

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

# TO SIT UPON A GIANT'S THRONE



AN ADVENTURE FOR  
ODYSSEYS & OVERLORDS



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

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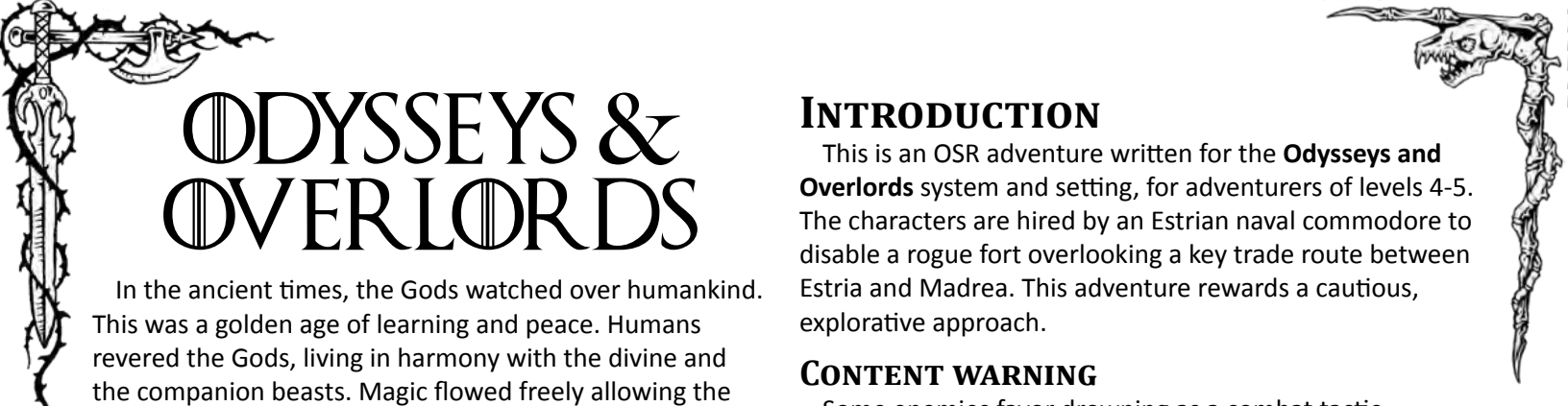
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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership. Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!

## INTRODUCTION

This is an OSR adventure written for the **Odysseys and Overlords** system and setting, for adventurers of levels 4-5. The characters are hired by an Estrian naval commodore to disable a rogue fort overlooking a key trade route between Estria and Madrea. This adventure rewards a cautious, explorative approach.

## CONTENT WARNING

Some enemies favor drowning as a combat tactic.

## BACKGROUND

Rostrum Point, an island at the head of the straits of Mandibar, is home to a strange ruin, the last remnant of a fortress built in times long past, when gods fought and died for the love of mortals. Due to its structure – a central tower, with two ruined bastions on its flanks – the ruin has been named “The Giant’s Throne” by sailors. Once, it was home to a fearsome weapon, a “Heat Ray” which could target any ship or company for thousands of feet around and ignite it within seconds. The delicate mechanism has succumbed to time’s march, and even were it whole, its operation is beyond the ken of contemporary folk.

Despite sitting in Madrean waters, Rostrum Point was claimed by Estria decades ago. Rather than fight for an otherwise desolate rock, the two nations have agreed to treat it as a symbol of unity, watching the major shipping lane between them. However, with the meddling of a sinister third party, the garrison has gone rogue, re-assembling the ancient Heat Ray in a reckless attempt to hold the trade route to ransom. The adventurers have been hired to help resolve the situation.

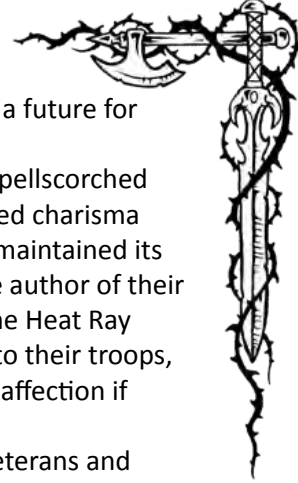
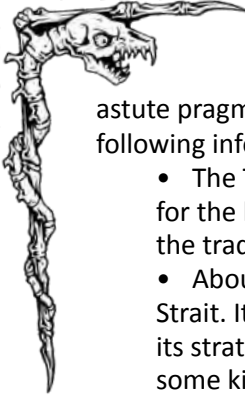
## HOOK

This mission takes place far to the west of the Untamed Gauntlet, the default stomping ground for **Odysseys & Overlords** adventurers. Here are a couple of potential hooks to get the players moving in the right direction.

