

A mad mage



A cosmic fungal entity



A defiled crypt

They say Ursodiol the Mad was the greatest mind to have ever breached the great Cosmic Void; that he looked beyond the myriad stars and the blackest depths of the hells into the swirling magical protoplasmic morass that is the beginning and end of everything. When they found his corpse, so hideously changed was it that it drove those who saw it to madness and despair. Fearful, they entombed him in the crypt of his forebears and sealed it tight. But little did they know that Ursodiol brought back something with him from his cosmic journey. And it is hungry...

A dungeon crawling adventure of cosmic horror
for characters of 2nd to 4th level



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

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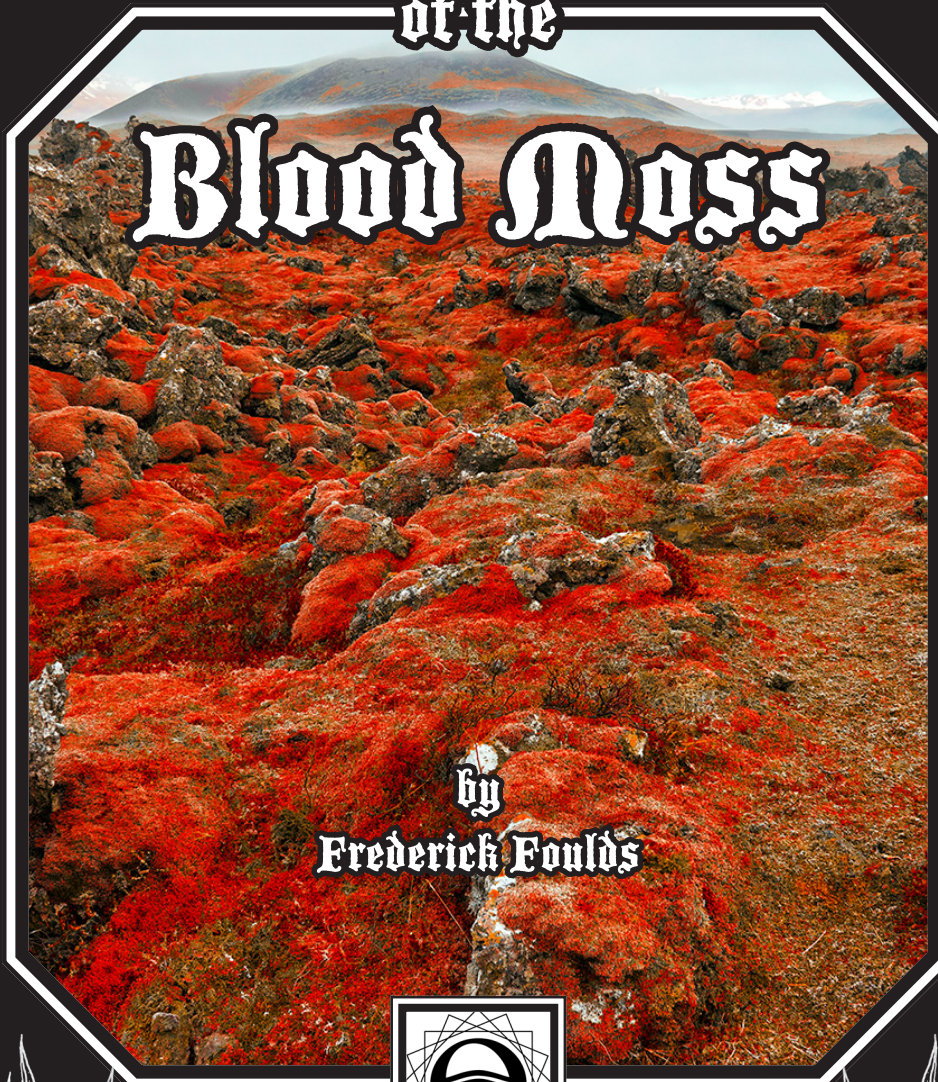
BY FREDERICK FOULDS

OMINOUS CHAPTER OF THE BLOOD MOSS

Ominous Crypt

of the

Blood Moss



by

Frederick Foulds



Oneiromatic Press
presents

Ominous Crypt
of the
Blood Mass

An adventure for Old-School Essentials
& other old-school fantasy roleplaying games

by
Frederick Foulds

OMP001





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Introduction

They say Ursodiol the Mad was the greatest mind to have ever breached the great Cosmic Void; that he looked beyond the myriad stars and the blackest depths of the hells into the swirling magical protoplasmic morass that is the beginning and end of everything. When they found his corpse, so hideously changed was it that it drove those who saw it to madness and despair. Fearful, they entombed him in the crypt of his forebears and sealed it tight. But little did they know that Ursodiol brought back something with him from his cosmic journey. And it is hungry...

Ominous Crypt of the Blood Moss...

...is a short dungeon crawl adventure. It revolves around a foolish wizard who recently journeyed where he should not have and ultimately met his end in a horrible fashion. Unfortunately, he brought back a cosmic hitchhiker with him—the Blood Moss—which is now spreading in search of the mortal experiences it hungers for.

Designed for Old School

This adventure is designed for use with the classic Basic / Expert rules for the original fantasy roleplaying game, and more specifically with the **Old-School Essentials** rules, but can be used with any similar old school fantasy game.

Character Level

This adventure is suitable for around six characters of levels 2–4. As an old-school style adventure, the encounters within can often be considered unbalanced, and the PCs will need apply their wits as well as brawn to win out in the end.

Using this Adventure

This adventure has been written so that it can be run in any campaign setting with little trouble. The referee can place the crypt in any location of their choosing and rename any and all locations, NPCs, deities, etc. as they see fit. Names provided are simply suggestions and allow the adventure to be run as a one shot. It is your game; run it how you like!

Referee's Background

The following provides background information to help the referee run this adventure. Much of this information can be provided to the PCs if they ask the right questions at the appropriate times...

Ursodiol's Ancestry

Ursodiol came from a renowned family whose wealth he squandered. The most famous of his ancestors was G'vane, who was an honourable and just man.

- ◆ **Honourable lineage:** Ursodiol's ancestor, G'vane the White, was a paladin of Meth, goddess of justice, judgement, and the soul.
- ◆ **Valiant beginnings:** G'vane's prowess on the battlefield won great battles.
- ◆ **Respected:** The family became wealthy and influential. At one time they were guests at courts far and wide.
- ◆ **Once friend of the elves:** Rumoured to have gifted them many wondrous items.

G'vane's Crypt

G'vane built a communal tomb for his vassals, who wished to be laid to rest alongside their liege.

- ◆ **Communal resting place:** People of the village have been buried within for years.
- ◆ **Holy site:** The crypt was dedicated to Meth and D'yirs, the god of death, the body and surgical precision.
- ◆ **Well protected:** Wary of tomb robbers, G'vane ensured that those who would desecrate the dead were deterred.

Ursodiol the Mad

Ursodiol was a descendant of G'vane the White and a lowly mage of grand ambition. He recently sought to enhance his magical abilities by looking upon the Cosmic Void and paid the ultimate price for it.

- ◆ **Overshadowed:** He sought to better himself so that he could become a hero like his ancestors.
- ◆ **Ill repute:** Feared due to his meddling in things not meant to be known. Earned him the epithet "the Mad".
- ◆ **Death:** Looking into the Cosmic Void left him twisted, broken and dead.
- ◆ **Hastily buried:** His corpse was entombed in the family crypt.
- ◆ **Cosmic hitchhiker:** A strange entity used his neural connective link with the Cosmic Void to hitch a ride to our dimension.

The Cosmic Void

The magical protoplasmic morass that lurks in the space between all realms and planes. Equally enticing and extremely dangerous.

