

ONI4-01

Escape From Obelstone

By Stuart Kerrigan

Triad Editors: Paul Looby and Simon Butler

Based on the original **Escape from Scant** by Creighton Broadhurst

Playtesters: Creighton Broadhurst, Andrew Maguire, Jon Slack, Jared Evans, Chris Dyter, Kevin, Chris Spray

A One-Round Introductory LIVING GREYHAWK® Onnwal Regional Adventure

Version 1

For brand new characters of level 1.

Obelstone – a dark tower that is a prison complex said to sap the will and steal the mind of all who are brought within its confines. As prisoners of the dread Scarlet Brotherhood you are to be its next victims – unless escape is somehow within your grasp.

Note: This must be the first Living Greyhawk scenario you play with your character.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon*

Master's Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but do not vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After scoring, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10

7 7 9 10 11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL. Cave

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Free State of Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Additionally, characters with home region of "Free State of Onnwal" may do other things at the end of this adventure, spending Time Units as per the *Living Greyhawk Campaign Sourcebook*.

Normally players are expected to pay upkeep in a scenario, a small amount of money to reflect the cost of living but in *ONI3-01 Escape from Obelstone* they are

prisoners of the Scarlet Brotherhood and have no coin, so no Upkeep is needed.

Spellcasting

Some PCs such as Sorcerers, Bards and Clerics normally have spell casting abilities. As the module opens with the PCs having been imprisoned some of these abilities will operate at a reduced level of effectiveness. For more class-specific information refer to the text below.

Bards

A Bard's ability to cast spells will be unaffected by imprisonment. Therefore Bards will be able to cast spells as normal during this adventure. The Bard must have access to any material components required to cast desired spells.

Clerics

As Clerics pray or meditate for their spells their ability to relearn spells will be unaffected by imprisonment. Clerics will have had to conceal their vocation because the Scarlet Brotherhood routinely tortures and kills clerics of non-suel origin. Due to this "disguise" Clerics will not initially have access to a holy symbol. This will render the cleric unable to turn undead until a suitable holy symbol is found (or fashioned).

Druids

As Druids pray or meditate for their spells their ability to relearn spells will be unaffected by imprisonment. Druids will have had to conceal their vocation because the Scarlet Brotherhood routinely tortures and kills clerics of non-suel origin. Due to this "disguise" Druids will not initially have access to a holy symbol.

Sorcerers

A Sorcerer's ability to relearn spells will be unaffected by imprisonment. Therefore Sorcerers will be able to cast spells as normal during this adventure. The Sorcerer must have access to any material components required to cast desired spells.

Wizards

Wizards have to memorise spells their spells, and this will not be possible before the beginning of the module. Have beginning Wizards select which spells they would have in their spellbooks. They then may memorise from this list two 0 level spells and one 1st level spell. The Wizard must have access to any material components required to cast desired spells. If they have Spell Mastery feat they can relearn these spells without the need of a spellbook.

It is assumed that the PC's spellbook was kept safe at some location within Free Onnwal or that a new spellbook will be gifted to them as a reward for the heroes who escaped Obelstone.

Equipment

At the start of the module the PCs will have been imprisoned for an indeterminable amount of time. On the occasion of their capture each PC would have been thoroughly searched. The Brotherhood will have taken anything remotely of value leaving their captives only ragged and dirty basic clothing. Even boots and belts will have been taken.

Treasure

A perusal of the various encounters presented herein and the Treasure Summary, p19, will reveal that there is more treasure available in this module than in other 1st level adventures. This is simply because the PCs start with nothing. Creative and persistent PCs will not only be able to escape the tower but also be able to equip themselves along the way.

Holy Symbols

Once access has been gained to a source of wood and a sharp instrument (and given sufficient time) crude holy symbols could be fashioned. Several holy symbols could be found in the tower and it is possible that these could be used by PC Clerics.

Vision

At the outset of the adventure the PCs sources of vision are somewhat limited. An aid memoir is presented below detailing the effectiveness of the various light sources available to the PCs. The areas in this module are considered shadowy.

Source	Light	Duration
Candle	5-ft. radius	1 hour
Torch	20-ft. radius	1 hour
<i>Dancing Lights</i>	20-ft. radius each	1 minute
<i>Light</i>	20-ft. radius	10 minutes
<i>Faerie Fire</i>	5-ft. radius	1 minute
Everburning Torch	40 ft.	Permanent

It should be noted that Low-light Vision only works in areas of poor illumination thus if the PCs have a light source these PCs can see objects twice as far as the given radius. Characters with dark-vision can see 60 feet into dark areas.

Adventure Summary

The heroes begin this module as prisoners of the Scarlet Brotherhood. They are taken by Maranefel Toktot to be sold as cattle to euroz mercenaries, who in turn take them to Obelstone Keep, a dark fortress said to bend the laws of nature, space and time where unspeakable acts are performed on the captured Onnwalons and fiendish monsters are created. Thankfully they are held in the caves below.

The PCs are held in *temporal stasis* for what is supposed to be three hours while experiments are performed on their cell mates. However, something goes amiss with several of the experiments in the upper-level and one of the prisoners, half-mad from being changed into a half-golem, goes on the rampage, leaping into the caves where the PCs are being held and slaying all the guards.

The PCs recover from their *stasis* to discover their guards are missing and that the creature has occupied the southern exit, howling for vengeance. They have but two hours to escape before the Scarlet Sign regain control of their creatures and recapture them!

Encounter Guide

Introduction:

The PCs begin as thralls of the Brotherhood, repairing the road between Scant and Halmarn under the direction of a fierce priestess of Bralm. The introduction briefly deals with life as a thrall of the Scarlet Brotherhood.

Encounter 1: Laws of the Cage

From the south rides Maranefel Toktot surrounded by his hochebi minions. He has a cage with six slaves in it, and stops to look at the PCs. Deciding they are a worthy addition to pay his debt to Urkuk he adds them to the cage.

Feeding time comes for the hochebi, and Toktot throws the PCs some bread. A burly thug named Werthurn tries to take all the bread, and it is up to the PCs to let him get away or put up a fight.

Encounter 2: The Trade

Toktot receives his magic scroll from Urkuk, the leader of a euroz (orc) war-party. He trades the PCs to them, but the euroz were expecting gold. He tells them of a contact in Obelston who might pay well for the slaves in her experiments. The euroz agree. Toktot explains the PCs their potential fates and leaves with his hochebi and scroll.

Encounter 3: The Tower

The PCs arrive at Obelston and released from their cage by the euroz. They are taken into the underground caves by Urkuk and a Suel wizard named Kurnygar. They need to decide what is going to happen to them.

Encounter 4: Escape?

Something goes wrong with the experiments in Obelstone – and goes on a killing spree in the caverns where the PCs are held. They must escape and avoid the many traps and wardings of the cave, and face Werthurn, who is now a demented half-golem.

Introduction

The adventure begins with the PCs working on the cobbled road between Scant and Halmarn, as slaves of the Scarlet Brotherhood.

