

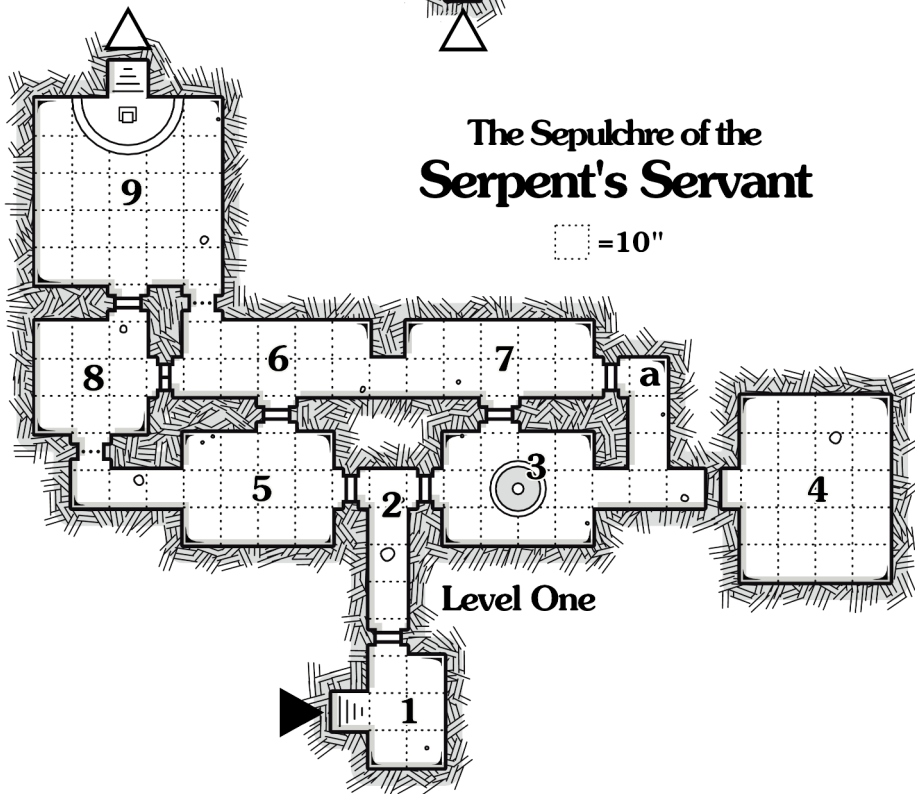
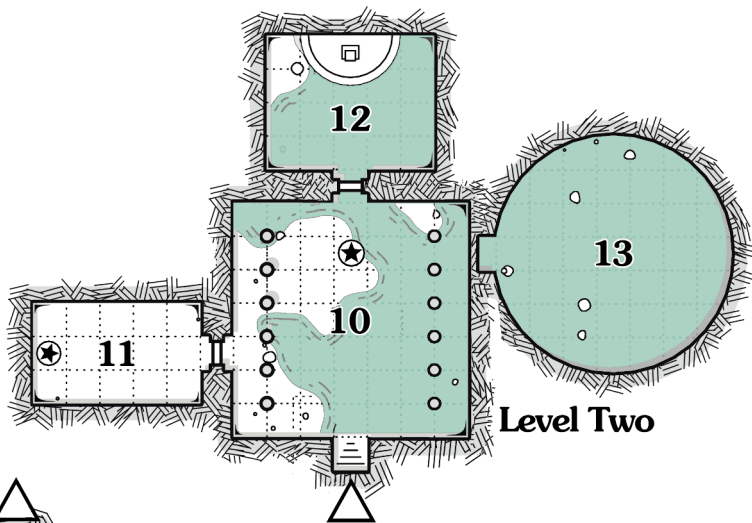
The Sepulchre of the Serpent's Servant

An OSE Adventure

For Parties of 6 - 12 Levels

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

Miles Adams



The Sepulchre of the Serpent's Servant

History: This ancient crypt served as the final resting place of a Serpent Man priest of Ssth. The centuries have not been kind – it has fallen into ruin and been overrun by vermin. Recently a band of outcast goblins have taken up residence in the upper levels of the crypt.