- ◆ **Cosmic soup:** Said to be the end and beginning of everything. It both spawns and destroys life. Home to various cosmic organisms beyond understanding that seek to experience the mortal realm.
- ◆ **Magically unstable:** A font of supernatural energy believed to be able to greatly expand cosmic knowledge and magical workings. Extremely dangerous.
- ◆ **Planar fluidity:** It both exists and does not exist in the bridge between planes. Gazing into the Void establishes a neural connectivity that allows its knowledge and inhabitants to traverse the interstices using the viewer as a conduit.
- ◆ **Sanity rending:** Constantly in flux to the point that the mind cannot comprehend it for long. However, it is impossible to look away once witnessed.



Strange Omens

Following Ursodiol's burial, the villagers witnessed strange occurrences around the crypt.

- ◆ **Mournful cries:** Noises have been heard to issue from the crypt, as if someone moaning in anguish.
- ◆ **Restless dead:** Some claim that Ursodiol's folly has led the dead to be disturbed.
- ◆ **Sealed:** Fearful of these omens, the local villagers sealed the tomb and threw away the key.
- ◆ **Weeping stones:** Recently, there have been rumours that the sealed entrance now weeps blood.

A Mysterious Plague

With the unusually high summer floods, an ominous malady has sprung up and begun to affect the villagers.

- ◆ **Discoloured waters:** The river runs the colour of dried blood and the waters taste foul.
- ◆ **Memory loss:** Those who are sick descend into an amnesiac fugue as their memories are devoured and their minds dissolve.
- ◆ **Burning the bodies:** Fearful and lacking any other means of burial, the villagers dispose of the dead on funeral pyres.

So, What is happening?

When Ursodiol looked into the Cosmic Void he unwittingly brought back a hitchhiker—the Blood Moss. As it feeds on the memories of others, it grows stronger and more intelligent. It has fed on Ursodiol's mind and used his body as an incubation chamber to grow. It now infests much of G'vane's crypt, but the recent high floods have swept through the tomb and so brought some of the creature's spores into the village by way of the river. Thus, the strange plague has started.



The Blood Moss

Blood Moss is an extradimensional protoplasmic mycelial network of nanofibers that feeds on consciousness and hungers for the experiences of sentient beings. While it can do little to defend itself directly other than infesting a potential host with its spores, as its intelligence increases it gains powers that allow it to animate nearby objects and reanimate corpses for defence. It is especially fond of devouring magic and can absorb the ability to cast spells. It seeks to spread itself in search of intelligent creatures to absorb their memories and thus experience everything the world has to offer.

Blood Moss is divided into two types—nodes within the mycelial network and the creature's core. For the purposes of game rules, these are treated as two separate entities.

Blood Moss

A blood red mat of fungoid strands that clings to walls and ceilings. Constantly drips a thick and sticky slime the colour of dried blood that stains everything. A single network of Blood Moss is formed of a larger core and various smaller nodes.

- ◆ **Nodal creature:** Each infested area (room or corridor) counts as one “individual” Node in the network.
- ◆ **Damage immunity:** Unharmed by all mundane attacks except fire and acid (a burning torch does 1d4 damaged). Magic and magical items affect it as normal.
- ◆ **Spell immunity:** Immune to mind affecting or mind reading spells (e.g. *charm, hold, sleep*).
- ◆ **Ensnaring grasp:** 50% chance on hit to ensnare its target in its sticky mycelial network. Treat as *web* spell. Further attacks against an ensnared individual automatically hit. Only one individual can be ensnared at a time.
- ◆ **Mental acid:** **Save versus death** or become infested with spores. Infested individuals permanently lose 1d2 intelligence each day. Once an individual's intelligence reaches zero, they die and a new Node will grow from the corpse. Spells such as *cure disease* will cure an infested individual.

- ◆ **Magic consumption:** Arcane spellcasters have a 25% chance of forgetting one random prepared spell each time they lose intelligence due to the Blood Moss' mental acid. Spells forgotten are absorbed and can then be cast by any part of the Blood Moss network. Where necessary, spells are cast as if by a caster of a level equal to the Core or Node's HD. Each absorbed spell can only be cast once per day by the entire network.
- ◆ **Reanimate:** 25% chance of reanimating any nearby corpse to defend it if attacked. Reanimated corpses do not count as Undead.
- ◆ **Regrowth:** Will regrow at the rate of one node every day until the Core is destroyed.

Blood Moss (Node)

AC 8 [11], HD 2**** (8hp), Att 1 x tendrils (1d6 + mental acid) [ensnaring grasp], THAC0 18 [+1], MV 0, SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 40

- ◆ **Ensnaring grasp; Mental acid; Magic consumption; Reanimate; Regrowth:** See main entry.

Blood Moss (Core)

AC 8 [11], HD 5**** (31hp), Att 1 x tendrils (1d6 + mental acid) [ensnaring grasp], THAC0 15 [+4], MV 0, SV D10 W11 P12 B13 S14 (5), ML 12, AL Neutral, XP 675

- ◆ **Ensnaring grasp; Mental acid; Magic consumption; Reanimate; Regrowth:** See main entry.

For the purposes of this adventure, the Blood Moss will only attack in defence of itself, preferring to send its animated minions to do its work for it. It only attacks directly where the text states it should, in response to an attack by the PCs or when a random event is rolled. To keep the tension high, limit its interactions with the PCs until they have advanced into the crypt and their sense of unease is ripe—after that point, feel free to have the Blood Moss harry them with its intent to spread its spores far and wide...



Hooks

A Plea for Help

- ◆ A ragged and bedraggled stranger staggers into the town the PCs are currently stopped at.
- ◆ They claim to be from a nearby village suffering from a curse; a strange plague is killing the villagers slowly.
- ◆ The plague affects the mind, leaving sufferers listless and wandering aimlessly before they die.
- ◆ The village beseeches anyone who will aid them and promises to pay them all the gold they can (500gp in various low denomination coinage) for their help.

A Bond of Blood

- ◆ The village is the home of one of the PC's relatives.
- ◆ They write to them of the plague that the village is suffering from and, knowing of their adventurous deeds, request that they endeavour to come and aid them.
- ◆ They promise the PC an early inheritance should they agree. It is left up to the referee to decide what this should be, but good options are always money and/or magic items.

A Dangerous Bargain

- ◆ One of Ursodiol's competitors, a fellow student of the Cosmic Void, has heard of the mad mage's death.
- ◆ They know that Ursodiol had a magic item that he had been using in his experiments (the *Crystal Tesseract* in the Ancestral Crypts; see [page 43](#)).
- ◆ They promise a reward of 5000gp for bringing this item to them.
- ◆ The caveat is that the Crystal Tesseract is potentially highly dangerous and probably the cause of the Blood Moss existing in this reality. The PCs must decide if they will uphold their end of the bargain (with suitable outcomes and further adventures if they do!).

The Village

The village can be any small hamlet of the referee's choice, though it should be located on a river. If you need it, the following table of random villages can provide some inspiration.

