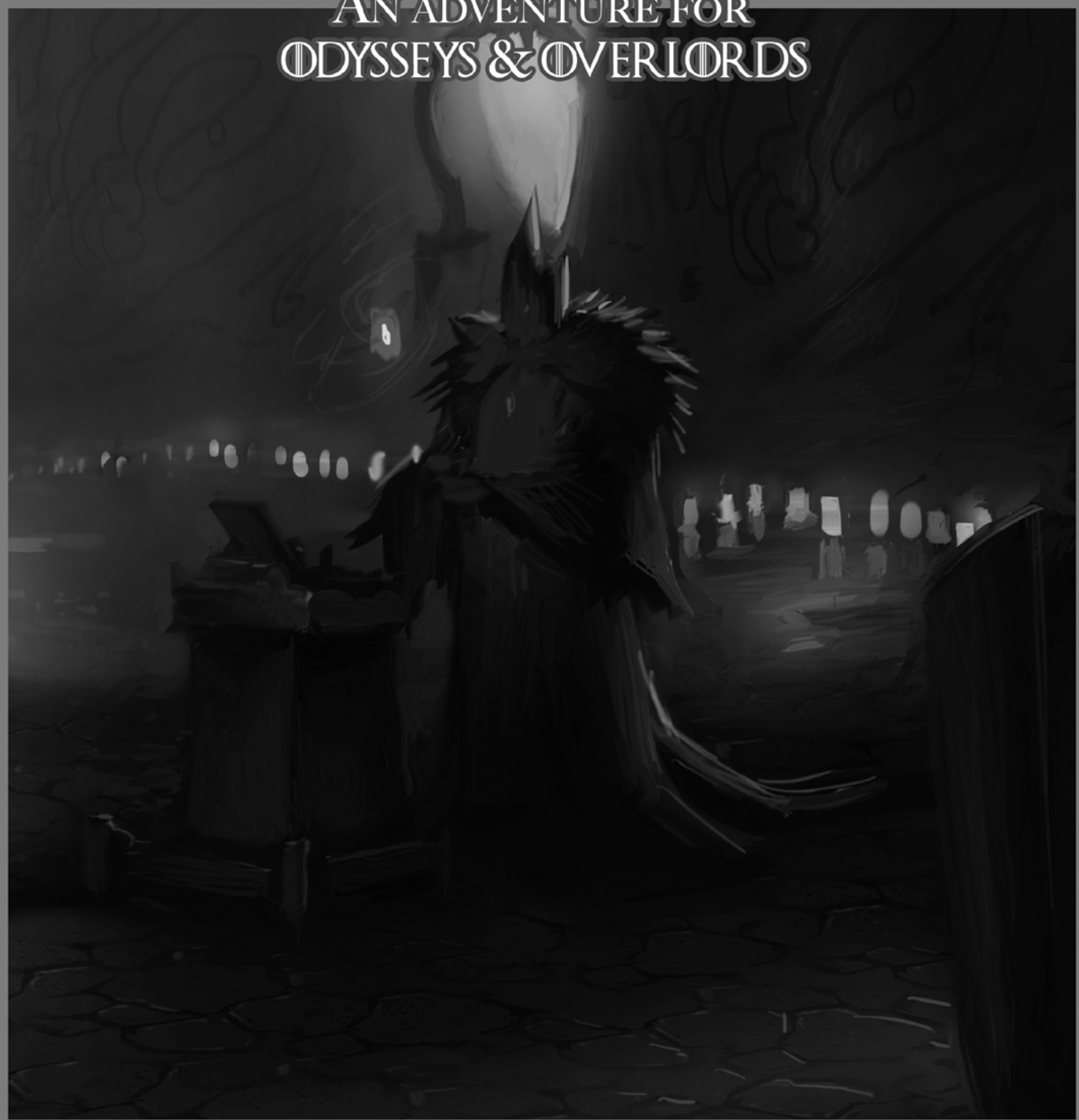


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THE IDOL OF BALA



AN ADVENTURE FOR ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

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WRITTEN BY GM LENT

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

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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

The **Idol of Bala** is a dungeon crawl intended for a party of 4 - 6 characters of 2nd - 3rd level. It is written assuming the use of the Basic Fantasy Roleplay system and/or the *Odysseys & Overlords* setting. The Basic Fantasy Role-Playing Game is available FREE at <https://www.basicfantasy.org/> and <https://www.drivethrurpg.com/product/140455/Basic-Fantasy-RPG-3rd-Edition>. A copy of The Basic Fantasy Role-Playing Game 3rd Edition is highly recommended for use with this product, but any OSR basic ruleset should get you by in a pinch.

OVERVIEW

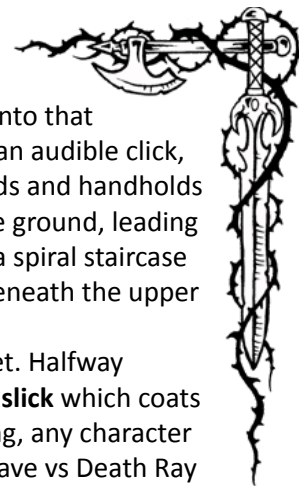
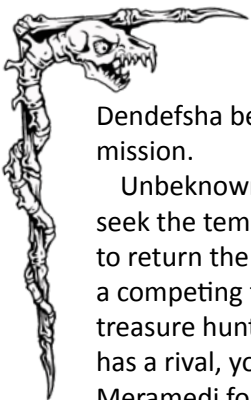
In the wake of the Schism (See **Odysseys & Overlords Game Master's Guide**), some turned to the worship of new gods – cold gods who did not always answer prayers but served as a focus for mortals to find common ground amongst themselves. One such god was known most commonly as Bala, represented as a stocky elephant-headed woman capable of making great and bewitching music said to reveal the secrets of the very cosmos. The cult of Bala flourished for a brief time amongst poets, singers, and artists before being largely forgotten. Bala's temples crumbled and her priesthood dwindled until they were little more than a footnote only the most dedicated sages would bother to read.

Centuries later, a rumor spread that Bala's followers had actually discovered the secret to eternal life and encoded this secret into the sacred statues they carved from white opal. With no record of Bala's temples, locating one of these statues is as much a matter of luck as anything else, and even the hint of one's discovery prompts miters, magicians, madmen, and magistrates alike to seek it out.

