

OLD-SCHOOL ESSENTIALS

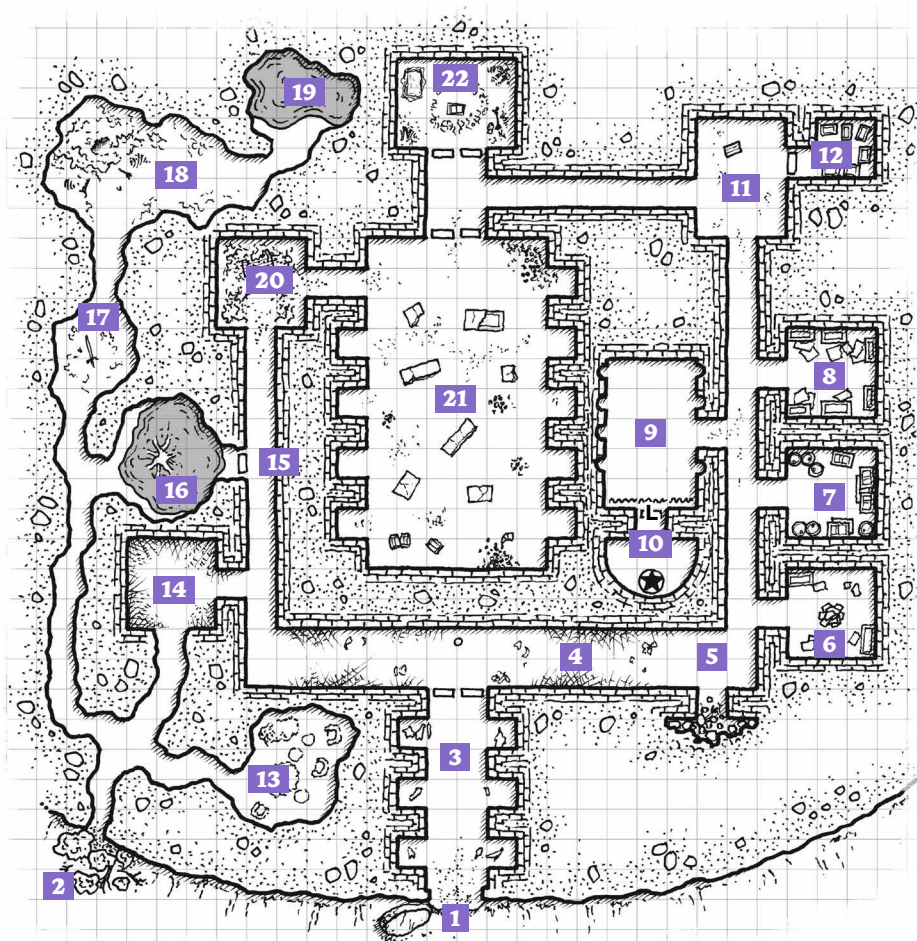
OFFICIAL ADVENTURE SCENARIO



ADVENTURE ANTHOLOGY 2

Chance Dudinack · Diogo Nogueira · Nate Treme · Brian Yaksha

Barrow of the Bone Blaggards



1 square = 5'

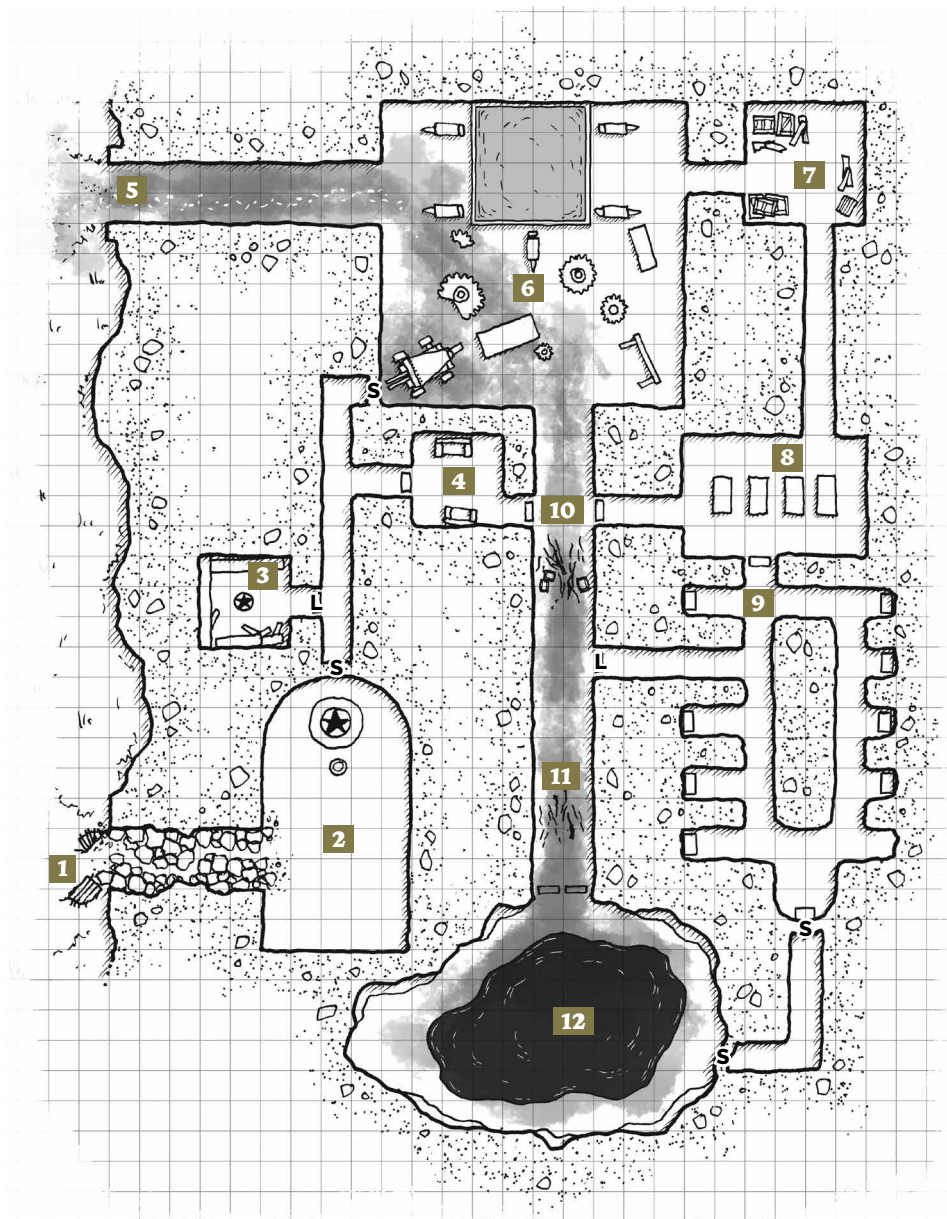
L = Locked Door



Random Happenings (1-IN-6 PER TURN)

1. Roll 1d4: 1–3: **1d6 skeletons** patrol. 4: **1d3 zombies** carousing.
2. **2d4 giant rats** carrying off bits of rotten food to *Area 20*, viciously protect their food.
3. **1 carcass crawler** hunting for food. Attempts to pick off a PC and carry them to its lair (*Area 18*) to feast. Re-roll if previously slain.
4. Skeleton hand skitters along the wall, like a spider.
5. Tendrils of ghostly mist seep from cracks in the walls.
6. Sounds of revelry from *Area 21*.

Shrine of the Oozing Serpent



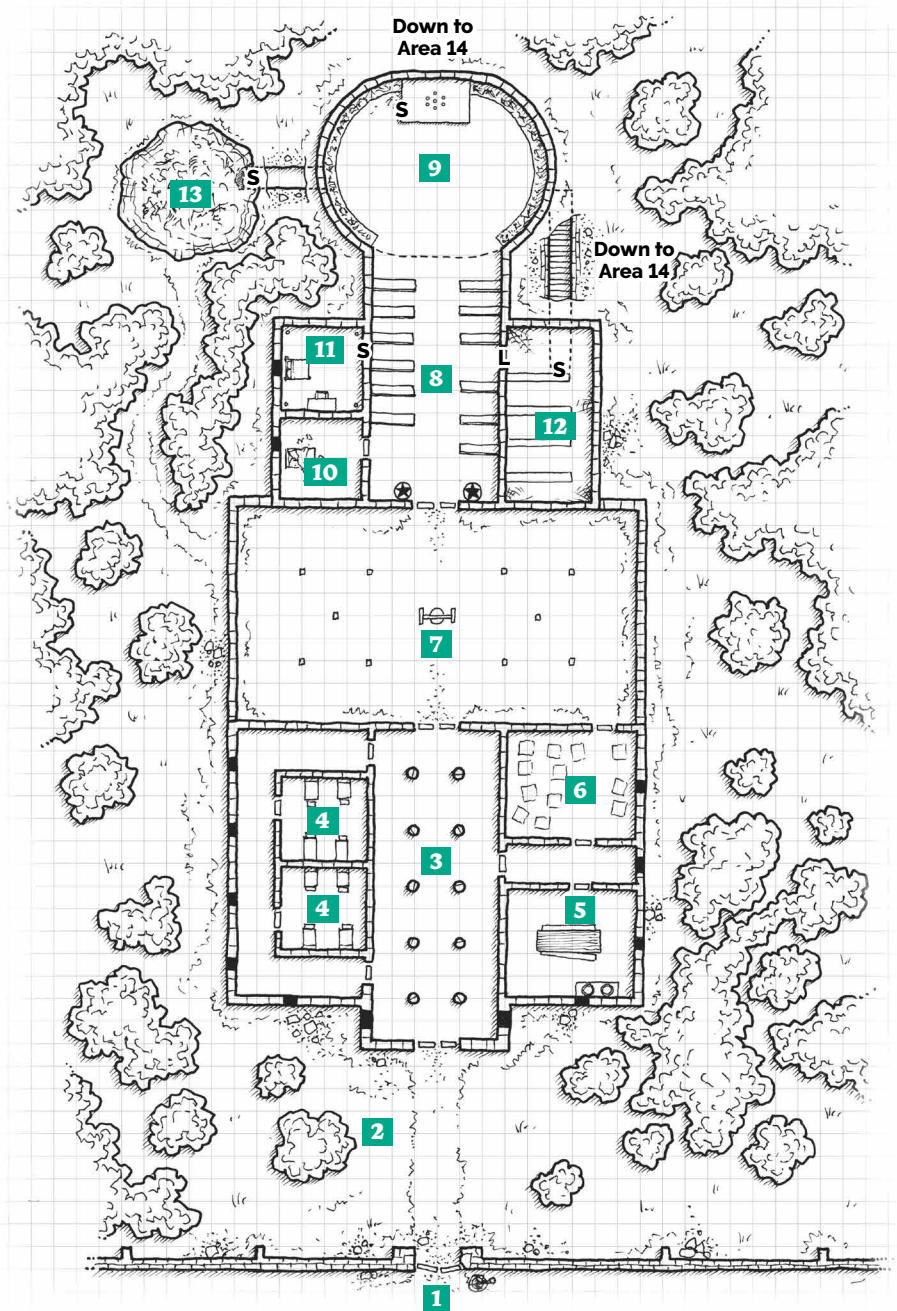
1 square = 5'

L = Locked Door

S = Secret Door



Cathedral of the Crimson Death



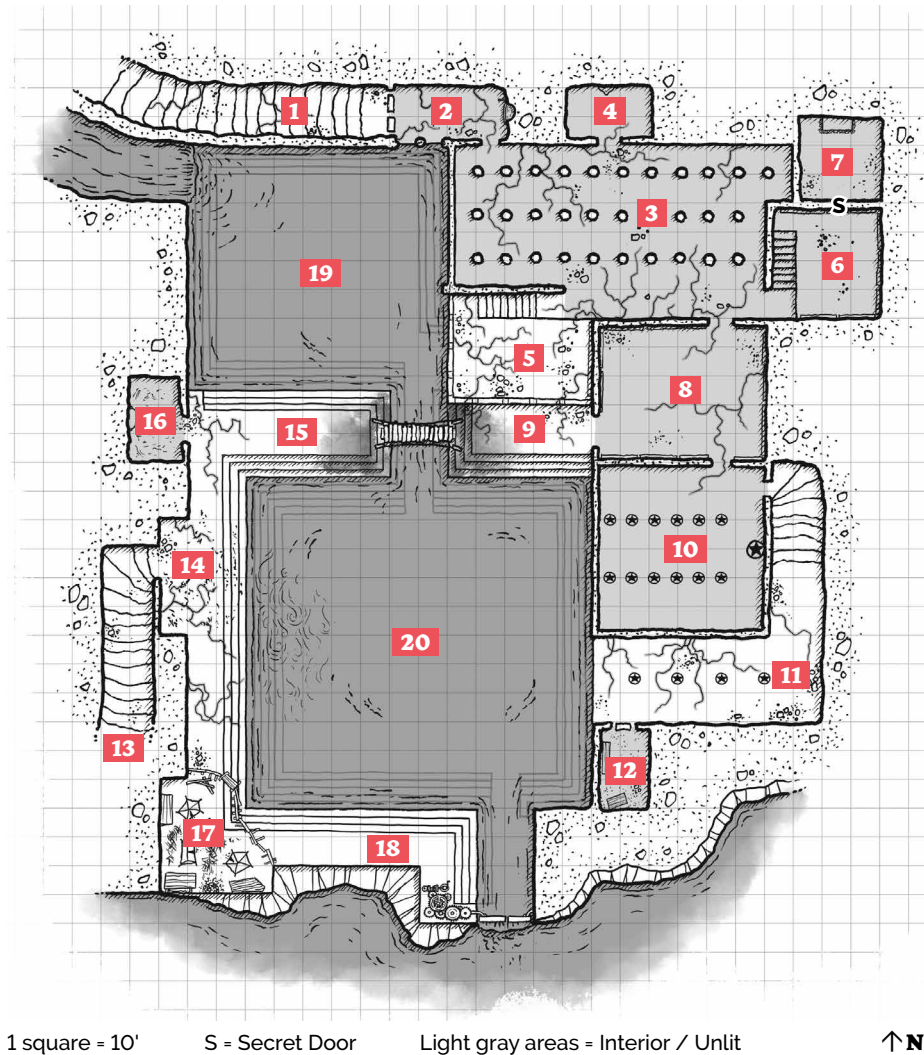
1 square = 5'

L = Locked Door

S = Secret Door

↑ N

The Ravener's Ghat



Random Happenings (1-IN-6 PER TURN)

1. **1d6 treasure hunters** warily looking for plunder.
2. **2d4 falsehoods** creeping along the carved motifs of the walls.
3. **1d8 rakshasa warriors** seeking the Hand of the Ravener.
4. Torrential downpour incurs a -1 penalty to attack rolls and saving throws for 1d6 turns.
5. Furious bubbling and a muffled roar emanate from the Lower Well (Area 20).
6. **2d10 elevated baboons** wandering casually, as if they own the place.

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ADVENTURE ANTHOLOGY 2

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Introduction

This book presents four short adventures for Old-School Essentials, each crafted by a leading old-school writer. PCs' search for gold and glory will take them from musty barrow mounds and gnomish shrines, to sinister cathedrals and accursed stepwells.

Old-School Essentials

The referee will require a copy of Old-School Essentials to run this adventure. The Classic Fantasy and Advanced Fantasy flavors work equally well. Alternatively, the classic Basic/Expert game or other derived rule set may be used.

Barrow of the Bone Blaggards

*A level 1–3 tomb adventure
by Chance Dudinack.*

Skeletal brigands are harrying trade roads, dragging plunder and live prisoners back to their lair in a recently opened barrow mound. Within the mound, PCs face the rambunctious skeletons, and may discover the secret of their origin—the hapless necromancer who animated them, now held captive.

Shrine of the Oozing Serpent

*A level 1–3 dungeon adventure
by Nate Treme.*

The ruined forge-temple of an ancient gnomish sect is now home to a fetid grease dragon and her amphibious minions. PCs are tasked with slaying the dragon—and may unearth all manner of gnomish secrets along the way.

Cathedral of the Crimson Death

*A level 4–6 chapel incursion adventure
by Diogo Nogueira.*

In a land ravaged by plague, the Purifying Church of the Crimson Flame has turned from beacon of hope to cruel oppressor. PCs infiltrate the Church's headquarters in an attempt to loot their treasures or end their reign of terror.