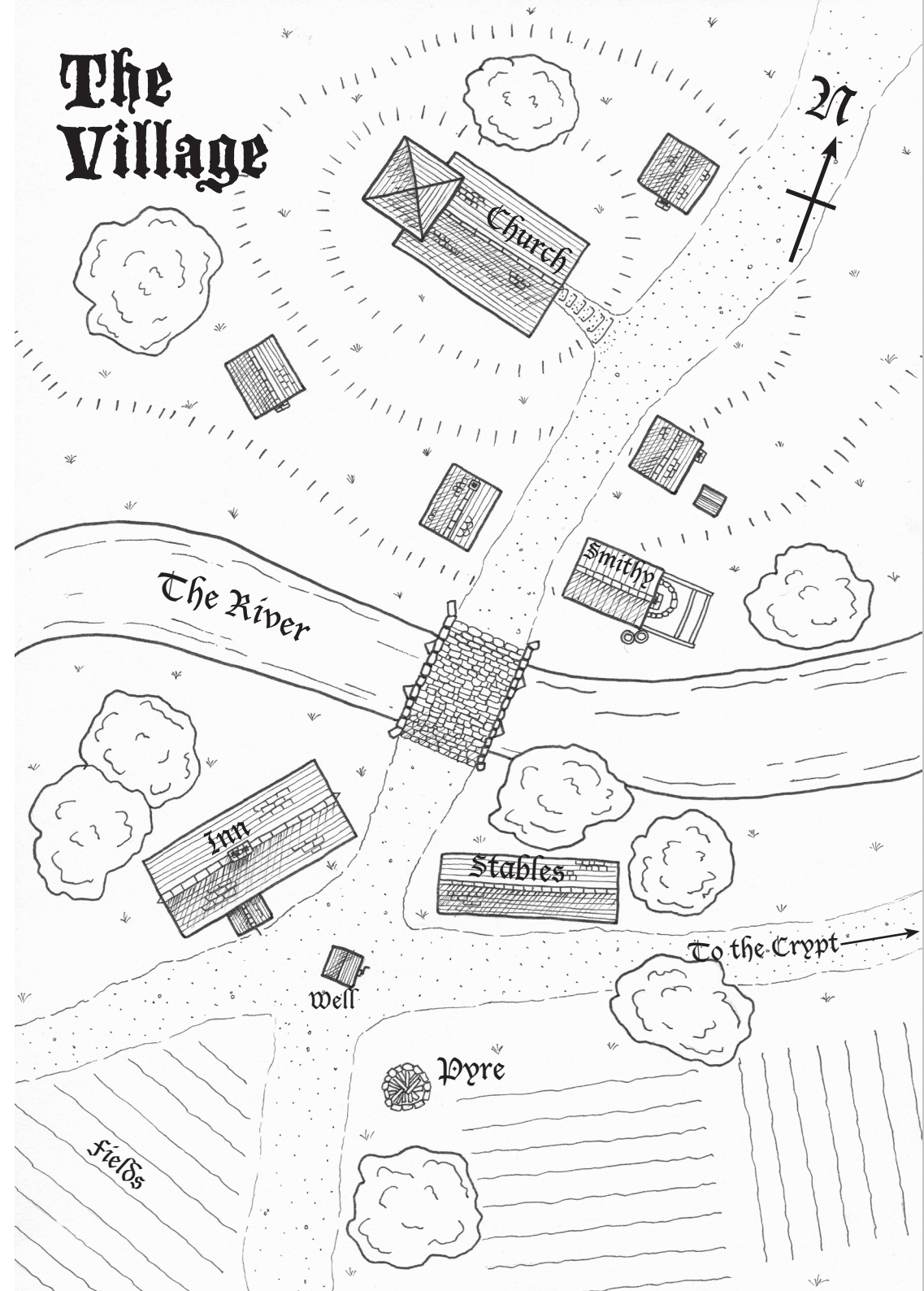
Random Villages (roll 1d6)		
Roll	Name	Details
1	Thorncairn	A desolate village punctuated by dusty roads and coarse scrubland. The thorns of a local plant are used to produce gloom mist, a deadly toxin prized by assassins.
2	Blackwater	A fishing village, known for its catches of the mollux fish, favoured by the wealthy, though they buy it for a pittance.
3	Orsart	A place surrounded by fertile fields that supplies produce far and wide.
4	Pineacre	A tiny hamlet located deep within the pine woods of a secluded vale. The inhabitants spend long days logging the massive trees.
5	Dawngate	A site of holy pilgrimage, where occasional travellers come to visit a sacred shrine to D'yirs.
6	Stonemire	An outpost situated on unstable, swampy peatland. They cut the peat for fuel, which is in great demand for its ability to burn long into the night.

Upon arriving, the PCs will be met by sickly looking villagers who eye them with suspicion. If the PCs convince them they are here to help, or prove themselves by dealing with the corpses that rise from the burning pyre of bodies lost to the plague, the villagers will beseech them for aid.

Fields of Dying Crops

Sickly looking (the colour of ash). **Withered** (bent and gnarled).

- ◆ **Touching:** Crumbles to dust.
- ◆ **Tastes:** Sour and rotten.



The River

Swollen (ready to bust its banks). **Discoloured** (looks like old blood).
Rank (smells foul and tastes worse).

◆ **Drinking:** Treat as the Blood Moss' **mental acid**.

The Villagers *(2d6 inhabitants who wander to and fro)*

Gaunt (thin and tired). **Hungry** (will beg for food). **Amnesiac fugue** (1d6 sickest are aimless and forgetful).

◆ **Reaction:** Ask the PCs to aid them. If they agree will take them to the **Priest**.

◆ **Blames:** Ursodiol for cursing them through his folly.

◆ **Believe:** That there is a hidden vault of elven treasures within the crypt.

◆ **Possessions:** Little of value. Their combined wealth amounts to some 500gp in small denomination coins that they will promise to pay as a reward.

◆ **Combat stats:** Treat as normal humans.

Priest of D'yirs

Clad in black (hooded vestments). **Adorned with skulls** (gleaming gold and silver). **Aged** (skin like parchment pulled over a skeletal frame). **Old scar** (burn from acid across hands).

◆ **Reaction:** Divined that the PCs would come.

◆ **Knows:** The villagers threw away the key to the crypt in their haste and G'vane ensured his tomb was well protected against tomb robbers. Will provide this information freely if the PCs convince him they are not simple thieves.

◆ **Wants:** PCs to break whatever curse is on the crypt and sanctify it once more. Will give them his *Ring of Protection +1* if they succeed.

Priest of D'yirs (Level 3 Cleric)

Elderly devotee to the god of death.

AC 7 [12] (leather armour + ring), **HP** 14, **Att** 1 x sling (1d4) or 1 x spell, **THAC0** 19 [0], **MV** 60' (20'), **SV** D11 W12 P14 B16 S15 (1), **AL** Neutral, **STR** 12, **INT** 12, **WIS** 13 **DEX** 9, **CON** 12, **CHA** 9.

◆ **Name:** Canthus.

◆ **Spells:** *purify food and water, cure light wounds (cause light wounds).*

◆ **Items:** *Ring of Protection +1*

The funerary Pyre

Piles of bodies (blackened and burning). **Charnel smoke** (thick and cloying). **Foul stench** (of burning corpses).

◆ **Reaction:** As the PCs arrive, three **Blood Moss Zombies** suddenly reanimate, flailing around while on fire. They attack those tending the pyre until the Blood Moss animating them burns up (in 1d3 rounds).

◆ **If the PCs help:** The villagers will be immediately grateful. Their reaction to the PCs is as if a 12+ (Friendly, helpful) was rolled on the reaction table.

Flaming Blood Moss Zombies

Reanimated corpses of the recently deceased, brought back to life to do the whims of the Blood Moss. Currently aflame!

AC 8 [11], **HD** 2 (6, 7, 9hp), **Att** 1 x claws (1d8), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 25

◆ **Guardians:** Attack on sight

◆ **Initiative:** Always lose (no roll)

◆ **Spell immunity:** Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).

◆ **On fire:** 1-in-6 chance of inflicting 1d4 additional fire damage on hit. The Blood Moss animating the zombies will burn up in 1d3 rounds, at which point the bodies collapse and cease attacking.

Into the Crypt

The entrance to the crypt stands some distance away from the village, burrowed into a craggy hillside next to the swollen river.

