



# OBRI'USTA

A DUNGEON WORLD ADVENTURE

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**Read the following to the players:**

*You're at OBRI'USTA, on the borders of the Imperium, overlooking the Titansbane fens. The giants were banished there after their last great war failed. One day, they might return. **After tonight's watch is over, who will be in your debt?***

*It's night. A faint smell of methane drifts past. Occasionally, a witchlight or two sparks up over the swamps. There's a lot of them, tonight. **Who's standing guard on the ramparts?***

*The rest of the garrison is quiet. **Who's playing cards with the other guards in the barracks?** Greco is still complaining of scratching in the walls. He's been going on for so long, you're starting to believe him.*

*Three criminals are locked up below. One falls over, choking. The others back away, fear in their eyes. Are they sincere? Or is it a ploy? **Who's guarding the prisoners tonight?***

*The night air is broken by a single hearty roar. More roars echo in response. The giants are returning - and right now, you're the only thing in their way.*

*What do you do?*

Everyone write a **bond** with the person who'll be in your debt (perhaps *Martin Teague*, or *Claris Bookworth*.) Your indebted lives in the city, many leagues north of here. When you meet them again, cross off the bond and mark experience.

**When you discern realities from the battlements**, the tower's old magic lets you see further than you could normally. On any result you will see some sign of impending invasion, no matter what question you ask. On a miss, that sign will be far closer than you'd like.

**Are you winning the card game?** If so, you're up Dó coin, but someone's got a grudge against you. If you're losing, you're down (or debted) Dó coin to someone and mark experience.

**The prisoners** were caught burning down a chapel with half the townsfolk still inside. They've confessed their crimes; they claim they were doing the townsfolk a "favour". Their packs were full of stolen supplies. Their execution is in three days. **Have you treated the prisoners fairly?**

# OBRI'USTA

## CROWN OF THE MERE

### STAKES

- What will be lost when the last giants go to war?
- Will the giants reclaim the old bones of their king?
- What manner of defence will the free people muster?
- What will happen when the last giant dies?

### QUESTIONS

- When did the giants' war end? (Years, decades or centuries ago?)
- What was Jack Dyson, the titanslayer who raised Obri'usta from the giant king's bones, to you? (Your ancestor, your god, your hated enemy?)
- What horrors did the giants inflict on your people?
- What defences can you muster before the giants get here?

### FLOORS

- The **Ramparts**, charged with spiritual energy
- The **Commander's Quarters** and the angelic pillar
- The Armory, and 2 secret rooms
- The **Barracks**, dorms, and murder-holes
- The **Atrium** and the halls of honour
- The demonic pillar, the unlucky rooms, the shrine
- The Storehouses, the secret escape tunnel, the lockboxes

### REWARDS

- The bones, brains and blood of dead giants
- Honours and accolades from Obri'usta's founders
- The banner of the fens, reclaimed from a giant champion
- An eye for foresight, learned during your time in the garrison

### ENEMIES

- **Giants:**  
Huge, crude, angry
- **Rotwhiskers:**  
Small, swarming, infectious
- **Convicts:**  
Unruly, self-serving, desperate

# FLOORS

## THE RAMPARTS

It is said that the bone-white ramparts were the giant king's teeth, pulled from his mouth one by one as a final insult before his execution. Each has been carved with enchantments of farsight, so that the wardens may see far into the Titansbane.

A trapdoor with a busted lock provides easy access up or down.

## THE COMMANDER'S QUARTERS

The third floor is dominated by a white marble pillar, adorned with images of soaring angels. (It's twin rests in the basement.) Both were said to have been recovered from the giant king's gullet, who swallowed them whole for his own foul purposes.

A lifelike statue of the last commander has been placed in the quarters. It is sculpted in an awkward and violent pose, arms raised to strike something. The soldiers will be unwilling to go into details, but any veterans who may have known the last commander will admit the old general had a temper if pressed, and that the statue is oddly lifelike.

**When an act of violence is committed in sight of the angelic pillar**, the object of said violence (such as a sword, or the attacker themselves) should roll+WIS. On any result, they have earned the ire of an angel and will begin to ascend - whatever that means for them.

(In the commander's case, it meant being turned into stone when he struck out at his concubine.)

The quarters themselves are spartan and unadorned. With the exception of one slightly nicer pillow, they're no more comfy than the dorms below.

Any of the PCs are welcome to take the role of commander - the garrison will have no complaints, but may mention the role is known to be unlucky.

