

# IT TOLLS FOR THEE!

Crawl inside an unholy giant in this low level OSR-adventure!  
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## THE COLOSSUS RISES!

Long ago, during the chaos wars, the high priest Lamak the Devout bound his soul to the bell of a local church in an attempt to aid his order of war priests. Because of his blind devotion and incredible sacrifice, a true miracle was bestowed upon him - The church was animated and rose as a titanic champion made out of stone. For every step the walking church took, the Soul-Bell would ring, and Lamak's holy energies would radiate out across the battlefield, healing those who fought on its side.

After many glorious battles, the walking church was finally destroyed, and sank to the bottom of a swamp. The Soul-Bell remained intact however, and during the centuries that passed, it grew corrupted and hateful. By absorbing the souls of countless of swamp dwelling vermin, the Walking Church managed to reformed itself, twisted and bloated, and slowly started to dig its way out of the bog...

However the adventure starts, the following is always true: A village is attacked, the survivors telling feverish tales of a ruthless giant. A foul stench lingers in the air and the sound of a church bell rings out in the distance. A reward is mentioned.

## "WHAT DO YOU KNOW, OLD BAG?"

Inquisitive adventurers may roll 1d6 on the table below:

1. "Holds nose" "The stench is bad enough to raise the dead!"
2. "It was an unholy abomination! Clearly the work of demons!"
3. "That wasn't no giant! Giants don't have hooks for hands!"
4. "I found a rare gold coin in one of its tracks. Take a look!"
5. "This is all the fault of the witch who lives out in the woods!"
6. "I know the sound of that bell. It sounded like the Church of Lamak, but that can't be. How do I know that?" "Secretive grin"

## TRACKING DOWN THE GIANT

The giant is easily tracked by following the huge, round footprints it leaves behind. There is a chance that any given footprint holds something of interest.

Roll 1d6. (Each result may only happen once.)

1. Smushed body of a villager. 1d8 CP, broken knife, flat bread
2. Small dog, cowering at the bottom of a hole. Miraculously unharmed but scared. Loyal to anyone who helps it out.
3. Swamp skeleton. HD 1. AC 10. Att: Claws or broken sword 1d4
4. Half crushed cow, mooing weakly. Will rise as Spiteful Undead if not put out of its misery. HD 2. AC 12. Att: Horns, 1d6
5. 3 GP with marking that read "The Order of Lamak".
6. Crushed and stomped monster lair. A lone Goblin has survived the onslaught, and lies whimpering among the rubble. It'll probably aid the adventurers if helped...

Goblin(s). HD 1. AC 12  
Att: Bite or Claw 1d4  
Feins injury to fool the gullible. Hates sunlight.



The Terrible Walking Church!

## 1. VOMITING ENTRANCE

A stinking stone tongue hangs down from an opening 10 meters above the ground. The Walking Church will spew leech riddled water on anyone who climbs the tongue, but only has enough "vomit" to do so once.

The entrance hall reeks of blood.

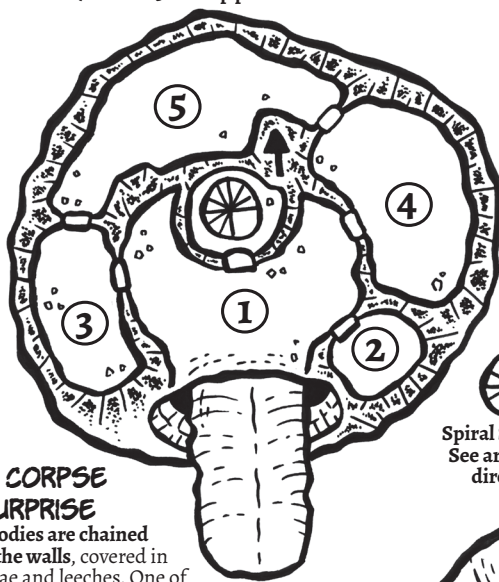
1d4 blood starved Leech Bats

roost in the ceiling. They attack anyone who is carrying a light and will try to extinguish it first. Leech Bat. HD>1. AC 14. Att: Drink 1d2, then 1d4 damage/round or Blood Vomit



## 2. DECREPIT CLOSET

Mouldy ceremonial robes lie in a pile on the floor. A swarm of bugs lie underneath. They skitter towards a crack in the wall if disturbed. 17 GP and 3 swamp pearls lie inside their hideout.