Random Events (1-in-6 chance every two turns)

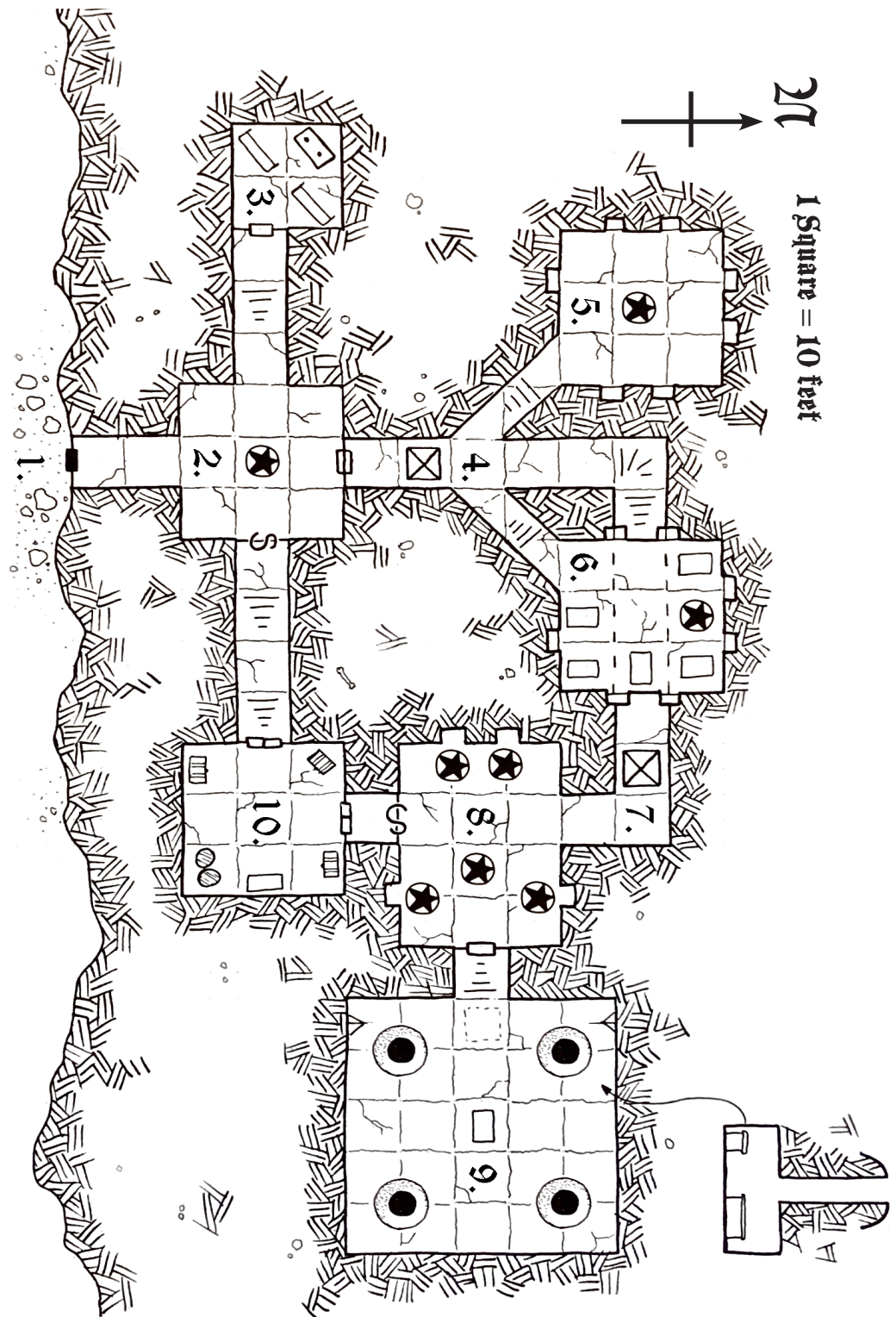
- 1 A fell wind blows through the nearby trees as dark clouds form overhead. Branches clack and creak like old bones. Torches gutter and risk being snuffed out (4-in-6 chance; 2-in-6 for lanterns).
- 2 The sounds of mourning echoes around the walls of the crypt. When the sound is followed, it seems to emanate from beyond the iron door in the Grand Entrance Hall.
- 3 **1d3 crab spiders** creep into the crypt in search of shelter from the flood waters.
- 4 A ghostly spectre of the disturbed dead, silver and translucent, appears and walks through a random PC (**save versus paralysis** or suffer 1d4 cold damage). If the PCs attempt to question it, the ghost will turn and point toward the Grand Entrance Hall and its iron door before vanishing as if blown away on the wind.

Crab Spider

5' long hunting spiders that can change their colour to match their surroundings.

AC 7 [12], **HD** 2* (6, 8, 14, hp), **Att** 1 x bite (1d8 + poison), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25

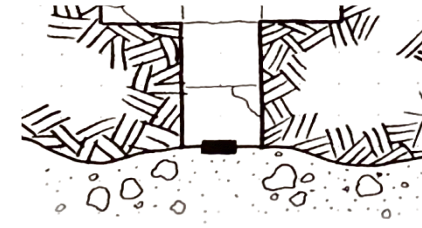
- ◆ **Ambush:** Attack by dropping on victims from above if not noticed.
- ◆ **Surprise:** On a 1-in-4, due to camouflage.
- ◆ **Cling:** Can walk on walls and ceilings.
- ◆ **Poison:** Causes death in 1d4 turns (**save versus poison** with a +2 bonus).





1. Sealed Passage

Hewn into solid rock, this sealed archway marks the entrance to G'vane's crypt.



Bricked Up Arch

Sealed (with rough stone and rubble). **Shrouded** (by withered, sickly vegetation). **Stained** (the colour of dried blood). **Small hole** (where several stones have come loose). **The river** (runs by the crypt's entrance).

◆ **Clearing the rubble:** Takes 6 turns of careful work. Each PC can reduce this by a number of turns equal to their STR bonus (to a minimum of two turns).

◆ **Breaking through:** Requires a successful Open Doors check. Noisy— attracts the **Giant Rats** from the Grand Hall.

Passageway

Slimy (slick underfoot). **Silent** (like the grave). **Dank** (disturbingly cold and musty).

◆ **If examined:** Tide marks can be seen on the walls as if a great deal of water had flowed into (and out of) the crypt.

2. Grand Entrance Hall

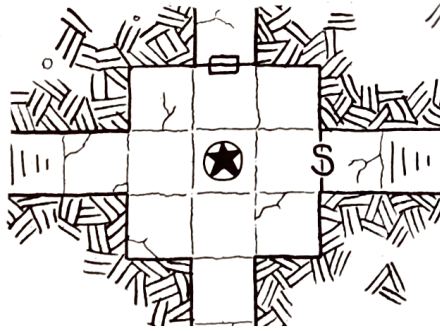
Grandly decorated, a statue of G'vane stands in silent judgement of those who approach, whether they are here to mourn or to gain passage to the Great Beyond.

Atmospherics

Damp (walls and floor). **Smells** (of damp fur and mould).

Decor

Grand (20' high rib vaulted ceiling carved with painted oak leaves). **Stone owls** (stand at each corner, quietly staring). **Lined with tapestries** (faded and mouldering). **Cracked flagstones** (cover the floor).



White Marble Statue of G'vane

A grizzled knight (hand resting on a sword). **Clad in armour** (of polished bronze). **Beckoning** (the dead to their final rest). **Plinth** (3' round and 1' high).

- ◆ **The sword:** Carved in marble and driven point first into the ground. The pommel is inlaid with a ruby (worth 250gp), which is trapped.
- ◆ **Trap:** If sprung, releases a gas. **Save versus spells** or flee as if under the effect of *cause fear*.
- ◆ **The armour:** is engraved with two owls sitting in an oak tree.