## THE ARMORY

The armory is filled with a glut of ivory swords and breastplates, carved from giant bones. The breastplates need fresh leather straps and the swords need sharpening.

One person could probably get about D3+DEX items per hour battle-ready. D6+WIS ammo can also be found by the first person that cares to look.

Any giants who spot someone wielding these relics are very likely to favour them as a target.

There are two secret rooms in the armory. One has been converted into a rather profane sex dungeon - it's existence will be a surprise to the garrison, but anyone who's been here a while will assume it belonged to the previous commander.

The other hasn't been touched in years, but contains some delicate dwarf rune-tomes. **Whoever finds them first** uncovers D3+INT/WIS (whichever's higher) tomes, and each tome contains a lvl 3 cleric or wizard spell of the GM's choosing. Each tome allows the spell to be cast once, after which it crumbles to dust.

## THE BARRACKS

Two dorms, a common room and a sparse medical station. The common room holds most of the guards' personal effects, a round table for playing cards and usually some kind of tapped keg (with an optional sleeping soldier wrapped around it.)

The medical chamber is mostly empty, but clean. The chamber has three small windows - murder-holes, used to shoot arrows towards the swamps from relative safety or pour

boiling liquid onto anyone attempting to breach the front door.

**When you scrounge bandages from the medical station**, you find D6+WIS. If you take them, you deny them to the NPC guards who may need them in the future. If you only have a few minutes to get them, you only get D3+WIS instead.

## THE ATRIUM

The front door is man-sized and built from giant bones and sturdy oak. It's stood for generations, and intricate protective runes have been carved by it's dwarven creators all over the door.

If the front door is closed and bolted, **when a giant or similar large creature comes-a-knocking**, roll it's damage dice and subtract the result from 10. If the result is a negative number, the creatures' going to get through in less than a minute, no matter what the PCs do next. If it's a positive number, draw that many boxes on a piece of paper that everyone at the table can see, and fill in the first.

When someone rolls a miss, (or whenever it's dramatically appropriate) consider filling in a box instead of what you'd do normally. (You probably want

to be filling in a box every few minutes of real-time, regardless of the players' actions.) When all the boxes are filled in, the door's broken down.

The entrance hall is flanked by two "halls of honour" filled with empty plinths, as all the trophies were tidied away in the storehouses years ago. The main atrium proper is typically used as a dining room and communal space by the garrison.

## THE BASEMENT

The basement is considered unlucky, probably due to the huge evil pillar that some idiot installed in there at the end of the giant's war.

There's three cells on this floor, two small and one large, currently holding three prisoners. In a few days, the city watch will arrive to collect these men and women for their trial.

At least one has eaten spoiled food, and is already suffering the early stages of Rotwhisker infection (see *Fronts*.)

The centre of the floor is taken up with a carved obsidian pillar,

the opposite of the marble pillar near the top floor. The pillar seems to absorb any light brought near, keeping the basement perpetually dim. Careful study (made all the harder by the light-distorting effect) will reveal several demonic figures carved into the pillar's base.

**When an act of peace or healing is committed within sight of the demonic pillar** The eyes of whoever was healed will turn completely black, and they will go blind for D3-WIS days. Their eyes will remain black even after they regain their eyesight.



## THE STOREHOUSES

The bottom floor has been largely kept aside for storage. One room is a food larder, another a wine cellar. Others are filled with old war trophies and leftover 'building materials' - yellowing bones, of all shapes and sizes.

There's a shrine to a well-known deity (a PC's, if they have one; otherwise perhaps Mareth, Morad or Saint Mirka) in one of the side rooms. At least one of the garrison will be religious enough to tend the shrine regularly.

The southern bottom wall is cracked and brittle. In one corner several bricks have been carefully broken down and tucked away. Behind them lies a tunnel leading to the fens, which was left by the builders to be used as an emergency escape route and subsequently forgotten.

The giant's rotwhisker scouts have rediscovered the exit and have spent the last few weeks sneaking away supplies. and possibly leaving signs of contamination in their wake...



# DANGER: ROTWHISKER INFESTATION

## **Humanoid vermin**

*Impulse: to breed, multiply and consume*

Rotwhisker (more correctly, *Mus Iratus*) is a chronic infection of the brain believed to have originally occurred through poorly sanctified food. The disease, once it takes hold, will cause the victim to mutate into a crude beast-like form and begin craving the uncooked flesh of it's kin.