- One of the characters has a contact within the Estrian Knights, who contacts them about an urgent situation that could tarnish the Knights’ reputation if it gets out of hand. They’ll be sent to meet Commodore Gallant via a military vessel.
- A merchant whose ships are being turned back by the blockade (see below) clues the characters in. They can be sent to Rostrum Point on one of the merchant’s ships to assist the Estrian Navy.
- Alternatively, they can simply be passing through the region on their way to another destination.

## BRIEFING

Once the players, approaching from the east, are within sight of the island, they are hailed by an Estrian navy vessel which sends a boat over to receive them. Aboard the ship, they are greeted by Commodore Gallant, a stout human woman whose harsh demeanor hides an



astute pragmatism. She appraises the adventurers of the following information:

- The Throne has been occupied by Estrian Knights for the last few decades to watch over the strait and the trade that passes through it.
- About a week ago, ships stopped arriving from the Strait. It seems the garrison has mutinied and is using its strategic position to sink shipping. The garrison has some kind of ray-based weapon or magic that lights ships on fire as soon as they come within a half-mile of the Throne.
- Estria knew that then Throne housed the remnants of an ancient siege weapon, but it was thought too broken and advanced for contemporary forces to use. Gallant believes the commander has enlisted the help of some third party to repair the machine.
- This is an international scandal waiting to happen. The Estrian presence in a fort in Madrean waters is already a sore point. The Madreans are assembling a fleet which will attack tomorrow. If they confirm the enemy are Estrians, even rogue ones, then the situation could turn into full-scale war.
- The full garrison numbered 50. Commodore Gallant assumes that many of the Knights didn't agree to this, and have been imprisoned or killed, so the pc's will likely be facing half that number.
- The adventurers need to disable the fort by any means necessary. At the bare minimum, the Ray needs to come down so Gallant can lead an assault. If the Garrison can be convinced to stand down or be killed outright, then that's even better.

## THE GIANT'S THRONE

The fort clings to the northwestern face of Rostrum Point, an island less than a thousand feet across. The garrison are watchful, but there are a number of weaknesses a cautious or cunning party can exploit. Approaching by night and at the opposite end of the small island is least likely to get them spotted. Some prisoners are locked in the West Wing, which is mostly empty in the daytime. The North Wing contains the infirmary and Chaplain Vigour, who can support the characters if they get rid of the sinister Susurrus. The Heat Ray itself can be disabled by various means detailed in the Tower section.

## THE GARRISON

Though ostensibly a critical position, in practice the Giant's Throne tends to be an isolated posting where Estria can deposit their more troublesome soldiers out of the public eye. This includes people such as Knight-Captain Argent, a charismatic and strong-willed leader who doesn't cooperate well with higher authority.

Argent knew he was essentially trapped here until he could be safely disposed of. Bitter and frustrated, the Captain was ripe for recruitment by Susurrus (see below). With the Heat Ray rebuilt under her guidance and the strait shut down, he has issued his demands, hoping to

secure enough money and grace to set up a future for himself and his troops.

At Argent's side is Sergeant Candour, a Spellscorched bard and the captain's lover. Their combined charisma is one of the only reasons the mutiny has maintained its energy. Neither officer trusts Susurrus, the author of their predicament, but they need her to keep the Heat Ray operational. For now, their first priority is to their troops, though they may share a brief moment of affection if (mostly) alone.

Argent's knights are a mixture of loyal veterans and opportunistic washouts. Despite their successes so far, they know they are in a precarious position. Much of the garrison was wounded or killed during the coup. In addition, the fort's sailing ship was scuppered, leaving them trapped on the island until a sufficient assault overwhelms even their Ray-assisted defenses.

The garrison has a variety of Genera. The Genera bonuses and their abbreviations are presented here for ease of reference.

