

The Ruined Tower Giant



An OSR Adventure

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by
Unbalanced Dice Games

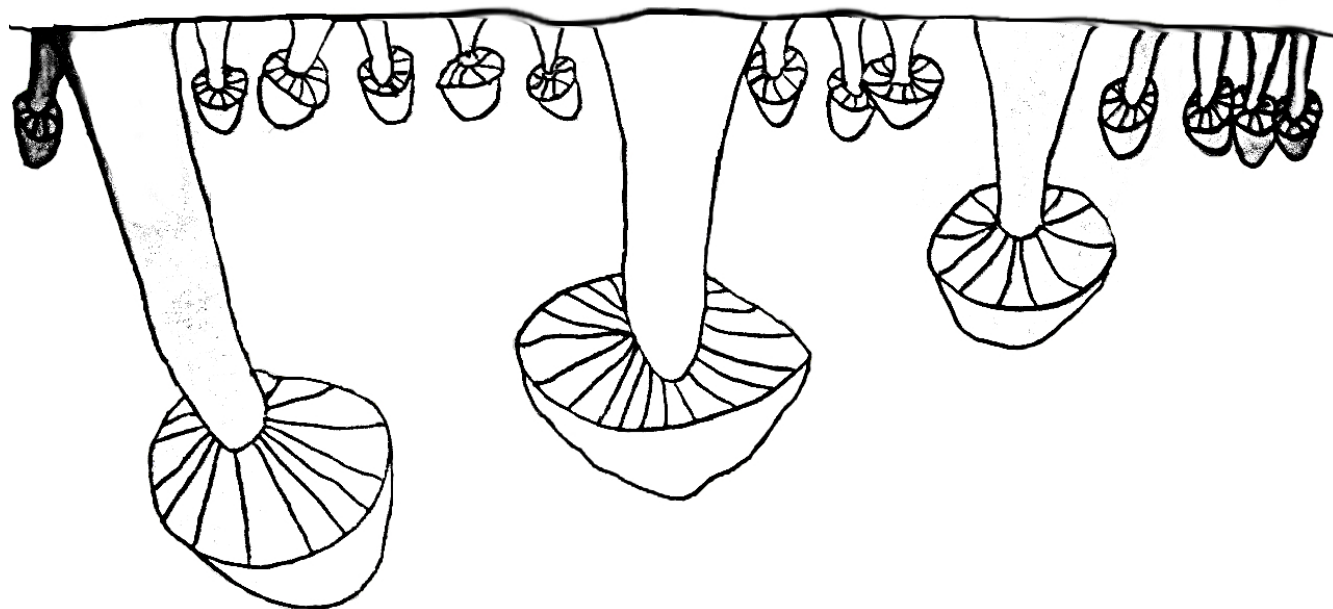
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Introduction

The Duke has been visited by a shadowy presence every night for months. He wakes with the thing standing before his bed. It never does anything but stand there and give him a strong sense of fear. He knows not what it is but his Necromancer says it is tied to his past.

Twenty years ago the Duke shot a stoning arrow into a giant that was attacking the castle. The giant went mad and ripped a tower out of the castle and ran away with it. After the battle the Duke and his men tracked the giant. Far away they found it. The giant had turned to stone while still gripping the tower. It had become an extension of the tower. They left the tower and the giant. The Duke has never come back.

Now the Necromancer says it is the spirit of the giant that is tormenting him. The party must go to the tower and cleanse it of its wicked ghost. When done the Duke will reward them.

What The Party Must Do

The Necromancer will give them some special salt they must throw in each room. This is a spiritual purgative he has devised after studying the situation. If the giant's ghost is driven back to the

netherworld from the place it rests the Duke will be free of it. The salt turns to fire when it is thrown in a room of the tower. When every room has been salted their task will be done. They are given enough salt to throw in 100 rooms. If for some reason they lose it or run out it will take the Necromancer 1-2 weeks to make the same amount.

In reality this will do nothing to stop the shadowy thing from visiting the Duke. The salt/purgative is too weak to drive anything away. It isn't even the giant's spirit that is haunting the Duke.

The Duke will give them 1000 GP for completing the task. The Necromancer will know if they have used the salt/purgative correctly. If they haven't he will tell the Duke and he will give the party nothing. They will be willing to give the party a second chance but the reward will only be 500 GP this time. If they try to fool the Duke again he will imprison them.

The Duke And The Necromancer

If the Labyrinth Lord decides to use the Duke and the Necromancer then this is how they appear. The Duke is a thin man who wears purple plate mail armor. It is hard to see his face because only his eyes and lips are visible beneath the armor. Any

interaction with him will be in front of his castle not in it. He will not talk much to the party, letting the Necromancer do most of the work.

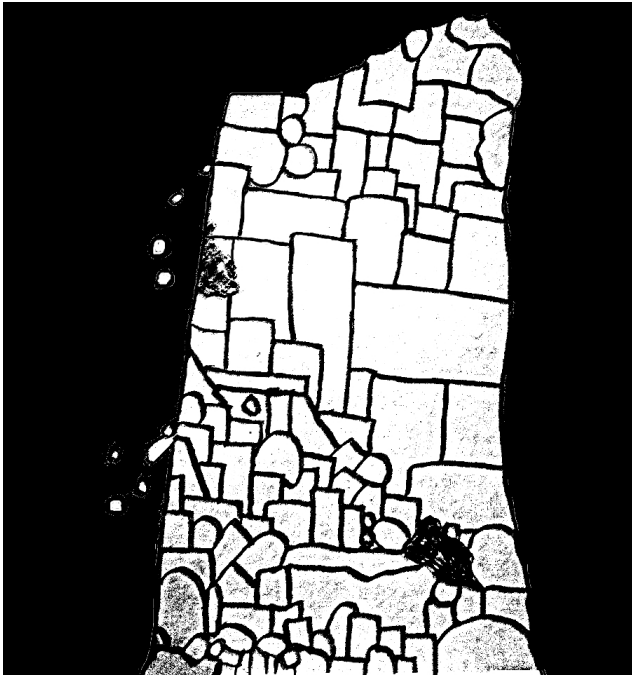
The Necromancer wears a dark robe. Long dark hair with live earth worms tied in it covers his face. The party can see his features underneath the hair when he talks. He too will try to interact with the party in front of the Duke's castle not in it.

The castle isn't that large. A couple of towers shoot up behind a big 10' wall. The stone is white. Maybe a hundred warriors are stationed inside of it. Various men and women come and go to the castle doing their duties.

This Adventure Uses Labyrinth Lord

This adventure is made to be used with Labyrinth Lord. This can be freely downloaded off of the internet or purchased in book form. AC is descending in this game. AC starts at 9 and goes down.

The Giant's Tower



In a desolate place stands a tower and a giant. Both are 50' tall and made of stone. The giant's arms reach up to the top and grab the sides. The giant eyes and mouth are closed. The monster had no hair on its head and a large scar runs from the nose to the top of its head. It wore no shoes but had pants on. Over the years it has lost one of its legs. The giant's stone matches the stone of the tower. It seems like they are made of the same rock. Investigating the giant from the outside reveals nothing. It lacks an visible means of getting inside of it. Climbing it is difficult as its stone is very smooth.

The tower's (and the giant's) stone is light gray. The damage done to it by the giant was immense but the thing still holds together. Over the

years it has settled into the ground and seems like it was built where it stands.

The giant is in on the opposite side of the tower that has the entrance the characters will use. The ceilings in the tower are roughly 15' to 17' high. Falling from one floor to the next can quickly be calculated by using a 10' drop.

Close to the tower are 3 very large piles of rubble. These are roughly 10' tall and 30' in diameter. Given that the tower's lower level lacks stone and the top looks like there are levels missing they must have originated from the tower. Nothing of much interest is in the rubble. The rubble is of the same stone that the tower is made of.

All throughout the tower, on every level, are 3'x3' holes in the outer wall. These were built into the tower and were not created after the giant took the tower away. The Labyrinth Lord must decide where they are and when. The tower was a defensive building when it was part of the Duke's castle.

Level 1

The floors of Level 1 are dirt. There is no stone to walk upon. It is dark inside except for whatever light comes in through holes in the walls.

1 Start

The entrance to this area is a big hole in the wall. It is empty and quiet. Cobwebs cover everything.

2 Shovels

2 Shovels are sticking in the ground. Their ends enter the ground at the same place. A V is formed by the angle the handles make.



3 Zombie Shoveler

A man wearing nothing but pants is digging a bunch of holes in the ground. Some kind of slime is dripping from his face. The man is no ordinary man but a Zombie. If the party is quiet it will ignore them but if they get its attention it will walk over and try to dig holes beneath the characters. The thing is non violent. Maybe it was created to dig graves?

Zombie

(AL CE, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1d8,
SV F1, MR 12, XP 29)

Immune to mind and
sleep spells. Attacks
last every round.

HP: 12

4 Buried Bodies

The room is a small graveyard. 30 bodies are buried side by side. The party will not know this. The only thing giving it away is a skeleton's hand sticking partway out of the ground. The bodies do not have

anything of value on them. The party will find ruined chain mail, rotten shields and rusty swords.

5 Digging Man

A man wearing nothing but pants is digging a large hole in the ground with his hands. He will completely ignore the party. If they don't interfere he will periodically stop digging and get in the hole and rest there for awhile. The man is a Zombie. He won't attack the party but if they get too close it will try to get a character to lie down in the hole with it. "Resssst..." it will groan.