Discovery: The entrance to crypt lies along the edge of a ruined courtyard, surrounded by crumbling mounds of weathered stone blocks that once formed the walls of an temple of Ssth. There are many clear paths leading too and from the crypt. A tracker might identify these as goblin tracks.

General Description:

- **Air/smells:** cool, damp, dank, earthy, musty
- **Behavior:** goblins are cowardly, curious, malicious; everything is hungry
- **Ceilings:** 8', timber rafters, fallen bricks, dangling roots, dripping water
- **Doors:** rotted, water-logged timber doors with bronze fixtures
- **Floor:** black flagstone broken and uplifted by roots, mud, slime
- **Motif:** serpents are worked into door frames, torch sconces, and other fixtures
- **Sconces:** coiled serpents grip standard torches, in every room, all long empty
- **Walls:** dark green stone blocks, buttressed, sagging, collapsed by expanding roots
- **Wandering Monsters:** lingering on level one too long? roll a d6, on 3+ a goblin wanders through...unless they're all dead, of course

Level One

1) A Dark Hole In The Earth

A dark gap beneath the roots of a gnarled tree reveal a muddy stone stairwell.

- **Giant poisonous toad**
- Muddy floor conceals the toad. It surprises on a 3 in 6.
- **North:** wooden door.

Giant Poisonous Toad
AC 7 [12], HD 2* (9 hp), Att 1 bite (1d4 + 1 poison), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 25
Poison: Causes death (save vs poison).

The goblins keep the toad well fed with larva and it will not attack them.

2) Forlorn Passage

Dark, empty. Frogs croaking in the distance.

- **East:** door to #3. Loud croaking can be heard beyond. The door is **stuck**.
- **West:** door to #5. An ear pressed against it will hear voices.

The goblins in room 5 will hear any noise made here.

3) Corrupted Fountain

Eldritch green light emanates from a fountain of stone serpents.

Giant Mutant Frogs (8)
AC 7 [12], HD 1+4 (8 hp), Att 2 talons (1d2), 1 bite (1d4+1), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 15

- **8 Mutant Frogs** linger in, on, and around the fountain.
- The **dim glow** of the fountain provides poor illumination.
- **Fountain:** Four cobras, entwined together. Water pours from their mouths.
- **Corpse (a):** A badly mutilated dwarf.
- **East:** Open passage. **Secret** door to #4, wooden door to #6.
- **North:** wooden door to #6. The door is **stuck**.

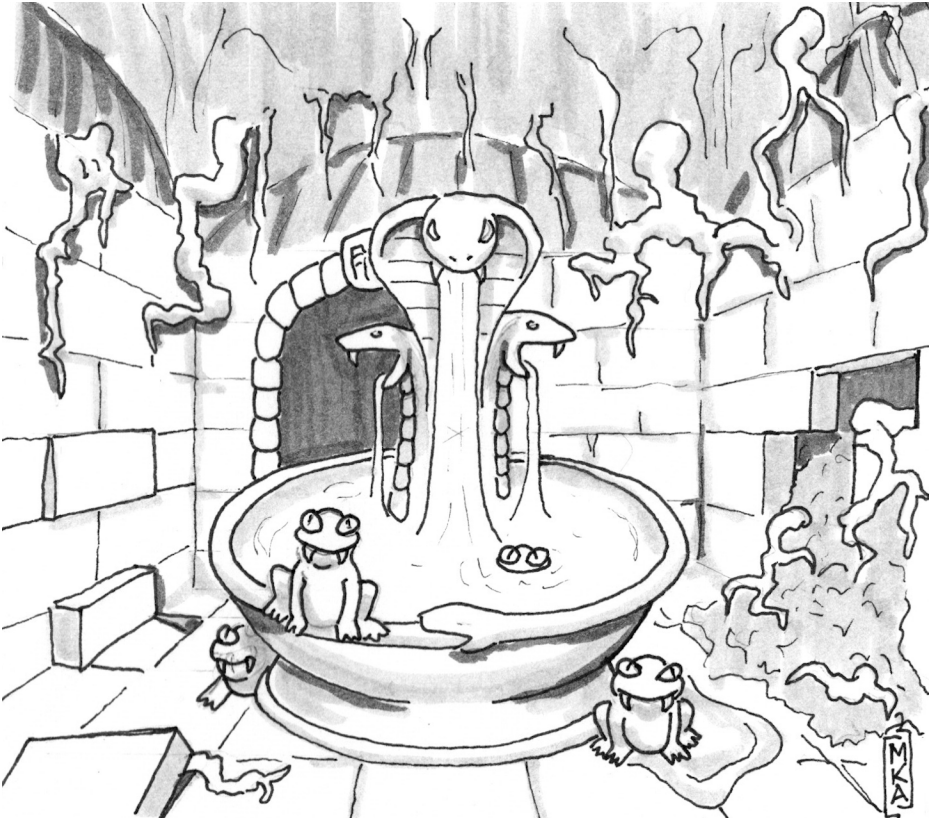
Drink from Fountain, d6:

1. **Rotscale:** The character grows thick, reptilian scales over their entire body. Make a **save vs death**. If successful, treat as **Scaly Hide** (*see below*). If failed, the scales erupt painfully and are diseased, causing the character terrible distress and providing no AC bonus. The character loses 1d3 Constitution and Charisma each day. A *cure disease* spell ends the ability damage but does not restore lost ability points, which return at a rate of 1 point per week of rest.
2. **Poison Fangs:** The character grows needle-sharp fangs and immediately bites themselves (**save vs poison** or die). If they survive, the character gains a poison bite (1d4 + poison, save vs poison or die in 1d6 rounds). Once used, the poison bite cannot be used again for 1d6 rounds. After 24 hours, the fangs fade away and the character gains a permanent +1 bonus to saves vs poison.
3. **Serpent Tongue:** The character's tongue transforms like that of a snake. Can speak to snakes and gains +1 to reaction bonus to reptiles (including serpent men, lizard men, etc.), -1 to reactions from humans and demi-humans. Effect is permanent unless *dispel magic* or *remove curse* is cast.
4. **Scaly Hide:** The character grows thick, snake-like scales over their entire body and gains a +1 AC and a -1 to reactions from humans and demi-humans. Effect is permanent unless *dispel magic* or *remove curse* is cast.
5. **Healing:** The character heals 3d8 hp. Any poison affecting the character is neutralized.
6. **Blessing:** The character gains the effects of drinking a **Potion of Reptile Control**. The effects last 24 hours.

A character may drink from the fountain once. Water removed from the fountain loses its magical properties after 1d3 turns.

Loot the Corpse, d4:

1. **Rotgrubs** (1d4) attack the looter.
2. **Coinpurse:** Contains 2d10 gp and 1d4 50 gp gems.
3. **Hauberk:** The dwarf's **Chainmail Armor +1** remains in good condition.
4. **Battleaxe:** The dwarf carries a **battleaxe +1** of fine dwarven craftsmanship.



4) Hidden Prayer Chamber

The stench of death. Moans in the darkness.

- **3 Zombies** wearing rotting green robes and yellow hoods attack on sight.
- One zombie wears **golden cobra bracers** (120 gp)
- **Ritual Circle:** Inscribed on the floor.
- **Braziers:** Long cold.
- Torches/lanterns reveal **obscene murals** covering the walls.

Loot the Room, d4:

1. Cursed ritual **dagger -1** with a serpentine blade.
2. **Golden amulet** with olive green gemstone (50 gp).
3. Bizarre **ritual tools** crafted from gold (500 gp).
4. A ritual **Dagger of Venom** with a serpentine blade.

Zombies (3)

AC 8 [11], **HD** 2 (9 hp), **Att** 1 x bash (1d8), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Chaotic, **XP** 20, **TT** None

Initiative: Always lose (no roll).

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

5) All Work And No Play

Smoky, fetid, crawling with lice.

- **4 goblins** sharpen weapons and craft arrows.
- An **oil lamp** hangs from the ceiling.
- **Small table:** surrounded by crude stools
- **Spoils:** soiled gear stolen from travelers
- **East:** wooden door to #2.
- **North:** door to #6. An ear pressed against it will hear voices.
- **West:** rusted **gate** barring passage to #8. Small creatures (goblins, etc.) can slip through. Can view into #8.

Check Out the Goblin's Work: A dozen crude arrows, supplies for crafting a dozen more, two short swords, a short bow, a dagger, a whetstone, a boiled frog leg, 3 cups of stale beer.