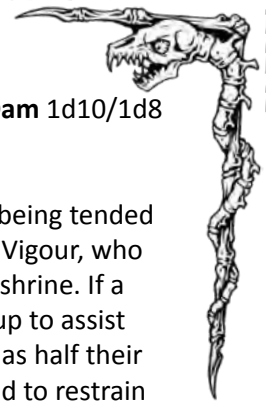
- **Abyss-Kissed (AK):** 60' Darkvision, immune to magic darkness, ½ damage from fire (¼ on save), +2 save vs. fire/cold/electricity
- **Human (H):** None applicable
- **Spellscorched (SS):** 60' Darkvision, -1 surprise range, +1 save vs. Paralysis/Petrify, +2 save vs. Wands/Spells
- **Wild Folk (WF):** 100' Darkvision, -1 surprise range, proficient when unarmed (1d6, 2d6 if using both hands), +1 save vs. Cold

Susurrus is the true architect of this situation. She is a rare creature known as a Deep Were, blessed with ancient knowledge by her antediluvian patron so that she may add to its ranks from the corpus of drowning sailors this conflict shall surely create. In person, Susurrus is charming and intelligent, though with a tendency to smile for slightly too long and laugh slightly too loud, which can lead to suspicious folks thinking she's mocking them. When alone, she tends to talk to herself along the lines of her journal (see "middle floor"). Her transformed state is that of a sleek grey eel, 10' long, with a maw that opens like a terrible flower.

## ROUTINE

There are three leaders (Argent, Candour, Susurrus), who move around a lot during the day, tending to their projects or keeping morale up. Argent and Candour may not appear in any flooded room, while Susurrus may only appear in any room in the Tower, any flooded room, or the Brig. When the party proceeds to a room, roll a d6 for every potential leader. On a 1, that leader is present. Since they move around so much, the leaders' stats are presented here for ease of reference.

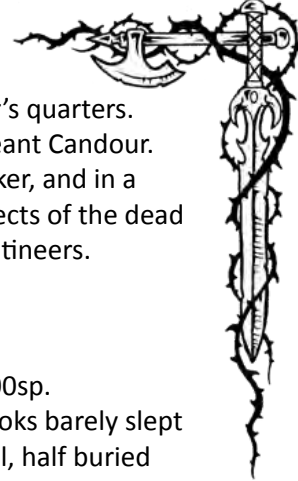
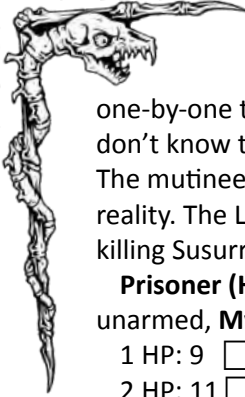


HP: 9 

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This houses the **barrack wing** and **brig**. During the night, 10 Knights rest here. The brig contains two loyalist Estrian prisoners. Argent and Candour have the keys. There used to be more prisoners, but Susurrus has been taking them

This is the **infirmary** and **mess**. Mantlets on the **roof** provide +4AC versus ranged attacks to anyone hiding behind one. A single Knight is posted on the roof at all hours. A half-collapsed entryway on the **lower floor** leads to the Tower through a two-foot wide gap.



one-by-one to the lower floor of the tower. The prisoners don't know the reason, but they're sure it's nothing good. The mutineer Knights have hardened their hearts to this reality. The Loyalists will assist if freed, but will prioritize killing Susurrus over a more cautious approach.

**Prisoner (H) AC 10, HD 2+2, #At 1 weapon, Dam** unarmed, **Mv** 30', **Sv** F2, **MI** 7

1 HP: 9 

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2 HP: 11 

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As on the North Wing, a watch is posted on the **roof** at all hours.

**Knight (H) AC 15, HD 2+2, #At 1 weapon, Dam** 1d10/1d8 (longbow), **Mv** 30', **Sv** F2, **MI** 8

HP: 11 

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**Treasure (Barrack):** 2,000cp, 900sp, 900ep amidst personal effects spread across 30 locked chests (mutineers' chests have been emptied).

The entryway to the tower on the **lower floor** is not collapsed - instead, a door has rotted away below the surface, leaving a submerged gap one can crawl through.