Although most commonly found on ships with poor hygiene, a recent outbreak in the city led to dozens of infectees being rounded up and shipped to the fens. Unfortunately the afflicted have only thrived there, preying on highwaymen and other stragglers.

## **Criminals, awaiting trial**

*(1d8 damage close / 6 HP / Instinct: to find safety)*

## **Rotwhisker afflicted**

*(1d6 damage close / 3HP 1 Armour / Instinct: to spoil)*

## **GM MOVES**

- Scratch and scurry inside the walls
- Surge upward at the worst possible moment
- Overwhelm and consume the prisoners
- Poison the supplies
- Steal the bones for their lords, the giants
- Infect a well-respected ally

## **When you feel a scratching in your gut**, roll +CON. on a hit,

you spend the next few minutes helpless, retching on the ground. on a 7-9, you also feel sick (-1 CON).

On a 6-, in addition to the above you exhibit a symptom or mutation, right now - your teeth and nails grow sharper, it becomes harder to think (-1 WIS) or you lash out at the nearest frrresssssh meat...

If you show no symptoms after a day or so, the infection has not taken hold - this time. Rotwhisker can be cured through methods of the GM's choosing, but the more symptoms you acquire, the harder it will be to cure.

*(The Rotwhiskers were first featured waaay back in my first DW adventure, I'm On a Boat!)*

# DANGER: THE GIANT'S LAST BATTLE

## **Wandering Barbarians**

*Impulse: to grow strong, to drive their enemies before them*

After the giants lost their last war, the survivors fled to the fens in disgrace. They've continued to gather away from civilisation, waiting for the time to strike.

One of their number has now risen up - a champion, who will lead the giants to glory or die trying. He has driven out the Rotwhiskers first in an attempt to weaken the human defences.

The champion intends to see Obri'usta - a reminder of the giant's defeat - reduced to rubble first. Then, the army will march to the city. Who knows how much chaos and destruction they will cause if not stopped?

## **Titansbane Giant**

(1d8+5 damage, huge, close, reach, forceful / 12HP 2 Armour / Instinct: to wage war, for the last time)

## **Giant Champion**

(1d10+5 damage close, reach / 12 HP 1 Armour / Instinct: to seek victory)

## **GM MOVES**

- Overwhelm a weaker force
- Perform a show of dominance
- Abandon an old home, find a new one
- Grow in size by breeding or conquest
- Declare war and act upon that declaration without hesitation or deliberation

## **CAMPAIGN FRONT: THE GIANT'S WAR**

### **Grim Portents:**

- Obri'usta is besieged
- The giants reclaim their old lord's bones
- The giants march north, to the city
- The giants pillage the southern villages
- The banners are called to fight the giant army
- Battle is met on the fields south of the city

**Doom:** Destruction (the giants' campaign leaves a trail of ruin in it's wake.)

# HOW BIG IS THE GARRISON?

Roll 2d6 (+nothing):

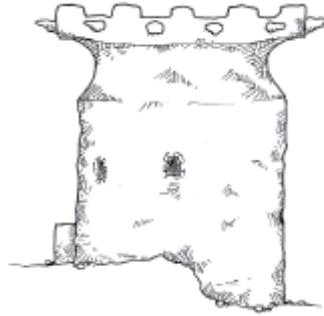
**2-6:** 6 guards, all of whom are former convicted criminals serving time here instead of prison.

**7:** 7 guards with little training and less experience; but all of decent moral character and no desire for crime.

**8:** 8 guards. One is a notorious criminal; another a gruff but capable constable assigned to keep an eye on them.

**9-10:** 10 guards. Two are petty crooks, here on parole; another a celebrated war hero past their prime.

**11-12:** 12 guards with no significant criminal history. At least half have been stationed together here for over six months.