Zombie
(AL CE, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1d8,
SV F1, MR 12, XP 29)

Immune to mind and
sleep spells. Attacks last
every round.

HP: 9

6 Hole In The Ceiling

A big 20' hole in the ceiling leads upwards to the Hole In The Floor Level 2 area.

7 Collapsing Walls

If the party gets too close to one of the walls that touches the outside it will collapse. Once within 10' of it there is a 1 per 1' in 10 chance of it falling down. Once they reach the wall it falls automatically. Characters that are watching will notice that the wall is shaking more and more the closer they get. When the wall falls anyone within 10' of it takes 1d6 HP of damage. After that there is another entrance/exit for the party to use.

8 Upside Down Mushrooms

White tendrils cover the walls and enter the ground. The ceiling is covered with small white mushrooms. There are a couple very large ones growing there as well. Anyone touching the big ones will have a big spore cloud burst on them and anyone within 10' of it. A saving throw is necessary or the characters will be infected.

An infected character will have a terrible time. Every night that they rest on soil they will awaken with tendrils that are like the ones on the

wall sprouting from their skin and entering the ground. They will be immobilized and will require someone to cut them free. A Cure Disease spell will end this

9 Zombie Soldiers

3 men wearing chain and carrying broken swords are stumbling around in here. These are old soldiers that have become Zombies. They will look at the characters and moan "Giants...". They 'think' the party are Giants that must be fought. They make a single line formation and begin marching towards the party. They have to fight the Giants.

Zombie

(AL CE, MV 120'(40'),

AC 8, HD 2, AT 1,

DG 1d8,

SV F1, MR 12, XP 29)

Immune to mind and sleep spells. Attacks last every round.

HP: 8, 11, 6

10 Soldiers

Any fighters in the party will feel like they belong here. They will want to walk outside and fight the giant that is attacking the tower. Whenever they walk in here they will stumble for it will feel like the tower is shaking to them. Inside their minds they will think the giant is carrying them away.

A saving throw is required or the player will lose control of the character for the rest of the day. The feelings overwhelm their thinking. They will spend it standing next to the giant and attacking it. The character will see the giant's flesh cut and bleed under the assault that is being delivered. Though frustrated that the giant has not died from all the blows it has received the character will fight on.

11 Stairs To Level 2

This stairs in the room lead to the level 2 Start area. These are not stone but are made of wood. There are 30 steps to level 2. Every step has a 1 in 10 chance that it will break. Characters will not suffer damage when a step breaks but will be shocked. If this happens more than once to a character he will fall to the ground. Deal normal falling damage.

Level 2

Illumination is the same as Level 1.

1 Start

A couple of smashed skeletons rest on the wall. The chain mail they were wearing falls apart if picked up.

2 Hole In The Floor

A 20' hole in the floor leads to the Level 1 Hole In The Ceiling Area.

3 Thumb

The giants thumb sticks out through one of the walls. A two handed sword is stuck into it. Pulling it out will require a combined Strength of 30 or more. It takes 2 rounds of pulling to completely get it out. The sword seems to be in marvelous condition. A detect magic will give a positive sign but what is magical about is impossible to say.

4 Broken Ballista

There is a hole in the wall. Laying on the ground next to it is a

broken ballista. A couple of large bolts are mixed in with the broken wood. The ballista would have had a good shot at the giant. Why didn't they fell the giant with it? There was plenty of ammunition to use.

5 Hole In The Wall

The area has a hole in the wall that opens up to the outside. Bricks are piled around it. The giant is very visible from here.

6 Blankets

The floor is covered with old rotten brown blankets. Is it dirt or blood on them? There are only a couple that are of any use and they will fall apart after a couple nights of resting with them.

7 Shield On The Wall

The room is decorated with shields. They have the mark of the Duke on them. Most of them have something wrong with them. A chip on the side, a hole in the middle, some paint that has been smeared, etc... . Each is resting on a hook on the wall. A battered chest rests underneath one of them. It has some smashed shields in it.

8 Unstable Floor

If the party walks to the center of the room the floor collapses and they fall to Level 1 Buried Bodies area. They take normal falling damage and must make a saving throw. Anyone that fails will find their legs sunk into the ground. It will take 1d6 rounds of digging to get out. If they have a shovel it will take 1 round.

9 Ropes

Resting on the ground is a bunch of ropes tied together. The ropes form 2 giant loops. If examined and compared to the giant it will be apparent that they are big enough to go around its wrists and hands.

10 Foot

The giant's missing foot is in here. Broken off at the ankle. How did the foot end up in this room? The entrances to it are too small and there isn't anyway it could have gotten in here from the outside.

11 Locked Ceiling Door

The stairs go up but there is a locked metal door blocking upward movement. It is flush with the ceiling. The lock can be picked.

Once opened the door splits in two and falls to 2 sides. A little ways further up the stairs there is a wheel in the wall that when turned to the right closes the door. Once closed it locks again. Opening it requires the opposite operation.

Level 3

Illumination is the same as Level 1.

1 Start

4 ruined pictures of the Duke hang on the wall in this room. Only one has his face on it still. One of them has been slashed with a dagger.

2 Dagger

A thin thread is midway between the floor and the ceiling. It is 10' away from the entrance closest to the Start area. If the party is not careful they will not notice it.

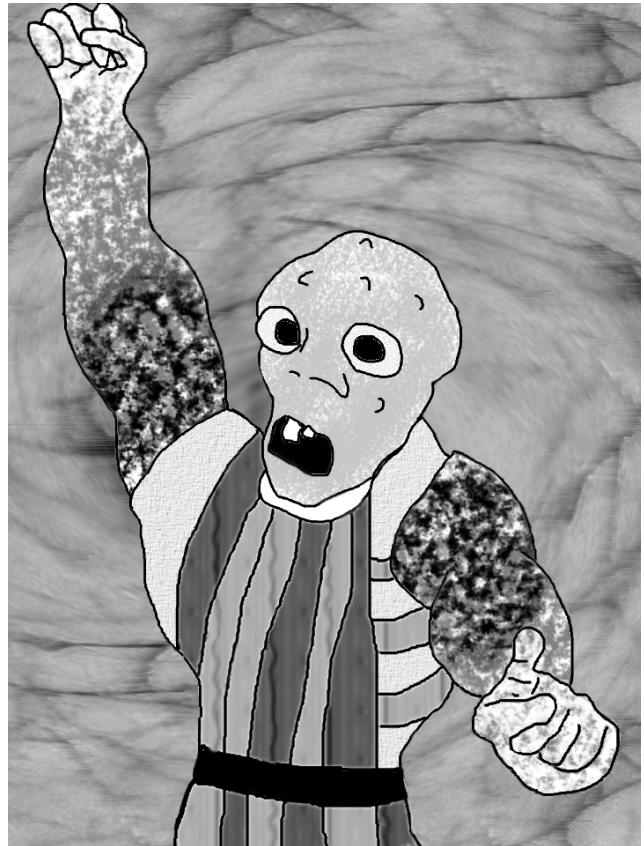
Once the thread is broken a wooden beam comes swinging down. Attached to the end of the beam is a dagger. It is perpendicular to the beam and it will hit whoever is at the front of the party. The character will take 1d10 HP of damage from the dagger and the beam.

Part of one of the paintings from the start area is attached to the beam. Another painting piece attached to the beam has words scrawled on it saying "a sword for the giant but my dagger is for you Duke."

3 No Ceiling

This area no longer has a ceiling. The sky is visible. Anyone who climbs upwards will be standing on top of the tower. From there they can see everything for a long distance.

4 Undead Raging Captain



The very powerful remains of the tower Captain walks this room. All it does is curse the Duke for forsaking him and his men to the giant. He carries no weapon but can do terrible damage.

The Captain is undead. Every

time he hits a character he becomes angrier and does +1 HP of damage from that point on. These points accumulate so it important that the party destroys him quickly. If they run away the bonus will be gone after 24 hours. There is a 50% chance that it will follow the party and attack them if it catches up.

At first it seems like a very muscular man wearing splint mail is standing with his back to the party and resting his arms on the wall. He turns his head and looks the party over. The man will accuse the party of being the Duke's men. And then he will say "I'll show you what I'll do to the Duke!" and leaps across the room and lands in front of one of the lead characters. Then it begins beating the character with its fists.

Undead Raging Captain
(AL CE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1d8,
SV F5, MR 12, XP 500)
Immune to mind and
sleep spells.

HP: 40

5 Hung Lieutenant

A skeleton hangs from the ceiling. A rope is tied to its neck. If the party uses magic to speak to it they will learn that it was the Lieutenant in charge of the tower. The Captain went mad and executed him for letting most of them be killed by the giant. He pleaded with him but he kept on calling him the "Duke's man". Even in death the Captain comes in here and reenacts the hanging of the Lieutenant. He does not seem to know that the Lieutenant is dead.

6 Dukecrow

Sitting up against a wall is a scarecrow that is dressed like the Duke. The clothes appear to have been ripped, cut and sown together again and again. There is a pile of straw and some clothes that are in a similar condition in a corner of the room.

7 Upside Down Mushrooms 2

This room is almost exactly like the Level 1 Upside Down Mushrooms area. One difference being that the tendrils grow through the floor and into the lower level's walls. They eventually end up in the ground.