Iron Doors

Decorated (with two owls sitting in an oak tree). **Family motto** (engraving illegible due to rust). **Locked** (tight against thieves). **Coated in sticky red threads** (that encroach through every gap and crevice). **Red staining** (across the nearby flagstones).

- ◆ **Picking the lock:** Incurs a -10% penalty due to the rusted nature.
- ◆ **Breaking the hinges:** Requires a successful Open Doors check. Immediately roll for an encounter on the random events table on [page 26](#).
- ◆ **Cleaning:** Taking the time to scour away the rust will reveal the family

motto “Strength, Wisdom, Knowledge”, which is required to access the Treasure Vault safely (see [page 40](#)).

5 Giant Rats

4' Long (from nose to twitching tail). **Starving** (ravenously hungry). **Matted fur** (black and grey). **Red eyes** (gleam in torchlight). **Smells** (of damp).

- ◆ **Reaction:** Disturbed by noise and will hungrily attack.

Stairs

Ascend 10' (up towards the Mourning Chapel). **Well-trod** (worn smooth through use). **Grimy and stained** (at the lower end).

Secret Door (to Room 10)

- ◆ **Locating:** Requires a successful find secret doors roll.
- ◆ **Investigating:** The oak tree on the statue's armour has a small indentation within a knot on its trunk. Inserting Ursodiol's ancestral signet ring into this unlocks the secret door (see [page 39](#)). Cannot be picked, but magic (e.g. *knock*) will work normally.

Giant Rat

Black and grey furred, disease ridden vermin.

AC 7 [12], **HD** ½ (1, 2, 3, 3, 4hp), **Att** 1 x bite (1d3 + disease), **THAC0** 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.
- ◆ **Attacking in water:** May swim without penalty; excellent swimmers.

If you would like to add more flavour to diseases when using this adventure, then use the following table:

Random Diseases (roll 1d4)

- Seeping Gout:** The victim is wracked by fever, coughing and frequent bouts of dysentery. Apothecaries recommend the consumption of vile herbal remedies, blood pudding to 'balance the humours' and rubbing vile rendered fats into the afflicted areas both day and night. **Incubates** for 1d10 days. **Lasts** for 2d8 days, then recover.
- Crypt Fever:** Food will not stay down leaving the victim weak and delirious. Common cures include bleeding with leeches, sweating in steam filled rooms and a diet of grey clays mixed with opiates. **Incubates** for 1d20 days. **Lasts** for 2d4 days, then recover.
- Dream Seisures:** The victim drops into a catatonic state and experience wildly hallucinogenic nightmares. They must be fed and cared for by others or waste away. Occasionally, victims are wracked with seizures that cause them to thrash around, injuring themselves and others. **Incubates** for 1d8 days. **Lasts** for: 2d6 days, then recover.
- The Great Misery:** Starts with the development of an itchy red rash that spreads across the body. Within days, suppurating sores appear that constantly weep. Necrosis sets in and the victim drowns in their own bodily fluids. Most recommend the dead be burned to reduce chances of it spreading. **Incubates** for 1d6 turns. **Lasts** for 1d6 days, then death.



3. Mourning Chapel

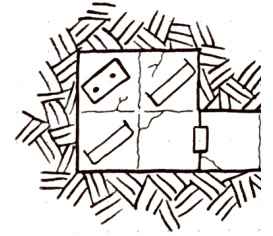
A small chamber of religious respite, where bodies were brought to be viewed before being entombed in the crypt proper.

Wooden Pews

Warped and split (damaged by water).

Tapestries

Water damaged (around their base). **Thick with mould** (growing up from the ground). **Faded** (depictions of D'yirs and Meth).



◆ **Touching the tapestries:** Releases a cloud of spores. Those within 10' must **save versus poison** or descend into fits of coughing for 1 turn (-1 penalty to all attack rolls and ability checks).

Stone Slab

Large (enough to accommodate a body). **Carved** (with scenes of death and mourning).

◆ **Searching:** Reveals a tarnished silver idol of D'yirs fallen behind the slab. Worth 50gp if cleaned and polished. Removing it from the crypt curses the taker to age one year each day until the idol is returned.



Beyond the Iron Door

The Blood Moss has not, as yet, encroached beyond the locked iron door that forms the entrance to the crypt proper. Behind that portal, however, it grows thickly and unabated.

Atmospherics within the Crypt

Unless otherwise stated, the inside of the crypt should be described as follows:

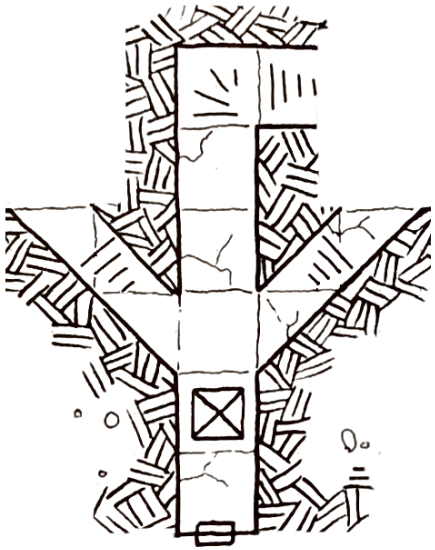
- ◆ **Doors:** Wooden with iron bands. Unlocked.
- ◆ **Corridors:** 10' high with barrel vaulted ceilings.
- ◆ **Floors:** Cracked stone flags.
- ◆ **Rooms:** 15' high with delicately carved rib-vaulted ceilings.
- ◆ **Air:** Musty and stale.
- ◆ **Sounds:** Silent but for constant dripping.
- ◆ **Walls and ceilings:** Sticky threads interweave, coating the walls and ceiling with a thick mat of red tendrils. Unless stated otherwise, treat every location as if it contains a node of Blood Moss (see [pages 10–11](#)).

Random Events *(1-in-6 chance every two turns)*

- 1 Sticky fluids drip from the ceiling, coating a random PC's clothes and equipment in blood red ooze that leaves rusty stains. Anyone touching it suffers -1 to attack rolls until it is washed off.
- 2 **1d3 Blood Moss Skeletons** patrolling the silent halls of the crypt. They attack immediately.
- 3 Water suddenly gushes through the wall! Nearby PCs are struck by forceful dislodged masonry (**save versus breath weapon** or take 1d6 damage).
- 4 The silence of the crypt is briefly broken by a scraping noise, as of something dragged over stone. If the PCs investigate, the Blood Moss appears to have moved or grown thicker here.
- 5 The sound of a man weeping echoes throughout the crypt. If the PCs attempt find its source, it appears to originate from the direction of the Hall of Remembrance.
- 6 The Blood Moss attacks. It first attempts to trap a random PC using its ensnaring grasp ability. (If there is no Blood Moss present, roll again).

4. Hall of Judgement

Beyond the door to the crypt, those who journey to the Great Beyond are provided a glimpse of what awaits them should their soul be judged pure by Meth. For those who seek plunder, the crypt provides protection for its silent residents and their forgotten treasures.



Decor

Delicate paintings (in fading colours). **Mosaic tiles** (cover the floor). **Religious narrative** (the pilgrimage of souls to the Great Beyond). **Coated with slime** (left by the flood waters).

Pit Trap

Cracked mosaic (covers a 20' drop). **Spring-loaded** (snaps shut). **Filled with water** (filthy and disease ridden).

◆ **The Mosaic:** Displays an image of the god Meth judging mortal souls.

◆ **Falling in:** Take half damage due to the water cushioning the fall. However, anyone falling into the water has a 1-in-10 chance of catching a disease (**save versus poison** to avoid).