The Ravener's Ghat

*A level 6–8 temple ruin adventure
by Brian Yaksha.*

The ruined temple of the accursed rakshasa overlord known as the Ravener has been recently rediscovered in the depths of the rainforest. Unbeknown to the treasure hunters who greedily eye the ruin, the presence of the Ravener still lingers, beckoning intruders to a most indignant doom.

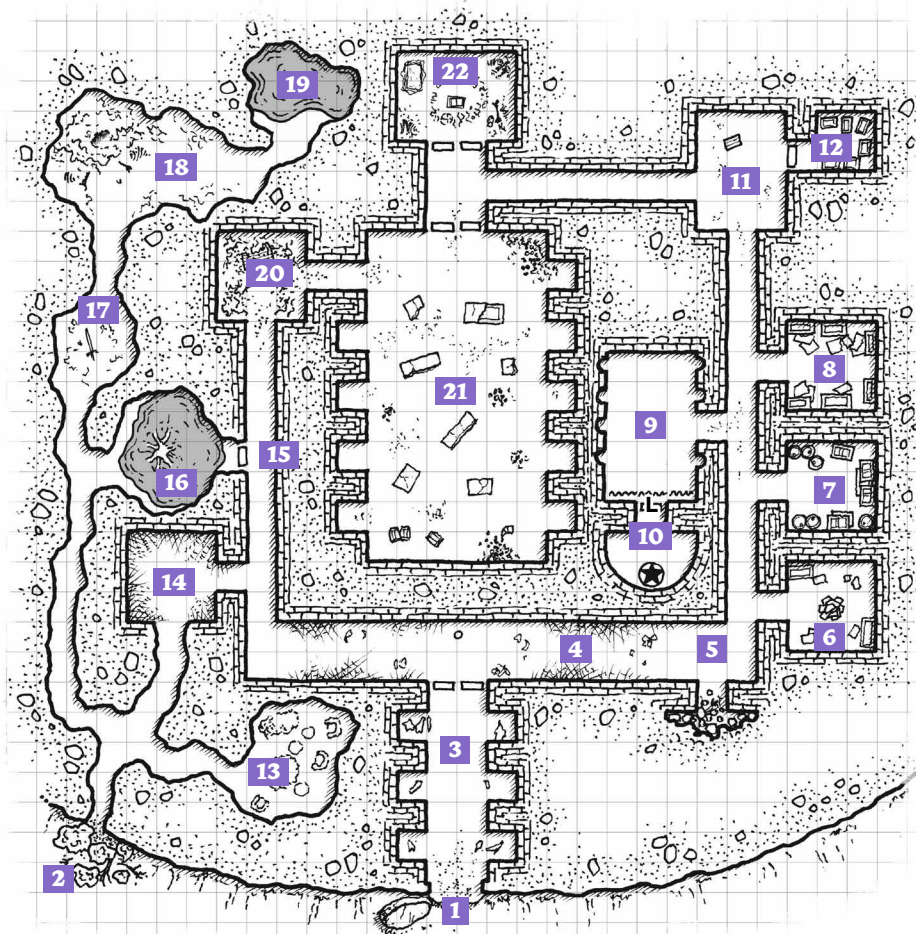
Barrow of the Bone Blaggards

BY CHANCE DUDINACK

Taverns are abuzz with rumors of robbers on the roads. Haggard witnesses tell wild tales of brigands composed of naught but walking bones, attacking their caravans and making off with their goods and companions.

All these incidents have taken place near a certain lonely barrow in the woods, built a century ago to inter scores of nameless soldiers who died heroes' deaths in an historic battle. The barrow, though always a shunned place, has never been known to be haunted—but now, a ghostly, lively music echoes from it.

For a reward, a chance at loot, or both, the adventurers have come here to investigate this mystery. They are unaware of the supernatural scourge's true origin: Quintius, an aspiring necromancer, came to the barrow to animate and command an army of the dead, but the ritual he used backfired. The undead were brought to life, but out of his control. The warriors, after experiencing the terrible boredom that is death, have decided to use their newfound immortality to do whatever they want without consequence.



1 square = 5'

L = Locked Door



Random Happenings (1-IN-6 PER TURN)

1. Roll 1d4: 1-3: **1d6 skeletons** patrol. 4: **1d3 zombies** carousing.
2. **2d4 giant rats** carrying off bits of rotten food to Area 20, viciously protect their food.
3. **1 carcass crawler** hunting for food. Attempts to pick off a PC and carry them to its lair (Area 18) to feast. Re-roll if previously slain.
4. Skeleton hand skitters along the wall, like a spider.
5. Tendrils of ghostly mist seep from cracks in the walls.
6. Sounds of revelry from Area 21.

Denizens

QUINTIUS

Necromancer and prisoner: to keep the undead from killing him, Quintius has convinced them that by continuing the ritual, he can eventually return them to a flesh-bound existence. The undead have imprisoned Quintius in *Area 22* to make sure he does just that.

UNDEAD

Sentient skeletons and zombies reanimated by Quintius. They love drinking, eating, and smoking despite their inability to truly do so (it all goes right through them). All mistakenly believe that Quintius's ritual will grant them living flesh once more. Zombies act superior to the skeletons because of the flesh they already have. Likewise, the skeletons are desperate to take some living flesh of their own, and often remove skin, limbs, and other parts from victims in misguided attempts to apply them to their own body and hasten the "progress" of Quintius's ritual.

VERMIN

Giant rats and a carcass crawler also make their homes in this forsaken place. They are interested only in food.

ALFWINE

A pixie who has been living in the barrow for some time before Quintius came. The skeletons managed to capture her beneath a stone cairn (*Area 6*). Wants these rude, disgusting skeletons off of what she deems her property.

UNDEAD TREANT

A long-dead guardian of the barrow, he has been resurrected by the same dark magic that animates the skeletons and zombies. He sees his new form and the other undead as an affront to nature, and wants to return both to death, as things should be.

General Notes

CONSTRUCTION

Areas 1–12, 14, and 20–22 have uneven walls of moss-veined stone bricks, 10' high ceilings riddled with scraggly roots. *Areas 13–19* are natural caves of packed earth.

LIGHTING

All areas except *10, 12–14, and 16–19* are kept lit by waxy clumps of half-melted candles placed in niches in the walls.

Area Descriptions



1. Entrance

Circular stone pushed aside, darkened threshold. Streams of **mist** slither out, stinking of decay. Occasional **distant echoes** of faint voices and song from inside (coming from Area 21).

2. Crawler Tunnel

Pile of forest detritus obscures a short **2' high tunnel** bored into the mound.

- **Traversing the tunnel:** Characters must crawl on their hands and knees. The tunnel opens into the larger, cave-like tunnel beyond.



3. Antechamber

Rows of empty **burial alcoves**, crusty linen scraps on the floor. **Defaced reliefs** of warriors fighting, scribbled over with profanity. **Crude carving** on the north door: "ALL WHO ENTER WILL BE CURSED!"

4. Hall of the Floating Jar

Cobweb-festooned hall, **pottery fragments** litter the floor. Opposite the doors from *Area 3*, a **clay jar** is suspended from the ceiling by a near-invisible **spider silk thread**.

- ▶ **Touching the jar:** Causes the thread to snap, sending the jar crashing to the floor. It shatters and releases a cloud of **bone dust** (*save versus breath* or spend 1d4 rounds coughing). The sound of the breaking jar also attracts a wandering monster (1d3 on the random happenings table).

5. Cave-In

Collapsed passage blocked by damp earth and broken stones. **5 skeletal arms** protrude from the rubble, flailing pitifully, their re-animated, entombed owners unable to escape. One of them blindly swings a **sword** encrusted in a verdigris patina.

- ▶ **Taking the sword:** The skeletal arms attack once before the character is able to snatch away the sword: THACO 19 [0], 4 × claws (1d4) and 1 × sword (1d8).
- ▶ **Cleaning the sword:** Reveals it to be a bronze *sword+1*, bearing an inscription commemorating the long-ago battle in which the tomb's residents (first) perished.

6. Trapped Fairy

Empty stone **coffers** lie about the floor in disarray, some broken. A **small cairn** has been made from the rubble of one of them.

Muffled screams can be heard coming from underneath it.

- ▶ **Moving the cairn:** Releases an angry **pixie**, who begins fluttering about frenetically.
- ▶ **Speaking to the pixie:** She reveals her name to be Alfwine, and says she was taken from her quiet home in the tunnels (*Area 13*) and trapped under the cairn by skeletons, who talked of giving her to the wizard to be used as a magical reagent.
- ▶ **Gaining her aid:** She will use her powers of invisibility to help the party, if they promise to get rid of the skeletons (unless the PCs have taken her gold from *Area 13*).

7. Store Room

Stacks of crates and barrels full of stolen goods, **mostly foods** like dried beef, cheese, and bread. **4 skeletons** (hp: 5, 5, 4, 2) peeking into the store, **discussing** what foods they want to eat when they can taste again.

- ▶ **If attacked:** In combat, the skeletons call dibs on which body parts they'll take from the PCs after they kill them.

ALFWINE (PIXIE)

Fuzzy wings and feathery antennae of a moth, dressed in woven leaves. Ultimately wishes to return to her home (*Area 13*).

AC 3 [16], **HD** 1* (7hp), **Att** 1 × dagger (1d4), **THACO** 19 [0], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 7, **AL** Neutral, **XP** 13

Invisible: Naturally invisible, but may choose to reveal herself. May remain invisible when attacking; cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (locatable by faint shadows and air movement).

Surprise: Always surprises, if invisible.

Limited flight: Small wings only allow 3 turns of flight. Must rest 1 turn after flying.

SKELETONS

Wielding rusty swords.

AC 7 [12], **HD** 1, **Att** 1 × sword (1d8), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10

Undead: Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

YELLOW MOLD

AC No hit roll required, **HD** 2' (8hp), **Att** 1 × spores (1d6 + choking), **THACO** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25

Immunity: Unharmd by all attacks but fire (a burning torch does 1d4 damage).

Spore cloud: 50% chance of attacking if touched (or damaged); releases a cloud of spores affecting all within a 10' cube area.

Choking: **SAVE VERSUS DEATH** or die within 6 rounds.

Erosion: Wood or leather in contact with the mold will be eaten away.

8. Defiled Crypt

Open **stone coffers** set into the walls, lids in cracked pieces all over the floor. The **skeletal occupants** are still lying inside, but their **heads are smashed in**. **Garbled inscription** on the wall opposite the entrance.

- **Reading the inscription:** Original writing scratched out, replaced by crude graffiti etched by a blade: *"Here lies a bunch of no-good cowards."*
- **Searching the skeletons:** In the eye sockets of one of the smashed skulls sits a pair of exquisitely crafted, utterly realistic glass eyes (these belong to the idol in *Area 10*).

9. Tapestries

Stinks of **mold**. Semicircular **niches** in the walls hold melted **candle stubs**. **Three tapestries** are hung up on the south wall.

- **West tapestry—cloth of gold:** Actually covered in **yellow mold**. Behind is a niche holding 50gp and a golden serpent buckle (200gp).
- **Middle tapestry—stoic warrior with sword:** Behind, a white light flickers from a crack near the floor (concealed door to *Area 10*, locked).
- **East tapestry—monk knelt in prayer:** Behind is a pull-chain that unlocks the door behind the warrior tapestry.

10. Burning Shrine

White marble **idol** depicting a **saintly figure** cupping a **brazier** in its hands. Its **eye sockets** are empty. The brazier is lit with ghostly, **white, smokeless flames**.

- ▶ **Amongst the flames:** 3 blue gemstones (200gp each) in a pile of glowing ash.
- ▶ **Trying to take the gemstones:** White-hot fire coils up the character's arm and engulfs it, dealing 1d8 damage.
- ▶ **Replacing the idol's eyes:** With the glass eyes found in *Area 8* causes the flames to abate, making it safe to take the gemstones.

11. Guard Room

Faded, indecipherable murals on the walls. **3 skeletons** (hp: 7, 6, 2—stats on **p.9**) smoking pipes and playing knucklebones (with actual knucklebones). One wears a **key on a string** around his neck (opens the door to *Area 12*). Refill their pipes from a **wooden box** on the floor between them.

- ▶ **Eavesdropping:** The skeletons are gambling over the body parts they plan to take from their prisoners, who apparently are somewhere nearby. The skeletons seem to believe they can somehow wear these body parts.
- ▶ **In the box:** High-end tobacco (250gp).





12. Prison

Musty chamber, several **empty stone coffers**. **6 terrified merchants**, clad in mud-splattered purple robes of the sericulturalists guild, huddle in a corner.

- ▶ **Speaking to the merchants:** They say they were taken prisoner by the skeletons, who attacked their caravan. They've heard the skeletons speak of plucking out their eyes and handing over their bodies to "the necromancer" for his magic.
- ▶ **Freeing the merchants:** If returned to civilization, the merchants pay the party 1,200gp.

13. Mossy Cave

Water trickles down the moss-clad walls. A suite of **tiny furniture**, including a **lichen bed**, moss-padded **chairs**, and **overturned mushroom tables**. An oval **rug of yellow striated moss** carpets the floor.

- ▶ **Fairy home:** This is the home of Alfwine, imprisoned in *Area 6*. The furniture was overturned by the skeletons who captured her.
- ▶ **Underneath the rug:** A rock embedded in the earth conceals a small hole containing a lead pot of 500gp.

14. Lair of the Spider

Dirty white webs criss-crossed over the room, holding bone fragments and broken flagstones. A **giant black widow spider** sits at the webs' heart, legs tucked in, unmoving (asleep).

- **Traversing the chamber:** Characters must succeed a DEX check with a +2 bonus or become caught in the webs, waking the spider.

15. Marble Slab

A **rough-cut marble slab** marked with a carven 'X' covers a 5' wide hole in the wall leading to Area 16.

- **Moving the slab:** Requires combined STR of 36+.

GIANT BLACK WIDOW SPIDER

AC 6 [13], **HD** 3' (12hp), **Att** 1 × bite (2d6 + poison), **THACO** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50

Poison: Causes death in 1 turn (**SAVE VERSUS POISON**).

Webs: Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.





16. Tree Cave

Dank cave, floor nearly completely taken up by a **murky puddle**. A gray, skeletal tree (an **undead treant**) stands immobile in the puddle, knotted roots creeping across the ground, branches and boughs scraping the walls and ceiling. A **rough-cut marble slab** blocks the threshold to the east.

- **Entering the room:** The treant rouses, grumbles “*Back to the grave with you, little ones!*”, and attacks the PCs, unless they convince him they’re not undead.
- **Speaking with the treant:** His roots “hear” most things happening inside the dungeon, and he can tell PCs about the knight who died in *Area 18* or the prisoners in *Area 12*.
- **Moving the slab:** Requires combined STR of 36+.

UNDEAD TREANT

AC 2 [17], **HD** 8 (39hp), **Att** 2 × fist (2d6), **THACO** 12 [+7], **MV** 0' (0'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 650

Distrusts fire: And those who wield it.

Undead: Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

17. The Last Stand

Blood-encrusted sword lying on the floor. Dried **bloodstains** on the walls, mingled with splatterings of **blue-green ooze**.

- **Touching the ooze:** Gives a slight numbness and tingling sensation (blood from the carcass crawler living in *Area 18*).

18. Crawler Lair

Nest of yellow bones and dry moss. A **carcass crawler** gnaws on a groaning **skull**.

Searching the nest: Reveals 250gp, 4 silver cups (50gp each), a suit of badly dented plate armor (useless), and the **Holy Symbol of Sir Ignatius**.

- **Speaking with the skull:** Claims to be a knight explorer named Sir Gallant, resurrected by the strange magics of the barrow. This is a lie—he is actually one of the re-animated skeletons from the tombs, waylaid by the crawler. Asks to be taken with the party. Calls for help from the other undead as soon as the party enters any room adjacent to *Area 21*.

19. Crystal Spring

Dreamy pool of opalescent water, shedding cool **bubbly mist**. White **crystal flowers** around the rim.