The other difference is that the

fungus doesn't cause the character to sprout tendrils. It slowly eats the character away. 24 hours after the infection takes hold the character begins to be eaten by the fungus. It devours the character just like they were being eaten by a Green Slime but at a much slower rate. What the Green Slime accomplishes in 1 round it takes the fungus 10 rounds to do. As the character is eaten his stuff and body is replaced by freshly sprouting mushrooms. Characters must avoid these mushrooms or suffer the same fate as the infected character. The mushrooms will explode like the big ones on contact. A Cure Disease will remove the fungus problem.

8 Shaking

The party feels an inner stillness when they enter the room. The room is so clean and nicely kept why would they ever use the Necromancer's purgative here? Better to save it for another room. Anyone who tries to use it must make a saving throw or be unable to use the salt/purgative.

When the Necromancer's purgative is thrown in the room the tower begins the shake. This will last for an hour. The characters will need to hold tight. If they try to move about they will need to make a saving throw for each round of moving. To fail results in them being thrown into a wall or the floor. The impact will stun the character for 5-10 minutes. If any

of the characters have been in the Shaking Stopper area and they have a Wisdom of 16 or above they will intuit that they must throw the salt in there.

9 Shaking Stopper

The party feels a terrible unrest when they enter the room. Are they shaking like crazy or is it only in their minds? Better to not use the necromancer's purgative and get out of the room they will think. Using the salt/purgative will be difficult but it can be done without any saving throw or anything else.

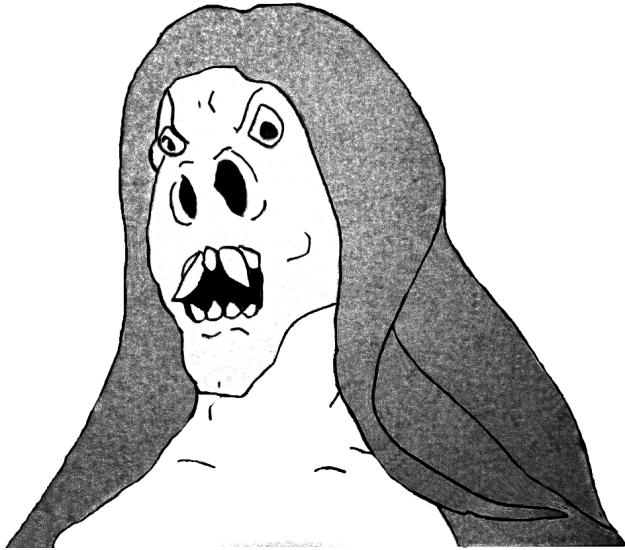
If the tower is shaking from the effects of the Shaking area this can be reversed in this room. Throwing the Necromancer's purgative in the room makes that shaking stop immediately.

10 Passage To The Giant

A hole in the wall opens where the giant's hand grabs the tower. Its palm can be made out in addition to the opening. A tunnel is burrowed into the giant's arm. Taking the tunnel leads to the Giant Level 1 Start area.

The Giant Statue

The Chewed Rejection Of Orcus



They have many different names. Demons laugh at them and say what a terrible meal they made for Orcus. The Rejected they are to them. The elves that know of them call them driwo-zorkza. Dark elves hate them and curse their existence. They would rejoice if they were all exterminated. Among people who have little knowledge of their origins they are called the Drorks.

A crossing of dark elves and orcs. They look like dark elves in every way except that their faces can be horribly deformed. If the faces do not give away that they are not dark elves then one can look at their hands which always have 3 fingers (and a thumb) with very sharp talons. Their

sizes are wildly different. Some are 4' tall while others can be up to 7' tall.

Regular Drorks do not have a class and are basically the same. They are 4' tall and bestial in features. The more advanced ones have a class and appear very elf like. The higher the level the taller and more elf like they appear. At 7' foot their faces are perfectly elfish. When angered though their teeth become sharp fangs.

They have 120' infravision, and if abruptly exposed to light are blinded for 1 round. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to Dexterity. Drorks can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire. All Drork save versus magical effects with a +2.

Drorks usually wear a version of the dark elf chain mail. There is a noticeable difference between the two. The chains are square and twice as large as a normal dark elves armor. The higher level classes may dispense with this armor in that their skin may be tough enough to function as armor. This varies among the individual Drorks.

Drorks are torn between the two roots of their kind. The lower Drorks want to ally with Orcs while the more powerful ones look to unite with the dark elves. The Orcs are more accepting of them but they will never give up wanting to be accepted by the dark elves. Even if their goddess wishes them destroyed they want to

minge with the true dark elves.

Drork

No. Enc.: 2-8 (2d10)
Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 5
Hit Dice: 2(see above)
Attacks: Claw or weapon
Damage: 1d6 or weapon
Save: F2
Morale: 9
Hoard Class: X
XP: 100



Drork Steeds



These creatures look like a giant caterpillar(40' long) with a Drork's head. The legs alternate between large ant legs and long Drork arms/hands. The creatures seem to have tattoos on them. The tattoos look like the screaming faces of Orcs. These creatures are the Flachurks, the Drorks preferred steed.

When the Drorks have need of transport one of them sacrifices themselves to a magic the Drorks have. Once the spell is cast they instantaneously change into a Flachurks forever. Their minds become animal like and they answer to the Drork spell caster and any other Drork that has been given permission to ride it. Flachurks are strong enough to carry at least 10 people at once. They adhere to surfaces and move on walls and ceilings at half

their normal rate. If they fall they glide to the ground and take no damage.

Flachurks

No. Enc.: 1d4 (1d4)
Alignment: Chaotic Evil
Movement: 240'(80')
Armor Class: 5
Hit Dice: 5
Attacks: 1 bite
Damage: 1d6
Save: F3
Morale: 10
Hoard Class: None
XP: 200

claim his soul. When everything is in place they will have the Duke ride out with his army to attack a neighboring kingdom. It is at that moment that they will steal into the Duke's palace and take all of his treasure. Once they have the treasure they will have the Duke go mad and charge his enemies by himself. They have not decided what they will do with the Necromancer after this. Perhaps they can use him for something else.

The Drorks In The Giant

They are led by a tall Drork called Looorsik. They have taken up residence in the giant because of its strategic location. It is easy to sneak out and attack many different targets from here. They are the ones that have carved the giant out and know that it is a very good hiding place. The tower most everyone avoids and if anyone is foolish enough to get high enough into it there is always the Captain to take care of them.

The Drorks current scheme is to turn the Duke's Necromancer into one of their operatives. With him in place they will kill the Duke and use the Necromancer's magic to preserve and animate him. Looorsik wants Orcus to

Giant Level 1

The areas are unlit unless noted otherwise.

Random Encounters

Every 10 minutes(1 turn) there is a 1 in 10 chance that 2-4 Drorks will appear looking for something or checking to see if everything is secure.

Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw or Club,
DG Claw 1d6 or Club 1d6,
SV F2, MR 9, XP 100)

HP: 8 each

1 Start

It seems like a cave has been carved into the giant. There is no sign that anyone has ever been here.

2 Markings On The Floor

A line has been chiseled into the floor from wall to wall. Little skeletons in chains are etched on the side of the

line the party is facing. There is magic in the line and skeletons. The party will not suffer anything if they cross the line. Any undead that is with them or following them will not be able to cross it. As soon as an undead crosses the line they are thrown backwards 10'.

3 First Light

3 skulls are on the ground. On top of each is a lit candle. This gives the area enough illumination that the party can see everything up to the entrances/exits.

4 Cloaks

A pole extends out of the floor with 4 black cloaks hanging on the pegs that are attached to it. Two are small enough for a dwarf or halfling to wear. The other two will fit very big humans.

5 Nets

The walls and ceiling have big nets covering them. The end of a rope is coming out of a hole in the ground. If pulled the nets come flying off of the walls and onto the party. The characters are allowed a saving throw. If they fail they are caught in the net. The nets act like the Web

spell but their duration is permanent or until someone frees the characters.

Cutting the nets is difficult. Each caught character will be in only 1 net. The nets have 100 HP and are AC 0. When a net is destroyed all the character caught in it are free. Caught characters can try to cut themselves out of a net but they must have a sharp weapon, suffer a -2 to hit and can only do 1 HP of damage per attack. Choose who is in which net.

6 Maps Of The Duke's Palace

The room is lit by 3 skulls with candles on top of them. A round table has one of the skulls while the other two are hanging close to the ceiling. The table has a map on it that details the Duke's palace. Separate sheets of paper show certain rooms in more detail: Duke's bedroom, the guard's rest area, the necromancer's chamber and the treasure room. These are only marked with abbreviations like: D.R. . The party will not know what they are for unless they have been in these rooms.

7 Torso Floating In Liquid

What looks like a 10' wide and 5' deep well is actually a container. It is filled with vinegar. At the bottom is what appears to be a human torso.

Next to the well is a chair, a 10' poll with a hook and a small table. The table has a skull with a unlit candle on top of it, quill and ink, lots of blank paper and a wand. The wand allows the user to speak with the dead for an hour. It has 13 charges left to it.

The thing in the pool is the badly decomposed remains of an important guard from the Duke's palace. It is missing its arms, legs, head and neck. Strangely the brain is attached to where the neck would be and is in good condition. The party can lift the remains out of the pool with the hook. If the wand is used on it they will find that it will talk to them and answer their questions. It knows that it has been questioned by what it thinks is a man completely concealed in dark clothing. It has been telling him about the Duke's palace. The man has been making maps of it. It thinks the man is the one that killed him but it has no choice in answering his questions.