Search the pile, d6:

1. A **rat** (AC 9, 1 hp) bites you for 1 point of damage. **Save vs poison** or contract a disease that is fatal in 1d6 days.
2. A **coil of rope (50')**.
3. A **bottle of holy water**.
4. A **cold iron long sword**.
5. A **spellbook** containing *Detect Magic*, *Shield*, and *Phantasmal Force*.
6. A **bag of holding** containing 1d4 x 100 lbs of pungent cheese. Even if emptied, the smell clings to anything placed in the bag.

6) Nursery

Warm light. Stench of rot. An acrid smell.

- **4 Goblin Larva** feast on pile of rotting frog carcasses. **2 Goblins** mind them.
- **2 oil lamps** hang from the ceiling
- **East:** locked door to #8.
- **North:** rusted gate barring passage to #9. Small creatures (goblins, etc.) can slip through. Cruel laughter and shrieks of pain can be heard beyond.
- **South:** door to #5. An ear pressed against it will hear voices.
- **West:** **locked** door to #8. Key is long lost.

The Goblins in room 9 hear any noise made here.

Goblins (4)

AC 6 [13], **HD** 1-1 (3 hp), **Att** 1 shorsword (1d6), **THACO** 20, **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5, 1d6 gp

Infravision: 90'

Goblins (2)

AC 6 [13], **HD** 1-1 (3 hp), **Att** 1 club (1d4), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5, 1d4 gp

Infravision: 90'

The goblins will throw larva at the PCs. Treat as splash weapons that deal 1d4 damage.

Goblin Larva (4)

AC 9 [10], **HD** ½ (1 hp), **Att** 1 bite (1 point), **THACO** 20 [-1], **MV** 30' (10'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5

Acid Burst: When killed in melee, the larva makes an attack against its killer's unarmored AC that deals 1d4 damage.



7) Nest

Dark. Roots dangle from the ceiling.

- **Bedding:** Dirty furs lay in piles.
- **East:** wooden door to passage to #3 and #4.
- **West:** Passage to #6. Light and voices from the next room.

Toss the Bedding, d3:

1. A rotting frog leg.
2. 1d8 copper pieces.
3. A rusty dagger.

The Goblins in room 6 hear any noise made here.

8) Cookery

Boiling stew, thick smoke, putrid stench.

- **2 Goblins** prepare mutant frog stew.
- A **wood cook fire** and 2 **oil lamps** barely cut through the thick smoke.
- **Cauldron:** push it over to deal 1d6 damage to someone standing next to it
- **Smoke:** human-sized characters are -1 to hit and AC due to blinding, choking smoke
- **Tables:** against west wall, frog corpses, swamp weeds, strange tubers
- **East:** door to #X.
- **North:** door to #X. An ear pressed against it will hear cruel laughter and shrieking.
- **South:** rusted **gate** barring passage to #5. Small creatures (goblins, etc.) can slip through. Voices can be heard beyond.

Goblins (2)

AC 6 [13], **HD** 1-1 (3 hp), **Att** 1 club (1d4), **THAC0** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5, 1d4 gp

Infravision: 90'

Taste the Stew: Pass a Constitution check or puke your guts out. Why? Why would you do that? That was so stupid. You are really too dumb to survive this.

The Goblins in room 5 hear any noise made here.

9) Pretender on a Throne

Dank, shadowy, an aura of corruption.

- The fat, toadlike **Goblin Chief** lounges on his throne while his **3 bodyguards** torment a **hapless elf**.
- **2 oil lamps** hang from the ceiling
- **Throne:** rises up like a hooded cobra
- **Goblin's booty:** piled around the throne
- **North:** stairwell leads down to #10.
- **South:** door to #8. An ear pressed against it will hear voices.
- **South:** rusted **gate** barring passage to #9. Small creatures (goblins, etc.) can slip through. Voices can be heard beyond.

The Broken Elf: His name is Erdhired and the goblins have broken his hands. He was captured while hunting alone. If rescued and healed he will offer to become a Lawful PC's retainer for room and board (no pay, no share, +1 Loyalty). He considers devoting fifty of his hundreds of years to aiding a human achieve greatness a trivial favor for saving his life. He cannot cast spells or hold a weapon until he has healed. He is subdued while injured, but once healed his natural personality emerges. He is smug and aloof, finding humans amusing, and is free with his critiques. His sword, longbow, quiver and spellbook (contains *magic missile*, *read magic* and *shield*) have been added to Gutrumble's hoard and he will expect them to be returned to him.