A group recently returned from an expedition into the Untamed Gauntlet bearing a stone tablet covered in strange and indecipherable runes. The Council of Laypersons expressed no interest in the tablet, but an elderly priest named Dendefsha was concerned that the markings could be heretical. Over long hours of study, Dendefsha concluded that the tablet detailed the way to a long-lost temple to Bala hidden deep in the Untamed Gauntlet – a temple likely to contain one of the rare white-opal idols. Dendefsha has taken it as a personal duty to issue a Writ of Salvage to an adventuring party in secret, in hopes that the party will recover and return the long-lost idol.

Dendefsha is prepared to offer each party member 100 gp x the character's level (200 gp for a 2nd level character, 300 gp for a 3rd level character, and so on) as a reward for retrieving the idol. Dendefsha also broadly hints that additional, similar work will be forthcoming if the PCs succeed in this quest and keep the operation secret.

In addition to the Writ of Salvage, Dendefsha allows the party to take the carved tablet with them – it has no apparent value except in the search for the temple, and



Dendefsha believes it might have some direct use in the mission.

Unbeknownst to Dendefsha, two other parties already seek the temple: one is a worshipper of Bala who intends to return the goddess to her former glory and the other is a competing treasure hunter named Meramedi, a prolific treasure hunter and a rival of the PCs. If the party already has a rival, you can use that individual, but we provide Meramedi for use if no such NPC exists in your campaign.

Meramedi already obtained their own Writ of Salvage and retained the Bala worshipper named Heshoth, posing as a guide, to bring them to the site. As written Meramedi and Heshoth arrive about two to three hours before the PCs do, though you can adjust this time frame if you desire in order to maximize any existing tensions.

THE LOST TEMPLE

GENERAL DUNGEON NOTES

The underground temple has been abandoned for centuries. Its interior is dry and dusty but the earthen walls muffle sound, deadening echoes and creating an eerie silence. Unless specified otherwise, all passageways in the temple are 10' wide and 10' high, carved from solid, packed earth. There are no light sources in the complex, though metal sconces set into the walls every 20' could hold torches if someone provided them.

Doors are heavy stone but pivot on load-bearing brass hinges; any character with a Strength score of 8 or higher can open them with ease.

The rats in area 3 have worn a tiny tunnel (less than 1' in diameter) out of one alcove in area 3, through which they escape the temple and scrounge for food. The rats are territorial and sneaky and have thus far fended off any other creatures seeking to enter through this route.

Heshoth knew of the temple but had no idea where it was located. As soon as they gained access to the site, Heshoth poisoned Meramedi but arranged the death to look like an accident. The Bala worshipper now lurks in the temple, trying to determine the idol's location.

1. THE GATE

The temple's name has long been lost to history, but the circle of eight obelisks has been the subject of rampant speculation for centuries. Known colloquially as the Octolith, the 12-foot black stones are carved with strange runes badly weathered by time and negligence.

The Octolith surrounds an ancient tomb, long since looted and forgotten, but whatever ancient graverobbers desecrated the vault never discovered the key to opening its deeper secrets. A character who succeeds on an **Intelligence Ability Score Check with a Target of 16** or spends at least three hours studying the obelisks realizes that the markings on one end of the stone tablet match those along a groovelike etching on the southern obelisk.

When a character places the tablet's end into that groove, the obelisk's side pops open with an audible click, revealing its hollow insides. Stone footholds and handholds form a ladder that drops 10 feet below the ground, leading to a narrow sloping passage that leads to a spiral staircase underneath the center of the Octolith – beneath the upper crypt.

The stairway winds downward for 50 feet. Halfway down, a weighted stair trap triggers an **oil slick** which coats the remaining steps. Once the trap is sprung, any character attempting to walk down the stairs must save vs Death Ray (with Dexterity bonus added) at a -2 penalty or fall the rest of the way down the stairs, taking 3d6 damage and landing prone at the bottom.

When the PCs reach this point, the trap has already been sprung and the steps are coated with slippery oil. Each character must make the saving throw as described above or fall. A character walking in front of another character who fails the saving throw must make an additional save, this time at a -4 penalty, or fall as well.

2. MERAMEDI'S CORPSE

At the bottom of the stairs is the body of Meramedi. The treasure hunter's face is frozen with a look of shock and horror; broken bones, bruised flesh, and a thin coating of grease bear grim and obvious witness to the cause of death. Meramedi has a stone tablet similar to the one carried by the PCs, as well as common travel gear and weapons. The body does not appear to have been disturbed since its fall.

A character who succeeds on an **Intelligence Ability Score Check with a Target of 15** or a **Wisdom Ability Score Check with a Target of 16** notices Meramedi's true cause of death: poison. The fall, while damaging, was not bad enough to be fatal.

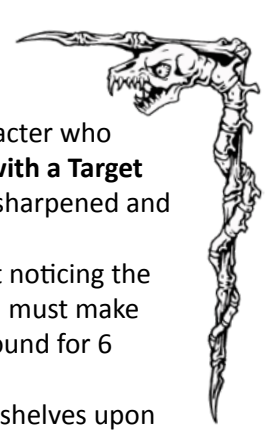
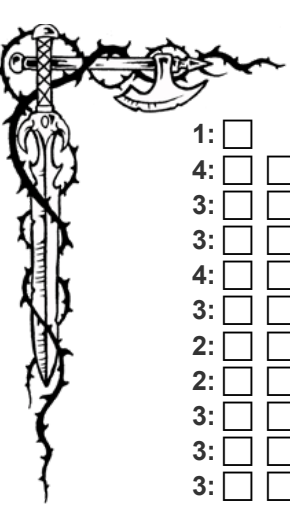
3. FALSE IDOLS

This 10-foot wide hallway is pocked with 10-foot-deep alcoves – three on each side. The alcoves are full of ragged fabrics, torn parchment, strips of rotted wood, and other debris. A small, dirty carving of an elephant sits in the back of each alcove. Each idol is about 6" tall, crudely formed, and might be worth one gold scepter (gold piece) to the right buyer. These idols can also be used as holy symbol of Bala.

More dangerously, these alcoves are home to a mischief of **giant rats**. At any given time, there are 3d10 giant rats present in the hallway and alcoves.