The guard was in charge of the evening castle security. His death was brutal which explains the terrible condition his body is in. What exactly happened he cannot say.

8 Chained Dead

The room must be some kind of prison cell area. There are 2 corpses chained to a very large stone. Another stone has a pair of empty chains on it. The corpses are difficult

to identify. They are naked and have several large cuts on their bodies. One is missing a big part of its head. Only the lower jaw remains.

9 Storage

Large 3' x 3' x 3' ice cubes are stacked all around the cold room. Inside of the cubes different food items can be made out. They have chicken, roasts, bottles, etc... in them. One of them is halfway melted and empty. On top of it rests a metal club. Only the handle is touching it. The rest of it is very hot. Not enough to do extra damage when used as a weapon but enough to melt the ice cubes.

10 Food And Drink

Magic permeates the air. The top of a table floats around the room followed by a floating skull with a red flame burning on top of it. The table has a plate with a roasted chicken on it. There is a sack hanging from a wall close to where the party entered. In it are plates, knives and forks. The table randomly floats around the room but if anyone touches it the thing will stand still until the character walks away. Once the table is still another smaller table top floats into the room with bottles of water, wine, beer and fruit juice. This is followed by a

floating tray with empty glasses on it.

11 Orcus The Hated

5 skulls with red lights beaming out of their sockets are facing the walls. A candle appears to be the source of light in each. The skulls are situated on the points of a pentagram drawn on the floor with white grease.

An open book rests on a pedestal. It has a drawing of the pentagram and the skulls on its cover. Arrows point from the skulls to the center of the pentagram. The book is easy to read. It is about something called Orcus. It mostly is filled with stories about Orcus and his interactions with the world.

If the skulls are picked up and placed in the center of the room they all merge together and a large flame flares up to the ceiling. A large fat man with a goat's head stands there. He is immaterial and things go right through him.

The man laughs at the party and begins telling a story. There were once dark elves that their goddess cherished above the others. He learned who they were and stole them from her. To his animals he threw them hoping to make them fatter. When they wouldn't eat them he threw his Orcs to them. They too would not eat them. Angered at his Orcs he killed all of them, including the dark elves, and melted them in his pot of evil. A stew it was like nothing else he

had ever eaten. But eating it made him sick and he threw them all back up into his pot. Lo and behold they had reformed in his gut and became the Drorks. He hated them and dumped them in the world. They tried to return to their goddess but she hated them as well. Soon they proved to him how evil they were and allowed them to worship him. He erupts into flames again and the skulls are back at their starting positions.

The party will feel like they have just encountered something otherworldly. That and a feeling of true hatred towards this man who has treated the things he has spawned so coldly. If the party hasn't encountered the Drorks yet they will feel a sense of dread. The idea of leaving the giant and not returning will come to their minds. Why fight these pitiful creatures this evil thing has been so unkind to. They must have had enough of people like the characters.

12 Stairs Down

Primitive stairs have been carved into the stone. They lead to the Start area of Giant Level 2.

Giant Level 2

The areas on this level are a mixture of caves and normal rooms. Every area has torch light unless noted otherwise.

Random Encounters

There is a 1 in 10 chance every 10 minutes(1 turn) of an encounter happening:

1. 2-4 Normal Drorks just doing their patrol.

Drork

(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw or Club,
DG Claw 1d6 or Club 1d6,
SV F2, MR 9, XP 100)

HP: 8 each

2. A Drork priest with 2 regular Drorks. They are carrying a 3' diameter skull with red lights beaming out of the eye sockets. This is not the same type of skull that is found on giant level 3.

Priest

(AL CE, MV 120'(40'),
AC 4, HD 3, AT Claw or
Mace+1,
DG Claw 1d6 or Mace 1d6+1,
SV C3, MR 9, XP 170)

HP: 10

Spells:

- 1: Command, Sanctuary
- 2: Hold Person

Drork

(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw,
DG Claw 1d6,
SV F2, MR 9, XP 100)

HP: 10 each

3. The party hears a voice talking to them. It asks them to release it from its torture. The voice is deeper than any human's or dwarf's voice they've heard.
4. For a brief moment the party feels the after effects of the Duke's stoning arrow. Their legs begin to turn to stone. It starts at the feet and goes up the leg. Then things return to normal. Have each character make a saving throw roll. Failure means the character is panicked for 10-20 rounds and will suffer -1 to hit and AC.

1 Start

A red cloth covers the floor of the area. A black lightning bolt on the cloth cuts the room in two.

2 Peep Holes

20 Small holes have been drilled into the wall. On the ground are 5 very long metal rods with a bunch of glass bulbs on one end. Looking into the holes one can't see very much but light. The rods are thin enough that they can be slid into the hole. When inserted one can see the surrounding area around the giant very well when an eye is pressed against the glass

bulbs.

3 Giant's Mind

Pink fluid is oozing out of one of the walls. Chunks of something that looks like brain is mixed in with it. Touching it causes one to experience a terrible shock and realization: the giant is still alive! Its mind flows through the fluid to the toucher, begging him to free him from this terrible fate. All he wanted to do was steal the Duke's food and run back to his mountain home. Look what the Duke did to him and he is still hungry! Will the party talk to the Duke about reversing his condition?

The Duke if asked will not know how to do this. His arrow was passed down to him from his forefathers to use in an emergency. No one knows now how to reverse it. Stone To Flesh does nothing. The giant is forever stone.

4 Kidnappers Planning

Two 6' tall Drorks are resting here. They have a map of the Duke's palace and are talking about how to kidnap the Necromancer. One is a 5th level thief the other is a 7th level assassin.

5th level Drork Thief
(AL CE, MV 120'(40'),
AC 4, HD 5, AT Claw,
DG Claw 1d6,
SV T5, MR 9, XP 550)

HP : 15

7th level Drork Assassin
(AL CE, MV 120'(40'),
AC 4, HD 7, AT Claw,
DG Claw 1d6,
SV A7, MR 9, XP 800)

HP: 20

5 Necromancer's Chair

The Drorks have prepared the room for the Necromancer. A metal chair that a person can be secured to is pushed up against a wall. Restraining cuffs are built into the arms and legs.

Not far from it is a barrel filled with probes and pincers. Resting next to that is a helmet with a cross shaped knob attached to it. If the knob is turned spikes start to appear on the inside of the helmet. The spikes get longer and longer as the knob is turned. Pulling on the knob makes the spikes sink back into the helmet.

A small table close to the door has some potions(3) on it. The fluid is dark blue and anyone who drinks it can be compelled to do things by anyone who he can see when the potion is drank. The compulsion lasts a month. The Drorks plan to use these potions on the Necromancer.

6 Drork Warriors

Standard Drorks are screwing around in here. These have truly bestial faces and are 4' tall. They will try to fight the party with their claws. They will tell the party that they smell like perfume and most likely are women dressed as men. If the party engages them in insults they will throw them back at the party until they stop the game. At that point the fight

starts.

Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw,
DG Claw 1d6,
SV F2, MR 9, XP 100)

HP: 8, 7, 4, 10, 5, 8, 3, 14

7 Stone Digging Drork

A Drork is in here sharpening what looks like a pike that has a shovel head at the halfway point on the shaft. The shovel head will start spinning and he will say "Not fast enough". Then he sticks the device into the ground and stone goes flying everywhere. As soon as he notices the party he says "get away from me" and again sticks the thing in floor. He vanishes in a puff of stone smoke. It is not apparent where he went to.

A party of warrior Drorks arrives not that long after he leaves. They will be looking for the digger and think the party has killed him. Each of them will be angry and complain that their new chambers will never get made. Soft beds they will make of the party's bodies instead! These Drorks aren't carrying weapons.

Stone Digging Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw,
DG Claw 1d6,
SV F2, MR 9, XP 100)

HP: 16

Warrior Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw
DG Claw 1d6
SV F2, MR 9, XP 100)

HP: 8, 8, 6, 10, 12

8 Cage And Small Vase

1/4th of the room has a cage with stone bars and a stone door. The door has a lock but it is currently open. Across from it on the ground is a small 1'x1'x1' stone vase. Next to the vase are 3 staffs that have potion bottles attached to the ends. The liquid in the bottles is yellowish. A hard hit with the staff causes the bottles to burst and the liquid to cover whatever was hit. The staff has two bottles so it has two potion uses.

Living creatures that touch the liquid must make a saving throw or

find themselves stuck to the staff
Worse yet they lose their solid form
and become goo. The Drorks use
these staffs to capture people and put
them in the small stone vase for
transport. The potion wears off in a
day and then they regain their normal
form. The gooey people have no
control over their bodies. They are
somewhat of what's happening
around them if an ear or eye is
floating on their surface. Beyond that
they only know things like how hot it is
while they are gooey.

9 Flachurks Steeds

4 creatures that look like a giant
caterpillar(40' long) with a Drork's
head are resting on their sides. The
legs alternate between large ant legs
and long Drork arms/hands. There
are 10 saddles attached to the back
side. One person can fit on a saddle.
A small group of resting Flachurks the
party has found.