Allow the PCs to settle into their roles and read aloud the following:-

Such back breaking toil as you now face has become a fact of life, as you are slaves of the dread Scarlet Brotherhood, a once unknown and secretive monastic order ruled by men of pure Suel blood that through intrigue and treachery slew the Szek (King) of Onnwal and took over the entire country. You were among those taken in the fall of Onnwal. For reasons known best to the Scarlet Sign you have been declared thralls, the lowest of the low in their new social order.

You toil hard, rebuilding the roads that their fell hochebi (hobgoblin) soldiers walk upon to kill your countrymen. The day seems to be one of many insufferably hard days of back-breaking toil. Respite would be welcome, but you doubt your overseer, a priestess of Bralm you have learned is called Landyrra would permit it for another three hours, when you shall be allowed a five minute respite and some bread and water administered by the dozen or so hochebi guards that watch you intently.

For all that Landyrra appears a fine specimen of womanhood, her blonde hair glimmering in the sunlight, her immaculate red robes lovingly embroidered with the symbol of an insect, she is a harsh taskmaster and there is no compassion to be found within the azure blue eyes that betray her pure Suloise heritage.

Your mind wonders as she stands watching you, endlessly preaching the will of Bralm, the Goddess of toil and industrious that the Scarlet Sign worship. She implores you to continue,

though your inferior bodies may falter. With each paving stone you lay upon the road you bring forth the Destiny of the Suel. A dubious honour to be sure.

The work is the same, but the terrain is different. Only recently you were kept within the warrens of Scant, but through fortune, or was it misfortune, you were selected for this duty. They said it was an honour, but there is no honour in slavery.

You look to the personages you have been shackled to.

The PCs have been shackled together, and you should allow them to describe their appearance to each other. Remember they have no equipment and have been living a harsh life – it is unlikely any of them look better than a sorry state!

One the PCs have finished describing themselves continue with the following:-

Further down the line of the chain are more prisoners, evidently veterans of this duty. They seem to stare at their task robotically, their eyes seemingly devoid of humanity.

One falls to his knees, and in a flash Landyrra is at his side, pounding the ground with her fist and imploring him in the name of the Toiling Lady to return to his feet. He obediently rasps, "Order, Obedience, Purity" and tries to rise to his feet. His feet fail, and the priestess motions for one of the

BRALM

The Suel goddess of Insects and Industriousness Bralm is the goddess representing the world of insects and the idea of working with others toward a common goal. Images of her are invariably of an ordinary-looking human female of middle age with dark blonde hair; she is occasionally shown with insect wings sprouting from her back.

The Church of Bralm has aided the efforts of the Office of Thralls in managing and mobilising the populace in building and other labour and in the indoctrination of the thralls to their new status. They are called upon by the Brotherhood to bless and augment various sorts of labour including mining, construction and farming. Priests of Bralm were hated for their presence on the Brotherhood's slave mines and vast slave farms in the Onnwalish countryside before the Brewfest Rebellion. Her faith is known to have particular enmity for the Church of Tritherion, whose chaotic ideals are at direct odds to its own. They are also known to hate the church of Joramy.

hochebi with a whip to administer punishment.

You must escape this life of torment before you end up as they are!

Landyrra is distracted with this thrall, so the PCs have a chance now to talk. They should do so in whispers unless they wish to feel the butt of a hochebi spear (for subdual damage of course). They should not try to intervene in the punishment – if they do so heroically then the hochebi hit them again. Subdued PCs receive a stern talking to by Landyrra in the virtues of Bralm.

Escape is not yet possible for the PCs – they are all chained together, and to a further dozen or so thralls including the one Landyrra's attention is focused on. The dozen hochebi are watching the line, and will fall upon anyone even trying to break the chains. The PCs may be able to use the paving stones as improvised weapons (1d4 damage) but it is not likely they can defeat armoured and armed troops. The hochebi will not kill unless forced to of course – a dead slave has no value.

Hobgoblins (12): As per *Monster Manual* Page 153.

Eventually the thrall finds the will somehow to return to his feet once introductions have been made.

Unless the PCs cause trouble at this point, work continues on the road. Have each PC make Fortitude Saves (DC 15) until one fails. Once this happens they too falter with exhaustion and Lynderra gives another of her rants (see the sidebar for information on Bralm she might mention in her rant). Unless the PCs are rude to her, she mentions the merits of the industriousness of bees and ants and forces the PC to his or her feet.

This sets the tone for the PCs and gives a picture for life as a thrall. Enjoy torturing them now, because all-too soon they will become powerful advocates for the Free State of Onnwal. This might be your only chance to have them at your mercy.

One you have roleplayed this encounter, the scenario begins in *Encounter One: Laws of the Cage*.

Encounter 1: Laws of the Cage

Read aloud or paraphrase the following:-

As you endure your toil you catch sight of a procession making its way westwards from Halmarn to Scant. At the front of the host is a thin blonde haired man, clad in red robes and rides slowly astride a dark horse. His deep blue eyes stare

beyond you, as if you do not exist. It is a look you have been accustomed to from your Suel Behind him, dragged by further horses is a cage containing a half-dozen or so more wretches like yourself. Perhaps their fate is to return to Scant, or perhaps it is to go to the hellish dungeons of Obelstone.

One of their number sits crouched in the cage, staring balefully at you. The hobgoblins guarding the cage look at you with utter disdain as Lynderra orders you to cease work and step back to allow the group to pass.

This man is no ordinary agent of the Scarlet Brotherhood. He is the hated Maranefel Toktot, Kesh (Brotherhood Overlord) of Scant, and also called the Butcher of Scant by the Thralls.

He is a bloodthirsty individual and a puissant wizard. He is more than a match for the PCs, but does not particularly wish to speak with them.

Allow the PCs a brief reaction to his passing, and then:-

The man at the front of the procession has began to pass you when his head suddenly jerks in your direction as if he remembered something. His mount stops, and suddenly dismounts from his horse, as if it were after-thought.

"Your name," he says to the priestess. It is not a question, but an order.

Lynderra purses her lips in fear, and slowly utters, "L-l-lynderra, my Kesh."

"Lynderra then," he says slowly, as if he were suddenly enjoying every moment of this exchange. "I have need of some of your thralls in discharging a debt."

"Of course my Kesh."

Maranefel Toktot, Butcher of Scant: human male
Wiz 16.

Appearance: A tall, extremely thin man Toktot possesses pencil-thin eyebrows and tight bloodless lips. Those who have stared into his deep blue eyes report a complete lack of emotion there. His hair is straight and yellow of hue, while his skin is the colour of dried parchment.