3-30 giant rats AC 13, hp 1d4 hit points, # At 1, Dam 1d4 + disease, Mv 40' (20' swim), Sv. F1, MI 8, XP 10 ea

HP 4: ☐ ☐ ☐ ☐
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4. MESMERIZING CHAMBER

This room is punctured by two 10' wide pillars in its center, making it feel more like interconnecting hallways than a single space. The walls are covered in bas-reliefs that depict the triumphs and travails of Bala and her worshippers through the ages.

The reliefs are both a history lesson – of definite interest to anyone studying the Schism and its effects -and a trap. A character who studies the reliefs for more than one minute must make a save vs. Spells or become transfixed with wonder, staring at the wall. Those under this effect are aware, and breathe normally, but cannot take any actions, including speech. Pulling a transfixed character from the wall, or dealing a point of damage to them ends this trance.

A character who succeeds on the saving throw and proceeds to study the reliefs for an additional hour gains a +2 bonus on Intelligence checks regarding the Schism and Ragnar's divine war.

Heshoth is hiding in this room when the party arrives. The Bala worshipper is eager to find the idol and may choose to follow the party instead of ambushing them at this time, or may simply wait until the PCs have retrieved the idol and attack on their way out.

Heshoth AC 13, hp 16, # At 1 spear or 1 blowgun, Dam 1d6 or 1 + poison, Mv 30', Sv. F3, MI 9, XP 145

Heshoth is able to move in nearly complete silence, surprising opponents on 1-3 on 1d6.

Heshoth also carries two additional applications of poison; each is good for coating a weapon and lasts exactly one attack. A character wishing to apply the poison must make a successful **Dexterity Ability Score Check with a Target of 13** – on a failure, the character poisons themselves instead of the weapon.

4A. STORAGE

Recessed into the chamber's end is a door carved as exquisitely as the walls (though lacking the mesmerizing quality of the main area). The door has a clearly defined

handle with which to pull it open, but a character who succeeds on a **Wisdom Ability Score Check with a Target of 15** notices that the handle's inner edge is sharpened and poisoned.

A character who grasps the handle without noticing the sharpened edge takes 1 point of damage and must make a save vs. Poison or suffer 1d8 damage per round for 6 rounds, starting the following round.

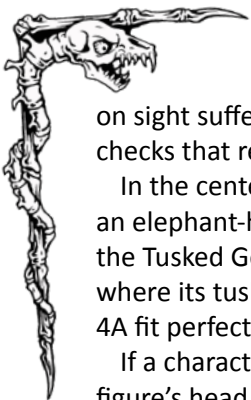
The interior of the storage area consists of shelves upon which sit rows of ceramic and earthenware jugs. Most (1-80 on D%) of the jugs are empty, but some (81-90 on D%) contain spoiled or indeterminate substances which will poison anyone who touches or consumes them. A few (91-97 on D%) of the jugs contain a healing salve that takes one full round to apply and restores 2d4 hit points. The remaining (98-100 on D%) jugs contain a random spell scroll or another item of the GM's choosing.

Aside from the jugs, the shelves contain a combined 4d10 gold coins and 2d8 x 10 platinum coins, all cast in an ancient and unfamiliar mint. In addition, the shelves hold two 3' long elephant tusks carved of white opal.

5. WORSHIP HALL OF THE TUSKED GOD

This lowest level differs from the others in that its walls and floor are of polished black stone rather than packed earth, and the ceiling is 15' high. The sheen from the stone reflects light in dizzying patterns, and if a light source is created or brought into this chamber all creatures who rely





on sight suffer a -2 penalty to attack rolls and ability score checks that require vision.

In the center of the hall stands a 6-foot-tall carving of an elephant-headed humanoid holding a spear, known as the Tusked God. The figure's head has two round openings where its tusks should be; the two tusks from Storage area 4A fit perfectly into these slots.

If a character places the tusks into the space on the figure's head, the statue begins to transform. Over the course of one round, the statue grows until it stands a full 9' in height. During the transformation the Tusked God's body is still made of stone, but once it completes the change it can be harmed by normal weapons (see the **Tusked God** monster entry below). The Tusked God attacks anything within the chamber except characters who brandish a holy symbol or carving of Bala (the small idols from area 3 will suffice for this purpose). Once a creature attacks the Tusked God, the Tusked God will seek to destroy that creature even if that creature later holds up a symbol of Bala.

If reduced to 0 hit points, the Tusked God's body reverts to black stone rubble.

Tusked God AC 16, hp 26, # At 2 weapon, **Dam** 2d6+ 3, **Mv** 40', **Sv.** F6, **MI** 12, **XP** 500

26: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

5A. THE IDOL OF BALA

The door leading to area 5A is constructed the same as the one leading to Storage 4A.

In the center of this chamber stands the 2' tall Idol of Bala, seemingly unguarded. However, the entire interior of the room is filled by a **gelatinous cube**, which automatically engulfs any character who walks into it.

The Idol of Bala is nonmagical in all respects except that it cannot be damaged or destroyed by any means shy of divine intervention. Those who sleep within 20' of the Idol also report having consistently pleasant dreams filled with alluring music and awaking full of inspiration.

Gelatinous Cube AC 12, hp 17*, # At 1, **Dam** 2d4 + paralysis, **Mv** 20', **Sv.** F2, **MI** 12, **XP** 280

17: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CONCLUSION

Dendefsha pays the characters as promised if they return with the idol. The cleric also gives the party a bonus of 1 platinum crowns if they return the carved tablet and triples this reward if the party also returns the tablet Meramedi carried.

At this point the party has made a contact and possible ally within the priesthood of Chandra but have also likely earned the enmity of Bala's cult. How useful or dangerous these affiliations may be is left for the Game Master to develop.

MONSTERS

GELATINOUS CUBE

Armor Class:	12
Hit Dice:	4*
No. of Attacks:	1
Damage:	2d4 + paralysis
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	V
XP:	280

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is ten feet on a side and weighs about 15,000 pounds; however, smaller specimens have been reported.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. Any character hit by a gelatinous cube must save vs. Paralysis or be paralyzed for 2d4 turns.