The Flachurks will continue
sleeping unless awoken. If awoken
they will let out a large "Click Click
Click" that will echo throughout level
2. Drorks will arrive with the staffs
from the Cage And Small Vase area
and try to turn the party into goo. If
captured the Drorks may try to
negotiate their release with someone
they know but not til after they have
gotten the treasure from the Duke. If
not they can always use them as
slaves to continue digging work in the

giant.

Flachurk
(AL CE, MV 240'(80'),
AC 5, HD 5, AT 1 bite,
DG 1d6,
SV F3, MR 10, XP 200)

HP: 20, 26, 14, 19

Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw or
Long sword,
DG Claw 1d6 or
Long sword 1d8,
SV F2, MR 9, XP 100)

HP: 10, 8, 9, 6, 6

10 Passage To Level 3

A tunnel with a steep incline
leads to the Giant Level 3 Start area.

Giant Level 3

Each room is lit by 1 to 4 skulls with a red light beaming out of the sockets. The source of the light is not material but by a magical alteration of the skull. Touching the light inside the skull causes a terrible reaction: the character loses a level for 10 rounds. If brought to level 0 or less they are paralyzed until the effect wears off.

Random Encounters

Every 10 minutes(1 turn) there is a 1 in 10 chance that the party will have an encounter:

1. 2-4 Drorks doing their inspection rounds.

Drork

(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw or Club,
DG Claw 1d6 or Club 1d6,
SV F2, MR 9, XP 100)

HP: 8 each

2. A single Drork dressed in a dark robe taking some information about the Duke to Looorsik and Looorsak. The Necromancer is to go on a month's journey soon

but where he is going is unknown.

Drork

(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw,
DG Claw 1d6,
SV F2, MR 9, XP 100)

HP: 7

3. 10 Drorks riding a Flachurk heading to the Secret Hole Down The Giant's Leg area. They are going to make a strike nearby and will be back with prisoners to toy with. The party will do for them instead.

Drork

(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw or
Long sword,
DG Claw 1d6 or
Long sword 1d8,
SV F2, MR 9, XP 100)

HP: 8, 8, 13, 9, 11,
13, 9, 12, 13, 6

Flachurk
(AL CE, MV 240'(80'),
AC 5, HD 5, AT 1 bite,
DG 1d6,
SV F3, MR 10, XP 200)

HP: 20

4. A Drork carrying a tray of food to Looorsik.

Drork
(AL CE, MV 120'(40'),
AC 5, HD 2, AT Claw,
DG Claw 1d6,
SV F2, MR 9, XP 100)

HP: 10

5. A voice that threatens the party to free it or they will be turned to stone like me!
6. Madness grips a character for a bit. The giant's mind tries to insert itself into the character's brain. Have a saving throw be rolled. Nothing happens but kind of shake your head and say it doesn't look good.

1 Start

A red cloth covers the area. Dark lightning bolts are drawn on it. One end of a bolt goes from the wall to the center of the room.

2 Drorks Dressed In Black

4 Drork Fighters are completely dressed in black. You cannot see their faces or their armor. They are prepared to do a mission at any time night or day. The Drorks are awaiting their orders and they know that they are going after the Necromancer soon. A picture of him is hanging on the wall. Notes are scribbled around his picture outlining how they will subdue him.

Drork
(AL CE, MV 120'(40'),
AC 4, HD 4, AT Claw or
Long sword,
DG Claw 1d6 or
Long sword 1d8,
SV F4, MR 10, XP 450)

HP: 20, 18, 26, 14

3 Plans

A couple of white haired Drorks are sitting in rope chairs that hang from the ceiling. They are busy going over maps and numbers. The Drorks are figuring out what they can do next with the money from the Duke's treasure hoard. One paper is looking at the question of whether or not they have enough space in the giant to expand their operations. If they are to pull off something bigger than the Duke they need more Drorks and more space. When the party enters they are talking about taking it easy for a couple of years with the loot.

Old Drork
(AL CE, MV 120'(40'),
AC 8, HD 4, AT Claw,
DG 1d6,
SV M4, MR 8, XP 500)

HP: 8, 12

Spells:

#1

1: Magic Missile, Sleep

2: Mirror Image, Invisibility

#2

1: Magic Missile, Charm Person

2: Web, Stinking Cloud

4 Things From Home

Bizarre items that the party has never seen are on a shelf:

1. A lantern that when lit gives off a green light. After an hour of being in its light a character's skin turns green for a week.
2. A flute that is bent in right angles at 3 places. When played it seems as 3 different melodies can be heard at once.
3. A box with a button on it. When pressed a head pops out that mirrors the button pressers head. It laughs for a few minutes then turns into an ugly Drork head and pops back into the box.
4. A bowl with 20 small black fish in it. Anyone who puts their hand or any part of their body in the bowl must make a saving throw. If they fail the fish eat away what was put in the bowl instantly.
5. Special glasses that if worn makes everyone the wearer looks at appear naked. The lenses are black with a red swirl that moves on each.

6. A magnetic hammer. Metal near the wielder is pulled towards the hammer. The wielder gains a +2 bonus to AC when attacked with metal weapons. When it hits anyone wearing metal armor there is a 1 in 10 chance that it will become stuck to the armor. This renders the use of the weapon useless for a round. After that round the weapon's magnetism weakens and it can be used again.
7. A black leather robe. If worn by a thief or assassin it allows them to automatically succeed on one of their skill checks twice a day. Functions as leather armor.

Though they may be considered as outcasts due to their Orc blood the Drorks long for the underground and the things of home. These things remind them of their childhood and are sometimes useful on a mission.

5 Treasure Bag

A bag sits in the center of the room. Upon closer inspection one will notice that the bottom flows into the floor. It is not possible to pick up the bag. Opening it up reveals quite a surprise. The bag expands outward until it is a 10' hole. It is an opening to a room that must not be in the giant. The room is 100' x 100' and 10' deep.

On the floor of this room is a chest and small pile of gold(400 GP). The chest contains a couple short swords +1, a dagger of venom and a magical disguise kit. The kit if used right will alter the appearance of someone enough that only those that know the person imitated well enough will know that it is not that person.

6 Killers

5 5th level Drork assassins are here. They are going over the final stages of their next target. A Mayor in a town nearby has killed some of their Drorks in the public square. Looorsik has decided it's time that they kill him in the public square as well. They have details of when he will be speaking there in public and have fashioned a bunch of special long range crossbows. They fire at double the normal range of a crossbow and without any penalties.

The Drork each have one and a bolt that has a death poison in it.

Anyone who is hit by it must make a saving throw or die. They will fight the party. One of them will say that they are the mayor's men sent to kill more of them. If things go badly they will try to use their poisoned bolts.

Drork Killer
(AL CE, MV 120'(40'),
AC 4, HD 5, AT Claw or
Short sword,
DG Claw 1d6 or
Short sword
1d6(see below),
SV A5, MR 9, XP 700)

HP: 15, 12, 10, 18, 8

Short swords have the residue of a sleeping poison on them. Anyone who takes 6 HP of damage from a blow must make a saving throw or fall asleep for an hour. The poison will be completely gone within a week.

7 Killers With Victim

A couple of 5th level Drork assassins are here. They are sitting next to a human woman's body. This was their recent target and they must show Looorsik that they have finished the job. There isn't a mark on her body so it is impossible to say how

they killed her.

If they speak with her dead soul they will find out that she picked up a fork and she noticed that the handle was sharp. It cut her as she grasped it. Then she died.

The Drorks will stand up and pull their swords. One of them will have the killing fork in his other hand. He will throw it at a character that looks easy to hit. If he hits a character then a saving throw must be made with a +2 bonus. Failure means death.

Drork Killer
(AL CE, MV 120'(40'),
AC 4, HD 5, AT Claw or
Short sword,
DG Claw 1d6 or
Short sword
1d6(see below),
SV A5, MR 9, XP 700)

HP: 12, 18

Short swords have the residue of a death poison on them. Anyone who takes 6 HP of damage from a blow must make a saving throw or their strength will be reduced to 3 for an hour. The poison will be completely gone in 24 hours.

8 Crack In The Wall

The wall has a large crack in it big enough to put your fingers into. If both sides of the crack are pulled at the same time it opens up revealing a passage.

9 Elite Drork Guards

30 red tapestries hang randomly from the ceiling of the area. There is a head on each of them. To be more exact there is half of an orc's head and half of a dark skinned elf on it. Where they meet is a black lightning bolt.

Hanging on the back side of 5 of the tapestries is a Drork. As the party moves along they jump from tapestry to tapestry whenever the party isn't looking. They get 5' closer to the party each round. When within 5' of the characters they try to jump on them. Anyone they hit will be knocked to the ground beneath the Drork's feet. The next round the Drork gets an automatic hit with his short sword. When 2 of them are killed 2 more enter the area using their long bows to shoot at the party.

Elite Drork

(AL CE, MV 120'(40'),

AC 3, HD 5, AT Claw,

Short sword or

Dagger

DG 1d6 Claw,

Dagger 1d4(see below) or

Short sword 1d6

(see below),

2 have Long Bows 1d8

SV F5, MR 12, XP 700)

HP: 30, 26, 26, 18, 32,

21, 23

The warrior Drorks are armed with poisoned daggers and short swords. The dagger's poison doubles the damage of a hit when it succeeds by 2 points or more on the to hit roll. The short swords if they do 5 or more HP of damage require a saving throw. Failure means they character spasms where they stand for 1d4 rounds.