- **Drinking from the pool:** Tastes fizzy, heals a character for 1d6+1hp (at most once a day) but has a 2-in-6 chance of causing uncontrollable hiccups lasting 1d6 turns.
- **Taking water from the pool:** The water quickly goes flat, losing its healing powers.

CARCASS CRAWLER

AC 7 [12], **HD** 3+1' (15hp), **Att** 8 x tentacle (paralysis), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75

Paralysis: A hit by a tentacle causes paralysis for 2d4 turns (**SAVE VERSUS PARALYSIS**). Paralyzed victims will be devoured, if the crawler is left in peace.

Cling: Can walk on walls and ceilings.

HOLY SYMBOL OF SIR IGNATIUS

Gold-plated holy symbol shaped like a sunburst. Contains the consciousness of Sir Ignatius, an insufferably chivalrous holy knight whose recent attempt to purge the barrow ended in the gizzard of the carcass crawler.

Powers: Can be used to turn undead as a 3rd level cleric (or 1 level higher if used by a cleric).

Limitations: Ignatius refuses to work for anyone that does not adhere to his ridiculously strict moral code.

Chaotic actions: Performed by the wielder cause the symbol to glow red-hot, burning the wielder for 1d6 damage.

GIANT RATS

AC 7 [12], **HD** ½, **Att** 1 × bite (1d3 + disease), **THACO** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5

Disease: Bite has a 1-in-20 chance of infecting the target (**SAVE VERSUS POISON**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

Afraid of fire: Will flee fire.

ZOMBIES

Wielding rusty swords.

AC 8 [11], **HD** 2, **Att** 1 × sword (1d8), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20

Initiative: Always lose (no roll).

Undead: Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

20. Garbage

Piles of **rotting, chewed food** strewn around the floor and table. **5 giant rats** (hp: 4, 4, 3, 2, 2) gorge themselves on the refuse.

- **Searching the garbage:** 4 bronze bowls (100gp each) caked in spilt gruel.

21. Central Crypt

Large, **vaulted** chamber, lined with **empty niches**. **Tables and chairs** made from repurposed sarcophagi. A rabble of undead—**10 skeletons** (hp: 6, 6, 6, 5, 4, 4, 3, 2, 2, 1—stats on **p.9**) and **6 zombies** (hp: 12, 11, 10, 7, 6, 2)—are here **drinking, laughing, singing, and relaxing** after a successful plunder. They **guzzle wine**, letting it fall through their ribs and splatter on the floor. Their **stolen loot** is scattered about the room.

- **Entering:** The undead uproariously welcome the living, offering wine. Their true motive is to swiftly capture or murder the party.
- **Treasure hoard:** Stacks of gold and silver coins (500gp, 1,000sp), 4 crates of dyed silks (100gp each), 5 casks of wine (20gp each), 10 tiny gemstones (10gp each), and an ivory drinking horn (300gp).

22. Wizard's Chamber

Occult symbols drawn on the floor in blood, alongside multiple **piles of bloody bones**. A **miserable bed** is formed of a pile of grave shrouds atop a sarcophagus. A **robed figure** (**Quintius**) hunches over the **Dead Grimoire**, laid out on an overturned coffer.

- ▶ **Undead guards:** There is a 2-in-6 chance per turn that one of the skeletons from *Area 21* comes to check on Quintius's progress with the (supposed) ritual to grant them living flesh.
- ▶ **Speaking with Quintius:** If convinced of the party's non-threatening intentions, he describes his current situation (see *Denizens*), and says he has been trying unsuccessfully to find a way to reverse the ritual that raised the barrow's dead. He offers 1,000gp if the PCs can get him out alive and keep this whole thing secret (in the form of a ruby amulet he has concealed under his robes).
- ▶ **Asking about the hostages:** Claims the undead took them for their own purposes, but if pressed admits that he's used "some" of the living in his experiments.
- ▶ **If Quintius leaves this room:** The undead discover his absence in 1d3 turns. They proceed to rush madly throughout the barrow searching for him, half heading south to *Area 4* via *Area 20* and half via *Area 11*.
- ▶ **Killing Quintius:** Causes all undead in the dungeon to disincorporate.



QUINTIUS

Emaciated, dirty robes, desperate. Ruby amulet (1,000gp) concealed under his robes.

AC 9 [10], **HD** 1** (5hp), **Att** 1 × dagger (1d4) or 1 × spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Magic user 1), **ML** 7, **AL** Chaotic, **XP** 13

Spells: *Sleep*.

THE DEAD GRIMOIRE

Vellum pages bound in black leather. Magical script written in blood describes a ritual to animate dead remains.

The ritual: Can be performed by an arcane spell caster on the night of the new moon. It takes 1 hour.

Effects: Interred human remains within 200' are animated as undead skeletons and zombies. They are sentient, free-willed, and have no regard for the one who conjured them.

After use: There is a 1-in-6 chance of the grimoire crumbling to ash.

Shrine of the Oozing Serpent

BY NATE TREME

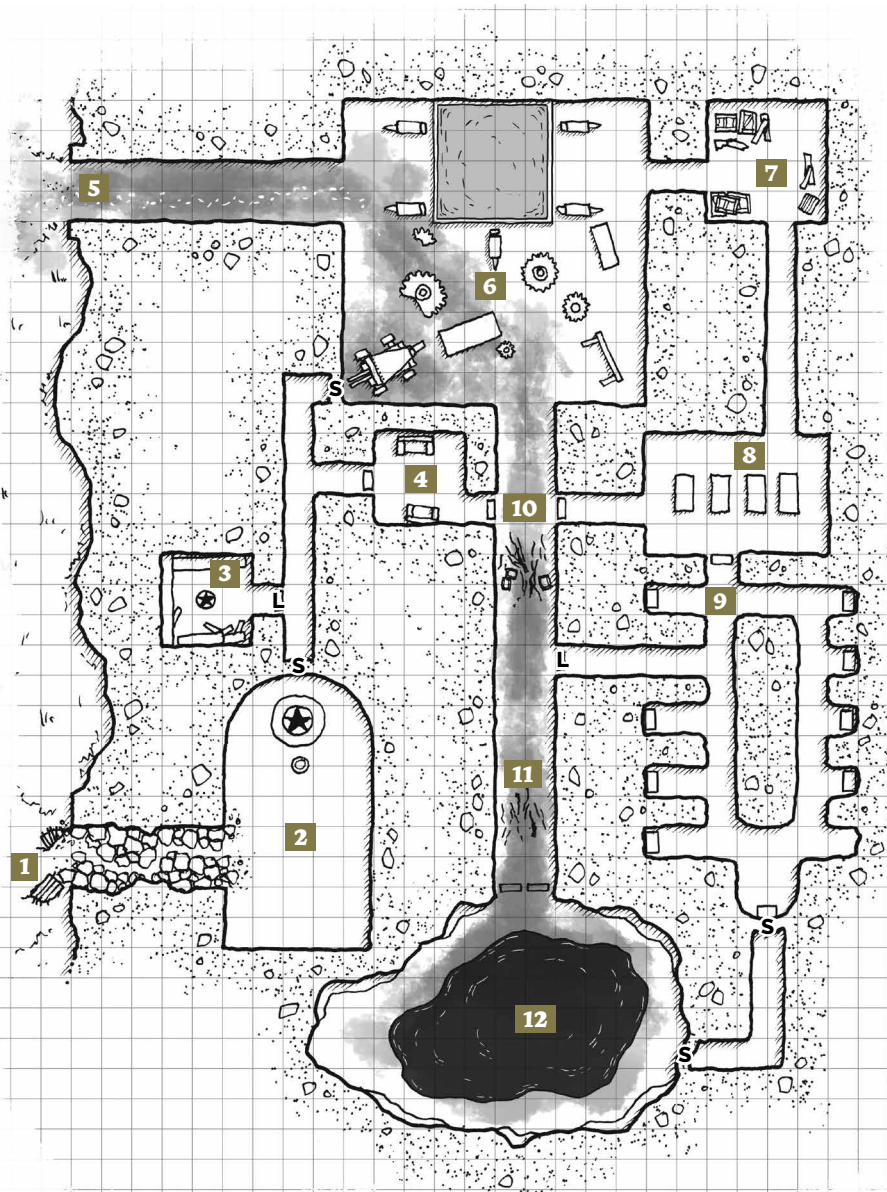
The local duke is offering a reward—600gp, a cart, and two draft horses—as payment for the slaying of whatever creature it is that has made the nearby King’s Road unsafe. Where the road passes along the Kelfrek Marsh, multiple travelers have gone missing.

Nearby homesteaders claim to have seen a large shape slithering through the marsh, leaving trails of black grease in its wake. These trails lead to the ruined gnomish Shrine of Mulvis, built into the cliffs on the other side of the marsh. A decade ago, Sootmurk, the legendary grease dragon, destroyed the shrine. Unseen since then, could she now have returned?

She has indeed, but she is not alone. A tribe of gloops—slimy, toad-like humanoids—recently came to infest the marsh. They found the shrine and awakened Sootmurk, who had been hibernating contentedly within. Worshiping her as the ultimate embodiment of their own putrid unctuousness, they now waylay travelers to feed and please her. The ruined Shrine of Mulvis is a shrine once again—to Sootmurk.

Random Happenings (1-IN-6 PER TURN)

1. **2d6 soot snails** hungrily search for grease to devour
2. Ghostly gnomish singing is heard faintly coming from the direction of the catacombs
3. *Areas 1–4:* **Gorffhistle** and his **automaton dog Butch**.
Areas 5–12: **4 gloops** dragging a dead human traveler to feed to Sootmurk
4. A glowing green fog forms for a minute and then dissipates with a crackling sound
5. **1d3 crab spiders** clearly visible, skittering along ceiling towards party
6. A low, demonic moan resonates from the walls, trailing off into plaintive yowl



1 square = 5'

L = Locked Door

S = Secret Door

↑ N

Denizens

GLOOPS

Slimy, amphibious, humanoids with toad-like heads and limbs. Malodorous, flabby, hunched, and vicious. A select cadre led by Captain Gullian dwells in the shrine. All others reside in the swamp. Fearful of entering *Areas 1* and *9*, believing them haunted. Unaware of *Areas 2–4*.

CAPTAIN GULLIAN

Chief of the gloops. Jealously doles out the honors of grooming, feeding, and protecting Sootmurk. Cynically extracts payment from her subjects for access to the dragon.

SOOTMURK

A 12-legged, wingless dragon, her fronded skin pitch-black with the grease she secretes. Indolent, caustic, and narcissistic. Revels in the attentions of her new minions, but frustrated that they fear to fetch her the magical treasures from *Area 9* to befool.

GORFTHISTLE

A gnome treasure hunter who has recently infiltrated the shrine, vowing to kill Sootmurk and recover the sword Mulvisial and King Bomfluke's Crown. For now, he remains in *Areas 1–4*, hidden from the gloops.

General Notes

HISTORY

This unusual gnomish shrine venerated a demon: Mulvis, a humanoid creature with six arms, a snake's head, and a spiked back. An obscure cult believed that their ancestors bound Mulvis and forced it to be a protector to the gnomish race, and they worshiped it for this.

CONSTRUCTION

Except where noted, interior walls and floors are sandstone. Scale of rooms and doors is roughly human-sized.

LIGHTING

No lighting in any internal chambers. All denizens see with infravision.

APPROACHING THE SHRINE

PCs must follow the grease trails across the vast Kelfrek Marsh (1 day's journey, 3-in-6 chance of encountering **2d4 gloops**) to reach the sandstone cliffs overlooking its eastern side. From a distance, the shrine's main gate (*Area 1*) can be seen, set into the base of the cliffs. A large archway (*Area 5*) also lies about 120' north of it.

Area Descriptions



1. Ruined Great Door

Ornate, 10' tall **iron gates** hang smashed and rusted. The hall beyond is **collapsed**. A narrow pathway navigates through **precarious mounds of rubble**. **Brass objects** (clockwork and smashed automaton parts) glint among the debris. **Flies buzz** around a rotting gloop corpse, mostly buried under fallen rocks.

- **Searching the rubble:** Disturbs **2 automaton hands**, which immediately attack random PCs. Salvageable objects include 2 pearl eyeballs (50gp each), 3 golden gears (25gp each), and a **mechanical voice box**.

AUTOMATON HAND

Severed brass hand that crawls blindly. Grips anything it bumps into.

AC 6 [13] **HD** ½ (2hp) **Att** 1 × grip (1d4) **THACO** 19 [0] **MV** 60' (20') **SV** D14 W15 P16 B17 S18 (NH) **ML** 12 Neutral **XP** 5

MECHANICAL VOICE BOX

A brass, palm-sized box with a crank and red button on one side. Winding the crank causes the box to emit sound, repeating its current recording—a gnomish voice shouting "For Mulvis!"—for 1 turn. Holding the red button replaces the recording with the next 10 seconds of nearby sound.

CRAB SPIDERS

AC 7 [12], **HD** 2* (9hp), **Att** 1
× bite (1d8 + poison), **THACO**
18 [+1], **MV** 120' (40'), **SV** D12
W13 P14 B15 S16 (1), **ML** 7, **AL**
Neutral, **XP** 25

Ambush: Attack by dropping on victims from above.

Surprise: On a 1–4, due to camouflage.

Cling: Can walk on walls and ceilings.

Poison: Causes death in 1d4 turns (**SAVE VERSUS POISON** with a +2 bonus).

BRASS LIGHTNING BOLT

Can function as a battery or a lightning bolt.

Battery: Can power the automation in Area 3. Can be recharged with storm lightning.

Lightning bolt: When thrown, transforms to an actual lightning bolt (range 40', 3d6 damage), dissolving upon impact.

AUTOMATON OF MULVIS

AC 2 [17], **HD** 5 (24hp), **Att** 6
× short sword (1d6), **THACO**
15 [+4], **MV** 120' (40'), **SV** D10
W11 P12 B13 S14 (5), **ML** 12, **AL**
Neutral, **XP** 175

Mundane damage immunity: Can only be harmed by magical attacks.

Energy immunity: Unharmed by fire, cold, and electricity.

If destroyed: Explodes, doing 1d6 electric damage to all within 30'.

Power level: It exhausts its lightning bolt battery after 1 turn and abruptly deactivates.

2. The Chapel

A 12' high **statue of Mulvis** atop a plinth, the wrists of its 6 arms shackled. It grasps **3 brass lightning bolts**, each in a separate hand. A **baptismal basin** of rancid water sits before it. **Murals** depict an army of gnomes fighting the demon. The ceiling is shrouded in thick **cobwebs**, concealing **2 crab spiders** (hp: 11, 7) who drop onto negligent PCs.

- **Examining the plinth:** A gnomish inscription reads "*Mulvis—Our Unwilling Protector*".
- **Examining the murals:** In one, a gnome king pulls a spine on the demon's back while other gnomes bind it in chains.
- **Examining the statue:** A prominent spine protrudes from the row of spikes along the statue's back.
- **Pulling the spine:** It moves like a lever, and opens a secret door in the northern wall.

3. Automaton Closet

Lined with **broken shelves**. Moldy gnome-sized **robes** litter the floor. In the center of the room stands a 6' tall **automaton of Mulvis**, wielding a **short sword** in each of its 6 hands. It appears **inert**, its snake-eyes staring lifelessly at the door.

- **Inspecting the automaton:** On its back is an indentation in the same shape as the **brass lightning bolts** in Area 2.
- **Inserting a lightning bolt:** The automaton begins windmilling its 6 arms as it attacks the nearest moving being.
- **Moving the automaton:** Requires 6 people or the dolly from Area 6.



4. Gorfthistle's Hideout

Rotted, once-opulent **couches** sit against the walls. At the base of one sits a **bedroll**, an **accordion**, a **bag** of crossbow bolts, and a week's worth of **rations**. There is a 3-in-6 chance that **Gorfthistle** and **Butch** are here, if they have not been encountered already.

- ▶ **Searching the accordion:** Reveals a **scroll of gnegromancy** folded in the pleats of its bellows.
- ▶ **Door to Area 10:** Flat brass door, 4' high. No handle, can only be opened from 10.

GORFTHISTLE

Puny but muscular; beardless. Enthusiastically states his plans, offering 500gp to the PCs if they help him (he has only 100gp to his name). Knows shrine's history. Aware of the traps in the catacombs (Area 9) and can disarm them.