## THE TOWER

*(Susurrus may appear in any room. Argent and Candour may not appear in the lower floor)*

The **Roof** contains the bulk of the Heat Ray. Light is channeled via collector plates into a "chassis", where it is magically processed and focused through a diamond the size of a clenched fist into a heat ray. Once three of the six plates (AC 14, HP 10) are broken, the Heat Ray cannot fire. Removing or destroying the crystal (AC 18, HP 5) will completely disable the ray, as will breaching the chassis of the weapon (AC 16, HP 50). The apparatus is closed at night, folding up like a metal flower facing a storm. In addition, a trained operator can throw a switch as an action to recess the crystal and plates inside the chassis at any time if the Ray is imperiled. There is always a knight posted here on lookout, along with an operator and assistant during daylight hours. Susurrus can appear in this room

**Knight AC 15, HD 2+2, #At 1 weapon, Dam** 1d10/1d8 (longbow), **Mv** 30', **Sv** F2, **MI** 8

1 (H, night shift) HP: 11 

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2 (SS) HP: 16 

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3 (H) HP: 14 

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Excess energy from the Ray is channeled to the **top floor** via copper rods, which then radiate heat out into the air by the same method. The room grows uncomfortably hot after the Ray has fired, but no-one takes damage unless they bring flesh into contact with the pipes (1d4 fire damage per round). Destroying or disconnecting the rods will cause the Ray to eventually overheat and melt down if it fires too many times (10% chance, +1-% per shot). Apart from the Heat Ray apparatus, the room contains a small pile of crates containing spare parts.

The **middle floor** functions as the officer's quarters. The Captain shares his quarters with Sergeant Candour. The pair's personal effects are in a footlocker, and in a chest against the wall are the personal effects of the dead soldiers, kept aside as loot for Argent's mutineers.

Treasure:

- Argent: 10pp, 1,500gp brooch
- Candour: 29gp, 350gp comb
- Dead Soldiers' effects: 1,200cp, 800sp.

Susurrus' room is sparse, and her bed looks barely slept in. the only sign of habitation is the journal, half buried under scraps of parchment and scattered writing tools. A pouch sits next to it, containing gems.

**Treasure (pouch of gems):** 19 Malachite (50gp), 2 Alexandrite (500gp)

The journal is difficult to decipher, filled with barely-coherent scrawlings and rough sketches. This is the product of a disturbed mind. Through the rambling, a few common motifs and phrases can be ascertained:

- Mentions of "fire over water" and "burning light above"
- Illustrations of human faces opening like flowers to reveal darkness or depths within.
- A repeated phrase; "from the burning sun they flee, to the rising deep's embrace."

The **lower floor** lies abandoned and flooded. Susurrus has taken captives down here and ritually drowned them. Some accepted her patron's offer as they drowned and are developing into Larval Deep Weres. She has also stashed the corpses of the fallen here, where they serve as feedstock for her brood. As a result, the water is brackish and murky, with chunks of waterlogged flesh dripping throughout. If disturbed, the Larvae will constrict opponents and attempt to drown them.

Sussurrus's brood of 6 larvae are still developing into adults. Thus, they do not yet have their progenitor's weapon immunity, and their bite does not transmit lycanthropy. In addition, Susurrus is not as powerful as her "sponsor" was - the larvae's minds have been compromised by the transformation, leaving them little more than beasts outside of her presence.

**Larval Deep Were AC 12, HD 2, #At 1 weapon** (bite, constrict), **Dam** 1d4 (1d6/grab & 1d4), **Mv** 30', Eel form 40' swim, **Sv** T2, **MI** 7 (10 within 60' of Susurrus)

Larva 1: HP 6 

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Larva 2: HP 12 

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Larva 3: HP 13 

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Larva 4: HP 12 

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Larva 5: HP 5 

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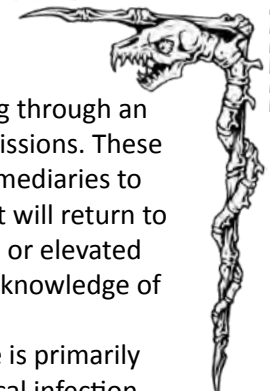
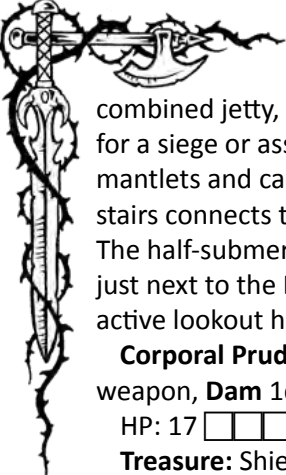
Larva 6: HP 16 

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## THE LAP

*(Only Argent and Candour may appear here)*

The original floor for the fortress is 4' below the waves, so wooden decking has been laid down that functions as a



combined jetty, yard and gathering space. In preparation for a siege or assault, this space has been spotted with mantlets and caches of spare gear. A terrace of switchback stairs connects to the tower and the two wings of the Fort. The half-submerged wreckage of the fort's ship is visible just next to the Lap. During the daytime, 5 Knights are on active lookout here.