10 Looorsik And Looorsak



2 tapestries hang from the ceiling. They are just like the ones in the Elite Drork Guards area. These are hanging on the far wall. Two 7' tall people that look like dark elves are standing between the tapestries. They are wearing red leather armor. The woman is reciting a poem to the man. "Humans are weak Pain they do not seek..." she says and then is stopped by the man.

The man frowns at the woman and asks what the guards were doing. "Weren't they trained by you?" he seems to scold. The woman does not seem happy either. She grabs his arm and says "These are men of the Duke. He must know our plans. What do we do?". The man pulls out his long sword which is dripping with

blood and says "Send their remains to the Necromancer of course. This is his first step to becoming ours!". Both of them laugh and then they become white and translucent. With an incredible speed they zoom into the party and are gone. They are invisible but close to the party.

These two are Drorks. The male is called Looorsik and the female Looorsak. Their invisibility is a special power that only they know. Every month they can choose a person or group of people (up to 20) in front of them and become invisible. This lasts until they attack their targets or if they are further than a mile from them. If a month goes by they become visible and can't use the power for another month. Invisibility detection means will work such as See Invisibility or a Gem Of Seeing. Other people can see them though so they must use caution when tracking a target. They move so silently that the Labyrinth Lord can forgo checking if they make noises as they move.

Each will do different things initially. Looorsik will stay invisible and trail the party until they are resting. Then when the moment looks right he will try to finish off the party. Looorsak will try to replace one of the characters. A secret saving throw must be made for a random character. If it fails the character falls to the ground invisible and paralyzed for 1-7 days. The paralyzed character might awake where he fell if Looorsik or

Looorsak do not make it back in time. If they do it is into the big cage and a plan for the character's use will have to be made. If Looorsak succeeds she polymorphs into the character and becomes visible. Failure means she stays invisible and follows the party.

If the party doesn't figure it out she will try to get them out of the giant. When the moment seems right she will summon 6 Drorks and become invisible(as the magic spell). If the Drorks die quickly she will retreat to the giant, if not she will join the fight.

If invisible when Looorsik strikes there is a 50% chance that she will fight with him. If she doesn't she will use the same tactic he did and wait to strike when the moment is right.

If the party figures out what is going on then its time to fight. Every round that they are fighting the party a patrol of 2-4 Drorks may arrive to assist Looorsak and Looorsik. Roll a d6 and on a 1 they rush in behind the party. After they show up wait 6 rounds before starting the check up again. Use Random Encounter #1 from this level for Drork stats.

Looorsik(9th level assassin)
(AL CE, MV 120'(40'),
AC 2, HD 9, AT Claw or
long sword,
DG Claw 1d6 + 1 or
Long sword 1d8
(see below),
SV A9, MR 12, XP 3100)

HP: 30

He carries a long sword which bleeds. Anyone hit by it must make a saving throw or start bleeding. Every round blood flies through the air and is devoured by Looorsik. The blood heals him 1 HP a round. A saving throw can be remade every 5-10 rounds. If made the bleeding stops. Damage done by the bleeding is determined by a dice roll:

1-2: 0 HP

3-4: 1 HP

5: 2 HP

6: 3 HP

He wears leather armor +2 that falls apart if put on by anyone who isn't a Drork. A Drork will be able to repair the armor with one day of effort.

Looorsak(8th level assassin)
(AL CE, MV 120'(40'),
AC 3, HD 8, AT Claw or
Short sword,
DG Claw 1d6 or
Short sword
1d8(see below),
SV A8, MR 12, XP 2060)

HP: 25

She carries a short sword whose sharpness increases its damage range to that of a long sword. Wears leather armor +2 that functions exactly like Looorsik's armor. She can become invisible 3 times a day, acts as if cast by an 8th level magic user.

Looorsik and Looorsak are master Drork assassins. Both have the ability called Death Impale. Once per day they can automatically hit and do damage. In addition to that the opponent must make a saving throw or be impaled by their weapon. The impaled has a 50% chance of losing half of his hit points or instantly dying from the shock of the attack. One of the two happens.

They appear almost perfectly like dark elves except for their height. Brother and sister they are not. Drork leaders appear very similar to one another. Each will mumble to the

party as they fight something about Orcus eating them and producing something pathetic. Orcus will dance with their corpses.

11 Secret Hole Down The Broken Leg

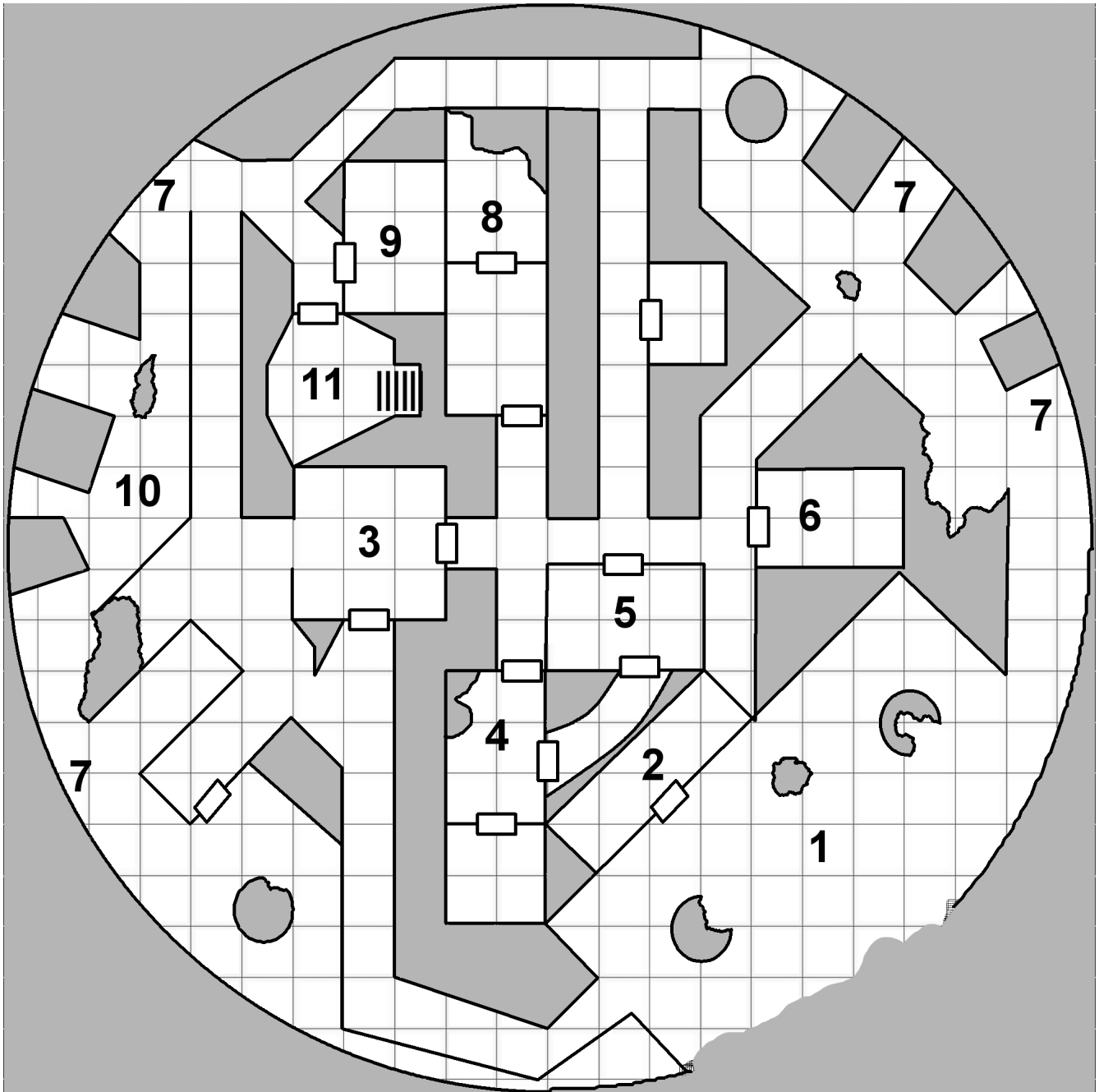
A large 30' diameter stone sits in the middle of the room. Pushing on it reveals that it moves very easy. On the bottom are hundreds of small metal wheels which have been very well oiled.

Underneath it is a secret passage in the floor that opens up and leads down and out the broken leg of the giant. A large rope ladder is attached to the bottom of the stone that can be unrolled to the ground below.