Spiral Stairway.  
See arrows for direction

## 3. CORPSE SURPRISE

4 bodies are chained to the walls, covered in algae and leeches. One of them squirmings and moanes. If approached, the belly splits open as 1d4 Gross Eels spill out. Gross Eel. HD >1. AC 12. Att: Bite 1d4 or Electric Charge 1d4 to all nearby targets. An attack roll of 18-20 stuns target for 1d4 rounds. Behind the bodies are murals depicting knights fighting demons. The knights are being aided by a radiant giant. The giant has a church bell covering its head and is wielding two giant spears. An engraving under the mural reads: "Priest Lamak holding back the darkness. May he forever serve us".

## 4. CURSED GOBLET

Rotten pews face an altar against the wall. Skeletons sit in the pews, their garbs all but rotted away. If touched they crumble to dust, causing a coughing-fit (check for encounter). A cursed, black goblet stands on the altar. It contains unholy swamp water, and splashes it on whoever first touches it, giving enemies +2 to hit the victim. The effect lasts until the goblet is blessed or the Soul-Bell is destroyed. The Chalice is worth 500 GP if blessed. Hidden behind a secret panel at the bottom of the altar lies a pouch that holds 75 GP and a dirty silver sceptre worth 100 GP. The coins carry ancient symbols and markings that read "The Order of Lamak".

## 5. THE HATEFUL HEART

The room is dark and cold. Any light source will struggle to stay lit. A thumping sound echoes from within. A black heart sits on a pillar at the back of the room. This is the Hateful Heart of Lamak, and is what keeps the Soul-Bell hidden. Anyone standing close to the heart for more than a few seconds takes 1d4 cold damage/round. Sad Whispering Shadows, emerge from the darkness. They know about the Void-Dagger and are trying to help the adventurers. The only way to destroy the Hateful Heart is by stabbing it with the Void-Dagger, room 10.

## 6. HISSING KEY-MASTER

A small cage sits on a table in the middle of the room, and in it a shrivelled up, dead lizard. The lizard has a key in its mouth. If the cage is opened, the lizard will try to escape, either through an open door or out one of the windows where it will stay, just out of reach. The secret doors are hidden by unholy magic, and can only be seen by those who hold the keys that unlocks them. The Lizard Key opens the door to room 10. A faint thumping sound can be heard from the east, and is coming from the Void Dagger.

## 7. TRAPPED LIBRARY

A trap door opens up below any unwary adventurer, sending them down a stinking chute that empties out at the feet of the Walking-Church. Ouch! The walls are lined with bookshelves containing religious tomes. All but a few are ruined by swamp water and rot. Behind a particularly foetid tome are 1d3 vials standing in a copper rack. None of the labels are legible. "I drink the potion!" Roll 1d6. Results w/o time are permanent.

1. +2 STR.
2. Turn into rat, 30 Min.
3. Fungal fingers.
4. Sharp Fangs, 1d6 damage.
5. Invisibility, 10 Min.
6. Random limb explodes!

## 8. HARPOON ARM

Two swamp ghouls nest within this bone covered room. One of them carries a Bone-Key that opens the door to room 6. The Ghouls knows how to open it, and can use the hidden door to flee or to set up an ambush. The ghouls are hungry and can be persuaded to help adventurers if promised corpses. They know the story of Lamak and worship the Hateful Heart as a God. Swamp Ghoul. HD 2. AC 12. Att: Claw & Bite, 1d6. Save vs 1d4 rounds of horror-induced petrification. Valuables have been hidden inside a nook in the arm: 12 GP and a Foetid Amulet: Wearer can see through the eyes of a rat 1/day.