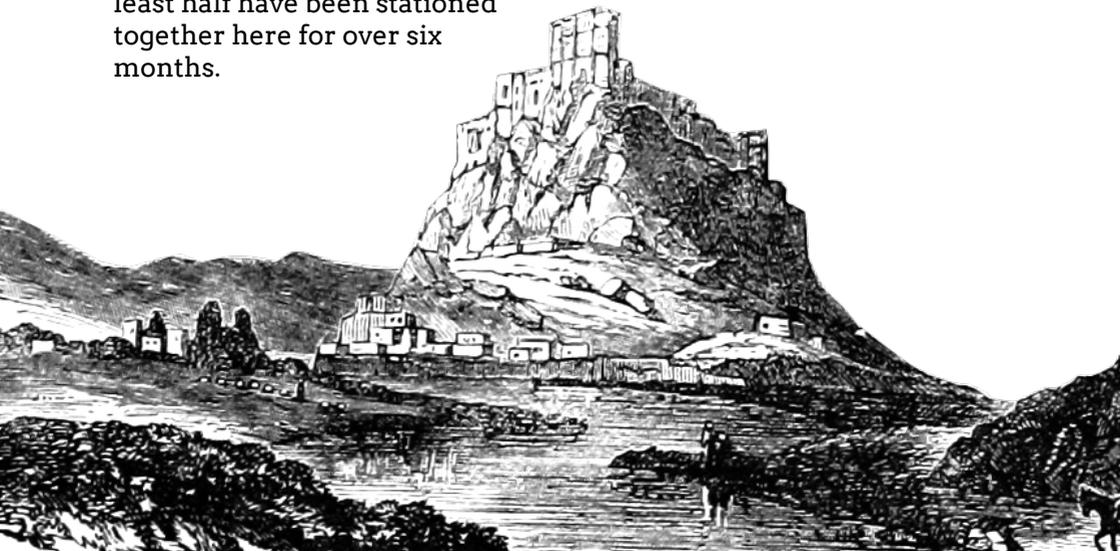


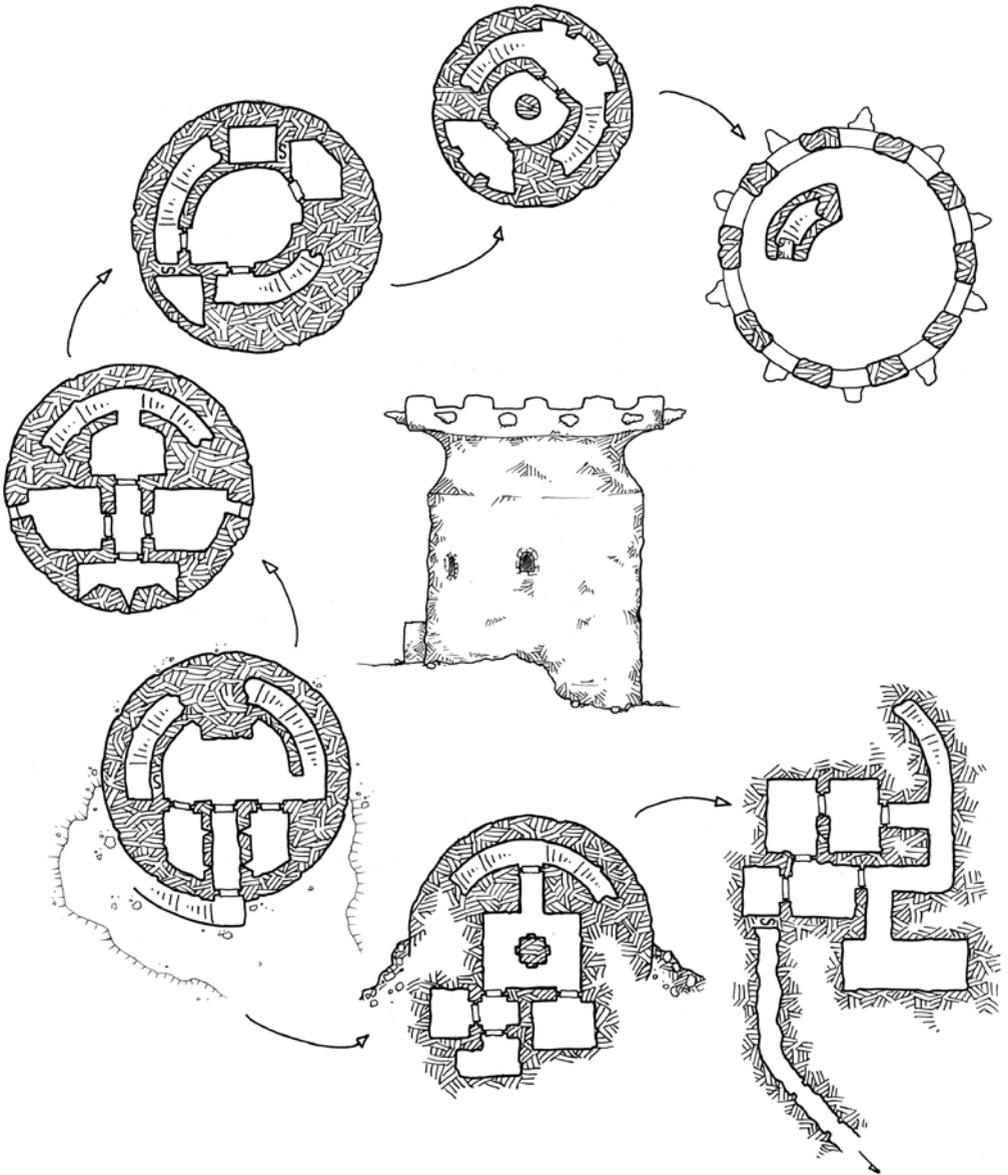
## 1d12

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

## Name

- Daniele Greco  
Katja Knez  
Leo Grasso  
Jana Cools  
Hernan Lopez  
Jade Weastell  
Rene Meier  
Mariana Sousa  
Chau Nhan  
Ossi Siniranta  
Sofia Magurean  
Ina Kurjak





**OBRI'USTA, The Titan's Teeth**

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# QUICK-START RULES

## ROLLING DICE

**When you attempt something risky,** roll 2d6 and add an attribute modifier. (The GM will describe the risks before you roll, and pick which attribute to use.)

A **10+** means it happens, without complication. A **7-9** means it happens, but not quite as you would have hoped. A **6-** means you mark experience and the GM describes what happens next (you're probably not going to like it.)

## DUNGEON WORLD

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## MAKING A CHARACTER

**You have a name:** perhaps Aventail, Bascinet, Morion or Schynbald.

**You have six attributes:** STrength, DEXterity, CONstitution, INTelligence, WISdom and CHARisma. Each has a score and a modifier. Assign these scores to your stats, in whichever order you like: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

**You start with hit points** equal to your constitution +6 (usually, at least 14.)

**You deal D6 damage.** You start with an old blade and shortbow, a handful of arrows (3 ammo's worth) and leather armour (+1 armour.) You also start with 5 *rations*, 5 *adventuring gear* and coin equal to your charisma +6.

**You have an alignment.** If you fulfil your alignment at least once per game, you get bonus experience at the end. Pick one of the following statements to describe your alignment:

- *"I will defend those weaker than me."*
- *"I will defeat a worthy opponent."*
- *"I will spur others to significant, unplanned decisive action."*

**Finally, you have a homeland.** Or if you prefer, you don't, and you get this move:

*At the start of a session, the GM will ask you about your homeland: why you left, or what you left behind. If you answer, mark XP.*