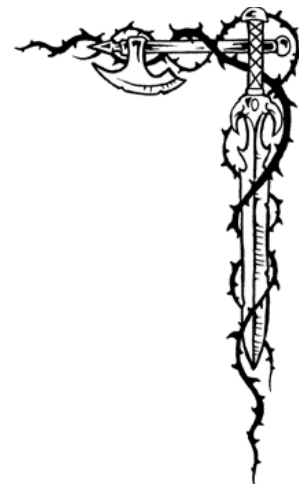
Any treasure indicated will be visible inside the creature, which must be slain if the treasure is to be recovered.

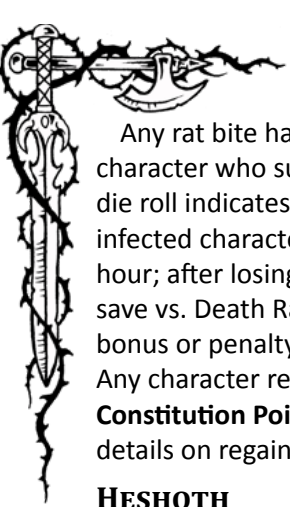
While Gelatinous Cubes can be found in any ruins or caves, they are most common in the subterranean ruins of the Untamed Gauntlet. While scribes have a number of theories regarding this phenomenon, the prevailing wisdom teaches that these creatures, like many oozes and slimes, are byproducts of magical effects used in the final battle between Chandra and Ragnar.

GIANT RAT

Armor Class:	13
Hit Dice:	1d4 hit points
No. of Attacks:	1 bite
Damage:	1d4 + disease
Movement:	40' Swim 20'
No. Appearing:	3d10
Save As:	Fighter 1
Morale:	8
Treasure Type:	C
XP:	10

Giant rats are scavengers, but will attack to defend their nests and territories. A giant rat can grow to be up to 4 feet long and weigh over 50 pounds. A single giant rat, or a small group of up to four, will generally be shy, but larger packs attack fearlessly, biting and chewing with their sharp incisors.





Any rat bite has a 5% chance of causing a disease. A character who suffers one or more rat bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead. See **Constitution Point Losses** in the **Encounter** section for details on regaining lost Constitution.

HESHOTH

Armor Class:	13
Hit Dice:	3+1
No. of Attacks:	1 spear or 1 blowgun
Damage:	1d6 or 1 + poison
Movement:	30"
No. Appearing:	1
Save As:	Fighter: 3
Morale:	9
Treasure Type:	Q, R
XP:	145

Heshoth is able to move in nearly complete silence, surprising opponents on 1-3 on 1d6.

Heshoth also carries two additional applications of poison; each is good for coating a weapon and lasts exactly one attack. A character wishing to apply the poison must make a successful **Dexterity Ability Score Check with a Target of 13** – on a failure, the character poisons themselves instead of the weapon.