Character: Known as the Butcher of Scant, Maranefel carries out Sister Kuranyie's instructions with barely contained glee. A highly intelligent individual, many believe Maranefel to be slightly unhinged, such is the depth of this mans ability to inflict pain and suffering upon his victims. Maranefel has surrounded himself with a group of fanatically loyal hochebi warriors of above average skill. He never

leaves Scant, dwelling in a cliff-top tower thought to once belong to Bigby. Maranefel is known to be a spellcaster of no small amount of skill. Some who have witnessed his anger (and survived) whisper that he could be the equal of Bigby himself.

The Trade

Maranefel Toktot makes his way down the line, starting with the old worn out thrall who collapsed earlier (Maranefel immediately dismisses him as pathetic) and nods to one of his hochebi. This hochebi grabs each thrall's head, looks into his mouth, checks his teeth, arms and legs. This humiliating procedure is done on every one of the dozen thralls and then on the PCs.

Once the hochebi examine the PCs Toktot notes, "Yes, they might do nicely."

The PCs are loaded up into the cage, leaving behind the other thralls. In doing so they have a chance to ask questions of the hochebi and Toktot.

Where are we going?

Toktot: *"That is not your place to ask, but you are to be traded."*

Traded to whom?

Toktot: *"Associates of mine."*

Why? We're human beings etc.

Toktot: *"You are but cattle."*

If the PCs insult Toktot in any way.

Toktot: *"This one is spirited. Break their spirit Rassuk."*

Toktot casts a sleep spell upon the PC using his *wand of sleep* (Will Save - DC 16) and he is willing to invest up to 5 charges to silence any mouthy PCs. Once they succumb to the sleep spell, Rassuk, the head hochebi produces a brand with the word "Thrall" written upon it. With a sickening smell of burning flesh the brand is placed on the PC's forehead, leaving the imprint of the word "Thrall" and doubtless waking the slumbering PC. Even Lynderra winces at the evilness of this act.

Thrall Brand – You have been branded with the word "Thrall" in letters across your forehead on the order of Maranefel Toktot. This can only be removed with a *heal* or *regenerate* spell.

Only by saving up for several adventures will the PC be able to get the brand mark removed. However some PCs might see this as a roleplaying opportunity.

The Leader of the Pack

The other prisoners in the cage are a sorry bunch, consisting of a thug named Werthurn, three of his side-kicks, a frightened old woman named Myran, and a withered old man bearing a tattoo of a trident answering to the name of Pytyr. They do not talk to the PCs either for fear of Werthurn or Toktot's wraths. Once the PCs are settled into the cage, read the following:-

It has been three long hours in the sun that you have spent trapped in your cage before Toktot orders his men to rest. He dismounts from his horse, "We are here, Rassuk. They will come to meet us at the appointed hour but it would not do well to see our goods wither from hunger. Give them food, not too much though."

The hochebi warily approach the cage, five of them pointing crossbows and the leader Rassuk approaching, removing a satchel from his shoulder. In his hand he produces a dozen small loaves of bread, stale and apparently home to several flies and other parasites.

He throws the bread into the cage, and the burly man leaps upon it, looking at each of you in turn saying, "Yez'll have to go on an empty stomach yez all. This bread's all fer me, Werthurn an' my lads."

The lead hochebi, Rassuk, laughs, "Do what you all see fit with the bread. I don't care."

The Kesh walks away from his escort, cresting a hill and looking eastwards balefully. He is ignoring the cage.

This encounter is to teach the PCs combat in *Dungeons and Dragons 3.5 Edition*. Werthurn is not about to give up the bread without a fist-fight, there are no weapons to be had in the cage.

Monks are going to have a definite advantage in this fight. All damage from Werthurn and his three men is subdual damage, while monks may opt to do lethal damage. Killing Werthurn and his men is an evil act however.

EL 1 (non-lethal)

Dorg, Kell and Nirth, male human Com 1: see Appendix 1.

Werthurn, male human War1: see Appendix 1.

Appearance: Life has been hard on Werthurn as he is wafer thin, with thick matted black hair covering his

head occasionally interrupted by balding patches. He has a constant leer upon his face.

Character: Werthurn was a hired thug before the Occupation, used by certain criminal elements such as the Wreckers. They have long since forgotten Werthurn but he considers his associations to have made him a powerful man. He has three colleagues, Dorg, Kell and Nirth, equally dismal and dense individuals.

Tactics: If a fight does break out over the bread, Dorg, Kell and Nirth would prefer to be spectators if the boss only faces one opponent. Otherwise they join in to even out the numbers. The hochebi are excited at the prospect of the thralls fighting – they do not have to worry about entertainment whilst waiting for Toktot's associates.

If the PCs try to somehow escape during this match, Toktot will be on the scene again with his *wand of sleep*. Regardless, once the fight has resolved itself Toktot stomps over to the cage:-

"Enough of this foolishness!" hisses the red robed Kesh, "You act like orcs, not hochebi with your brawling and betting. They approach. Look alive Rassuk, lest I decide it be a look I do not care for from you!"

You should now go on to *Encounter Two: The Trade*.

Encounter Two: The Trade

When you are ready to begin this encounter read the following:-

Approaching on the southern road is a company of euroz (orcs) clad in black laquered plate mail and carrying great axes. Their leader is a large orog, with one eye and a scratch mark. He effortlessly pushes the other orcs to one side and makes his way over to the Kesh.

A conversation begins between the euroz leader and Toktot. To overhear requires a Listen check (DC 15).

"You are late," remarks Toktot dryly. "Do you have the scroll?"

"Jerudek does not take well to his men moonlightin'. Do you have the coin?" says

"I shall pay in slaves Urkuk."

"My men are not hungry Kesh – we agreed coin."

“Then if it is coin you seek I suggest you sell the slaves back. I have been most generous – there are a dozen thralls. Your choice is to render to me the scroll, or die and have the scroll.”

Urkuk stops for a moment and considers before handing over the scroll.

“Excellent, this will help remove the Greenleaf’s wardings. Very well, I must away to Halmarn then.”

If the PCs were not able to overhear this, then they will hear the following:-

Toktot turns to his hochebi troops, “Seek me in Halmarn. Except for you Rassuk – travel with these euroz. Escort them to... Obelstone and see they receive sufficient coin from the Office of Sorcery their thralls.”

Anyone with Knowledge (Local – Onnwal) may make a check (DC 10) to realise that Toktot stays within the tower of the Archmage Bigby in Scant. Bigby also kept an additional residence on 68 Green Leaf Avenue, Halmarn, Scant. A better check (DC 15) reveals the

THE GREENLEAF SOCIETY

The Greenleaf Society: This was the name given to the loose group of mages who on occasion gathered at the house of Fraznier of Halmarn, better known to the wider world as the Archmage Bigby. Formed soon after Bigby settled in Scant, the Society consisted of Bigby, his apprentices (past and present), as well as some of the brightest and best of Onnwal’s magi including Milos Relaster and Kelen the Grey. The Society had practically no formal structure - though Bigby was generally acknowledged as the leader - and it served as much as a talking shop and opportunity for the members socialise as anything else. Nevertheless, matters of great import were often discussed by the Society and given the members’ power, decisions reached by the group often had far-reaching influence in Onnwal and beyond.