AC 7 [12], **HD** 4' (13hp), **Att** 1 × mace (1d6+1) or 1 × crossbow (1d6+1), **THACO** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B14 S11 (Gnome 4), **ML** 10, **AL** Neutral, **XP** 125

Spells: *Colour spray, phantasmal force, detect magic, mirror image.* (If not using illusionist spells, replace with *sleep, magic missile, mirror image, web.*)

Defensive bonus: +2 bonus to AC when attacked by greater than human sized opponents.

Items: Mace, crossbow, 100gp.

BUTCH

Automaton dog companion to Gorfthistle. Clockwork but surprisingly lithe and quick. Prone to panting and grinning.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d6), **THACO** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25

Sustenance: Requires a pint of oil a week to remain active.

SCROLL OF GNEGROMANCY

Spell that turns all dead gnomes within 30' into zombies (with 5hp). Can be cast by arcane spell casters or any gnome. Gorfthistle plans to use it when he locates the catacombs, to enlist the zombies' aid in taking over the shrine.

SOOT SNAILS

Snails the size of cats that dwell in chimneys and other soot covered areas. They eat soot and ash and leave behind slippery trails of slime.

AC 4 [15], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 10

GLOOPS

AC 6 [13], **HD** 1* (4hp), **Att** 2 × claw (1d3) or 1 × weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 30' (10') / 150' (50') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Chaotic, **XP** 13

Weapons: Guards wield short swords and spears. Pilgrims are unarmed.

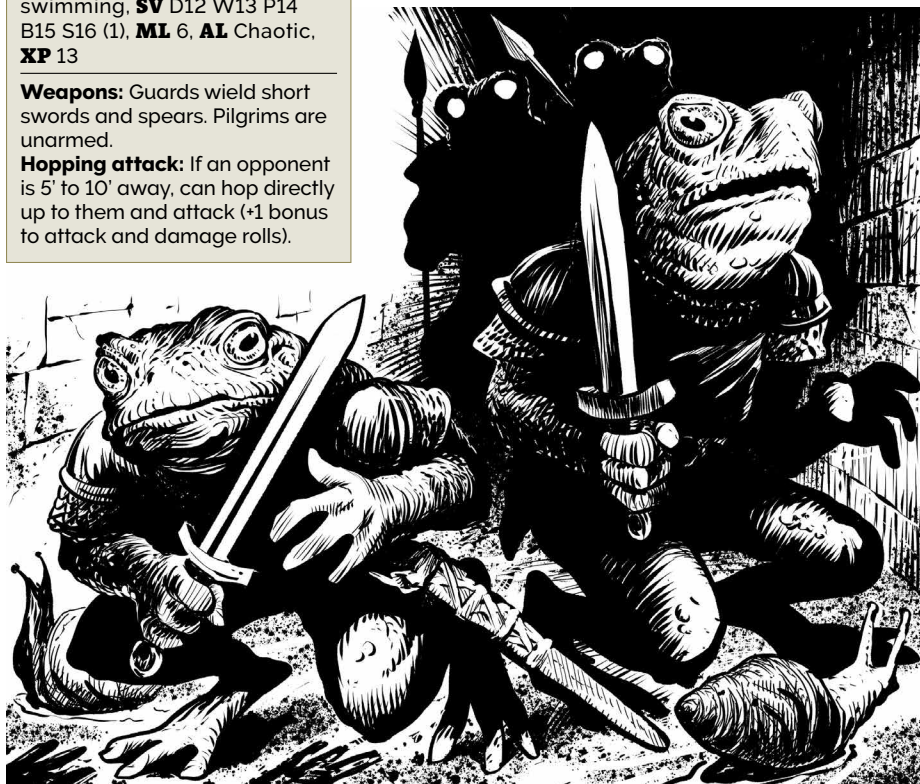
Hopping attack: If an opponent is 5' to 10' away, can hop directly up to them and attack (+1 bonus to attack and damage rolls).

5. Exhaust Tunnel

A 20' tall **blackened archway** juts out of the base of the cliffside. Inside, a tunnel covered in **thick greasy soot** leads into darkness.

Trails of webbed footprints traverse the tunnel in both directions. **5 soot snails** lurk deep in the grease, feeding.

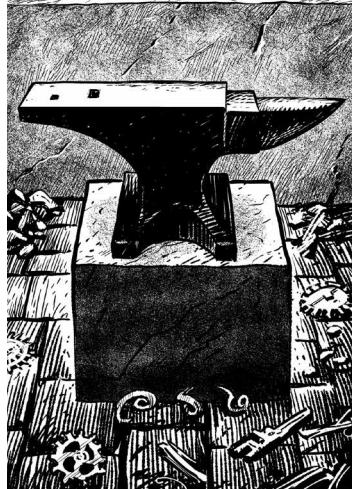
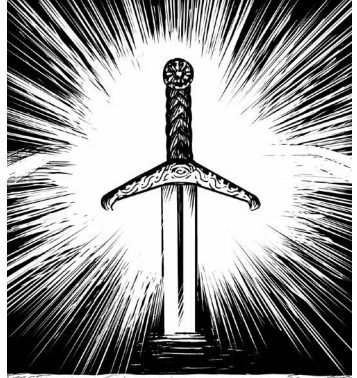
- **Gloop pilgrims:** 1-in-6 chance of encountering **4 gloops** by day, 2-in-6 by night. They take care to avoid the soot snails (see below).
- **Following the tunnel:** PCs who do not follow the footprint trail have a 3-in-6 chance of disturbing the soot snails.



6. The Foundry

Overturned **workbenches**, **scattered tools**, broken metal **casts of gears**, and **automation body parts** lie in piles. **Vivid demon mural** on north wall. A massive **stone vat** full of solidified iron, an **ornate sword hilt** protruding. 5 **blackened anvils** sit along the vat's perimeter. A **giant bellows** stands atop a **wheeled wooden dolly** in the **soot-covered** southwest corner. A trail of **black grease** leads south to *Area 10*.

- ▶ **Gloop pilgrims:** 1-in-6 chance of encountering **4 gloops** by day, 2-in-6 by night.
- ▶ **Searching the wreckage:** Reveals 2 spears, a gold ingot (100gp), a brass tuba, and an **ornate brass ceremonial bell**.
- ▶ **Examining the mural:** Gnomish smiths around a forge. The largest image depicts Mulvis blasting the forge with lightning.
- ▶ **Striking the vat with lightning:** Liquefies the iron and frees the embedded sword, **Mulvisial**.
- ▶ **Clearing the soot:** Takes 2 turns and reveals the concealed door.



7. Prison

An abandoned store room, strewn with **empty, broken crates**. **4 gloop guards** (hp: 4, 3, 3, 2), chuckling and slaving, take turns throwing darts at a **caged, dead crab spider**. A **fresh human corpse** in travelers' garb is shackled to the wall, multiple darts protruding from it.

ORNATE BRASS CEREMONIAL BELL

Can be rung once per day, casting *remove fear* on all those in a 10' radius.

MULVISIAL

Ornate pommel and razor-sharp blade carved from one of the spines of Mulvis himself.

+1 / +2 versus demons and devils. Sought by Gorffhistle (see *Area 4*).

BRASS CLOCKWORK HEART

Heart-shaped device with a hinged compartment, exactly the size and shape of a gnome heart. If a gnome heart is placed inside, it starts beating, and the gears of the clockwork turn in time with it. It can then function as a key to the brass door in Area 10.

AUTOMATON FIREFLY

Docile brass flying insect with glass lower abdomen that pulses with light.

AC 5 [14], **HD** 1 (4hp), **Att** None, **THACO** 19 [0], **MV** 150' (50') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 10

If destroyed: Explodes, doing 1d6 electric damage to all within 20'.

CRYSTAL MONOCLE

A multifaceted crystal in a golden frame. Allows the wearer to see invisible things for 2 turns once per day.

RED SEER'S DAGGER

Gnome-sized dagger with a moving glass eye for a pommel. As long as it remains stabbed into a creature with sight, the stabber can see through the eyes of the stabbed at will.

BOMFLUKE'S CROWN

Green glass crown. Indestructible. Grants the wearer immunity to poison.

8. Embalming Room

Tattered tapestries of gnomish anatomical diagrams. **Four low workbenches**, engraved with gnomish funerary pictographs and redolent of embalming fluid, a **bedroll** on each. On one lies **1 gloop guard** (hp: 3—stats on p.24), snoring loudly.

- **Door to 9:** Scrawled with “*Noom Evil Goost — Keypp Owt!*”.
- **Searching the workbenches:** Awakens the guard. In the drawer of one workbench is a glass jar full of pickled gnome hearts and a **brass clockwork heart**.

9. The Catacombs

Filled with **green fog** that smells of mint and **restricts vision** to 10'. An **automaton firefly** buzzes serenely in a periodic circuit, its **pulsing blue glow** cutting through the fog. The outer wall is lined with **5' high alcoves**. The inner wall is marked with a **repeating inscription**.

- **Examining the alcoves:** Each contains a 4' iron casket, locked, upright, and secured to the wall, with a plaque inscribed with a gnomish name. See **Alcove Tombs**, p.27.
- **Examining the inscription:** Gnomish, reads “*Those who generously have given, Mulvis protects.*”
- **Opening caskets A, C, E, H, J:** Locks have a gas trap; if triggered, each PC within 10' must **save versus paralysis** or be immobilized for 1d6 turns.

10. Tribute Checkpoint

Walls and floor **smear**d with **black grease**. **4 gloop guards** (hp: 8, 8, 6, 5—stats on **p.24**) block passage to the south. **12 gloop pilgrims** (hp: 8, 7, 5, 5, 4, 4, 4, 4, 3, 3, 1, 1—stats on **p.24**) **petition the guards** with competing **tributes**. Behind the guards are several **crude baskets**.

- ▶ **Approaching the guards:** They demand 50gp and custody of weapons for the honor of visiting “the Black One”. Angered pilgrims complain about PCs cutting ahead in line.
- ▶ **Paying the tribute:** 5 gloop pilgrims attack PCs for 1d3 rounds before the guards restrain them. The guards allow the PCs to pass, retaining their weapons until they return.
- ▶ **Searching the baskets:** 24gp, 46sp, 4 jars of mashed insects, other worthless trinkets.
- ▶ **Door to Area 4:** Brass, 4’ high, no handle, engraved with a gnome guard with a heart-shaped cavity in his chest. Opened by inserting the activated **brass clockwork heart** (Area 8).



ALCOVE TOMBS

Each casket contains a mummified gnome (unless noted).

- A. **Bunkle The Scribe:** Bright blue robe, silver-handled unicorn hair writing brush (50gp), a jar of purple squid ink (25gp).
- B. **Prince Welfham:** Light snail armor (as leather), short ivory tipped spear with red oak shaft (30gp).
- C. **Macklerod The Hound-Faced:** A canine-shaped skull on a gnome skeleton, plate armor, a two-handed steel war mace, and a red clay pipe with an emerald mouth-piece (25gp).
- D. **Princess Oxtwig:** Elaborate floral gown, red oak flute (15gp).
- E. **Father Mudfoot:** Gold embroidered robes (50gp), a *scroll of teleport*, a **crystal monocle** on a silver chain.
- F. **Bilyur the Tightfisted:** Scowling, hands clenched. Prying open each reveals 12gp.
- G. **Bopheus The Jester:** Patchwork tunic with gold fringe, tricorne hat with golden bells on each corner, a voluminous fake mustache of red fox fur.
- H. **Marbus Twigbraider:** Green velvet robe (20gp), birch wood wand, a bag of flower seeds.
- I. **Brizbee The Lovely:** Studded leather tunic, a mollusk shell shield, a glowing *short sword* +1 with an onyx hilt.
- J. **King Bomfluke:** Wood plate armor, a **red seer's dagger**, and **Bomfluke's Crown**. Unlike the other caskets, the back is lined with a rich purple silk cushion. Removing it reveals a door, leading into a 5' high tunnel ending in a one-way door to Area 12.

SOOTMURK

AC 3 [16], **HD** 6** (38hp), **Att** [2 × claw (1d4), 1 × bite (2d8)] or breath, **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Chaotic, **XP** 725

Breath weapon: Cone of boiling hot grease (2' wide at the mouth, 80' long, 30' wide at far end), usable three times per day. Targets take damage equal to Sootmurk's current hp and suffer a –2 penalty to attack and damage rolls for remainder of day;

SAVE VERSUS BREATH for half damage and no penalties.

Spells: *Charm person, darkness, sleep.*

See Old School Essentials: For further information on dragons.

SOOTMURK'S HOARD

10,000gp, 8 opals (10gp), 8 emeralds (50gp), 11 sapphires (100gp), 9 rubies (500gp), 1 large diamond (1,000gp), wand of magic detection, potion of control plant, potion of flying, spell scroll (*feeblemind, invisibility, sleep, cloudkill, dimension door*). The scroll requires 1,000gp of restoration before it can be used.

11. Ritual Preparation

Walls and floor **smeared with black grease**. The hall ends at a pair of **large iron doors**. **3 gloop guards** (hp: 7, 6, 5—stats on p.24) clad in filthy robes chant and **daub grease** onto **4 gloops** (hp: 8, 6, 3, 2—stats on p.24).

- ▶ **Entering from Area 9:** The gloops shriek with terror and call the PCs “accursed wights”, fleeing south to *Area 12*.
- ▶ **Entering from Area 10:** The guards demand to anoint PCs with grease before they can pass through the iron doors.

12. Sootmurk's Puddle

A **50' high grotto**. Portions of the sloping walls are carved into **seating**. A 3' deep **pool of black grease** covers most of the floor. **Sootmurk** wallows in the muck, fed and preened by **10 gloop guards** (hp: 8, 7, 6, 6, 5, 4, 4, 3, 2, 1—stats on p.24) under the command of **Captain Gullian** (hp: 12, +2 to attack rolls).

- ▶ **Entering from the east:** Sootmurk is delighted to see the PCs emerge from the previously unknown secret door. She greedily demands more information from the party.
- ▶ **Entering from the north:** Gullian and 5 gloop guards confront intruders, though they will hear out anyone approaching peacefully. Gullian is reluctant to grant non-gloops audience with Sootmurk.
- ▶ **Searching the puddle:** Dredging **Sootmurk's Hoard** out of the goo requires 1 hour.



Cathedral of the Crimson Death

BY DIOGO NOGUEIRA

For over a decade, the Deathless Plague has ravaged the land. Its victims suffer incurable, rotting wounds, eventually becoming undead thralls spreading the pestilence.

The Purifying Church of the Crimson Flame — which venerates the deity Bahal, the Flame of Purification — was once a beacon of hope in this death-scape. In its Cathedral, its acolytes healed the sick and put the undead to rest. However, its methods proving futile, the Church slowly turned to imprisonment, torture, and fire as a means of purging the contagion. Now the Cathedral's gates open only for prisoners, taken by the Church's reviled Crimson Knights.