Gutrumble's Hoard:

- **gear:** a backpack, a crowbar, a grappling hook, a small hammer, 12 iron spikes, 50' of rope, thieves' tools, a tinder box, and a waterskin
- **goods:** box of slightly moldy tobacco leaves (5 gp, 20 lbs), salvageable giant beaver pelt (125 gp, 60 lbs), cask of wine (20 gp, 15 lbs)
- **treasure:** 983 cp, 267 sp, 23 gp, gems (2 x 10 gp, 1 x 50 gp), gold chalice (25 gp)

The Goblins in room 6 hear any noise made here.

Chief Gutrumble

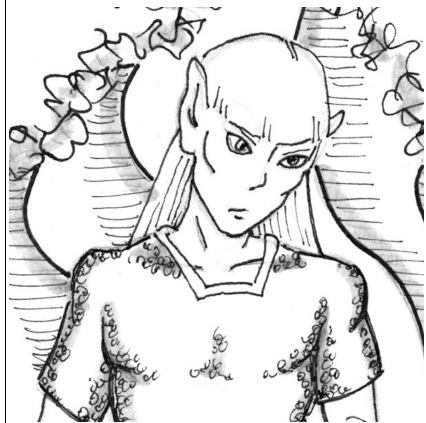
AC 6 [13], **HD** 2 (9 hp), **Att** 1 axe (1d8+1), **THACO** 18, **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Chaotic, **XP** 20, crown (20 gp)

Large: Almost as tall as a man.

Goblin Bodyguards (3)

AC 6 [13], **HD** 1 (5 hp), **Att** 1 knife (1d4+1), **THACO** 19, **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 10, 1d10 gp

Infravision: 90'



Erdhired

AC 5 [14] (chainmail), **HP** 1 (5), **Att** -, **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (Elf 1), **AL** Lawful, **S** 14 **I** 14 **W** 7 **D** 11 **C** 7 **Ch** 10



Level Two

10) Sinking Temple

Dark. Dank. Roots entwine serpentine columns sinking into a muddy mire.

- **Floating Corpse:** a goblin lies face down in the muck
- **Statue:** the four-armed cobra god Ssth strikes a menacing pose
- **Treacherous footing:** slimy, slippery
- **Water:** ankle deep, murky, muddy
- **East: secret door to #13.** Due to water flowing under the door, the chance to discover the door is 2 in 6.
- **North:** passage to #12.
- **South:** stairs leading up to #9.
- **West: stuck wooden door to #11.**

Entering the water: rouses the water weird in room 13. After 2 turns, it enters the room and attacks. The water weird is never surprised. It surprises the party on a roll of 1 to 4. If it fails to surprise the party, the chance of finding the secret door to room 13 increases to 4 in 6.

11) Shrine of the Snake God

Dark. Cold. Musty. Palpable aura of dread.

- **Murals:** broken, faded, depict obscene rites of an ancient snake cult
- **Statue:** broken, fallen, depicts the snake god Ssth.
- **West:** passage to #10.

Study the Murals (Magic User only), d4:

1. **True understanding:** character must **save vs spells** or be affected by a *feeblemind*, which can only be removed by *remove curse*. If the curse is removed the character learns a new spell.
2. **Glimpse of the truth:** The character is affected by *feeblemind* (see above) but regains sanity after 1d6 days and learns a new spell.
3. **Disturbing realization:** the character sleeps but gets no rest (cannot regain spells) for 1d6 days. After the final night of nightmares, the character learns a new spell.
4. **Malign wisdom:** the character learns a new spell

Vermilion Viper
Duration 1 round/level
Range 30'
Serpentine bands of green energy wrap up the target, preventing them from taking actions other than attempting to escape with an Open Doors check. A save vs spells negates the spell.

New spells are determined by the referee. *Vermilion Viper* is presented as possible option. The magic-user has 7 days to record the spell in their spellbook or it is forgotten. It cannot be memorized until recorded in their spellbook.