For all its knowledge and farsightedness, the Brotherhood’s invasion caught the Society by surprise. Bigby withdrew to Mitrik in Veluna, whilst other members fled to Irongate, Nyron, the Urnsts, and the Domain of Greyhawk. The Society has effectively ceased to exist now - though the members do remain in contact, and old ties of friendship remain strong. Many work what means they can to aid the cause of Free Onnwal and the Iron League. It is known that two members of the Society aided Bigby in the creation of the gate linking Irongate to Mitrik.

name Jerudek to be the name of the Pomarji half-euroz commander whose forces now bolster that of the Scarlet Brotherhood’s.

Toktot adjusts a ring and teleports away to Halmarn, leaving both the hochebi and euroz watching the PCs. Without much banter – showing clear tension between the two they separate, save for Rassuk who reluctantly shows the euroz the way to Obelstone.

Proceed to *Encounter Three: The Tower*.

Encounter 3:

The Tower

Read aloud or paraphrase the following:-

The dark tower sits atop a grey sea-stack, separated from the mainland and shunned by the gulls of the Gearnat, staring as a silent monolith at the land itself. Eternally damned to be a prison by both the Aerdy and the Scarlet Sign this fortification strikes terror into your hearts, as you look in a mixture of fear and awe at what is doubtless to be your new home.

It has often been whispered by fellow thralls that Obelstone is not quite part of this world - that magicks that distort distance, cells without doors, walls that shift and shape, magical guardians and labyrinthine corridors abound, and madness is the only form of relief from this hellhole.

You are not being led to the tower itself by your new euroz master, but rather to a wooden dock at the bottom of the cliffs, where a raft awaits with a scarlet robed boatman. He is watched by another dozen or so elite looking hobgoblins.

The boatman is Karafen, a priest of Kord who oversees the arrival of new prisoners. He is an unintelligent brute, the perfect kind to resist the insanities of Obelstone but he has a warrior’s cunning. The euroz and the hochebi patrolling the area again will not allow them to try anything funny here.

He rows splits the PCs and NPCs into pairs and takes them and four euroz or hochebi into the entrance (C7 on the cave map).

Then once all the euroz and PCs are gathered he has the PCs escorted to the Admission’s Desk in C6, under the watch of the hochebi guards. The PCs may spot (Spot DC 18) as they walk squeeze down the narrow corridor of C4b that Karafen takes out a gem and holds it aloft, and they will hear the sound of the elevator in C5 being used.

Once they arrive in C6, the following exchange occurs:-

“New arrivals eh?” says the man. “Well, Karafen, we are full upstairs as always, I suggest you take them to the animal cage here. I will join you once I finish my paperwork.”

“Yes, Uncle Kadhi,” says your captor.

He turns and scribbles in his book, ignoring you while your guards continue to move you northwards, up another narrow corridor.

Again Karafen takes out his gem and holds it aloft, leading the PCs to the cage in C1. The PCs should now have gained reasonable knowledge of the area, enough to give them the player’s map.

Once they are settled into their latest cage, read the following:-

The man sat at the desk walks into the room, a barely contained grin upon his face.

“Well, Onnwalons,” he says gleefully, “you are going to be remade in our image. Some of you will gain fiendish heritage, whilst others of you become creatures of flame and shadow, and some of you...”

His sentence trails off, punctuated by an evil wail from above.

“Sorry about that. Some of you will get to go above, into the changing corridors of Obelstone itself. Space and reality have little meaning here, but do not worry, the time you spend under the metaphorical knife shall not seem long. Space is not the only thing we bend here, time is our servant as well.”

“But I shall leave you time to consider these things,” he says turning to a hochebi who has just entered – who you recognise as Rassuk.

“Watch them,” says the man, leaving the room momentarily.

Rassuk stands against the wall watching you.

The PCs may now wish to try something ‘clever’ to fool the hochebi guard – recognising this as their chance to escape. Rassuk is somewhat simple (Sense Motive -1) and might even fall for one of the classic bluffs.

Allow the PCs time to attempt an escape, but if it looks like they are going to be successful just as they are about to be released from their

The man you spoke with earlier, Uncle Kadhi, reenters and seeing your cage is somewhat startled but waves his hand.

Have all the PCs make Will Saves (the DC is irrelevant). They suffer the effect of a *temporal stasis*

spell that dispels itself within an hour. This wears off when the PCs become aware of the following:-

You feel dizzy for a second, and then suddenly he is by door of your cage – which is fastened and secured. “My apologies for the distortion of your perception, but you see, the wardings of this cave to stop time, from your perspective at least. It’s an effect that just bled in from above – but it’s the most merciful and useful of the warpings from above. Be grateful.”

He waves his hand.

If any PCs look around they see that the old woman and Pyotr are missing.

Have all the PCs make Will Saves (the DC is irrelevant). They suffer the effect of a *temporal stasis spell* that dispels itself within an hour. This wears off when the PCs become aware of the following:-

In scarcely a blink of an eye, another five hochebi guards have appeared in your cage. Kadhi has moved from his original position to be at the door of the cage.

Checking again will swiftly reveal Kell, Dorg and Nirth are now missing as well – in fact the only NPC left is Werthurn. Regardless of this read the following:-

Kadhi smiles at Werthurn a trifle too sweetly, “Yes, you shall do nicely, the first one was just too important to alter, and the old woman would not survive! Come – join your friends!”

Werthurn screams and leaps behind you and his companions for safety, as the hochebi suddenly lay hands upon him.

“The effect has expired? How annoying!” Kadhi says, looking at you waves his hand again. “I must get that seen to...”

Events now unfold without the PCs awareness – a couple of hours shall pass as the PCs suffer the effects of the *temporal stasis* spell.

In that short space of time Werthurn was taken first upstairs into Obelstone, where he received half-golem appendages as part of an experiment. The remaining NPCs in the cell have also suffered grizzly fates, leaving only the PCs.

Time and space upstairs have little correlation and from Werthurn’s point of view a month has passed. He was being led back to his cell by way of the upper level when he unexpectedly broke free of his captors, having retained some semblance of his humanity. His escape

was also curiously timed with some of the nastier creatures on the upper-levels escaping and

Werthurn lept from the upper level, using his half-golem immunities to survive the worst of his damage. In the pandemonium Urkuk's men and the hochebi guards tried to stop him, but for the most part their blows did little damage to the crazed demi-construct.

Encounter 4: The Great Escape

The PCs are now ready to begin their escape from these caves. You should note how long this takes – the PCs have only two hours of play time to escape from this dungeon, otherwise the Scarlet Brotherhood on the level above come down via area C5 and recapture the PCs.

C1 - The Cavern

This is where the PCs begin, their guards having left them to investigate the escaped half-golem Werthurn. Opening the lock on the cage here is not too hard, the simple lock is partially rusted and easily picked (Open Locks – DC 15) Strength – DC 18).