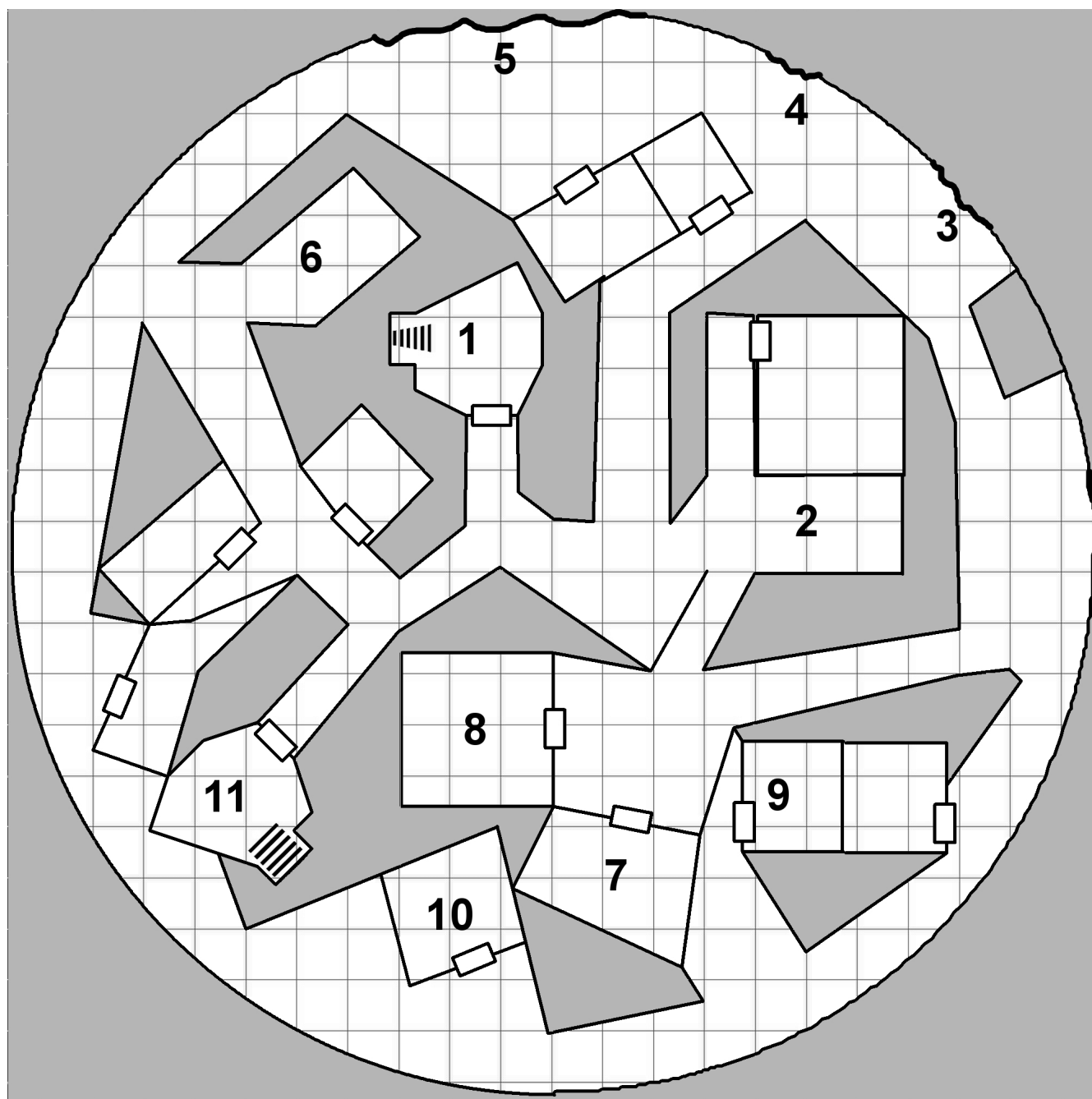
Maps

1 square = 10'