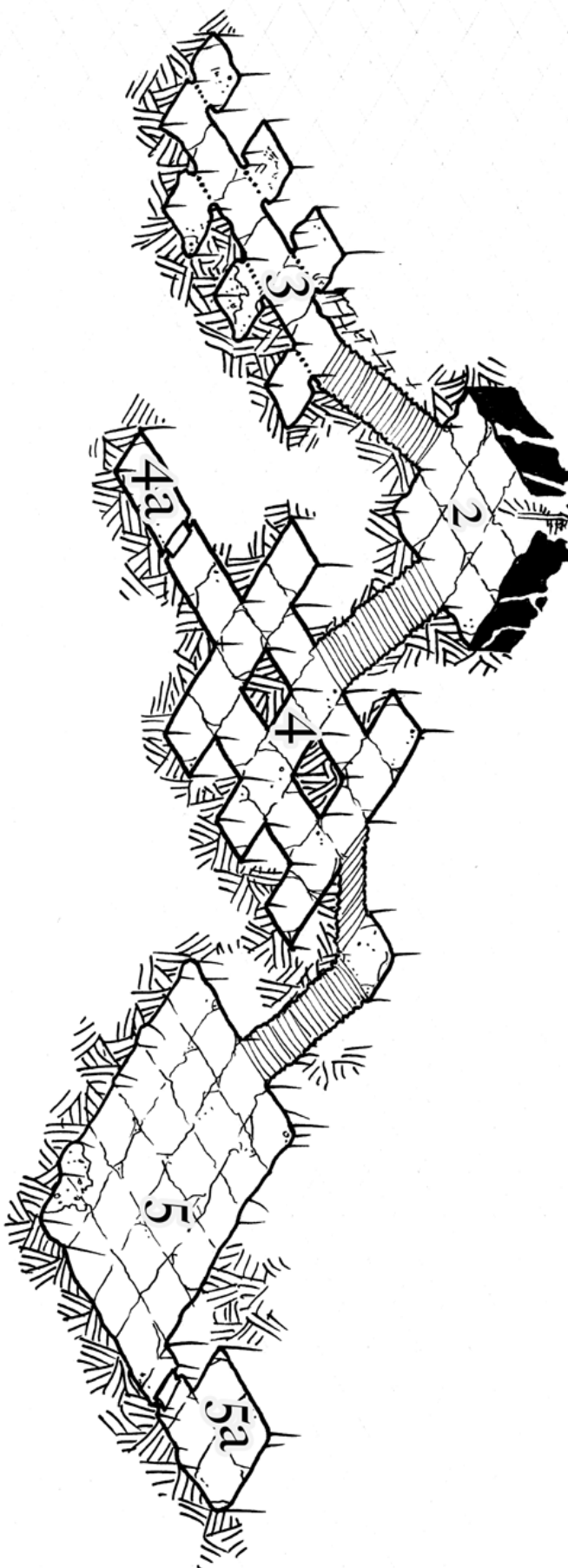


THE TUSKED GOD

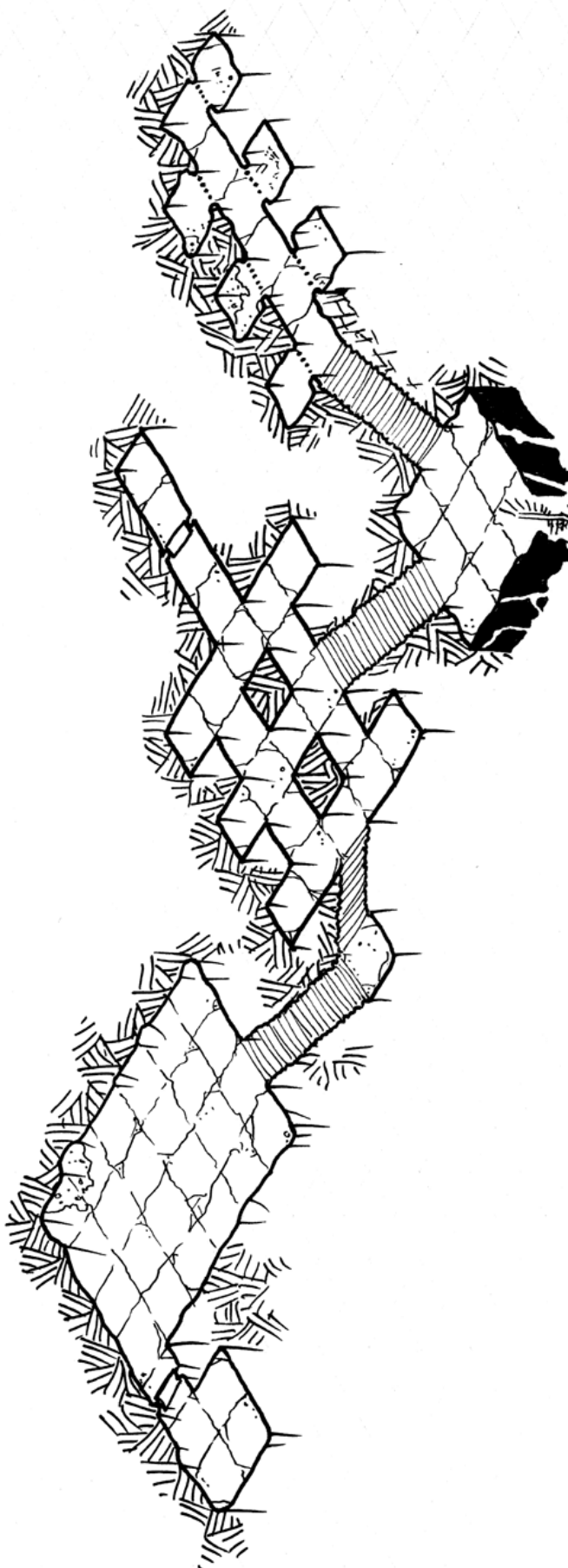
Armor Class:	16
Hit Dice:	6+1
No. of Attacks:	2 weapon
Damage:	2d6 + 3
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	Nil
XP:	500

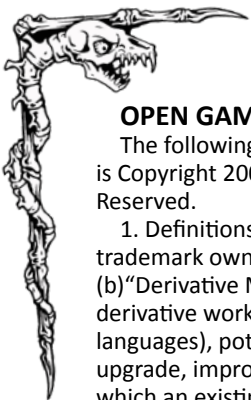
The Tusked God does not rely on vision to make attacks and does not suffer the attack penalty from reflected light, if applicable.

MAP - GM VERSION



MAP-PLAYER VERSION





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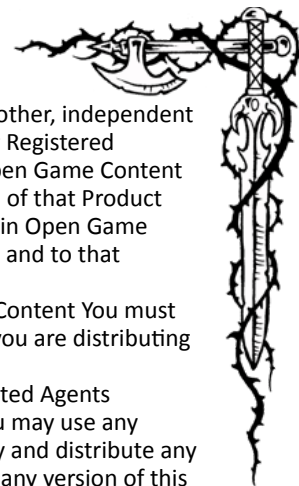
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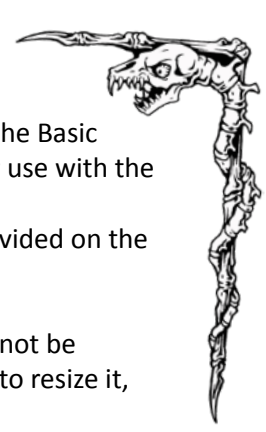
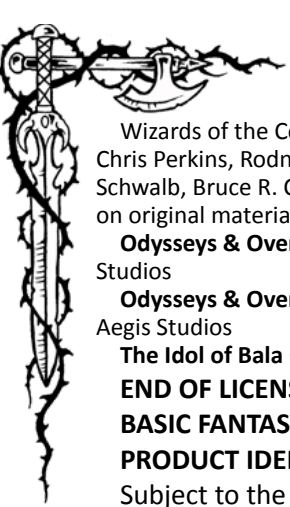
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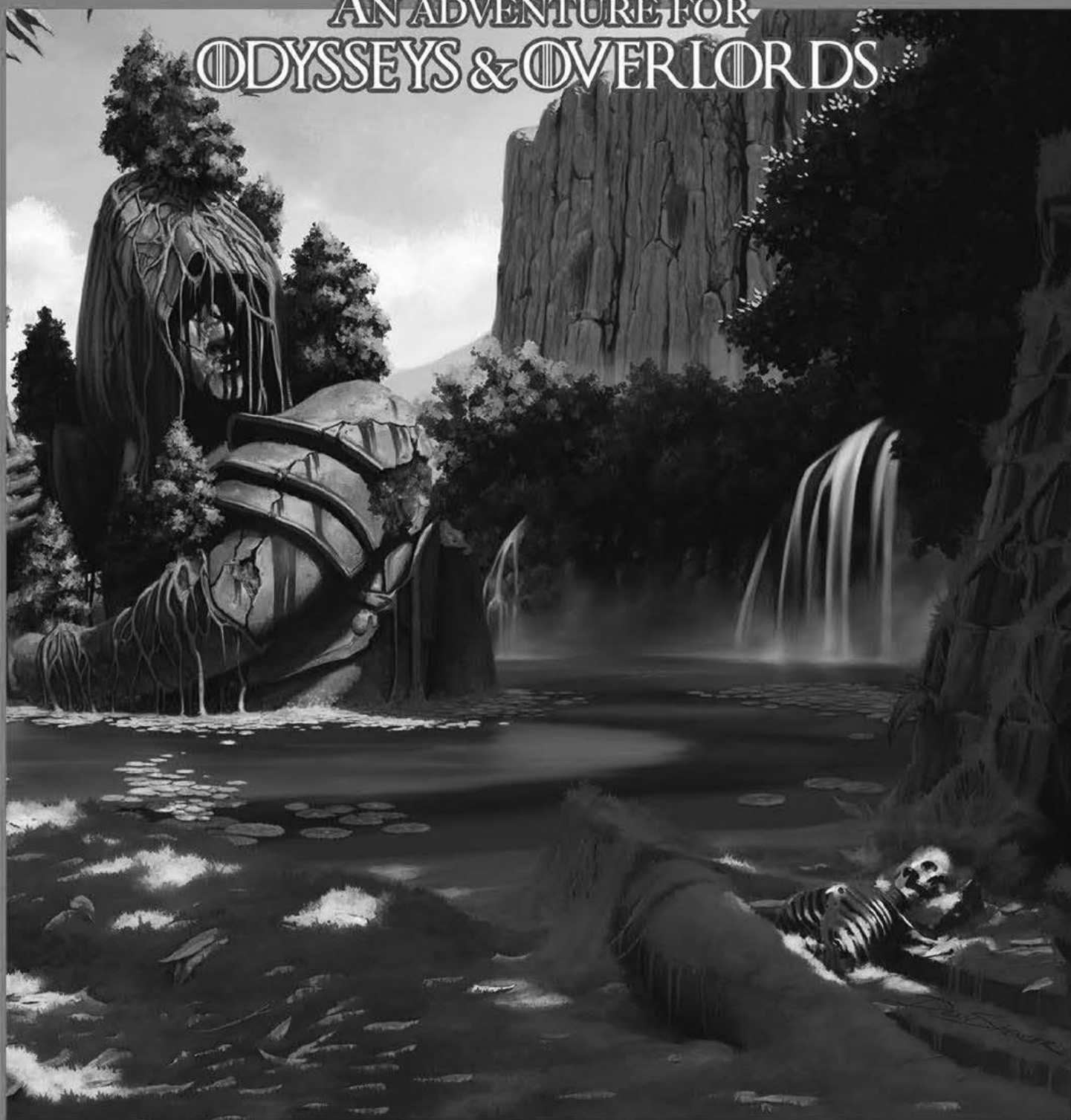
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AN ADVENTURE FOR ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND TO 5TH LEVEL