There are bones within the cage that can serve as improvised weapons (-4 penalty to use, 1d4 damage) or smaller rat-sized bones that could be used to pick the lock.

Over in the corner of the room is the *everburning* torch that lights the cavern. It is easily removed for use by the PCs in their travels.

Treasure (per PC): Loot: 9 gp; Coin: 0 gp; Magic: 0 gp.

C2 – Dead Men Tell No Tales

Once the PCs take their first steps of freedom into the cavern, read the following:-

Your light source gingerly touches on the smooth limestone floor of the cavern. Two additional exits beyond returning to your cage lie in the west and southeast. Despite your fatigue you realise that the southern exit was the one where you were dragged through to your cage. Once more the bloodthirsty roar echoes in that direction freezing your bones.

If the PCs investigate to the southwest, as indicated on the map, read the following:-

Ahead of you the cavern floor is stained red with blood. Looking ahead you can see two forms

crumpled on the floor, the source of the blood being both their heads.

What Came Before: Within this cavern are the bodies of a hochebi guardsman and one of Urkuk's men. Their skulls appear to have been caved in by a massive fist (Werthurn's), but aside from broken helms their equipment is in working order.

The euroz was equipped with a short sword, a suit of masterwork leather armour, a javelin and a falchion.

The hochebi was equipped with studded leather armour, a small shield, a masterwork whip, dagger and a javelin.

A Combat (EL 1)

Once the PCs prepare to leave the area, whether they have equipped themselves or not, read aloud the following:-

The roaring is still present within the cavern, and all of a sudden you can hear the rushing of feet. Two hochebi dash into the cavern, and look in utter surprise at you. Fear and sweat are apparent on their faces as they virtually freeze up, casting shocked glances over their shoulders and reach for their weapons.

Hobgoblin (2): hp 9, see Appendix 1.

Tactics: The hobgoblins are panicked by Werthurn's escape and barely survived an encounter with him. They are surprised by the PCs, quite literally not expecting to see them and are in shock, so much so the PCs get a surprise round to arm themselves if they have not done so already, or to get in those well practice sneak attacks.

Each hochebi slain also has a suit of studded leather armour, a small shield, a masterwork whip, dagger and a javelin. They do not throw their javelins in close quarters.

Treasure (per PC): Loot: 42 gp; Coin: 0 gp; Magic: 0 gp.

C3 – The Dead End (EL 2)

If the PCs decide to take the narrow northwestern exit, read aloud the following:-

This northwestern corridor, hewn from the very rocks itself, is covered in blood, as if a wounded creature had made its

The corridor narrows to barely three feet wide and in the glimmer of your torchlight you can see that it turns left, obscuring the revelations of your light.

A Survival check (DC 12) reveals bloodied footprints of a man. PCs with the Track feat realise that the man was walking or stumbling northwestwards into the corridor.

The corridor turns northwards again before opening out into a nearly 15 foot cavern. Blood once more coats the floor of the cavern in a thick coat.

If the PCs have the Track feat and were able to follow the footprints they go to the centre of the cavern and stop. This is because the cavern floor slides aside to reveal a spiked pit trap. If any PCs were searching for traps you should allow them to make Search checks, or

TREASURE SUMMARY AT A GLANCE

Whenever the heroes find treasure within a Living Greyhawk scenario they may keep it and use it as per its description in either the *Player's Handbook*, the *Dungeon Master's Guide* or any other source that the item is from.

If however by the end of the scenario the item is still in their possession they are assumed to have sold it for half value and split the money made from selling it six ways (regardless of how many are actually in the scenario).

For example in this first room the PCs have found an *everburning torch*. This item is going to prove useful to allow them to see in the caverns, but if they still have it at the end of the scenario they are assumed to have sold it.

They sell it for 55 gp (half of its actual value) and split it 6 ways for 9 gp. This is thus each PC at the end of the scenario receives 9 gp of loot.

make them yourself behind your screen.

If they fail to notice the trap, then if PCs standing in the marked squares must make Reflex Saves (DC 20) to avoid falling into the pit trap and being hit by the spikes, possibly even suffering a similar fate to Karefen.

Spiked Pit Trap: CR 2; mechanical; location trigger (alarm); automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-foot squares); pit spikes (Atk +10, 1d4

spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

What Has Gone Before: Kadhi's assistant Karefen managed to drag his broken and bleeding carcass up this corridor, but unfortunately he forgot about the spiked pit trap used for the disposal of certain unwanted subjects.

A gelatinous cube was once housed here to literally remove all but the bones of the degenerate and failed experimental subjects. The cube is now housed elsewhere in Obelstone and the pit was then concealed and spiked to prevent undue interest in the bones.

Kadhi's body lies impaled on the spike. At the bottom of the pit he lies pitifully. A Climb Roll (DC 15) is needed to lower a PC into the pit without impaling him or her on the spike.

In his robes lies a *+1 dagger*, divine scrolls of *bless*, *bless weapon*, *divine favour*, *magic weapon* and *sanctuary*, all with a 1st level spellcaster and bearing the mark of Kord, the Beserker god.

What is particularly noteworthy is the gem necessary to pass the wardings in areas C4 on the map.

Treasure (per PC): Loot: 0 gp; Coin: 0 gp; Magic: 192 gp (*+1 dagger*), 2 gp (*scroll of bless*), 9 gp (*scroll of bless weapon*), 2 gp (*scroll of divine favour*), 2 gp (*scroll of magic weapon*), 2 gp (*scroll of sanctuary*).

C4a – Warded Corridors (EL 2)

If the PCs go down the southeastern corridor, read aloud the following:-

The southeastern corridor narrows to scarcely 2 feet in width. Claustrophobia once more occupies your mind, and you hear the roar of the creature in the southern cave, somewhat louder now.

Ahead in the edge of your torchlight you can make out a pair of figures, seemingly in the midst of movement, facing away from you.

Allow the PCs Spot checks (DC 15) to determine the figures are in fact stone statues of orcs. If they are searching for traps, allow them an additional Search check (DC 26) to note that the cave wall ahead is lined with magical symbols.

This is a difficult check – hopefully the stone orcs though will alert them that something is amiss in this place.

What Has Gone Before: The most powerful of the wardings have already been activated by two euroz who have now been *petrified* in expressions of terror.

The *petrification* warding is no longer working, but there is still a harmful glyph on the cave wall. If the PCs took the gem from Kadhi's assistant in area C3, they are immune to its effect. Otherwise if the PCs do not detect and disable it read the following when they move through this corridor.

You feel a spectral hand reach out and touch you. A burning sensation begins in your chest, and looking at it you can see a burn mark in the shape of a hand has been left on your skin!

Inflict Light Wounds Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (inflict light wounds, 1st-level cleric, 1d8+1, DC 11, Will Save half damage); Search DC 26; Disable Device DC 26.