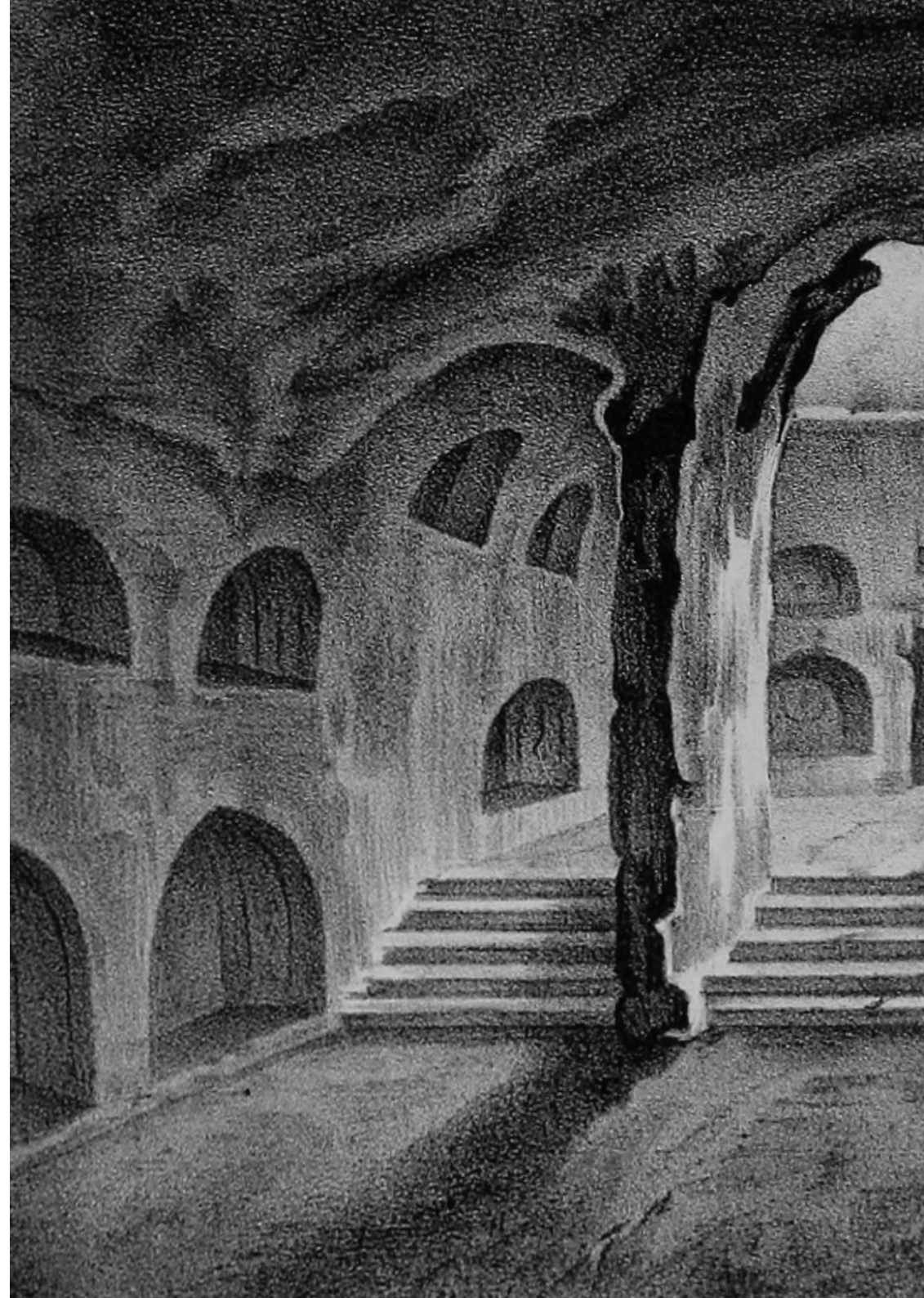
Stairs Up

Ascends 10' (up into the Ossuary of Bone and Defleshing Chamber). **Stone steps** (rough cut and worn). **Tide marked** (slime coats bottom steps).

Stairs Down

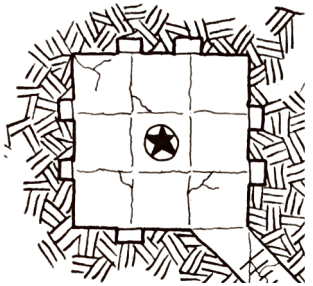
Descends 20' (down to the Flooded Corridor). **Slime** (coats the steps and walls). **Cold and damp** (leeches the warmth from the body). **Sounds of dripping** (echo up from below).

◆ **Illuminating:** Light reflects from the stagnant waters that rise up the last 3' of the stairs.



5. Ossuary of Bones

Not all of those buried here could afford a private crypt. Their bones intermingle with one another now that they are joined in death.



Niches

Lined with shelves (ancient and dusty). Piles of bones (from which skulls occasionally leer). Brass plaques (inscribed with family names).

◆ **Searching:** In the pile of bones is a set of silver cutlery rolled in a tooled leather wrap (worth 100gp).

Statue of Meth

Stone carved (from the blackest granite flecked with silver). Hooded (and faceless). Holding religious icons (a book and set of scales). Tiered plinth (3' square with 6" steps).

◆ **Book:** Held in palm of hand. Leather bound with dry parchment pages that crackle when turned. Faded writing lists the names of the interred, as well as their occupations and achievements in life.

◆ **Scales:** Made from silver with a cast silver heart on the lefthand scale. Worth 100gp if they can be removed from the statue's grasp (requires breaking the statue's hand).

◆ **Secret compartment:** If the scales are balanced (requiring the equivalent of 25gp weight placed on the righthand scale) a small compartment in the plinth clicks open. Contains a golden holy symbol of meth (worth 50gp), an ornate set of prayer beads made of rare and exotic woods (worth 100gp) and a clerical scroll of *cure disease*.

4 Blood Moss Skeletons

Bleached bone (shines in torchlight). Stitched together (by blood red webs). Flailing tendrils (extend from empty eye sockets).

◆ **Reaction:** Will reanimated from the pile of bones and attempt to surprise the PCs as they investigate the Ossuary.

Blood Moss Skeleton

Reanimated parodies of humanoid skeletal structures held together by sticky blood red webbing.

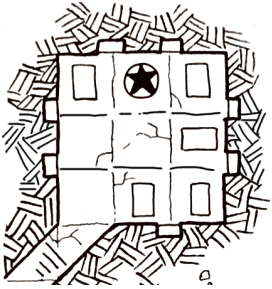
AC 7 [12], HD 1 (2, 3, 4, 6hp), Att 1 x sharpened bones (1d6), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 10

◆ **Spell immunity:** Immune to mind-affecting or mind reading spells (e.g. *charm, hold, sleep*).



6. Defleshing Chamber

The teachings of the priests of D'yirs say that the flesh is an anchor to the mortal realm. To reach the Great Beyond, it must be cast off.



Atmospherics

Dusty (footprints are left behind on the flagged floor). **Dry** (ceiling and walls). **Clear** (of traces of the Blood Moss).

◆ **Safe space:** The Blood Moss instinctively senses and fears the acid in this room. It is therefore safe to rest in, unless the acid is removed.

Niches

Lined with shelves (containing canopic jars and rusty surgical tools).

◆ **Canopic jars:** Contain embalmed organs. Searching them thoroughly uncovers various nefarious reagents for wizards' spells. Worth 1000gp but only to the most immoral of buyers.

◆ **Surgical tools:** Various implements for extracting organs. Tarnished but razor sharp.

5 Embalming Tables

Stone (blocks fashioned from black granite). **Deep recesses** (large enough to hold a body). **Pitted** (as if by caustic materials). **Drains** (carry fluids to the central drum via channels in the floor).