12) Final Rest

Dark. Decaying majesty. Stench of death.

- A **rotted mummy** in the **regalia of a high priest** of Ssth sits in the throne clutching **the staff of the snake**
- **Treacherous footing:** slimy, slippery
- **Water:** ankle deep, murky, muddy
- **Throne:** rises up like a hooded cobra
- **South:** door to #10.

Touching the staff or regalia: Rouses the rotted mummy and causes it to attack. If the character declares they are snatching the staff roll 1d6 + Dex modifier, if the result is 3+ the character grabs the staff before the mummy reacts. Otherwise the mummy activates and attacks with the staff. The mummy will not pursue PCs beyond this room unless they have the staff.

Regalia of the High Priest: The priests green silk robes are rotted beyond repair, but his jewelry is in good condition, if tarnished. The regalia consists of a circlet in the shape of a gold amphisbaena holding a round cut green sapphire (1200 gp) and a gold broad collar with a snake scale pattern (800 gp).

Staff of the Snake: A hardwood staff capped with a golden cobra head. Once per day the wielder can activate the staff's power and animate the cobra head. It attacks as a +1 magic weapon that deal 1d6 damage.

On a successful strike, the target must **save vs poison** or take an additional 3d6 damage.

13) Spirit of the Serpent

Dark. Swampy. Slithering in the water.

- A dark, muddy **water fiend** forms in the murky swamp water
- **Treacherous footing:** wet, slippery, knee deep, murky, muddy water
- A half dozen **clay urns** lay about, several broken open with coins spilling out
- **West:** secret door to #10.

The Urns: Each urn contains 500 sp. Two of the urns are broken. It takes one character 1d4 turns to gather the coins from each broken urn. Each intact urn weighs 65 lbs and has 3 hp.

Rotted Mummy

AC 3 [16], **HD** 3+1 (15hp), **Att** 1 slam (1d6 + disease), **THACO** 16 [+3], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 75

Abilities: See **New Monsters**

Water Fiend

AC 4 [15], **HD** 3+3* (16hp), **Att** 1 strike (grab), **THACO** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 75

Formation: Takes 2 rounds to form.

Grab: The victim must save versus paralysis or be dragged underwater.

Submerged victims: Each round: suffer 1d4 automatic damage and must save versus death or become unconscious. An unconscious victim dies after 3 rounds.

Resistance to sharp weapons: Only suffer 1 point of damage.

Return from death: If killed (0hp), will reform with full hp in 2 rounds.

Energy resistance: Cold attacks paralyse for 1d3 rounds (no damage). Half damage from fire attacks.

Killing permanently: Only by magic (e.g. dispel evil, purify food and water).

Water-bound: Must remain in water.

Command water elemental: 50% chance of being able to take over command of a water elemental that is within 30'.

New Monsters



Goblin Larva

These creatures are the larval stage of goblins. They grow rapidly, maturing into an adult goblin in 2d6 days if well fed. Goblins have no regard for these creatures and will feed them to monsters to earn their trust or use them as improvised chemical weapons.

AC 9 [10], **HD** ½* (1 hp), **Att** 1 bite (1 point), **THACO** 20 [-1], **MV** 30' (10'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 5, **TT** None

Upon death: The larva explodes. All within 5' suffer 1d4 damage (**save versus wands** to negate).

Thrown weapon: The larva can be thrown as a splash weapon, killing the larva.

Goblin Larva 1d4 Missile (5'-10' / 11'-20' / 21'-30'), Splash weapon

Rotted Mummy

Mummies whose tombs fall into ruin and become waterlogged are prone to rotting. The rot weakens the dark magic that binds them to unlife, leaving them weak and sluggish.

AC 5 [14], **HD** 3+1 (15hp), **Att** 1 touch (1d8 + disease), **THACO** 16 [+3], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 75

Initiative: Always lose (no roll).

Paralyze with terror: Anyone seeing a mummy must **save versus paralysis** (at +4) or be paralyzed with terror. Paralysis is broken if the mummy attacks or goes out of sight.

Disease: Anyone hit must **save vs death** or contract a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.

Mundane damage resistance: All mundane damage reduced by half. Takes full damage from fire and magic.

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).

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