Crossroads

If the PCs manage to cross the wards, read aloud or paraphrase the following:-

Beyond the narrow passage way opens out into yet another blood-soaked cave. From the west there is the faint glimmer of torchlight, whilst darkness is all that can be seen from the east. To the south the anguished roaring is all too close for comfort.

Going south leads to area C4b and C7, to freedom. Going east leads to C5, the elevator, and going west leads to area C6, the admissions desk.

C4b – Warded Corridors (EL 2)

If the PCs go down the southern corridor, read aloud the following:-

The southeastern corridor once more narrows to an unbearably thin sliver of a passage. Ahead in the edge of your torchlight you can make out a slumped form, seemingly lying still, head on the ground.

Allow the PCs Spot checks (DC 15) to determine the figures are in fact stone statues of orcs. If they are searching for traps, allow them an additional Search check (DC 26) to note that the cave wall ahead is lined with magical symbols.

This is a difficult check – hopefully the stone orcs though will alert them that something is amiss in this place.

What Has Gone Before: The most powerful of the wardings have already been activated by a hapless euroz, one of whom was *disintegrated*, leaving no corpse. The second was an *inflict light wounds* warding that activated and killed a wounded orc. It has reset itself.

The surviving body, covered in red dust, has the mark of a hand over its heart, exposing the organ to the air with a terrible stench. The PCs should take this as a sign to be careful here. If the PCs do not detect and disable it read the following when they move through this corridor.

You feel a spectral hand reach out and touch you. A burning sensation begins in your chest, and looking at it you can see a burn mark in the shape of a hand has been left on your skin!

Inflict Light Wounds Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (inflict light wounds, 1st-level cleric, 1d8+1, DC 11, Will Save half damage); Search DC 26; Disable Device DC 26.

C5 – The Elevator

When the PCs enter this room read aloud or paraphrase the following:-

The corridor once more narrows, allowing you to squeeze through into a small corridor. By the northern wall of this corridor however lies a corpse, who has presumably fallen off the floor which lies 60 feet above, allowing access to the next level of Obelstone. At the top of the rise, held by many chain is a large bowl. The bowl is presumably raised and lowered by the winches; however the winches are currently unmanned and deserted.

The man, a red robed wizard of the Scarlet Brotherhood has been thrown from the upper level onto the harsh cavern floor and is now dead. On his corpse can be found scrolls of *detect magic*, *identify*, *mage armour*, *magic missile* and *true strike*.

Treasure (per PC): Loot: 0 gp; Coin: 0 gp; Magic: 1 gp (*scroll of detect magic*), 11 gp (*scroll of identify*), 2 gp (*scroll of mage armour*), 2 gp (*scroll of true strike*).

If however the PCs take two hours to explore the caverns in real-time, the Scarlet Brotherhood regain control of the experiments upstairs and dispatch a high level team to investigate the caverns.

About 30 ft. up the rise there is an *anti-magic field* to lower any magical spells the PCs may have on them, such as *spider climb*. Those who do try such a foolhardy approach will fall and take 3d6 points of damage unless they are able to lessen the damage by tumbling.



Danger Rune

(Knowledge Arcana – DC 10), which is currently glowing with magical flame.

To raise the portcullis requires a Strength check (DC 30). If the PCs are not able to take the hint and somehow overcome these obstacles, then a group of escaped wraiths lurking in one of the adjoining corridors should swiftly end their disastrous incursion.

Wraiths (5): see Monster Manual Page 258.

C6 – Admissions Desk (EL 2)

When the PCs enter this chamber, read aloud or paraphrase the following:-

A narrow corridor empties out into a roughly hewn cavern which had been more than adequately furnished. A desk, covered in papers and seemingly broken in two, a chair, a cabinet and an oak chest. The floor is covered in broken glass and scattered papers.

What Has Gone Before: It was here the PCs met Kadhi, the mage overseer of this level. This area contains his desk, including a journal of all new entries. His desk has been splint in twain by a creature of behemoth strength, namely Werthurn. However the bloods splattered remnants of his records remain here, and if the PCs investigate give them **Handout 1** and **Handout 2**.

The chest contains Kadhi's potions that he would use on subjects for his research. However, being somewhat paranoid Kadhi has had it trapped.

Javelin Trap: CR 2; mechanical; touch trigger (opening chest); manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 15; Disable Device DC 15.

Within the chest are several potion bottles. Unless the PCs have some way of identifying the potions they will have to use Handout 2 as their guide. Within 2 *potions of bull's strength* (green), 1 *potion of cat's grace* (orange), 2 *potions of cure light wounds* (orange), 1 *potion of inflict light wounds* (yellow), and 1 *potion of spider climb* (red).

Treasure (per PC): **Loot:** 0 gp; **Coin:** 0 gp; **Magic:** 50 gp (2 *potions of bull's strength* x2), 25 gp (*potion of cat's grace*), 2 gp (*potion of cure light wounds* x2), 2 gp (*potion of inflict light wounds*), 25 gp (*potion of spider climb*).

C7 – The Dock (EL 3)

Once the PCs have made it into this cave, read or paraphrase the following:-

You have entered the main cave, where you were initially brought into this hellish place. Already, across from the dock the mouth of the cave allows the scantest sunlight to enter, showing just how close freedom lies.

However, freedom is not guaranteed, as you see the source of the roaring that has haunted your escape. The corpses of a dozen euroz and hochebi lie strewn about by the waters of the cave. Their necks, legs and arms are wrenched at odd angles to their bodies, and perched atop them is a man, or at least he was once a man, a man who you shared a cage with, a man named Werthurn.

Now he howls in pain and self-loathing. His face is pale grey, with extra layers of skin grafted to his face by magic and needle. His arms are elongated, containing borrowed sinew and muscle, with two elbows in each arm that bend in unnatural ways. Lastly his legs are short and squat, having at least eight toes on each feet.

"Look what they did to me," howls the pathetic wretch, tears running down the grafted skin of his face.

"All dead now. All paid. Kadhi," he says, bounding towards you, renching a head free from its body with his bear hands. Like a child he looks at the head of the suel wizard that he cradles in his maw before rolls it over to you before bounding across to you.

The PCs can stall Werthurn with speech by asking what has happened to him and so forth whilst drinking their potions or using their scrolls. Bear in mind Werthurn now has an Int of 3, he speaks in pigeon-common, and will easily become frustrated in conversation.

He is a more loathsome and pitiful creature than ever. He does not understand what has happened to him, but wants nothing more than pity. After about a minute of speaking he will grow agitated and attack – if the PCs beat him up in *Encounter One: The Laws of the Cage* he dimly recalls wishing revenge on them and acts on that memory.

Werthurn, half flesh golem male War: hp 11 (was 23), see Appendix 1.

Tactics: Werthurn is going to prove to be a difficult foe to defeat. His damage reduction means he ignores the first 5 points of damage from any non-adamantine weapon – and the PCs do not have any. Neither did the euroz or the suel, which is why he has lasted this long without taking fatal amounts of damage.