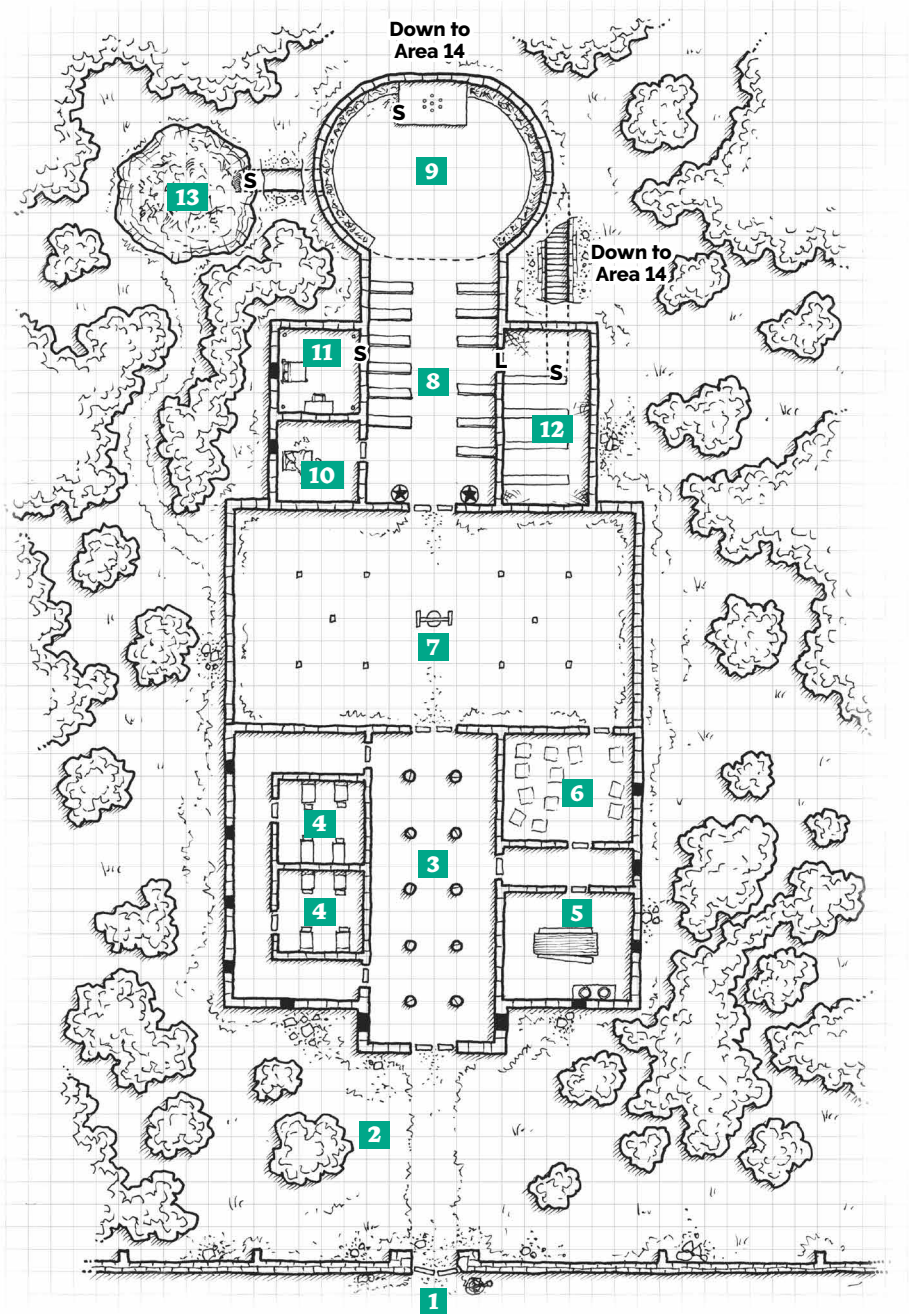
No one knows the real truth: the demon who first birthed the plague entered this world and secretly slew the Church's leader, the Crimson Bishop, assuming his form and taking his place. He now controls the Church, using it to grow his necrotic domain in our world.

An adventuring party may come here for one or more of these reasons:

- ▶ **Mission:** The party is sent to end the Church's cruel reign.
- ▶ **Looting:** The wicked Cathedral is said to contain great treasures and lost artifacts.
- ▶ **Fugitives:** Fleeing the undead, the party seeks refuge here.

Random Happenings (1-IN-6 PER TURN)

1. 1d6 **Sons of Bahal** escorting 1d3 terrified prisoners.
2. Sepulchral hymns echoing through the halls.
3. 1d6•1 **Crimson Knights** returning from patrol.
4. Distant pleas of mercy that end abruptly with a scream.
5. 1d3 **Crimson Knights** and 1d3 **Sons of Bahal** disposing of tortured corpses.
6. The cathedral bell tolls (Area 7) and spectral blood runs down the walls.
The chance of random happenings increases by 1 henceforth.



1 square = 5'

L = Locked Door

S = Secret Door

↑ N

Denizens

CRIMSON KNIGHTS

Acolytes of Bahal, now corrupted by the demonic Crimson Bishop, believing themselves the only pure humans in existence. The Crimson Bishop controls them with rhetoric, sorcery, and an elite cadre called the Sons of Bahal. His dark enchantments prevent the Knights from recognizing these Sons of Bahal as undead. Only casting *dispel magic* on a Crimson Knight will enable them to see the truth.

CAPTAIN FARDR

Once the commander of the Crimson Knights, Captain Fardr's mind was shattered by years of witnessed atrocities. He is now left to his own devices, but seldom leaves his quarters (*Area 10*). He is able to perceive the Sons of Bahal as undead, and laments their existence bitterly.

SONS OF BAHAL

Crimson Knights infected with the Deathless Plague and transformed into rotting, undead monstrosities dressed in shining armor. They serve as the Bishop's most trusted henchmen. The Crimson Bishop's sorcery prevents the living Crimson Knights—Captain Fardr—from recognizing the Sons of Bahal as undead.

PRIESTS

The priests who remained faithful to Bahal were slain. Some few remain prisoners, viewed by the Knights as traitors and examples of their leader's mercy. Unaffected by the Crimson Bishop's sorcery, they see the Sons of Bahal in their true form: as undead monsters. Such sights, along with the other depredations, have driven them to the brink of sanity.

PRISONERS

Uninfected, innocent victims, tortured into making false confessions that they are infected, spreading the Plague, or even already undead. They are then burned alive, fed to the Sons of Bahal, or converted into undead minions. Any freed by the party flee the cathedral, gibbering with mindless terror.

THE CRIMSON BISHOP

The demon who first spawned the Plague to create an earthly domain of hellish pestilence. The demon soon realized that the hands of the Church—once healing, now bloodied—would make perfect tools. He murdered the real Crimson Bishop, assumed his form, and seized control of the Church, purging all dissenters. He now uses torture and murder to terrorize the land and build his undead army. His only goal is spreading Plague and undeath.

General Notes



CATHEDRAL GROUNDS

The gardens around the cathedral (Area 2) cover a half-acre rectangle of land, bounded by a 15' high outer wall with a gate on the south side (Area 1).

CATHEDRAL EXTERIOR

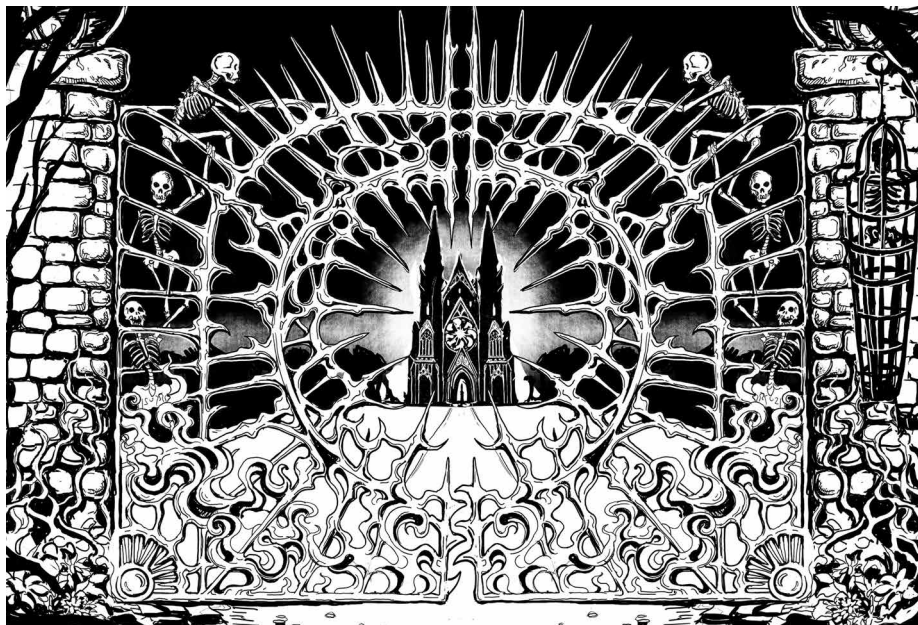
- ▶ A bleak, limestone structure, crumbling and overgrown with vines. It consists of two sections separated by a walled inner plaza (Area 7).
- ▶ **Southern section (Areas 3–6):** One story, with a vaulted 40' roof.
- ▶ **Northern section (Areas 8–12):** Dominated by a 50' high buttressed nave (Area 8) and a 100' high domed sanctuary (Area 9), from which thick smoke billows.
- ▶ **Scaling the dome:** PCs who scale the dome can reach a soot-stained opening to a 100' drop into the sanctuary below.

CATHEDRAL INTERIOR

Smoothly cut marble floors. Ceilings are 20' high, unless otherwise noted. Doors are of thick, iron-reinforced wood, with iron handles. All windows are barred.

LIGHTING

All interior areas (save Area 12) are lit by wall-mounted torches.



Area Descriptions

CRIMSON KNIGHTS

AC 4 [15], **HD** 3+1* (14hp), **Att** 1
× sword (1d8+1), **THACO** 16[-3],
MV 60' (20'), **SV** D12 W13 P14
B15 S16 (3), **ML** 10, **AL** Neutral,
XP 75

Enflame sword: Once per
combat, a Knight can will their
sword to burst into flame for 1d3
rounds, dealing 1d4 additional
damage.

LUCK COIN

Allows the holder to re-roll 1 sav-
ing throw once per day.

1. Outer Wall and Gates

Outer wall 15' high, **crumbling** in places, and
covered in **vines**. **Rusted iron gate** in the
south wall, decorated with **peeling motifs**
of red flames. A **burned corpse on a gib-
bet** hangs from an adjacent post. The gate is
guarded by **2 Crimson Knights** (hp: 15, 13).

- ▶ **Approaching:** The Knights order the party
to depart immediately.
- ▶ **Searching the corpse:** Inside one of its
burnt boots is a **luck coin**.
- ▶ **Attacking the Knights:** The **4 patrolling**
Initiates from **Area 2** join the fight in 1d4
rounds.
- ▶ **Traversing the gate or climbing the wall:**
Leads to **Area 2**.

2. Cathedral Grounds

Overgrown, unkempt gardens, choked with creepers and brambles that often **block visibility**. Occasional **rotting body parts** along paths and in foliage. A **bloodstained path** leads from the gate (*Area 1*) to the **forbidding iron doors** of the cathedral (leading to *Area 3*).

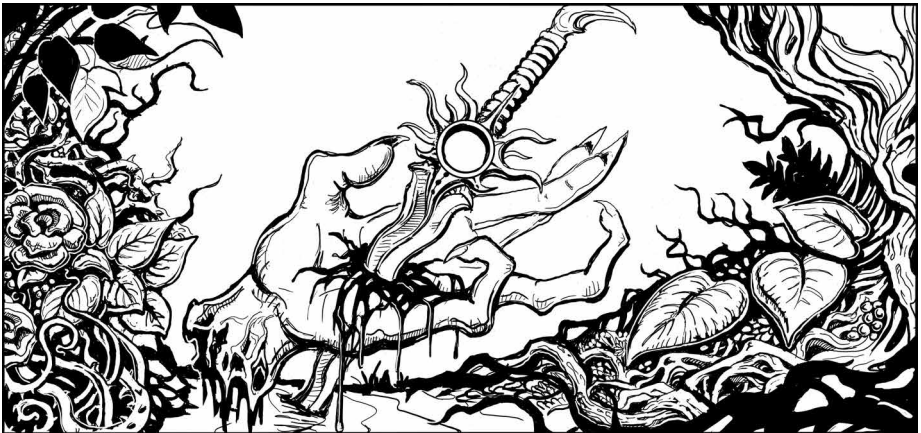
- ▶ **Patrols: 4 Crimson Initiates** (hp: 15, 15, 10, 6) patrol the grounds, carrying iron lanterns with white-hot flames. 2-in-6 chance per turn of encountering, and 3-in-6 chance of overhearing them.
- ▶ **Searching the grounds:** 2-in-6 chance per turn of finding one of the following (roll 1d3—each item can only be found once):
 1. A recently severed human hand, pinned to the ground with a dagger, its fingers making a holy sign.
 2. 3 vials of holy water under a bush.
 3. A *scroll of cure light wounds*, marred by a boot print.
- ▶ **Secret door to Area 7:** Searching reveals a hidden iron ring; pulling it opens the door to *Area 7*.

CRIMSON INITIATES

Newly inducted members of the fanatical order, eager to prove their place. They brag about the brutality of their most recent raid while teasing one another.

AC 7 [12], **HD** 2' (9hp), **Att** 1 × short sword (1d6) or 1 × incendiary lantern (2d6), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 25

Incendiary lantern: Initiates can throw their iron lanterns up to 20'. The lanterns explode on impact. **SAVE VERSUS BREATH** for half damage.



SONS OF BAHAL

AC 2 [17], **HD** 5+2** (22hp), **Att** 1 × two-handed sword (1d10+2) or 1 × gaze (paralyze) **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 575

Mundane damage resistance: Half damage from all mundane attacks.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Paralyzing gaze: **SAVE VERSUS PARALYSIS** or be paralyzed for 1d4 turns (once per combat).

3. Hall of Flames

Great **vaulted hall**, 40' high. Two rows of **black marble columns**, their surfaces reflecting dancing crimson firelight with no discernible source. **3 tortured prisoners** are chained to the columns, **unconscious** and clad in rags. Marble floors are **bloodstained**.

- ▶ **Rousing the prisoners:** They moan and babble, describing in fragments the false accusations and tortures they've endured (see *Denizens*).
- ▶ **Freeing the prisoners:** **Sergeant Grimlocke** (*Area 7*) has the key to their chains.
- ▶ **Doors to Area 7:** Tall iron doors, each engraved with rows of marching knights.

4. Communal Bedrooms

Spartan barracks, each containing **4 bunk beds**, all **fastidiously made** with red and white linen sheets. A small chest rests at the foot of each bed. **1d6 Crimson Knights** (stats on **p.34**) are in each room; if more than 4 present, then **1 Son of Bahal** (hp: 20) is also present. 3-in-6 chance of Crimson Knights being **asleep** and **unarmored**.

- ▶ **Inside the chests:** Each contains clothes and small trinkets worth 3d6gp.
- ▶ **Order of battle:** Melee in either barracks attracts the Knights from the other one in 1d4+4 rounds.

5. Mess and Kitchen

Slovenly, **filthy** hall. **Stiflingly hot**, reeks of grease and rot. A **long wooden table** is flanked by wooden **benches**, with dirty **utensils** and **stale food**. A **cook** tends to 2 cauldrons bubbling on an iron range, whistling tunelessly.

- ▶ **Speaking to the cook:** Not too smart. Can be easily convinced that the PCs belong here, and offers them bowls of an utterly execrable stew of onions and gristle.
- ▶ **Praising the stew:** Cook proudly notes it suddenly became the Bishop's favorite meal 2 years ago; he had been a strict vegetarian until then.

6. Priests' Quarters

Spartan, reeks of sweat. Bare walls adorned with **scrawled inscriptions**. **12 priests** cower on thin pads, **starving** and **weak**.

- ▶ **Reading the inscriptions:** Phrases such as "*Death to the infected*", "*Only through fire comes purification*", "*The work of Bahal is a work in blood*", repeated over and over.
- ▶ **Speaking to the priests:** They do not fully grasp who the characters are, and mistake them for Crimson Knights bringing them their daily meal. Terrified, they refuse to leave the room, and beg the PCs to protect them from "*the dead*."
- ▶ **Possessions:** One priest hides a key to the locked door to *Area 12*.

WHISTLING COOK

Burly, barrel chested, bald and with a long gray beard. Wears a blood soaked apron and a cruel smile.

AC 6 [13], **HD** 2 (8hp), **Att** 1 × cleaver (1d6+1), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 20



SERGEANT GRIMLOCKE

Squat and broad-shouldered, his eyes as fiery as his red hair and beard. Face twisted in a permanent scowl of sadistic rage.