WYVERNSEEKER ROCK

An Adventure for

ODYSSEYS & OVERLORDS

ADVENTURE WRITTEN & DEVELOPED BY: R P DAVIS

ODYSSEYS & OVERLORDS WRITTEN & DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

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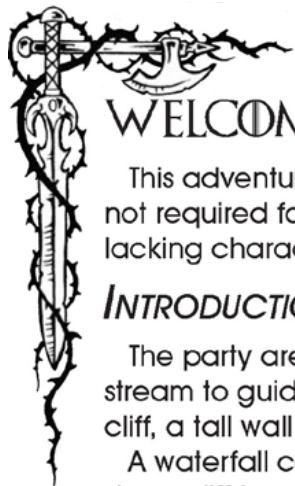
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WELCOME TO WYVERNSEEKER ROCK

This adventure is designed for 4 to 6 player characters of 2nd to 5th level. A Magic-User and a Thief are not required for success, but a party with those characters in it is far more likely to succeed than those lacking characters in those roles.

INTRODUCTION & BACKGROUND

The party are traveling west through the Untamed Gauntlet, on their way to somewhere else and using a stream to guide their steps. They step out from under the eaves of the forest to spy looming before them a cliff, a tall wall of stone which stretches away to either side as far as they can see.

A waterfall cascades onto sharp rocks into a pool from which pours the stream they were following. The sheer cliff is easily 100 feet high, and too wet and slick to climb safely, though it can be tried.

Atop the cliff is a bare stone hill which looks like it was at one time worked by intelligent hands; a look-out post of sorts has been carved into its southernmost peak. The map says it's called "Wyvernseeker Rock," but it doesn't say why.

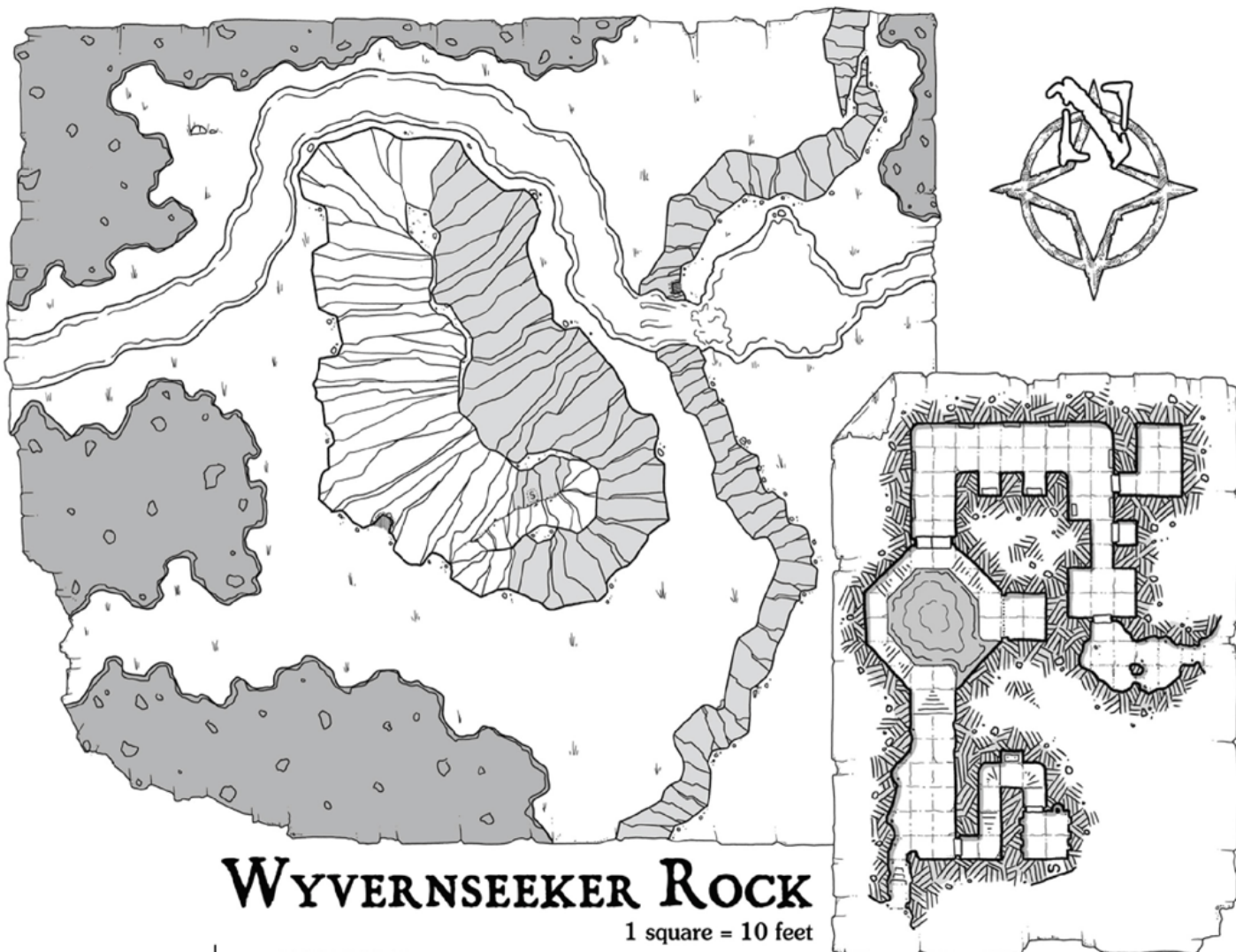
The hill appears deserted.

