

# False

# Petrifier's

# Ossuary



DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

1. The False One: Behind the mask, there is nothing. Still, the mask and cloak are draped over the frame of a massive emaciated humanoid. A long sword extends from beneath the cloak. Pylons hover, crackling with red and white energy. A red liquid flows, swirling in a massive waterfall behind it. Use a mummy with a sword as a basis for the encounter. 1d4 Mien: 1. Curious, 2. Arrogant, 3. Wrathful, 4. Exhausted.

2. A giant spider: He smokes a bone pipe and blinks each of his thirty-six eyes individually. He won't attack unless attacked, but everything he says about the rest of the temple is a lie.

3. The Petrified God (Male Manifestation): Disassembled and fused with the building in a holy ceremony, they can move their mouth, but no sound escapes. When they talk, the stone fingers in room eleven vibrate and curl. If blood is touched to their mouth, it will be absorbed, and the entire wall will rotate up to open the passage. They will mouth hints about this.

4. There are three masks on the wall here. One is helpful, one is spiteful, and the final is dim-witted. Their voices are quiet but clear. They know about one trap, but it will need to be dragged out of them.

5. Below is thick red liquid, it can't be climbed out of without assistance. On the second jump, the first tile gives way. A DEX check here is appropriate for the escape.

6. The doors are heavy, iron and oak, and covered in a thousand years of silent growth. You place the earth-covered talisman against the doors and they open but not without a chorus of groans and screams from the rusted metal.

7. The rope ladder looks tattered but is secure when tested. Below, dim prismatic light emanates from insects that scurry about in clusters. A lit torch will

scare them away. The walls are dry, cold white marble, cut in long perfect slabs, inlaid with precious metals. Eating one of the insect's casts sleep, and then read languages when you awake.

8. There's a pressure plate and a falling stone here. It flattens anyone underneath. Once past that, underground, there is a hidden room, it's cold and damp and there's a scroll in the rear guarded by a hostile ghoul. Scroll reads, "Drink of this my faithful, for it is the blood of a god." If they drink any of the red liquid, check INT or WIS, and cast Flesh to Stone on failure. If they succeed, cast cure light wounds.

9. There's a memory imprinted into this room. A zealous cult and their leader, the False One. They planned their execution of the Petrified God from here, hidden under their nose.

10. There are three empty openings in the marble walls here. They are dusty but recently disturbed. Placing any item worth more than 10 gp in the slots will open the doors in order. Trap, door one, door two. Above door two is a half-petrified dwarf. He's forgotten his name, trapped here in stasis with the petrified god. Only if you have a dwarf in the party, he will give them a +1 Battle-axe named Grunhilda,

11. The Petrified God (Female Manifestation) Much the same as the first encounter, but when touched with blood, the inside their mouth contains a vial of holy water. To the right is the partial hand of a god. The digits tremble.

12. The well of red liquid can be used to flood the worship chamber below. There's a hidden lever on the well to release it. This is the only way to open the chest, which contains gold, at the GM's discretion. The deluge also brings the four skeletons to life.

# The False Petrifier's Ossuary

## Id6 Abandoned Idols

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|------------------------|------------------------------|
| 1. Rough Quartz Frog   | 4. Smooth Granite Wand       |
| 2. Carved Wooden Woman | 5. Tarnished Golden Helix    |
| 3. Sharp Copper Spider | 6. Elongated Fractured Skull |