AC 4 [15], **HD** 4+1* (19 hp), **Att** 1 × sword (1d8+1), **THACO** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 200

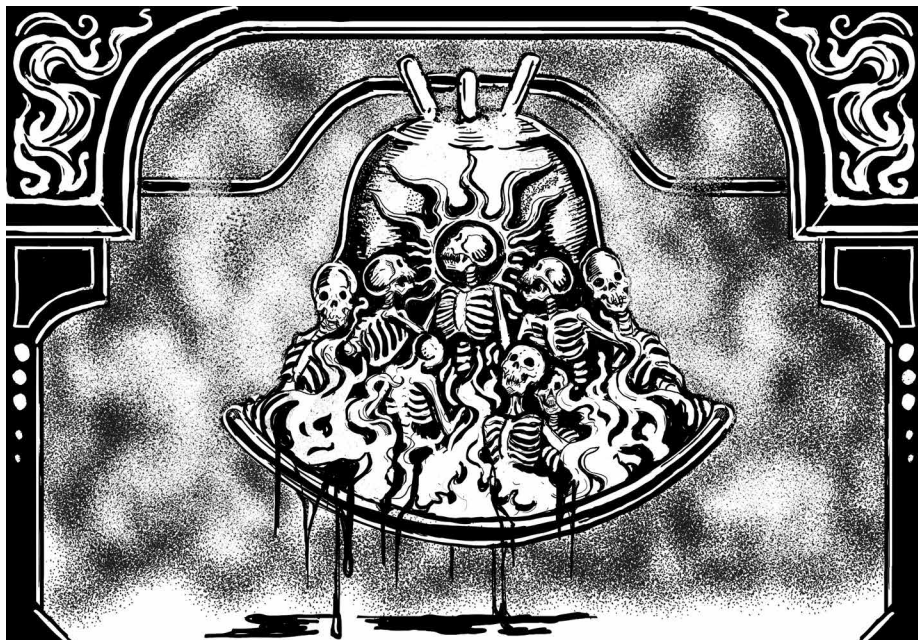
Enflame sword: Once per combat, the Sergeant can will his sword to burst into flame for 1d3 rounds, dealing 1d4 additional damage.

Items: Wears a *ring of fire resistance*, and a golden pendant stamped with the emblem of Bahal (350gp).

7. Inner Courtyard

Interspersed with **wooden posts** holding weapons and shields. At the courtyard's center, a **6' copper bell** hangs in a wooden frame; blood stains the ground beneath. Collapsed around the bell are **7 Crimson Initiates** (hp: 8, 8, 8, 7, 7, 5, 4—stats on **p.35**) battered and exhausted by endless training, and **Sergeant Grimlocke**, who berates them. Outer walls are 15' high.

- ▶ **Entering the courtyard:** Sergeant stalls PCs with smarmy banter and dispatches 2 Initiates to “*fetch some water for our guests.*” They run to summon reinforcements from **Area 4**, who arrive in 3 rounds.
- ▶ **Doors to Area 8:** Tall iron doors, each engraved with processions of torch-bearing priests and monks.



8. Crimson Nave

Long, vaulted nave, 60' high, with soot-stained **red marble floor**. Rows of **pews**, adorned with flame motifs. **Ragged crimson banners** hang from chains high above. **Firelight** and the **acrid smell of smoke** emanate from the north (*Area 9*). **Two imposing knight statues** flank the tall iron doors to *Area 7*.

- ▶ **Door to Area 12:** Locked. Keys are held by a **priest** in *Area 6* and **Captain Fardr** in *Area 10*.
- ▶ **Secret door to Area 11:** Concealed behind a hinged bookcase full of moldering prayer books.
- ▶ **Examining the statues:** Each wears sun-decorated armor and grips a sword in both hands, pointing upward.
- ▶ **Examining the swords:** They can be pivoted downward.
- ▶ **Pointing both swords downward:** Causes the altar in *Area 9* to slowly slide forward, revealing stone stairs to *Area 14*.



BLOOD-DRINKING SWORD

A *short sword* +1 with a transparent blade. It drinks from foes who have blood, turning red and storing the blood in its pommel (1hp per 2hp damage inflicted, maximum storage of 10hp). The wielder can drink the blood to recover hp. A Lawful PC who does so feels an overwhelming sense of nausea, and becomes Chaotic if they drink more than twice.

CAPTAIN FARDR

A bald, strapping man with a brown beard encrusted in dried spittle. Clad in dented plate mail.

AC 3 [16], **HD** 5+1** (23hp), **Att** 1 × sword (1d8+2), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 575

Enflame sword: Once per combat, Fardr can will his sword to burst into flame for 1d3 rounds, dealing 1d4 additional damage.

Possessions: A key to the locked door to *Area 12*.

9. Domed Sanctuary

Smoke billows from **burning coal and bones** up to a hole in the dome 100' up. **7 blood-stained gold chalices** (200gp each) stand upon the red granite altar. **2 Sons of Bahal** (one wielding a **blood-drinking sword**, hp: 33, 28) and **4 Crimson Knights** (hp: 18, 15, 15, 9—stats on **p.34**) are engrossed in building a pyre before the altar.

- **Entering the room:** 3-in-6 chance of surprising the Knights.
- **Examining the altar:** Scratches on the floor in front of it. It can only be moved by the mechanism of the statues in *Area 8*. Beneath it, stone stairs lead down to *Area 14*.

10. Captain Fardr's Quarters

Modest bedchamber in **complete disarray**. Bed is blood-stained and **skewered with a sword**. Axes embedded in walls. **Captain Fardr** stumbles about, swinging a sword at empty air, bellowing at imagined monsters.

- **Entering the room:** Fardr demands PCs join the fight against his imaginary foes.
- **Speaking to Fardr:** Raves about “*the Abomination, the Betrayer*” and gestures vehemently toward *Area 11*. Refuses to leave the room.
- **Searching the bed:** A sack of 567gp sits carelessly tossed near the pillow.

11. Crimson Bishop's Chambers

Immaculate, richly furnished bed chamber. **Eerie quiet**. A **red candle** sits in **each corner**. **Luxurious bed** with bright red linen sheets, perfectly made. Wooden **desk**, engraved with fiery motifs.

- ▶ **Entering the room:** The candles spontaneously ignite. If they are not immediately extinguished, the **Crimson Bishop** is magically notified of the intruders, and each PC in the room must **save versus spells** or become paralyzed for 1d4+1 turns. The Bishop then dispatches the **2 Sons of Bahal** and **4 Crimson Knights** from *Area 9* to capture the party and bring them to him.
- ▶ **Searching the desk:** A golden quill pen (100gp) and a gem-encrusted inkwell (150gp).
- ▶ **Searching under the bed:** A successful search reveals a hidden compartment in the floor. Inside is a ruby ring (700gp), a **red sun holy symbol**, and the diary of the true Crimson Bishop. (These were secreted here before the demon killed him and seized control).
- ▶ **Reading the diary:** Grim chronicle of the Church's deeds during the Plague, from the failed cures to the torture of the infected. Ends with an entry dated 2 years ago in which the Bishop expresses his sense that "*a presence daemonic*" has entered the Cathedral, and his plan to confront it.

RED SUN HOLY SYMBOL

Adds +2 bonus to turn undead roll for PCs with this ability. Allows PCs without the ability to attempt turning as a cleric of half their level, rounded down. Can be used 2 times total per day.

GRAVE SPIDERS

3' long spiders with abdomens shaped like grisly human heads. Lurk in thick webs.

AC 5 [14], **HD** 3** (13hp), **Att** 1 × bite (1d8 + poison) or 1 × web (entangle), **THACO** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 65

Ambush: Attack by dropping on victims from above.

Surprise: On a 1–4, when hiding in webs.

Webs: Range 30'. A victim hit by a web attack must **SAVE VERSUS PARALYSIS** or become entangled in the sticky strands: –2 to attack rolls and saving throws, unable to move.

Breaking free: An entangled victim who forgoes other actions may make a **STR CHECK** each round to escape.

Burning webs: Webs can be destroyed by fire in 1 round. All creatures in a flaming web suffer 1d6 damage.

Poison: Causes weakness: **SAVE VERSUS POISON** or –2 to attacks and saves for 2d6 hours.

12. Forbidden Library

Pitch black, musty stench, dust everywhere.

4 rows of bookcases stand in the darkness. Light sources glint off of **coins and jewels** strewn about on the floor. The ceiling is completely shrouded in **ropy cobwebs**.

3 grave spiders (hp: 14, 11, 9) hide in the webs, ready to drop on distracted PCs.

- ▶ **Examining the webs:** Shining a light around the ceiling eliminates the spiders' improved chance of surprise.
- ▶ **Searching the bookshelves:** Hundreds of obscure Crimson Flame holy texts.
- ▶ **Moving the bookcases:** Reveals a trapdoor, leading to a staircase to a corridor to Area 14.
- ▶ **Scattered treasures:** 4,000cp, 1,000sp, 400gp, 4 small amethysts (10gp each), 2 small gold statues of Nibu, sister goddess to Bahal (1,000gp each), 3 gilded silver scepters (800gp each).





13. Pit of Ashes

A **huge hole** gapes in the underbrush. **Rough dirt and stone walls**, adorned with a **ghastly tapestry of ash-coated rags and entrails**, dangling from jutting **charred bones**.

- ▶ **Descending the pit:** 30' deep. At the base is a pile of decomposing, partially burnt corpses, and mounds of ashes.
- ▶ **Searching the corpses:** For each turn of searching, 2-in-6 chance of finding a random treasure (see table below — each can be found once), and 3-in-6 chance of encountering **1d6 rot grubs**.
- ▶ **Secret door to Area 14:** Concealed behind an especially rancid pile of ash.

1. Opal gem (500gp)
2. *Scroll of hold portal, levitate, infravision*
3. 2 vials of holy water
4. *Potion of heroism*

ROT GRUB

Tiny (2" long) maggots that consume living flesh.

AC 9 [10], **HD** 1hp*, **Att** None, **THACO** 20 [-1], **MV** 10' (3'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Neutral, **XP** 6

If touched: Burrow rapidly into flesh, seeking the heart. Cause death in 1d3 turns.

Killing: Applying fire in the first 2 rounds after contact kills the grubs. This inflicts 1d6 damage on the victim. *Cure disease* is also effective.

THE CRIMSON BISHOP

A handsome, stately, elderly man. His face bears an expression of amused contempt. Wears a golden tiara emblazoned with a crimson sun (1,400gp) and a ceremonial robe with demonic embroidery in gold and platinum (2,000gp). Whenever he is struck, demonic features briefly flicker across his face.

AC 3 [16], **HD** 8*** (48hp), **Att** 2 × flaming claw (1d8 + 2) or 1 × spell, **THACO** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Chaotic, **XP** 2,300

Spells: Can cast the following once per day each. Cleric spells: *cause fear, cause disease, finger of death*. Magic-user spells: *fly, wall of fire, animate dead*.

Mundane damage immunity: Can only be harmed by magical attacks.

Formidable gaze: Anyone meeting the Bishop's gaze is weakened for 1 turn (**SAVE VERSUS PARALYSIS** or -2 penalty to attack rolls). Unless averting eyes or using a mirror, characters in melee are affected each round.

14. The Deathless Abode

Unnaturally **chilled**, lit by **cold purple flames** in **silver braziers**. Floor inscribed with **arcane symbols**. The **Crimson Bishop** stands in a circle of candles, chanting as the purple flames dance to his voice. **4 unconscious victims** lie within the circle, at the Bishop's feet, amid a **pile of skeletons**. An **archway** leads south to *Area 15*. Next to it is a small **iron chest**.

- ▶ **Speaking to the Bishop:** He congratulates the PCs for making it this far, and offers them the Cathedral as a secure base, in exchange for their loyalty. If PCs accept the offer, within 2 days all fighters become Sons of Bahal and all others become ghouls.
- ▶ **Attacking the Bishop:** He lets out a hellish scream, and the entire cathedral shudders. **2 Sons of Bahal** (hp: 29, 20—stats on **p.36**) arrive in 1d6 rounds. After 3 rounds, if they are not removed from the circle of candles, the prisoners arise as **4 ghouls** (hp: 14, 13, 9, 8—stats on **p.45**).
- ▶ **Defeating the Bishop:** He dissolves into a noxious cloud of ashes that quickly dissipates. All Knights flee the Cathedral. Years of pestilence come to an end as the Deathless Plague finally lifts. The party receives a 25,000gp reward from local authorities.
- ▶ **In the chest:** 3,500sp, 1,000gp, 35pp, *scroll of haste, remove curse, protection from evil 10' radius, confusion, charm person, scroll of hold portal, levitate, polymorph self*.

15. To the Abyss

Archway opens onto the top of a **giant pit**. Pit walls **glow** a faint blue, providing light. Narrow **spiral stairs** hug the walls and disappear into the distance below.

- ▶ **Whispers:** Coming from below, inviting the party to explore just a little further, promising treasure ahead.
- ▶ **Bottom of pit:** There is none. The stairs and pit continue endlessly. Alternatively, if the referee wishes, this adventure may be expanded by detailing the hellish region at the base of the pit.

GHOULS

AC 6 [13], **HD** 2' (9hp), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25

Paralysis: For 2d4 turns (**SAVE VERSUS PARALYSIS**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



The Ravener's Ghat

BY BRIAN YAKSHA

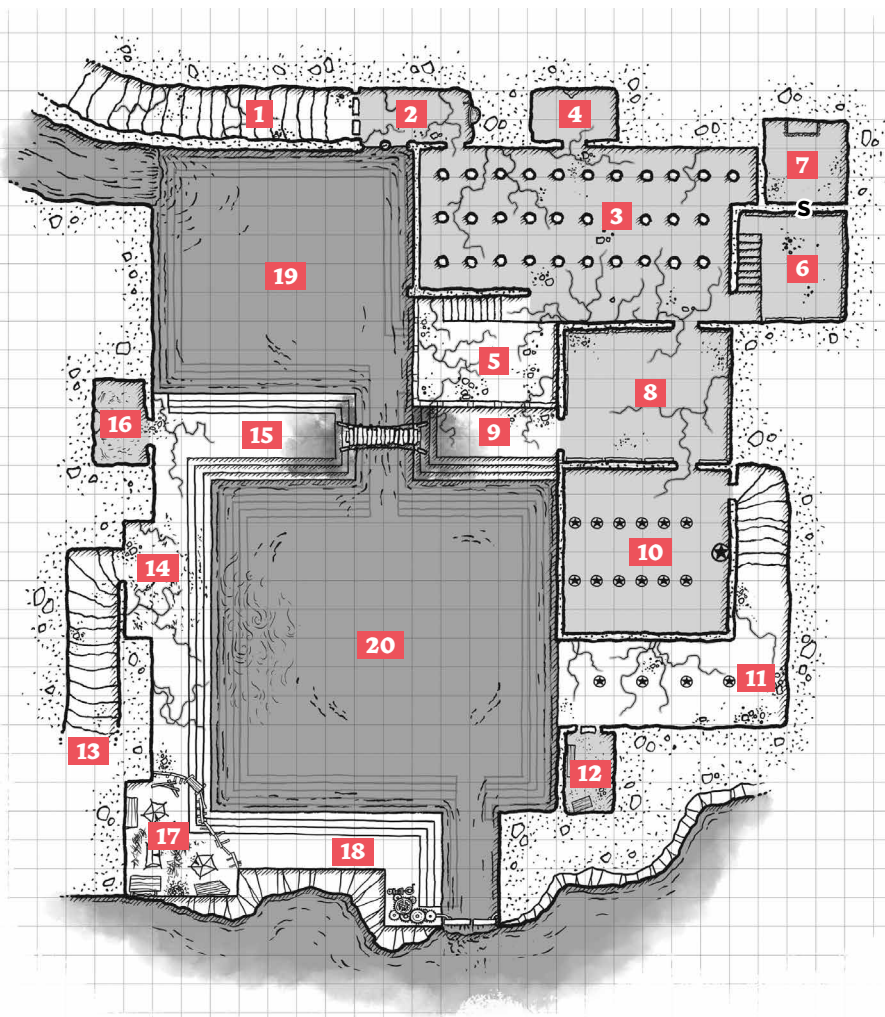
Overlooking a flooded valley sits a temple known as the Ravener's Ghat. For millennia, a learned rakshasa—the Ravener—reigned here as the herald of monsoons, a divine servant of the Monsoon God, attended by pilgrims and pujari.

Fickle dynastic successions on earth and in heaven saw all rakshasas demonized and reduced to man-eaters. The Ravener too fell into cruelty, keeping offerings made to the Monsoon God to slake his own avaricious hunger for exaltation. Jealous of the sun's golden warmth, he shrouded the land in endless monsoon. This displeased the Divine, and by treasonous deeds did the pujari imprison their master in his own temple, severing his left hand and shackling him in the waters of his floods.