A long age ago, beyond mortal memory, a forgotten people built a watching post and refuge atop and within Wyvernseeker Rock. A hundred years ago, an adventurer named Olaf Wyvernseeker claimed the Rock for his own and set out with companions to clear the lands thereabouts.

They were never heard from again.

The upper chambers of the Rock are a convenient lair for a Giant Rhadogessa and its spider servants.

Still, it's got to be safer than climbing the cliff. Right?





ROOM ONE: ENTRANCE AND PUZZLE

Perhaps a safer way to the top of the cliff is through the opening next to the falls. Hewn into the face of the cliff is an arch, around which are carved mystical runes too weathered to decipher.

Through the arch is a cave. Niches line the walls of the cave, each just large enough to contain a humanoid skull. There is no light save that which the heroes bring with them.

THE SEALED DOOR

To the north is a sealed stone door. More mystical runes are carved into the door and the stone into which it's set. As these runes are protected from the elements, they're as clear as if they were chiseled yesterday.

Huddled against the base of the door is the skeletal remains of a Wild Folk clutching a spear.

The door is locked and magically sealed. Unless the correct runes are touched in the correct sequence, the door remains locked.

When a character makes a successful Intelligence ability score check (see page 5 of the **Players Guide**), they correctly decipher a rune. Magic-user characters have +2 on this check.

If a character touches an incorrect rune, they must make a save against wands or take 1d4 damage as magical sparks leap out.

When the party makes 3 successful ability score checks, the door grinds open on hidden hinges.



ROOM TWO: CRYSTAL GUARDIANS

Thick dust carpets the corridors. Clearly no one has walked here in centuries. Tiled mosaics of water creatures riding waves line all the walls.

Guardians. Niches in the wide corridor which runs east—west each contain a *Crystal Living Statue* (**BFRPG Lite**, p 100). When a character moves within 10 feet of a statue, motes of light wink deep within it, it animates, and attacks.

Side Rooms. The side rooms are unoccupied and contain nothing of interest, except the larger side room has a door which can be barred and a cistern of fresh, clean water in the northeast corner. If the characters are injured, they can safely rest here.

Double doors lead to:

ROOM THREE: BIG BATTLE & TRICK

The doors open onto an octagonal cylinder hewn from the rock. A spiral staircase winds up to the right/west, and down to the left/east. At the bottom of the cylinder, 20 feet below the doors, is an ornamental pool filled with water which flows in from the southeast.

Monsters. In the middle of the pool is a Giant Rhagodessa (**O&O GMG**, p 42), attended by 3 Giant Crab Spiders (**BFRPG Lite**, p 119) which dangle from webs at the top of the cylinder, 40 feet above the doors. All attack any intruders.

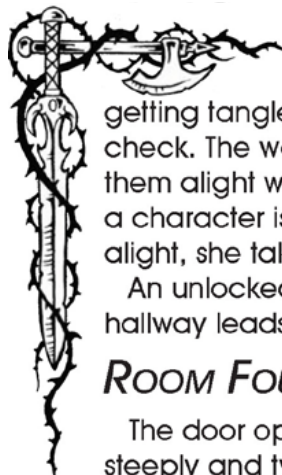
Hazard. An anteroom at the bottom of the cylinder contains a statue of a forgotten water goddess which is bedecked in jeweled raiment. A skeleton of a human, clearly dead for centuries, hugs the feet of the statue.

When the statue and its tiny things are touched by a living creature, a portcullis slams down, trapping the burglar in the anteroom. The character standing under the portcullis when it falls must save vs Death Ray or take 3d6 points of damage.

Twisting the statue's left arm causes the portcullis to raise, but only as long as the arm is twisted; as soon as it's released, the portcullis comes crashing down again.

Treasure. The goddess's raiment is merely gaudy metal foil and glass cut to resemble gems. However, a secret compartment in the base of the statue, hidden by the corpse, contains a +1 weapon of your choice, a potion of healing, and a potion of delusion.

The long hallway at the top of the stairs is filled with thick, sticky spiderwebs, and leads to an arched passage leading out again. A character moving through the long hallway must move at half speed or risk getting stuck in the webs. A character moving at full speed through the webs can avoid



getting tangled in them with a successful Dexterity check. The webs can be burned by simply setting them alight with a torch, clearing the hallway. If a character is stuck in the webs when they're set alight, she takes 1d6 damage from the fire.

An unlocked door at the southern end of the hallway leads to...

ROOM FOUR: TRAPPED STAIRCASE

The door opens onto a stairway which climbs steeply and twists and turns. Halfway up is a shrine to the same goddess as in Room Two. Carved into the rock over the shrine is the phrase "All praise to the goddess" in an ancient dialect. A character can make a successful Intelligence ability score check to decipher the words.

Trap. If the words aren't spoken aloud, as the first character passes the shrine all the stairs retract into the floor, making a slick ramp that dumps everyone on the stairs back at the bottom. In the process of falling they take 1d6 damage from bouncing off the walls, and another 1d6 damage when their fall

ends. A character can make a Dexterity check to avoid falling by grabbing on to something. The stairs reset after 1 minute. A character can successfully drag herself up the ramp by making a successful Strength check, and Thief characters can use their Climb Walls skill to do so.