Many of the items found in this dungeon are useful in boosting the character's capabilities such as the scroll of *magic weapon*, the *potions of bull strength* and so on. If the PCs have found all these items already they should be able to use them to get past the damage reduction and slay Werthurn. He is unfortunately immune to all spells subject to spell resistance, like *magic missile*.

If however the PCs have blundered southwards without finding any of this equipment, then they are unlikely to be able to take on Werthurn. Werthurn will pursue the PCs through the dungeon though he cannot run or charge so they will be able to play hide and seek and possibly recover some of the magic items.

All damage Werthurn does to the PCs is subdual damage, though if he disables them all their adventure ends here, as he performs coup-de-graces upon their broken bodies. He will not do this while any PCs remain conscious.

Treasure: The orcs equipment now lies at the bottom of the waters, thrown by Werthurn. However, some of the euroz company's gold has remained intact, to the some of 300 gp and Kadhi's headless corpse contains 600 gp worth of gems. A suitable windfall for the PCs to further fund their adventuring activities.

Treasure (per PC): Loot: 0 gp; Coin: 150 gp; Magic: 0 gp.

The Boat

The boat contains the travel packs of the euroz soldiers, including over two weeks of rations for each PC, if they do not mind eating orcish food.

A Profession - Sailor (DC 10) or a Survival Check (DC 15) check are needed to row the boat to safety. The PCs should be able to manage this in the time remaining however.

Once the PCs have found the boat and the lot, carry on to the *Conclusion*.

Conclusion

Read aloud or paraphrase the following:-

The cave exits to the shore of the Sea of Gearnat, the smell of salt air seeming somehow sweet. Obelstone watches you like a shadow on the horizon, seemingly always facing you as you pick your way along the edge of the beach, and up the side of the cliff, into the unknown beyond.

Outside you can hear an alarm bell ringing – but it is not you that they are seeking. It comes from the upper-levels of the baleful complex. Although you cannot know for certain you speculate some evil creature is loose, and is not you that weigh heavily on your captor's mind, but rather whatever dread entity stalks the halls freely.

With luck and the aid of the incoming dark storm clouds that threaten to roll in you think you can steer the boat north-eastwards, and find a safe point to abandon it before making your way eastwards, hopefully to the place they call Free Onnwal.

Then it is a question of eluding the hochebi and hepmonaland savages, but you know that you shall succeed – you have escaped from the black clutches of Obelstone itself with mind and soul intact, and they cannot stop you now on your path to freedom.

Thus ends Escape from Obelstone

What Now?

The PCs have now escaped from Obelstone. Doubtless they are vengeful after incarceration by the Scarlet Brotherhood and wish to join the movement known as the Free State of Onnwal. Most scenarios assume the PCs are at least mercenaries willing to work for the Free State, while others are more altruistic patriots.

A good next scenario to consider is perhaps *ONI3-02 The Belonging Kind* by Des Barry to continue the

adventures in Onnwal. It is available exactly the same way as this scenario was.

If you wish to progress to the main plotline then *ONW3-01 The Prophet* is an excellent choice. You need to order this module through the RPGA at <http://www.wizards.com/rpga> - and once again it is completely free.

Of course the Onnwal Design Team is always on the lookout for new scenario writers – if you feel this scenario has sparked ideas of your own Onnwal scenario, we would like to hear from you. Contact plooby@onnwal.org.uk for more information.

Other sources of information on the Living Greyhawk campaign can be found in the following locations:-

Onnwal website

(<http://www.onnwal.org.uk>)

The Living Onnwal list

(<http://groups.yahoo.com/group/living-onnwal>)

The main Living Greyhawk lists.

(http://groups.yahoo.com/group/living_greyhawk)

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter One: The Laws of the Cage

Stand up to Werthurn 30 xp

Encounter Two: The Trade

Learn about Toktot's interest in 68 Green Leaf Avenue 30 xp

Encounter Four: The Great Escape

Defeat the hochebi 30 xp
Avoid or disarm the spiked trap 60 xp
Avoid or disarm the wards 60 xp
Avoid or disarm the chest trap 60 xp
Defeat Werthurn 90 xp

Discretionary Roleplaying Bonus: 90 xp

Experience Total: 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly Equipment. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy (calculated at 50% of book price); Coin = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); Magic = Magic Items (calculated at 75% of book price).

Total Treasure Possible

535 gp

AR/Regional Cert Text

Thrall Brand – You have been branded with the word "Thrall" in letters across your forehead on the order of Maranefel Toktot. This can only be removed with a *heal* or *regenerate* spell.

Wanted by the Scarlet Sign – You are now wanted by the Scarlet Brotherhood for your successful escape from Obelstone. This counts towards the requirement for the Outlaw of the Crimson Road prestige class.

Appendix 1: NPCs

Encounter One: The Law of the Cage

Werthurn: male human War1; CR 1/2; Medium Humanoid; HD 1d8+3; hp 11; Init +5 (+4 Improved Initiative, +1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, hands); AL CN; SV Fort +2, Ref +1, Will +0; Str 15, Dex 12, Con 11, Int 9, Wis 10, Cha 14.

Skills and Feats: Sense Motive +1, Spot +2, Swim +4; Improved Initiative, Toughness.

Possessions: none.

Dorg, Kell and Nirth: male human Com1; CR 1/2; Medium Humanoid; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1, hands); AL CN; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 7, Wis 10, Cha 11.

Skills and Feats: Listen +1, Spot +1.

Possessions: none.

Encounter Four: The Great Escape

Hochebi (2): male hobgoblin War1; CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather amour, +1 light shield), touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, whip) or +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d6+1, javelin); AL LE; SV Fort +4, Ref +1, Will +1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness..

Possessions: studded leather armour, small shield, whip, dagger, javelin.

Werthurn: male flesh half-golem War1; CR 3; Medium Humanoid; HD 1d10+13; hp 11 (was 23); Init +4 (+4 Improved Initiative); Spd 30 ft. (may not run); AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk +1; Grp +6; Atk +6 melee (1d3+5, hands); SQ berserk, construct traits, DR 5/adamantite; AL CN; SV Fort +4, Ref +0, Will +0; Str 21, Dex 10, Con -, Int 3, Wis 10, Cha 8.

Skills and Feats: Sense Motive +1, Spot +2, Swim +4; Improved Initiative, Toughness.

Possessions: none.

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution

and -2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

Magic Immunity (Ex): A half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in the appropriate golem descriptions.

Appendix 2: New Rules

Living Greyhawk is intended to be run by Dungeon Masters with access only to the core rulebooks. Any additional rules from other official Dungeons and Dragons sources must be put here.

Half-Golem (3rd Edition Version)

Monster Manual II, page 208.

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem, construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique – many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravaging, unholy crosses between living beings and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Moulding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft magic Arms and Armour feats. It takes one month to complete the magical rituals. The creator must labour for at least eight hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, it the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the

appropriate level of spell (see specific description) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the limbs to be attached to a particular body must be of the same type – it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	DC
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43
Sixth new limb	55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below – except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

"Half-Golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a

particular type of golem (flesh, clay, stone or iron) as described later in this section.