**Corporal Prudence (WF)** AC 15(17), HD 3+3, #At 1 weapon, **Dam** 1d6/1d8 (longbow), **Mv** 30', **Sv** F3, **MI** 9  
HP: 17 

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**Treasure:** Shield +1

**Knight** AC 15, HD 2+2, #At 1 weapon, **Dam** 1d10/1d8 (longbow), **Mv** 30', **Sv** F2, **MI** 8

1 (H) HP: 10 

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2 (H) HP: 15 

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3 (H) HP: 11 

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4 (AK) HP: 10 

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## CONCLUDING THE ADVENTURE

The Garrison will surrender once it becomes clear fighting is hopeless, and that their survival is still possible. If they believe they are cornered, they will fight to the last. Susurrus will flee with as much of her brood as possible if the situation becomes untenable. Some objectives that would convince the Garrison to surrender follow:

- The heat ray is destroyed
- Safe transport off the island is provided
- The three leaders are dead, incapacitated, or converted to the players' side.
- The Deep Weres are destroyed or run off.
- They are convinced they will live if they surrender.
- Gallant awards the adventurers with a bond worth 2,500gp if they disable the ray, and doubles this number if the fort is completely cleared.

## APPENDIX: DEEP WERE

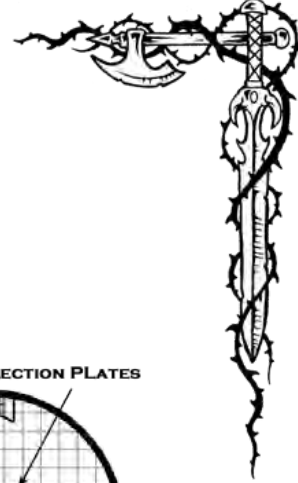
	Larval/2nd gen Deep Were	Mature/1st gen Deep Were
<b>Armor Class</b>	12	14†
<b>Hit Dice</b>	1-3	4-6*
<b>No. of Attacks</b>	1 weapon (bite, constrict)	2x weapon (bite/constrict)
<b>Damage</b>	1d4 (1d6, grab & 1d4)	1d4/1d4 (2d4/grab & 1d6)
<b>Movement</b>	30' (10', 40' swim in eel form)	30' (10', 40' swim in eel form)
<b>No. Appearing</b>	1d6, wild 1d6, lair 1d10	1d3, wild 1d3, lair 1d6
<b>Save As</b>	Thief 1-3	Thief 4-6
<b>Morale</b>	7	10
<b>Treasure Type</b>	P, Q	S, T, U; E, F in Lair
<b>XP</b>	25-145	280-555

A lycanthrope rarely seen even in the days of the Schism, Deep Weres serve unseen masters who prowl the lightless gulfs beneath the waves. Masters of deception, they

take on the guises of long-lost sailors, moving through an unsuspecting society in pursuit of esoteric missions. These tasks often make use of cats' paws and intermediaries to sow chaos. Once a Were's task is complete, it will return to its master - though whether to be consumed or elevated to some profound knighthood is beyond the knowledge of mortal scholars.