Statue of D'yirs

Cloak (carved from blackest obsidian). **Skeletal features** (formed of white marble). **Glittering eyes** (of shimmering diamond). **Holding** (a thick iron chain). **Winch** (located in statue's back).

◆ **The winch:** Can be used to lift the plug covering the acid vat.

◆ **Eyes of D'yirs:** formed of cut diamond and each worth 500gp.

Acid Vat

Crumbling circular stone well (10' wide, rises to 3' off the ground). **Sealed** (with heavy granite plug). **Deep** (10' below the ground). **Filled** (with highly caustic acid).

◆ **Unsealing the vat:** Releases a cloud of noxious fumes. **Save versus death** or faint for 1d6 turns.

◆ **Peering in:** 1-in-10 chance that the crumbling stone gives way when leaned on, pitching the unfortunate PC in.

◆ **Acid:** Deals 2d8 damage per round and destroys wood and metal in one round. Magic items are destroyed in one turn.

5 Stone Buckets

Hanging (from iron chains). **Attached to tracks** (affixed to ceiling). **Block and tackle** (allows them to be raised and lowered).

◆ **Tracks:** Allow the buckets to be used to gather acid from the vats and deposited into the recesses on the stone tables.

false Wall

◆ **Locating:** Requires a search for traps or secret doors to uncover a section of loose brick.

◆ **Inside:** A hollowed out space contains a polished wooden box.

◆ **Trapped lock:** A poisoned needle injects venom; **save versus poison** or deals 1d4 damage and causes mild hallucinations for 1d6 turns (see random table).

◆ **The box contains:** A silver holy symbol of D'yirs (50gp), three *potions of healing*, a book containing a detailed study of anatomy and vivisection (250gp to an interested buyer) and a large *Gauntlet of Acid Resistance* (see [page 43](#)).

Random Hallucinations (roll 1d6)

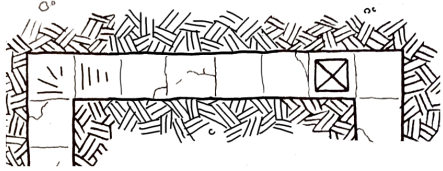
- 1 The victim's flesh warps and ripples as if something crawls beneath the skin.
- 2 Others around the victim project strange auras in wildly swirling vibrant colours that make the eyes hurt and the stomach turn.
- 3 The victim sees something shadowy on the edge of their vision, but when they try and focus on it, it simply disappears. They experience a sensation of constantly being watched.
- 4 The victim's body suddenly feels leaden. They cannot lift their feet without great strain, cutting their speed in half.
- 5 A tiny sapling grows rapidly from between cracks in the stone floor. Before long, its branches fill the room. Within them is the answer to the mystery that has been plaguing you.
- 6 All liquid appears to the victim as if it is slowly congealing blood. If they drink any, it has an unpleasant, sticky texture and tastes faintly of iron.

7. Flooded Corridor

The recent floods have left their mark on the crypt here, where foul and stagnant water gathers.

flood Waters

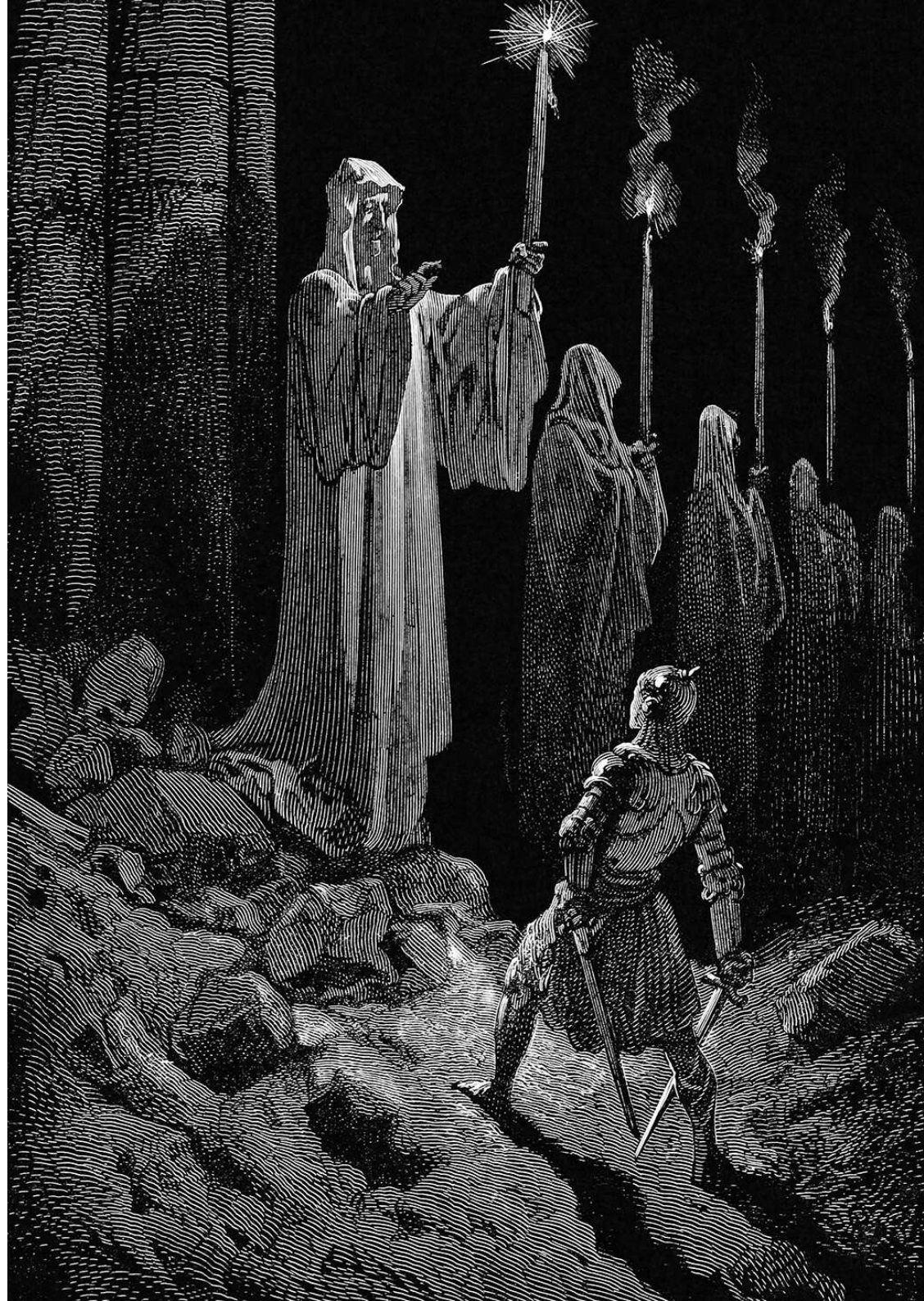
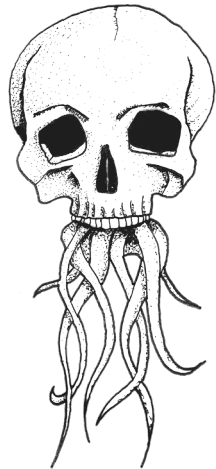
Stagnant (covered with scum).
Filthy (the colour of rust). **Smells**
(like mould and rot).



Pit Trap

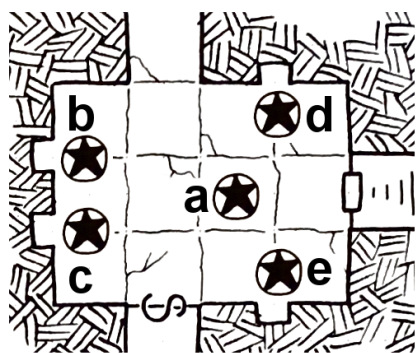
Cracked flagstones (cover a 20' drop). **Spring loaded** (snaps shut behind). **Filled** (with sharpened stakes and murky water).