A half-golem's abilities are primarily those of the character, with the following exceptions.

Hit Dice: Same as character.

Initiative: Same as character -1 , to account for the half-golem's reduced Dexterity (see Abilities below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armour bonus it may have had with a new natural armour bonus that varies according to its type (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armour Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character, plus construct traits (upon a failed Will save), damage reduction (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus to Fortitude saves; otherwise same as character.

Abilities: Half-golems have -2 Dex, +4 Con (or no Con upon a failed Will save), -6 Int, +0 Wis and -6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organisation: Solitary, pair, or squad (5-20).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Common Half-Golems

	Flesh	Clay	Stone	Iron
Natural armour	+5	+7	+9	+11
Special attacks			Slow	Breath Weapon
Damage reduction	5/silver	10/silver	15/+1	25/+2
Special qualities	Berserk	Berserk, haste, immune to piercing and		Rust vulnerability

		slashing		
Strength	+6	+8	+10	+12
Magic immunity	As flesh golem	As clay golem	As stone golem	As iron golem

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unobtrusive combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation even when banded together.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): Half-golems completely resist all magical and supernatural effects, except as noted in the appropriate golem descriptions (see Monster Manual).

Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

Sample Half-Golems

A half-golem looks like a bizarre and horrifying melding of a golem and the character it once was. The materials of its golem limbs twine and crawl across its flesh, like ivy growing across a building or tree. In many cases, a half-golem's flesh is horribly scarred and has the pale grey colour of death. Half-golems speak whatever languages they spoke before their transformations, but their voices are harsh and strangled.

Flesh Half-Golem

A flesh half-golem is a tortured soul whose replacement limbs were stolen from the dead. Flesh golem's replacement limbs are rudely stitched to their bodies and may have different skin colour or texture from the rest of the character's skin.

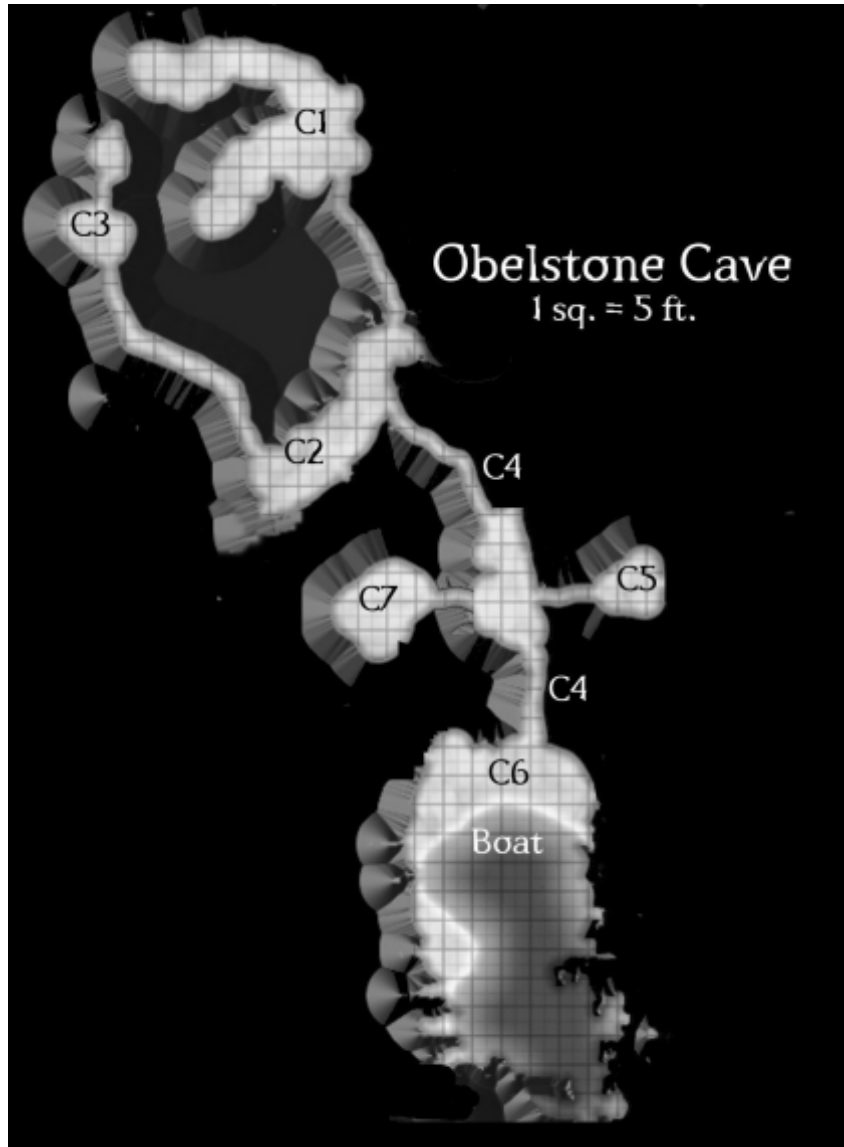
Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its

opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

Construction

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance a Medium-size humanoid character can not use Small animal limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals costs 10,000 gp and 200 XP and requires *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Appendix 3:
Maps



Handout 1: Kadhi's Journal

Item Number 1 – Pytyr

Thrall of significance. Sent by mistake. Too valuable for experimentation. Return to Scant. Informed the Kesh and the Exalted Sister via *messenger*. Sent him back via boatman.

Item Number 2 – Werthurn

Apparent troublemaker. Particularly strong. Retrofit new arms and legs to this fellow. He shall rejoice in his new life and purpose.

Item Number 3 – Rusuk

The Kesh wishes to upgrade his current escort. Attempting to graft fiendish flesh to the host as taken from the corpse of the insane Malax.

Item Number 4 – Remaining Thralls

Remaining thralls are a sorry state. Recommend turning the females into fire elementals, and the men into shadows and shadow-spawn. Possibly harvest one heart and one brain from the males. Assuming between them they have that...

Item Number 5 – Stirges

Intend to cross-breed with spores found by our agent. Enable even mundane stirges to breathe gas, acid and even fire. A small number of these pests now become a deadly force fit to reign Pyremius's will upon the unworthy.

Handout 2: Kadhi's Missive

Alchemical Mixtures

Green – Increase the strength of the drinker. Pytyr was able to beat the construct with the aid of this potion. A most worrying turn of events given how common these are among our enemies.

Orange – Increase the agility of the drinker. Useful for training the creature to perform simple tricks.

Yellow – Useful for restoring subject's wounds.*

Black – See above. Yellow one may also serve a useful purpose...

Red – Useful not only for increasing climbing ability but also for bonding stone to the imbiber's appendages.**

* Erroneous. Replace immediately.

** After damage occurred to spider golem prototype, recommend careful use of this one within complex.