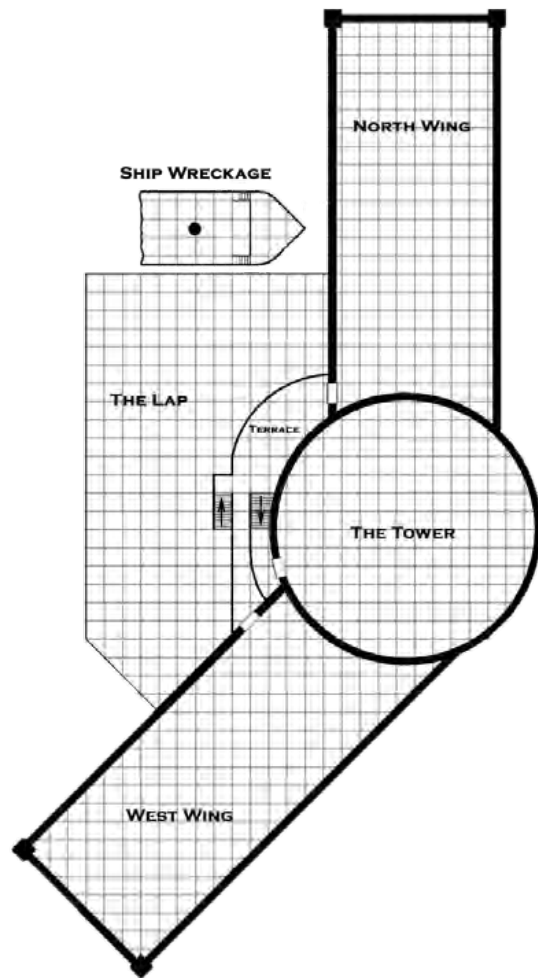
Deep Weres are unusual in that their curse is primarily transmitted via a deal, rather than as a magical infection. The prospective Were is drowned and, at the point of asphyxiation, offered a choice: death or service. For whatever reason, only a curse bestowed via pact by a true patron may turn one into a full Were. "Second generation" or "Larval" Deep Weres are little more than ravaging beasts, good only for muscle and menial labor. In addition, while the transformation of a First Generation Deep Were is almost instantaneous, Larval Deep Weres require time to mature, not nearing their full potential until a few days have passed.

Larval Weres naturally develop into full Weres once they've made their first kill of an intelligent creature. Deep Weres have the immunity to non-silver weapons and cursed bite f other lycanthropes, and confer their morale on any Larval Were within 60'. Larval Weres in the wild will almost always be accompanied by at least one Deep Were. Encountering a truly "feral" pack is highly unusual, and normally indicates that they've scattered after their "parent" has returned to the sea or been killed. There is a 25% chance that any Deep Were will have 1d4+1 wizard levels.