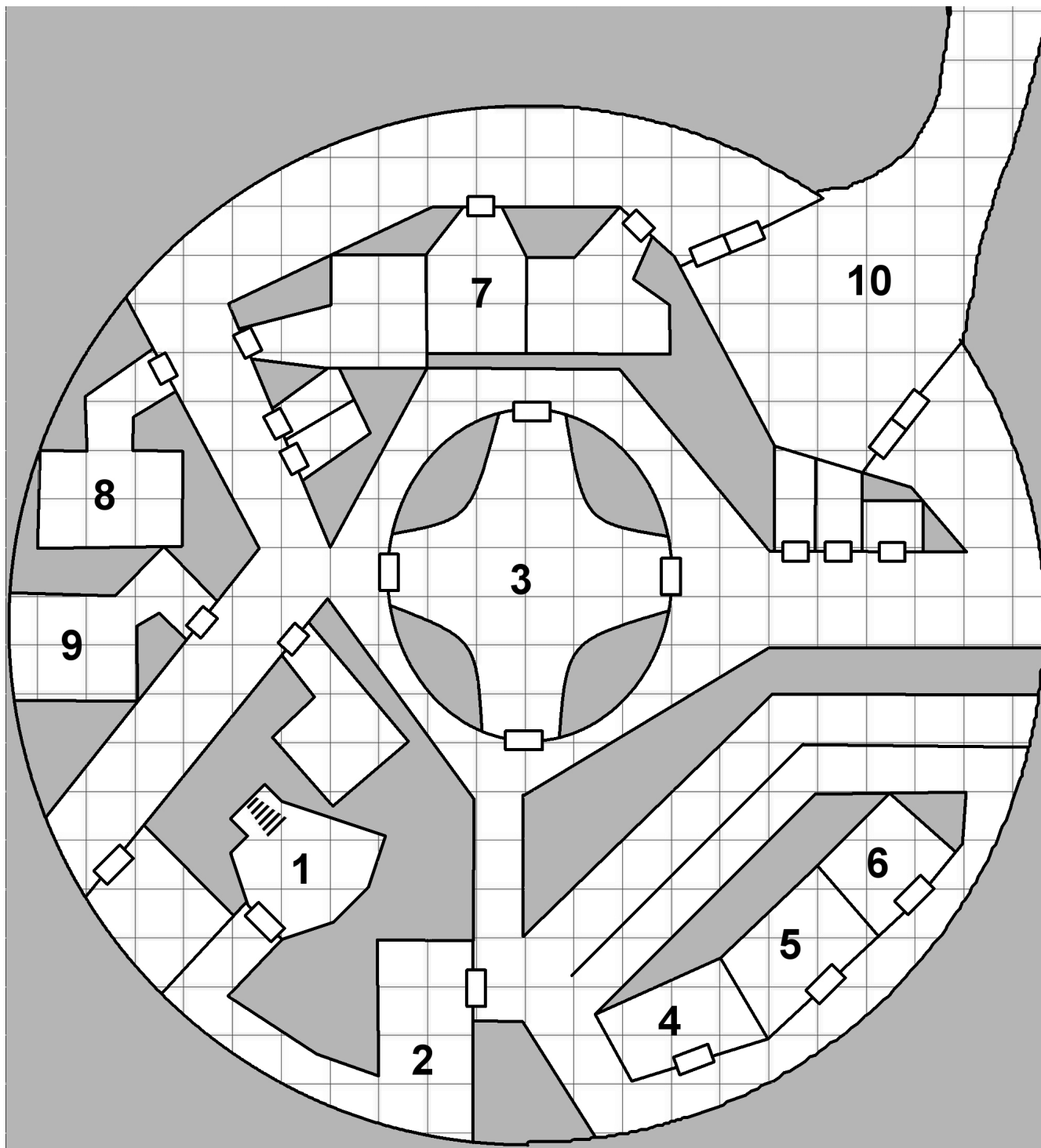
Tower Level 1



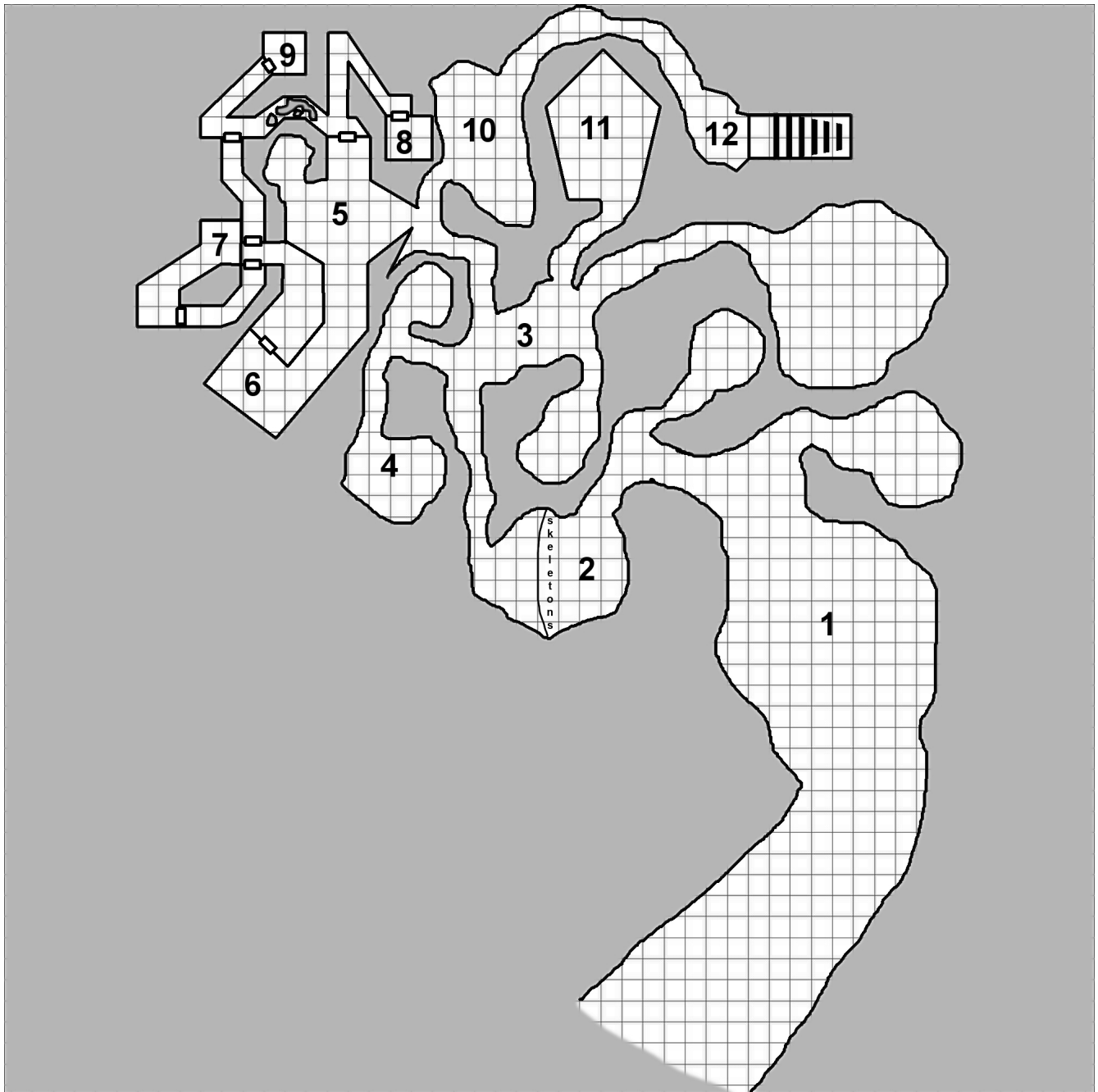
Tower Level 2



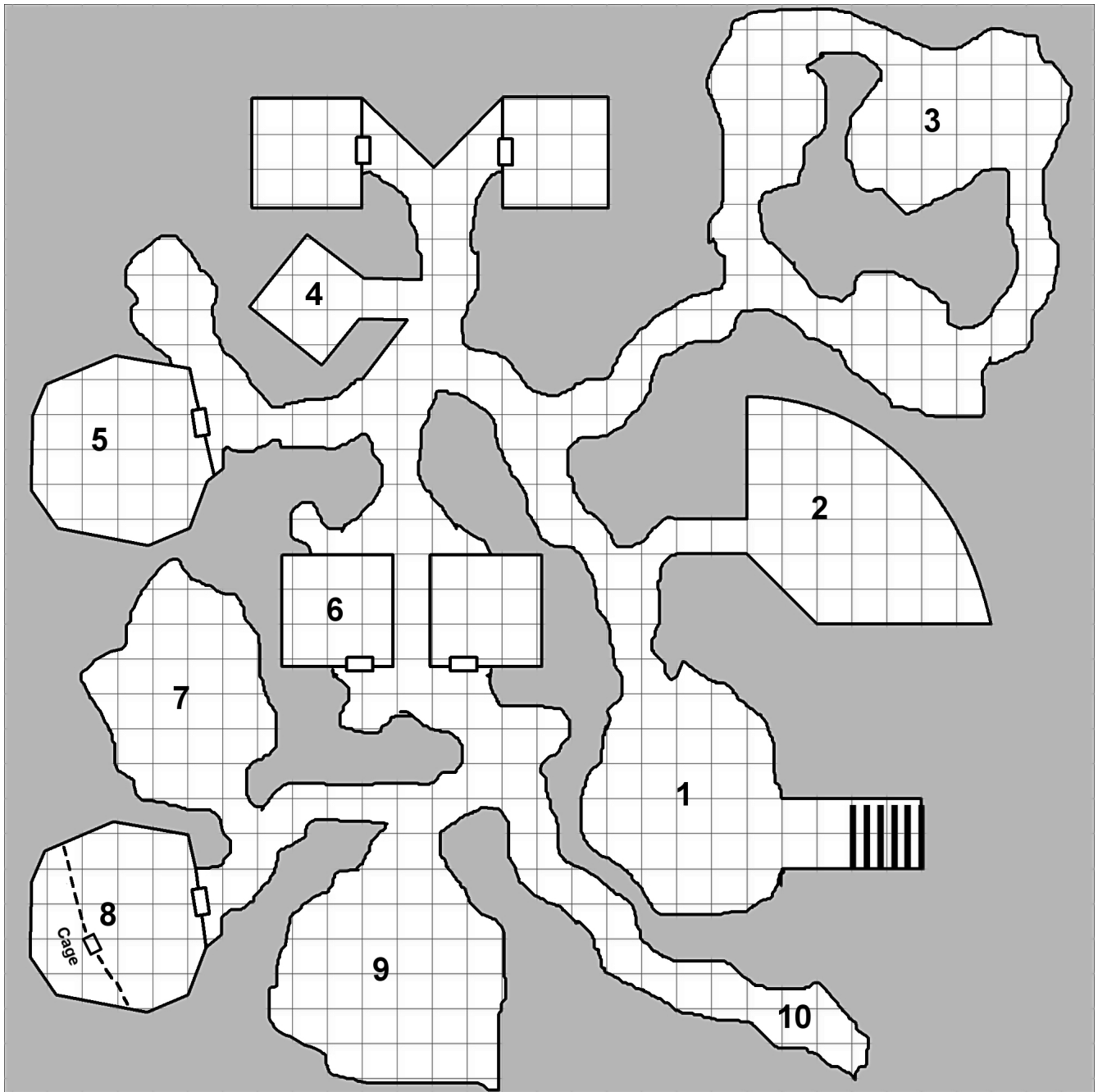
Tower Level 3



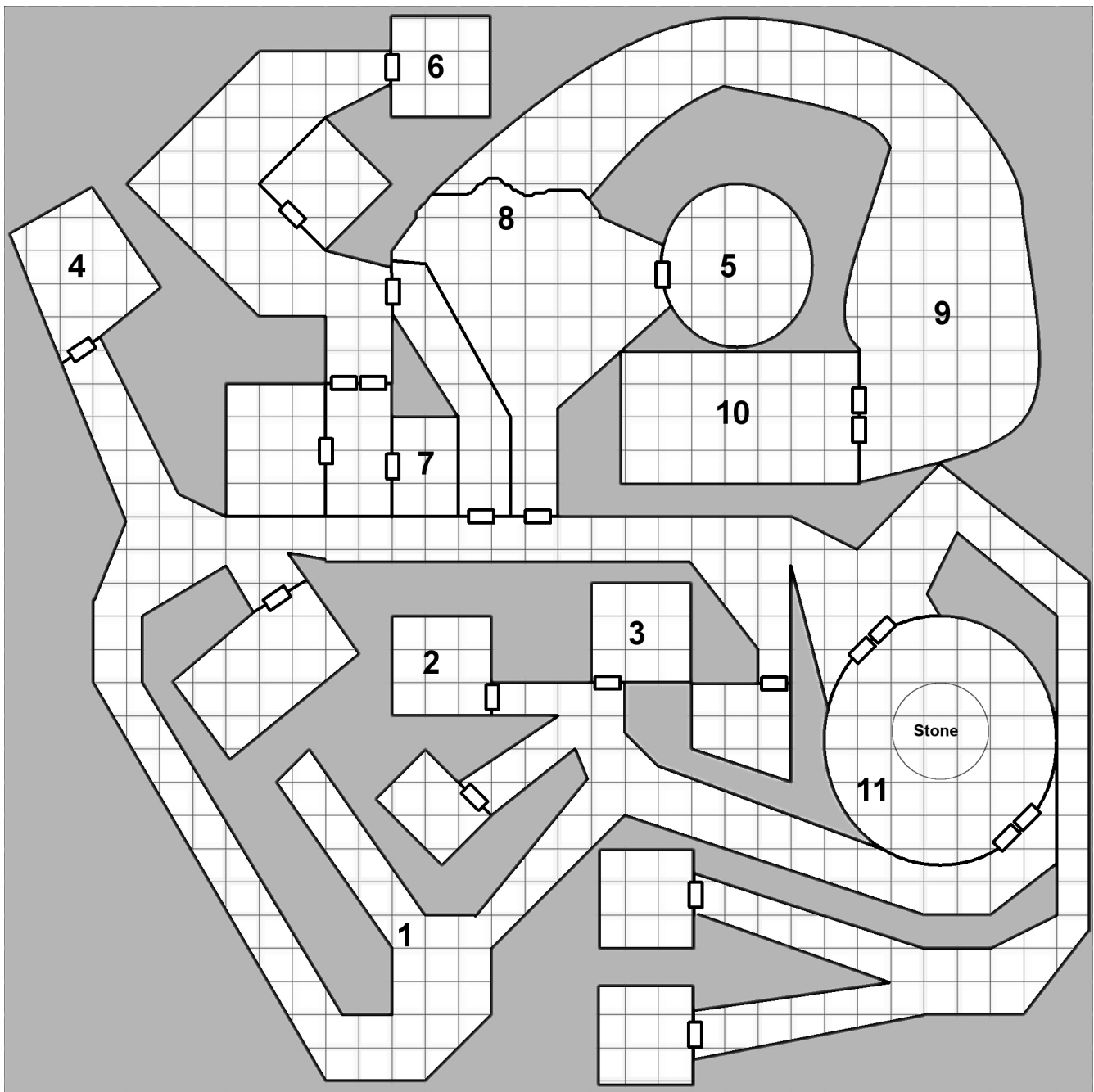
Giant Level 1



Giant Level 2



Giant Level 3



The doors that look like double doors on this level have a space between them. They are 2 separate doors with some wall in between them.