# A WORLD IN CONFLICT



*The world is an ever-changing thing. Today's monsters are tomorrow's trophies; nations rise and fall, and no king rules forever. But never forget the actions of a single adventurer may one day change the fates of nations.*

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Several decades ago the mountain gnomes sought asylum in the hinterlands of **Mirkasa**, home of backwards farmhands and devout templars. While gnomish technology and pious discipline have made this nation greater, threats from beyond and within continue to harass it's people.

***If you grew up in Mirkasa**, then when you are struck by lightning or magical force, hold 1. Spend hold, one-for-one, to deal +hold damage.*

When an army from Chalcedon invaded the **Green Scar**, the entire island nation rose up to drive them out. But despite their best efforts, the rainforests burned. Most of the land's former glory is lost; the land's magic has been all but exhausted and many of it's gods are dead.

***If you survived the burning of the Green Scar**, you start with FAITH equal to your wisdom. You may spend 1 faith at any time to turn a 6- result into a 7. Faith cannot be recovered; when it reaches 0, what remains of your gods is lost with it.*

The sands of **Umberto** are brutal, mysterious and beautiful. It's said there are more ancient terrors beneath the sands than anywhere else in the world, and it's people are constantly vigilant against suspicion from without and demonic incursions from within.

***If you grew up in Umberto**, you count as a "place of power" for the purposes of the move Ritual. Be warned: taking full advantage of this may risk your physical, mental or spiritual well-being.*

**Chalcedon** was a green and pleasant land, now in the midst of an industrial revolution. Fog-shrouded factories sprawl across the landscape, spewing raw etherium into the atmosphere. Foppish nobles bicker over politics and status, while the downtrodden mutated workforce plot revolution.

***If you grew up in Chalcedon**, then choose an element: earth, wind, fire or water. You are resistant to the harmful effects of that element, but weaker to it's opposite.*

## MY THANKS

To my munificent patrons, who helped make this possible:

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