# THE GIANT'S THRONE

## GM MAP

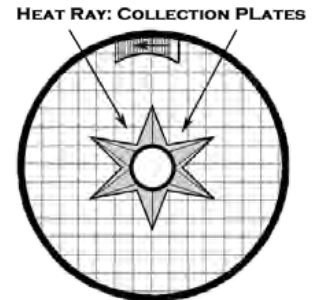


ONE SQUARE = 5 FEET

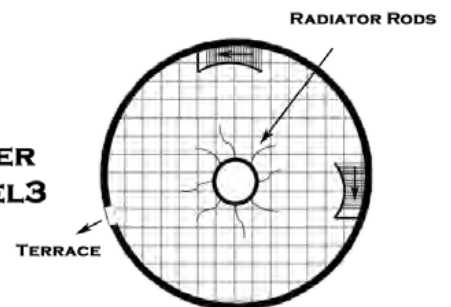
### MAP KEY

-  Door
-  Heat Ray
-  Radiator Rods
-  Stairs

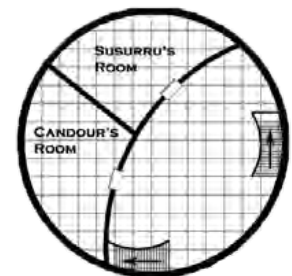
### TOWER LEVEL 4



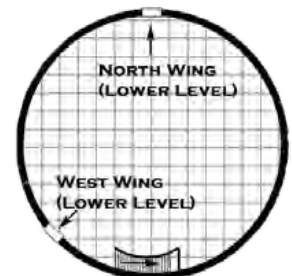
### TOWER LEVEL 3



### TOWER LEVEL 2



### TOWER LEVEL 1

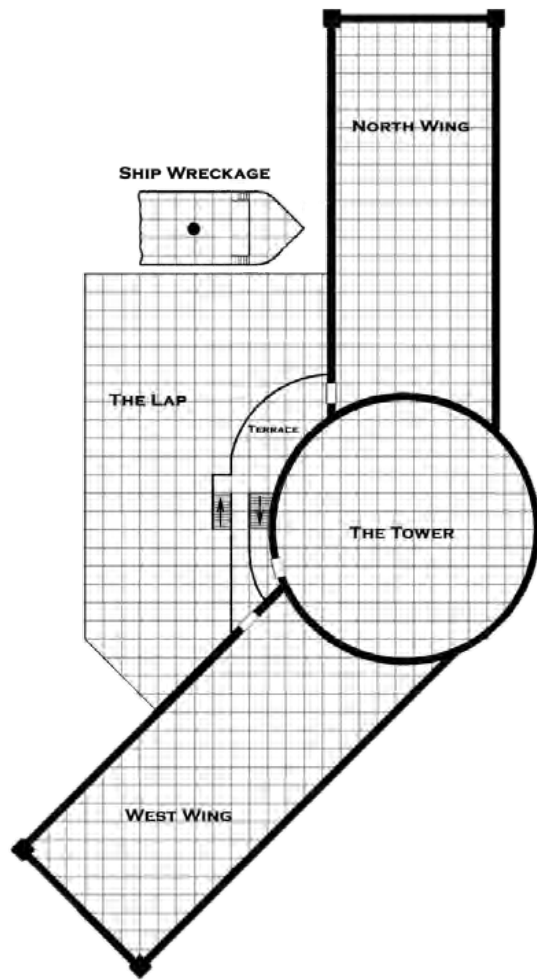






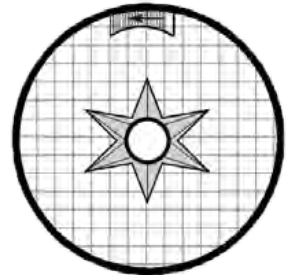
# THE GIANT'S THRONE

## PLAYERS MAP

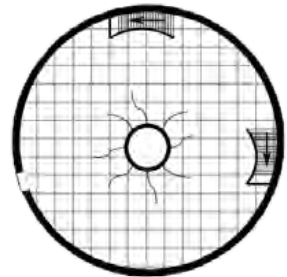


ONE SQUARE = 5 FEET

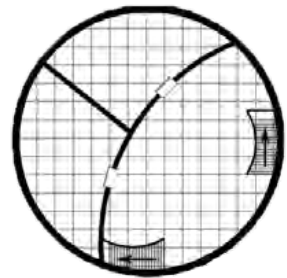
TOWER  
LEVEL 4



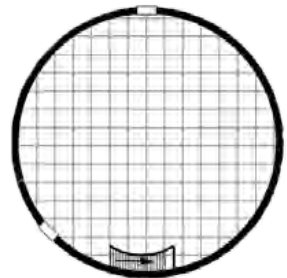
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LEVEL 3

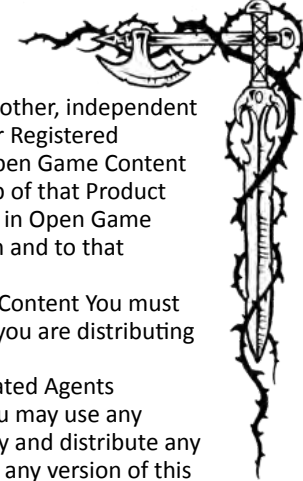
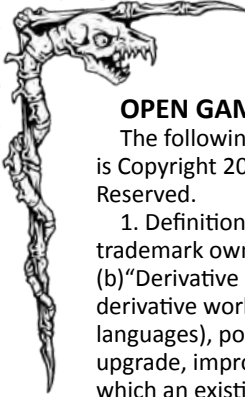


TOWER  
LEVEL 2



TOWER  
LEVEL 1





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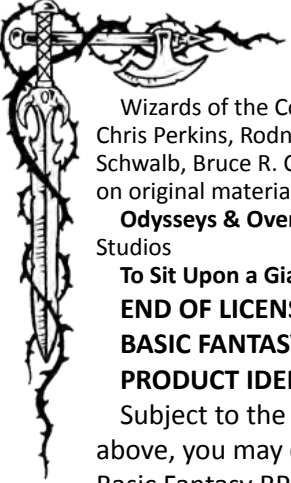
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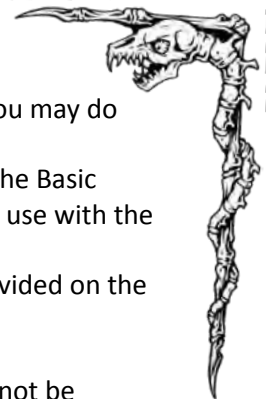
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