The chamber at the top of the stairs is mostly empty. There are niches in its walls. In each niche is a stone bucket, and each bucket contains 50 ancient arrows. The arrows can be used, but they're so old they've become fragile; whenever one is fired, it shatters when it hits, whether it hits a target monster or (on a miss) something behind it. Additionally, if a character carrying the arrows falls, she must make a saving throw against Wands or all the arrows in her quiver shatter.

In the south wall is a door, apparently cut from the rock itself. A corroded bronze lever next to the door opens it; due to its corrosion it can't be moved without a successful Strength check. If the check is failed by more than 5, the lever snaps off in the character's hand.

Once the door is open, the characters can see outside, and discover an ancient observation post.

ROOM FIVE: REWARD, REVELATION, PLOT TWIST

You can see the treetops for miles and miles up here. On a ledge to the south are two pillars carved with runes. When a character makes a successful Intelligence check, they correctly decipher the runes. Magic-user characters have +2 on this check. If deciphered and touched, the runes create a magical image between the pillars which the controlling character can use to see even farther—and perhaps into different times—simply by willing the image to shift.

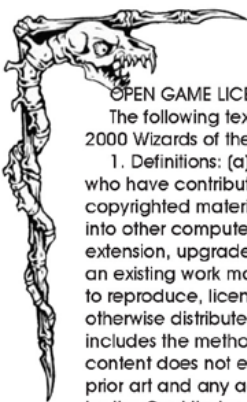
Use this opportunity to provide hooks to further adventure!

Slavery. A hero sees her house on fire, her family in chains driven by a slaver's whip.

Treasure. A hero sees a room in a faraway place full of sparkly, shiny treasure, and knows the direction in which it lies.

The Next O&O Adventure! The hero sees a scene which sets up the next adventure in the O&O adventure series!





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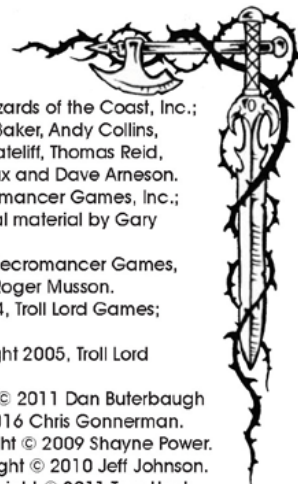
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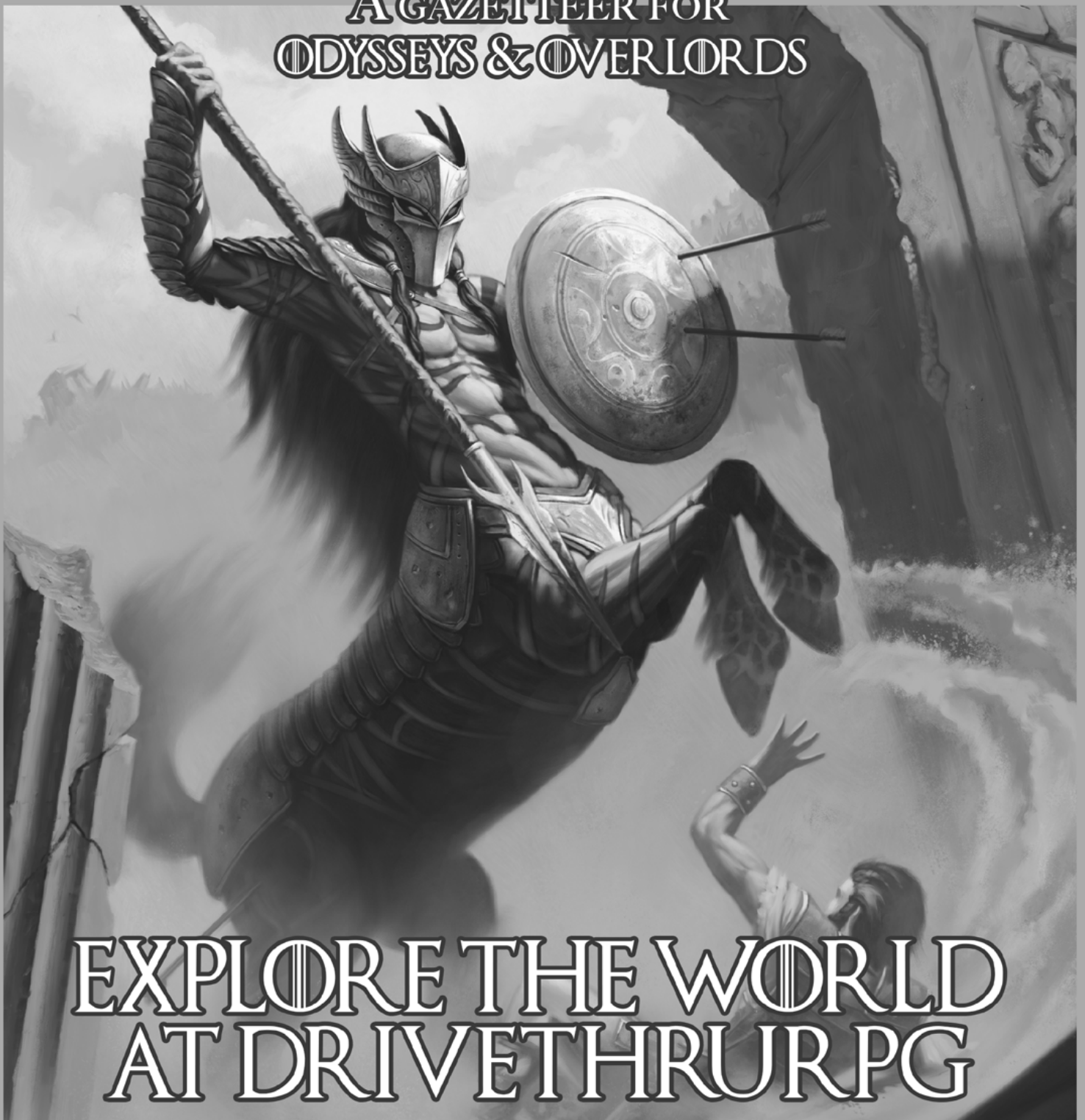
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