The pujari swore to remain in the temple forever as wardens of their former master's prison. For centuries, the place lay beneath a magical veil, hiding it from the eyes of mortal folk. Recently, the slow decay of time finally eroded the veil, revealing the Ravener's Ghat once more—now a ruin, overrun by nature and blighted by the Ravener's accursed presence. Treasure hunters greedily eye the ruin, dreaming of riches, and lesser rakshasas gather, seeking to restore the Ravener to his covetous throne.

An adventuring party may come here for one or more of these reasons:

- ▶ **Loot:** The party seeks the treasures that surely lie undisturbed in this lost place. They may or may not have knowledge of the Ghat's history.
- ▶ **Wisdom:** The pujari Abbott (see *Area 12*) supposedly lives here still, deep in meditation, and the party seeks his wisdom on an urgent issue.
- ▶ **Ravener:** The party has been dispatched by a holy order to prevent the Ravener's awakening, and is aware of the site's history (except for the severing of the hand).



1 square = 10'

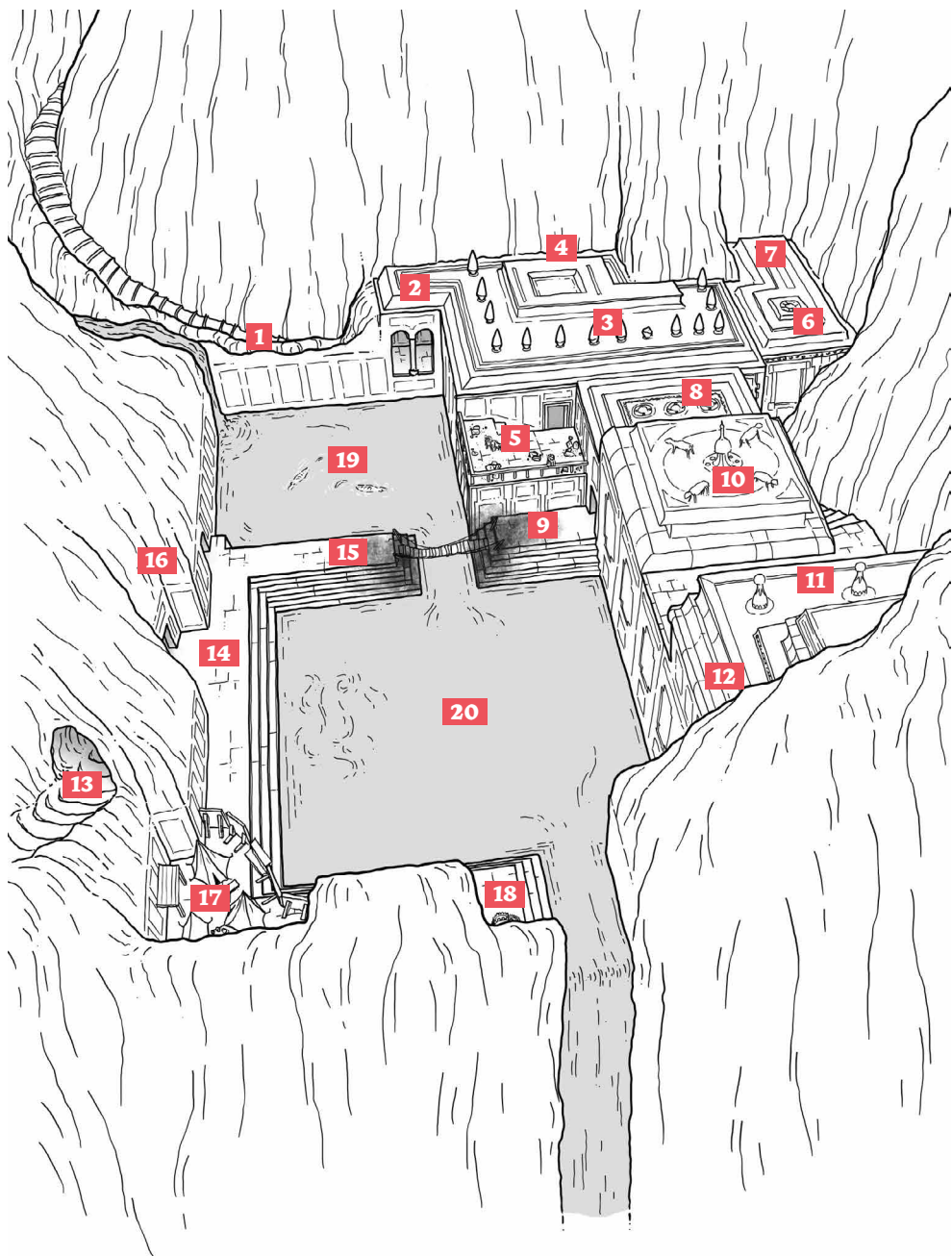
S = Secret Door

Light gray areas = Interior / Unlit

↑N

Random Happenings (1-IN-6 PER TURN)

1. **1d6 treasure hunters** warily looking for plunder.
2. **2d4 falsehoods** creeping along the carved motifs of the walls.
3. **1d8 rakshasa warriors** seeking the Hand of the Ravener.
4. Torrential downpour incurs a -1 penalty to attack rolls and saving throws for 1d6 turns.
5. Furious bubbling and a muffled roar emanate from the Lower Well (Area 20).
6. **2d10 elevated baboons** wandering casually, as if they own the place.



Denizens

THE RAVENER

The rakshasa lord of the Ghat, a fallen servant of the Monsoon God, imprisoned by his own pujari. Shackled and impotent beneath the waters of the Lower Well (*Area 20*), the Ravener longs for revenge.

FALSEHOODS

Shadowy manifestations that emerge from blessed carvings in mockery of the tales they present. Feared by the elevated wildlife, and a horror to the treasure hunters.

TREASURE HUNTERS

Plunderers drawn to the Ghat by greed and a fool's hope for wealth enough to escape their sorrows. They fear the rakshasa warriors, seek to avoid the elevated wildlife, and are haunted by the falsehoods.

ELEVATED WILDLIFE

Drinking the corrupted waters of the Ghat, groups of crocodiles and rock baboons have become "elevated", developing a twisted sentience and the ability to speak. The two forces view one another with contempt. They fear the falsehoods, as some exist in mocking, animal-like forms.



MUMMIFIED PUJARI

Former servants of the Ravener who, at the behest of the Divine, betrayed their master, severed his hand, and imprisoned his mortal form. Sworn to serve the Ravener, they are unable to finally destroy him but remain here as mummified sentinels. Despise the treasure hunters. Enemies of the rakshasa warriors, whom they continue to thwart.

RAKSHASA WARRIORS

Fiends, man-eaters now like the rest of their kind. Drawn to the newly-revealed Ghat, they search for the Hand of the Ravener (see *Area 7*), with which to restore their master to his former power. They are in opposition to the pujari, whom they have unsuccessfully attempted to defeat.

General Notes

ENDLESS RAIN

The area around the temple complex, as well as all temple locations exposed to the elements (*Areas 1, 5, 9, 11, 13–15, 17–20*) are soaked with endless light rain, called down by the Ravener in his incarceration.

ENTRANCES / EXITS

The Ravener's Ghat can be approached via one of the two staircases descending from the cliffs above.

- **Area 1:** Narrow staircase descending from northern clifftop, alongside the waterfall.
- **Area 13:** Wide stairway descending from western clifftop.

CONSTRUCTION

Perfectly fitted sandstone blocks, every surface carved with an intricate profusion of scenes exalting the Monsoon God. Vines and creepers snake throughout. Stairways are eroded and crumbling.

LIGHTING

All indoor locations (*Areas 3–4, 6–8, 10, 12, and 16*) are unlit. Other areas have natural lighting.

Glossary

Antarala: An antechamber between the garbhagriha and a mandapa, often stylized with heavenly motifs to convey transition between the mortal realm and the divine realm.

Garbhagriha: The innermost sacred chamber of the temple, a place where only the ordained are allowed entry. Where the shrine and other directly divine conduits are found.

Ghat: The embankments upon a body of water. A difficult passage upon a mountain. In the case of the Ravener's Ghat, this temple tank is a stepwell, and it serves as both.

Jagati: The raised surface upon which the temple is built.

Mandapa: A ritual hallway, notable for its pillars and the intricate carvings which adorn them. A pavilion from which rituals are performed to a gathered public.

Pujari: One who performs the rites of devotional homage, a priest specialized in rituals making offerings and receiving blessings from the Divine.

Vimana: A structure over the inner sanctum of a temple.



Area Descriptions

1. Cliff Stairs

A worn stone **staircase**, without rail or parapet, descends the basalt stone cliffside. A **waterfall** cascades alongside it, feeding the Upper Well (Area 19) visible below.

- **Gate to Area 2:** The stairs end at a humble, red-painted wooden gate, still bound shut by an ancient bundle of twine. The twine can easily be cut.

2. Pilgrim's Gate

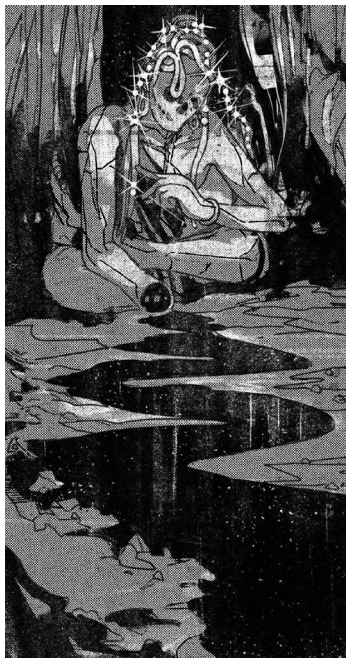
A covered entryway. Overlooks the Upper Well (*Area 19*), through **pillars carved with supplicants** gathering water. Well-worn floor. An **alcove** with a **water pump** and a shallow stone **basin** carved like a tiger's maw.

- **Operating the pump:** If operated by a Lawful character, produces 1d4 measures of holy water once per day.

3. The Grand Mandapa ("Ritual Hallway")

Grand stone temple hall with **elaborately carved colonnades** and **20' high ceiling**. Worn **stairways** ascend to *Areas 5* and *6*.

- **Examining the carvings:** Depictions of monks supplicating to the torrential rains of a Monsoon, their plea answered by a horned king who cleaves the clouds and brings back the sun. The carvings are framed with 120 jade, jet, and amethyst gems (100gp each), impossible to extract without touching the carvings.
- **Touching the carvings:** Any who run their hands over the carvings will be attacked by **8 falsehoods** (hp: 13, 13, 12, 11, 9, 9, 7, 6) of the supplicating monks.



FALSEHOODS

Shadowed manifestations that form upon blessed carvings in mockery of the tales they present.

AC 7 [12], **HD** 2+2*, **Att** 1 × touch (1d4 + strength drain), **THACO** 17 [+2], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35

Surprise: On a 1–5.

Strength drain: Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim dies.

Mundane damage immunity: Can only be harmed by magical attacks.

Spell immunity: Unaffected by *charm* and *sleep* spells.

Restrained: Can only strike within 5' of the carving or mural from which they project.

MUMMIFIED PUJARI

Mummies of crackling, desiccated flesh, nude and slathered in indigo powder, garbed with only a blessed thread and long dreadlocks. Each pujari's dreadlocks are adorned with 50 gold beads (1,000gp total). Sit immobile in meditative postures, but awaken if disturbed.

AC 3 [16], **HD** 5+1*, **Att** 1 × touch (1d12 + disease), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Lawful, **XP** 400

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).

Disease: Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. Can only be removed by magic.

Damage immunity: Only harmed by fire or magic. All damage reduced by half.

Return from death: If killed (Ohp), regenerate and rise again in 2d6 rounds. Can only be permanently killed if the Ravener is destroyed or the **Hand of the Ravener** removed from the temple.

ELEVATED BABOONS

Speak with bickering yaps. Behave like languid nobility.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × club (1d6), 1 × bite (1d3), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 20

Weapons: Wield bones or branches as clubs. (Do not use other tools.)

4. Shrine to the Monsoon God

Cut into the cliff; dank and damp. Carved in the rear wall is an **ancient votive face**, 3' high, smoothed by generations of worshiper's hands. Ossified **offerings of ghee** are slathered over its mouth.

2 mummified pujari (hp: 30, 27) sit beside it in deathless meditation, holding fly-whisks and cups of bright turmeric dye.

- ▶ **Addressing the pujari:** If communicated with respectfully they stir, quietly relating the story of the Ravener's Ghat.
- ▶ **Desecration:** The pujari awaken and attack any who disrespect or desecrate the votive face or themselves.

5. The Baboons' Vimana ("Overlook")

Overlooks the Ghat to the south and west, surrounded by a **stone parapet**.

20 elevated baboons eating fruit, lounging among rubble and their own filth in a mock court. **Murals** on the east wall depict a powerful divine figure, human but with predatory features, sitting in meditation and swallowing the monsoon.

- ▶ **Approaching:** The baboons ignore adventurers unless treated with courtly etiquette. If addressed appropriately, they warn about the dangers of the hypnotic waters in the Lower Well (see *Area 14*).
- ▶ **Searching the rubble:** Hidden beneath is the baboons' hoard: 2,000gp, 1 emerald (1,000gp), 1 star ruby (1,000gp), 1 jacinth (5,000gp), 12 moonstones (50gp each).

6. The Garbhagriha (“Sacred Chamber”) of Profanity

An oppressive cavern **shrine**, reeking of **incense**. Walls covered in **carved reliefs depicting the Ravener and his pujaris** genuflecting before the Monsoon God.

6 mummified pujari (hp: 34, 31, 27, 25, 21, 16—stats on **p.53**) sit in agonized repose, their **left hands removed** at the wrist, dripping with ichorous blood.

- ▶ **Secret door to Area 7:** The reliefs swing back if pushed.
- ▶ **Opening the secret door:** Awakens the pujari. They attack any who attempt to pass through the door without their permission.
- ▶ **Speaking with the pujari:** They state that the PCs may only pass through the door if they accept a holy *quest* (per the spell) to take the evil artifact that lies beyond—the **Hand of the Ravener**—to the Temple of the Sun God where it can be destroyed. .

7. Hidden Altar

Chamber delved into the cliff, **unnaturally cold and humid**. Carved from the rock of the north wall are **a dozen life-sized tigers**, shoulder-to-shoulder, crouching and snarling. A flat altar slab lies across their backs.

Atop the altar sits the **Hand of the Ravener**.

- ▶ **Taking the Hand:** The rakshasa warriors in *Area 10* sense the Hand’s presence and ambush PCs in *Area 3*, hiding behind the columns.



THE HAND OF THE RAVENER

The Ravener’s left hand, bejeweled with fine turquoise, severed from the Ravener when he was imprisoned.

Powers: One who possesses the Hand gains a +2 bonus to **SAVES VERSUS MAGIC**, and can cast the following once per day: *phantasmal force*, *hallucinatory terrain*, *control weather*.

Protection: Falsehoods cannot harm one who bears the Hand.

Curse: Bearer secretly changes alignment to Chaotic and is unwilling to let others (save rakshasas) view or touch the Hand. The Ravener’s servants: Rakshasa warriors will attempt to retrieve the Hand and return it to the Ravener.

Destruction: The Hand is immune to mundane damage. It can only be destroyed in the flames of a sacred site of the Sun God.

ELEVATED CROCODILES

Grin and snap with hissing words. Lazy and cunning, concerned only with feeding.

AC 5 [14], **HD** 4, **Att** 1 × bite (1d8+2), **THACO** 16 [÷3], **MV** 90' (30') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75

Feeding frenzy: Attracted to the scent of blood or violent movement in the water.

8. The Antarala (“Antechamber”) of Butchery

Brutal, artless **carvings** depict the Ravener as a **horned divinity** coveting the sun’s light with outstretched hand. 2-in-6 chance of hearing the **gruff voices of the rakshasas** in *Area 10*.

- **Touching the carvings:** Living flesh blackens and withers, causing 2d4 damage (**save versus spells** to resist). Lost hp can only be cured by *bless* or *remove curse*.