## 9. BROKEN HARPOON ARM

A slack chain drags behind the Walking Church, and can be used as a means of entering and exiting the colossus. The door to room 6 is blocked from this side by a big pile of rubble. A faint thumping sound is heard from the south.

## 10. THE HIDDEN BLADE

The body of a drowned witch hangs from a rope in the ceiling. A black hood covers her head and A black dagger sticks out of her chest. This is the Void-Dagger, the only weapon capable of destroying the Hateful Heart. Attempting to remove the hood will hear result in a whispering voice: "I must remain hidden". Removing the hood will result in a shriek that drains its victim of 1 level and turns their hair white. If the Void-Dagger is removed, a black tendril will snake out from the wound and attack in a whipping frenzy while the hanged witch laughs. Black Tendril. HD 3. AC 10. Att: Whip, 1d4. Begins to choke victim on an attack roll of 18-20.

The Void Dagger is an alien weapon. +2 to hit, 1d8 damage. Killing blows steal the victims soul. After stealing 10 HD worth of souls it turns into a chrysalis. 6 days, 6 hours and 6 minutes later it hatches into a portal to a dark planet... \*Gulp!\*

## 11. CURSED BELL TOWER

Until the Hateful Heart has been destroyed, entry to this room is impossible as the stairway endlessly keeps going upwards as a thumping sound grows stronger. Otherwise, the stairs lead to the tower of the Soul-Bell. An enormous black bell hangs from the above. As the adventurers enter the room it will sound a deafening "DING-DONG" as a slimy figure drops down from underneath it. The thing that drips into existence is Dark Lamak, and represents the corruption of the Soul-Bell.

Dark Lamak. HD 4. AC 16/12 if attacked by the Void Dagger  
Att: Random, roll 1d4 below:

1. Putrid Sword 1d6. Killed target rises as 1 HD undead.
2. Leech Storm. Nearby targets are drained of 1d2 HP.
3. Swamp Clone. Dark Lamak splits into two for 1d4+1 rounds. Attacks against Lamak has 50% chance of hitting clone. Clone: HD 2. AC 12. Att: Sword 1d6. Re-roll this result if clone is alive.
4. Command the Giant. The Walking Church shoots its hook-shot through a window in an attempt to destroy an adventurer. (-5 to attack roll, 6d6 damage, as indicated below)

Dark Lamak takes double damage from the Void Dagger. He melts away upon defeat and the Soul-Bell shatters into 1d20+13 shards worth 25 GP each, if sold to a wizard, alchemist or the like. One of the shards still carry the corruption of the Soul-Bell...

## OK, NOW WHAT?!

Will the destruction of the Soul-Bell result in the crumbling of the Church, or will the giant remain ever motionless? Can the adventurers control the church?

## THE WALKING CHURCH

HD 10/AC 20 Att. Hook-shot/Stomp 6d6  
-5 to attack rolls against smaller targets.

Special: The Walking Church only takes damage from siege weaponry. It attacks once every other round. As long as the Soul-Bell is intact, the Walking Church is followed by 1d6 Undead. It can animate 12 corpses/day. Undead. HD1. AC 8. Att: Rusty Weapon, 1d6

## RANDOM ENCOUNTERS

Roll 1d6 every 10 min. On a result of 1, roll on the table below:

1. Villager, Crazed from fear or scared witness? (50%)
2. 1d4 Leech Bats, flutters around brightest light.
3. 1d2 Undead, eating leeches or stumbling around hatefully.
4. Swamp slime, drips down from above. Watch that torch!
5. The Church jumps, hold tight or you might fall!
6. Ghost of Lamak, stuck in limbo fighting the forces of chaos.