9. The Crocodiles’ Step

A **stone quay** beside the Ghat, where **10 elevated crocodiles** (hp: 22, 18, 18, 17, 14, 14, 11, 10, 9, 6) bask in the rain. The **steps** down to the water are covered in **black mold and ooze**. A make-shift **rope bridge** (constructed by the treasure hunters in *Area 17*) spans to *Area 15*.

- **Approaching:** The crocodiles attempt to trick PCs into providing them baboons (from *Area 5*) to eat, promising to dredge up treasures from the Upper Well (*Area 19*; a lie—there are none).
- **Crossing the bridge:** Encumbered characters (e.g. wearing heavy armor) have a 1-in-6 chance of collapsing the bridge: **save versus death** or plunge into the Lower Well (*Area 20*).

10. Hall of the Rakshasas

A grand hall lined with **12 statues of rakshasa warriors** bowing before a malevolently grinning **statue of the Ravener** on the east wall. **8 rakshasa warriors** (hp: 18, 17, 15, 15, 14, 13, 11, 9) are camped here, **arguing loudly** over the whereabouts of the stolen **Hand of the Ravener** (*Area 7*).

- ▶ **Approaching:** The warriors demand strangers swear fealty to the Ravener before his statue, promising “true power”. Those who refuse are attacked.
- ▶ **Swearing fealty to the Ravener:** Those who do so change alignment to Chaotic and gain immunity to charm effects. They immediately join the rakshasas’ quest for the Hand.
- ▶ **Treasure:** One of the rakshasas wears a silver necklace with inlaid amethysts (1,200gp). On their persons, in total they hold an additional 400gp and 1,000sp.

11. The Ravener’s Precipice

Cliff-face walkway overlooking the Lower Well (*Area 20*) and the roof of *Area 10*. **Four statues**, badly weathered, depict the Ravener as a guardian, learned scholar, warrior, and horned divinity.

- ▶ **Examining the statues:** The left hand of the horned divinity statue contains a hidden niche of 20 golden bangles each affixed with azure gemstone bells (175gp each).
- ▶ **Door to 12:** A stone door in the cliff-face, overgrown with vines. Takes 1 turn to clear.

RAKSHASA WARRIORS

6’ muscular humanoids with varied, horrific visages—roaring bears, sneering imps, salivating boars, grinning bats, and other unrecognizable combinations—all bearing exaggerated expressions of malice, fury, or mirth, and sporting flaming red eyes and outsized pairs of fangs. The contours of their bodies occasionally shimmer and become indistinct. Their semi-corporeality does not interfere with their preferred diet of human flesh. They wield ceremonial pole arms.

AC 3 [16], **HD** 4*, **Att** 1 × bite (1d8 + paralysis), [1 × weapon (1d10) or 2 × claw (1d4 + paralysis)], **THACO** 16 [+3], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 125

Paralysis: For 2d4 turns (**SAVE VERSUS PARALYSIS**). Creatures larger than ogres are unaffected. After paralyzing a target, rakshasa warriors will attack others.

Turning: As accursed spirits, rakshasa warriors can be turned as undead.

Vulnerability: Can be killed by a blessed crossbow bolt.



12. The Abbot's Repose

A hierophant's personal quarters, once resplendent; now permeated by a **miasmic slurry of mold and rot**. The **mummified pujari Abbot** (hp: 35—stats on p.53), his body **desiccated, but immaculate**, sits beside a towering shelf of **mold-covered tomes**. He wears a set of **azure prayer beads** (2,000gp; grants immunity to the paralyzing attacks of rakshasa warriors.)

- ▶ **Crossing the room:** Mold spores erupt, causing 2d8 damage to all within 10' (**save versus breath** to avoid).
- ▶ **Speaking with the Abbot:** The mummified Abbot stirs, pleading for those "pure of heart, bearing the favor of the Divine" to fully drain the wells into the lands below (see *Area 18*) and finally slay the Ravener. He warns (falsely) that any treasures stolen from the Ghat will be cursed.
- ▶ **Tomes:** 54 eldritch tomes, replete with embossed covers, can be rescued from the mold. They contain ornately illustrated folios, ancient rituals, and elucidations of the doings of extra-worldly powers. The right seeker of such knowledge may pay 500gp for each, for a total of 27,000gp.

13. Cliff Stairs

A **broad stone staircase, without rail or parapet**, carved into the basalt stone cliff-side. The reeking **stench** of stagnant water and acrid guano **wafts up** from the platforms and Ghat below.

14. The Jagati (“Temple Base Platform”)

A stone quay, **slathered in guano**, overlooking the vile waters of the **Lower Well** (Area 20). Immediately below the quay edge, the waters **swirl eerily**. **16 giant bats** (hp: 10, 10, 9, 8, 7, 7, 7, 6, 6, 5, 5, 5, 3, 3, 2, 2) roost in the cliffs above and may swoop to attack, if disturbed.

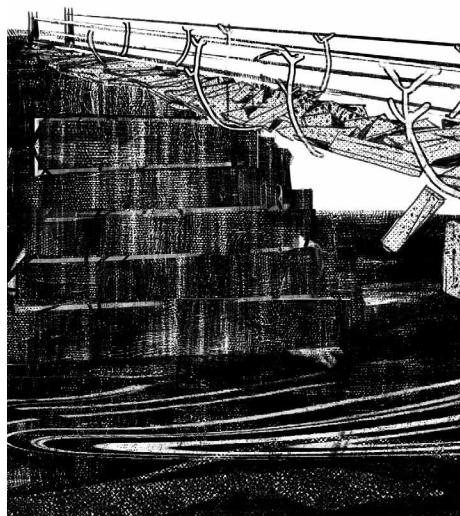
- **Examining the guano:** Footprints in the guano bespeak of passersby stepping or leaping into the water.
- **Peering into the swirling water:** The character must **save versus spells** or be compelled to leap into the water. A PC bearing the **Hand of the Ravener** (Area 7) saves at –2. See Area 20 for effects of falling into the Lower Well.

15. The Tigers’ Step

A stone **quay** beside the Ghat, formed of a single, cyclopean stone carved with worn **depictions of tigers**. The **steps down to the water** are covered in **black mold and ooze**.

A makeshift **rope bridge** (constructed by the treasure hunters in Area 17) spans to Area 9.

- **Crossing the bridge:** Encumbered characters (e.g. wearing heavy armor) have a 1-in-6 chance of collapsing the bridge: **save versus death** or plunge into the Lower Well (Area 20).



GIANT BATS

AC 6 [13], **HD** 2, **Att** 1 × bite (1d4), **THACO** 18 [+1], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20



FALSEHOODS

Shadowed manifestations that form upon blessed carvings in mockery of the tales they present.

AC 7 [12], **HD** 2+2*, **Att** 1 × touch (1d4 + strength drain), **THACO** 17 [+2], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35

Surprise: On a 1–5.

Strength drain: Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim dies.

Mundane damage immunity: Can only be harmed by magical attacks.

Spell immunity: Unaffected by *charm* and *sleep* spells.

Restrained: Can only strike within 5' of the carving or mural from which they project.

16. The Ravener's Shrine

A votive **shrine** cut into the cliff-side, floors carved with worn **depictions of tigers**. An **idol** depicts the Ravener as a horned divinity. Strewn with long-abandoned offerings: coins (350gp, 520sp, 500cp), desiccated **floral garlands**, and **two jars of ghee** (act as *potions of delusion*).

- **Entering:** 5 falsehoods (hp: 14, 14, 14, 10, 9, 5—stats on **p.51**) in the form of distorted tigers manifest from the carvings and spring to attack.
- **Touching the idol:** **Save versus spells** or suffer 1d4 cold damage. Victims witness a vision of the Ravener being cast down from the sky, grasping for the heavens, crashing into the Lower Well (*Area 20*).

17. The Treasure Hunters' Camp

A **camp** of rain-drenched **tents and lean-tos**. Makeshift **barricades** of wood and reed mats ring the edge of the Ghat. **10 treasure hunters** (hp: 6, 6, 4, 3, 3, 3, 2, 2, 1, 1) live in the shadow of the temple.

- ▶ **Camp services:** The treasure hunters will sell standard adventuring gear at twice the normal price.
- ▶ **Knowledge:** If bribed, the treasure hunters may reveal details about the temple. They have entered *Areas 3, 4, 8, 9, 13, 14, 15, and 18*. They are aware of the hypnotic swirl in *Area 14*.
- ▶ **Treasures:** The treasure hunters have recovered a meager hoard of coins (60gp, 200sp) and 12 gold incense burners (150gp each), stolen from *Areas 4 and 8*.

TREASURE HUNTERS

Desperate and greedy folk, drawn by the Ravener's corruption. Prone to violence when the odds are in their favor.

AC 6 [13], **HD** 1, **Att** 1 × weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10

Weapons: Short sword, short bow.



ELEVATED CROCODILES

Grin and snap with hissing words. Lazy and cunning, concerned only with feeding.

AC 5 [14], **HD** 4, **Att** 1 × bite (1d8+2), **THACO** 16 [+3], **MV** 90' (30') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75

Feeding frenzy: Attracted to the scent of blood or violent movement in the water.

18. The Ghat Mechanism

A **huge bronze crank** attaches to the easternmost of 12 **enormous interlocking stone wheels**. The wheels connect to the **hinges** of a wide, **rusting floodgate** holding in the waters of the Ghat. The Ghat's overflow cascades over the gate as a **waterfall**, down to the flooded valley below. **Mosaics** depict the Monsoon God **bestowing a blessing** upon the Ravener, who operates the gate to control the monsoons.

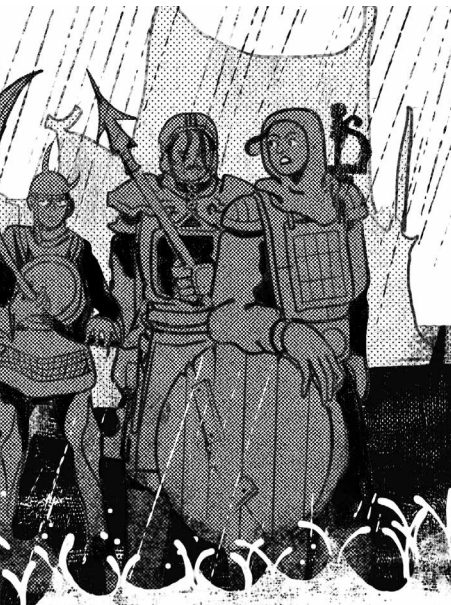
- **Turning the wheels:** Requires a combined STR of 30+ and a *bless* spell. Causes the Ghat to empty entirely with a violent rush into the lands below, sweeping away the **elevated crocodiles** from *Area 19* and revealing the **Ravener** shackled in *Area 20*. He immediately calls out to the PCs, cloaking his form as he does so (see The Ravener, **p.63**).

19. The Upper Well

30' deep, full to the brim with **murky water**. Stepped **sides slick with algae**.

6 elevated crocodiles (hp: 25, 23, 19, 15, 14, 13—stats on **p.55**) make merry in the waters, disregarding any peace or courtesy offered to PCs by their kin in *Area 9*.

- **Entering the water:** The crocodiles attack, seeking to drag an unfortunate swimmer down to the Lower Well (*Area 20*), offering them to the Ravener in exchange for his corrupting blessing.



20. The Lower Well

50' deep, but appears as a **bottomless abyss**, filled with **water as thick as blood**, swirling and viscous. Stepped **sides slick with noisome black sludge**. Invisible from the surface, **the Ravener** is **shackled at the bottom** of the Ghat, amid a mire of sediment

- ▶ **Entering the water: Save versus spells** or panic, thrashing wildly for 1d4 rounds, which draws **1d4 crocodiles** from *Area 19*.
- ▶ **Swimming:** Visibility is only 5' in the thick, swirling waters.
- ▶ **Speaking with the Ravener:** Anyone who descends to the bottom of the Ghat may speak with the Ravener. He is conscious, eternally raging against the treachery of the Divine, but shackled with chains of holy silver, unable to ascend or leave the Ghat. He attempts to charm mortals to retrieve his hand and help him escape his unjust bondage.
- ▶ **Giving the Ravener the Hand:** If the **Hand of the Ravener** (see *Area 7*) enters the water, or if is given to the Ravener after draining the Ghat, the Ravener seizes and reattaches it. He breaks his shackles, bursts from the Ghat in a roaring torrent, and proceeds to butcher any who fail to offer their fealty.
- ▶ **Defeating the Ravener:** The unending rains immediately cease and the sun emerges. The pujari, freed of their mission, crumble to dust. Clean waters gradually sweep the Ghat of corruption, and the Temple is holy again.
- ▶ **Searching the sediment:** See **The Ravener's Hoard**



THE RAVENER'S HOARD

The bottom of the well is thick with centuries of mired offerings:

- ▶ 25,000cp, 20,000sp, 8,000gp, 1,000pp.
- ▶ 4 platinum rings embossed with different faces of the Divine (1,500gp each).
- ▶ 5 black jaspers (1,000gp each).
- ▶ 4 fiery orange topazes (2,500gp each).
- ▶ 3 cloudy blue diamonds (5,000gp each).
- ▶ 9 light green jades (200gp each).
- ▶ 15 large green spinels (200gp each).



THE RAVENER

A 10' tall obscenity of rotting flesh and patches of filthy, blackened fur. Half the skin of his tigrine snout is eroded, his skull, jaw, and fangs exposed in a perpetual snarl of bitter rage. His bottomless yellow eyes radiate utter hatred, vengefulness, and sorrow. He reaches forever towards the sun with his left stump of an arm, calling down only rain instead.

Mundane damage immunity: Can only be harmed by magical attacks.

Spell immunity: Immune to all spells of 1st to 3rd level.

Cloak true form: Can read the minds of those he encounters then cloak his true form with an illusion of a creature or type of person deemed friendly. (If the Ravener is still chained in the Ghat, this power does not conceal the chains.)

Magic-user spells: Without limit: *charm person*, *ventriloquism*, *detect invisible*. Once per day: *levitate*, *lightning bolt*.

Cleric spells: Twice per day: *darkness*, *cause fear*.

Without Hand / Chained

AC 0 [19], **HD** 10** (60hp), **Att** [1 × claw (1d8), 1 × bite (3d4)] or spells, **THACO** 11 [+8], **MV** 0' (0'), **SV** D2 W2 P2 B2 S4 (20), **ML** 9, **AL** Chaotic, **XP** 2,300

At Ohp: If killed while submerged, the Ravener reforms the following day. He can only be killed permanently if the Ghat is drained (see *Area 18*).

With Hand

AC -2 [21], **HD** 16*** (100hp), **Att** [2 × claw (1d12), 1 × bite (3d6)] or spells, **THACO** 8 [+11], **MV** 150' (50'), **SV** D2 W2 P2 B2 S2 (32), **ML** 11, **AL** Chaotic, **XP** 4,200

Energy damage reduction: Half damage from cold, electricity, fire, gas.

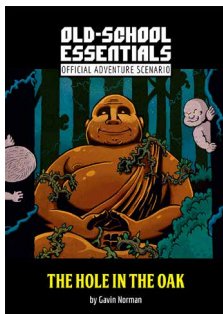
Regeneration: Gains 3hp at the start of each round, as long as alive.

At Ohp: Returns to life with full hit points after 1 turn. Can only permanently be killed if his bejeweled left hand is severed and destroyed.

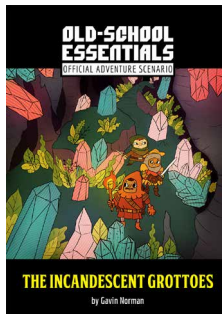
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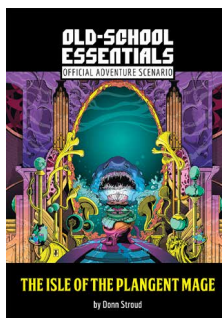
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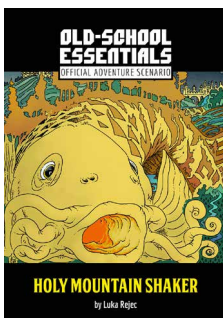
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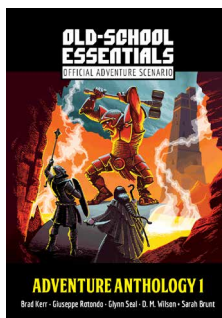
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