- ◆ **Investigating:** The chance to find traps is reduced by 1 (to a minimum of 1-in-6) due to the water.
- ◆ **Activating:** Plunges PC into stagnant waters. PCs in heavy armour take 1d6 damage from the stakes as they are dragged down. There is also a 1-in-6 chance of contracting a disease (**save versus poison** prevents).
- ◆ **Drowning:** Given the trap snaps shut behind its luckless victim, the referee should use the rules for drowning as appropriate (see Drowning under Hazards and Challenges in the **Old-School Essentials Core Rules**).
- ◆ **Lurking below:** A node of Blood Moss (see [pages 10–11](#)) will immediately attack anyone falling in the pit.



8. Hall of Remembrance

The most famous of G'vane's lineage stand here. Once perfectly represented in pure white marble, they are now shrouded in bloody cordage and coated in the filth of the recent floods. G'vane's spirit stalks this place, grieving for the injury that has been dealt to it.



Atmospherics

Flooded (under 3' of rust coloured water). **Smells** (like mould and rot). **Slime** (coats the walls and ceiling).

Decor

Ornate (delicately carved pilasters). **Gilt** (oak leaves intertwine around the rib-vaulted roof). **Stone owls** (stare from their perches in each corner). **Slime covered tapestries** (line the walls).

◆ **Tapestries:** If slime is removed, they display heroic deeds of Ursodiol's ancestors embroidered in multicoloured threads. There are a total of five, worth 200gp each if cleaned and restored.

5 Marble Statues

Exquisite (in their lifelikeness). **Plinths** (5' round and stand 1' high). **Engraved** (with names of the dead). **Shrouded** (in blood red webs).

◆ **A:** G'vane the White: unarmoured and kneeling in supplication. Raised hands hold forth a golden bowl (worth 200gp if removed). **Note:** G'vane's statue is the only one not covered by the Blood Moss.

◆ **B:** Lady Ysabel: Beautiful woman pouring libations to dancing nymphs. Holds an *Ever-Flowing Chalice* (see [page 46](#)).

◆ **C:** Iphizith of Many Colours: Stern, bespectacled man with outlandish beard. In deep study.

◆ **D:** Pezahl the Fury: Mail clad knight in winged helm. Subjugating barbarians. Holds spiked mace with golden sigils engraved on head. This weapon is a *Mace +1, Flaming* (the command word is "ignite" spoken in elvish).

◆ **E:** Regor the Silent: Robed monk with bald head. Eyes closed in contemplation.

Spirit of G'vane the White

Ethereal (barely visible spectral form). **Mourning** (weeps for what has happened to the crypt). **Wanders** (pacing hither and thither).

◆ **Reaction:** Does not appreciate tomb robbers and will attack vengefully unless reasoned with or turned.

◆ **Knows:** The Blood Moss is the cause of the disturbances in the crypt and the plague afflicting its surroundings. Its arrival disturbed his eternal rest.

◆ **Wants:** The PCs to destroy the Blood Moss so that he can rest once more. If the PCs can curry his favour, he will promise to provide them with great treasure (revealing how to access the treasure vault).

Secret Door (to Room 10)

◆ **Locating:** Requires a successful search for secret doors.

◆ **Opens:** By pouring a cup of pure water into the bowl held by the statue of G'vane. A successful search for traps will reveal that the bowl is part of a weighted mechanism.

Spirit of G'vane the White

Ethereal spirit of a grizzled knight. Openly weeps due to what has happened to his place of rest.

AC 3 [16], HD 5* (26hp), Att 1 x touch (1d6 + paralysis), THAC0 15 [+4], MV 60' (20'), SV D10 W11 P12 B13 S14 (5), ML 11, AL Lawful, XP 300

◆ **Incorporeal undead:** Only harmed by silver or magical weapons. Immune to mind-affecting or mind reading spells (e.g. *charm*, *hold*, *sleep*).

◆ **Paralysis:** Paralyzes target for 2d4 rounds (**save versus paralysis**). After paralyzing a target, G'vane will direct his attacks at someone else.

◆ **Turning:** Causes him to vanish for 1d12 hours.

◆ **Bound:** To the confines of the Hall of Remembrance.

9. Ancestral Crypts

The osseous remains of those families with the luxury to afford it are buried here in individual crypts sunk into the earth. Here too lies the mangled corpse of Ursodiol, barely recognisable after the Blood Moss has sprouted fitfully from it.

Stairs

Ascends (10' into chamber). **Rough cut** (cracked stone slabs). **Filthy water** (submerges the bottom steps).

Atmospherics

Floor (slick with blood red slime). **Red tendrils** (thickly cover walls, ceiling, and parts of the floor). **An iron tang** (laces the air).

Decoration

Painted roof (30' high showing scenes of valour). **Rib vaults** (intricately carved in white marble). **Mosaic tiles** (give praise to D'yirs and Meth).

Dart Trap

Pressure plate (at top of the stairs).

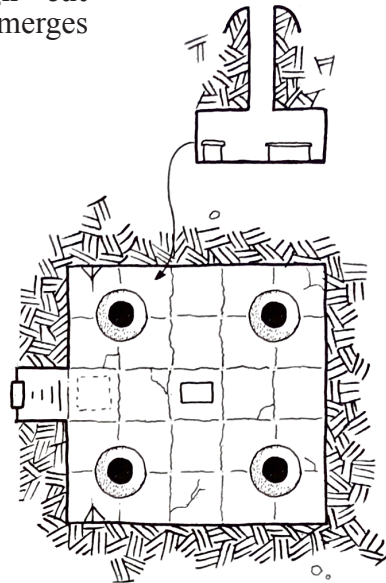
◆ **Activated:** Shoots 1d6 darts (dealing 1d4 damage each) from concealed holes.

4 Subterranean Tombs

Descends (30' into the ground). **Capped** (with domes of white flecked black granite). **Ossuaries** (filled with the bones of dead ancestors).

◆ **Reaction:** The Blood Moss will reanimate 4 **Blood Moss Skeletons** (see [page 30](#)) from the crypts to defend it. They will crawl out of their tombs 1d4 rounds after Ursodiol first attacks (see below).

◆ **Treasure:** Each of the crypts has a 1-in-4 chance of containing 1d6 gems worth 50gp each and a 1-in-6 chance of 1d4 pieces of jewellery worth 150gp each.



Marble Slab

Pure white (reflects torchlight). **Recessed** (to hold a body). **Occupied** (by horribly disfigured corpse).

◆ **Reaction:** When approached, Ursodiol's disfigured corpse arises, controlled by the Blood Moss, and immediately attacks.

Ursodiol the Mad (*Blood Moss Core infested mage*)

The body of the unfortunate and horrifically disfigured mage. Red tendrils pulsate under the skin and push through tattered flesh, revealing the connection to the bloody threads that anchor it to this chamber.

Use the statistics for the Blood Moss (Core) on [page 11](#).

◆ **Spells:** *Shield, magic missile, mirror image.* **Note:** *Shield* will affect its AC normally.

◆ **Wearing:** Ursodiol wears his ancestral signet ring on his right hand. It is engraved with an oak tree in which two owls perch (acts as a *Ring of Protection +1*).

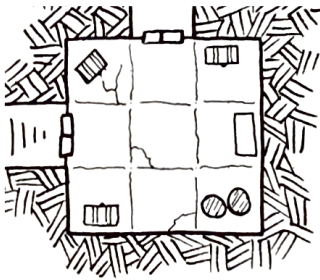
◆ **Holding:** The *Crystal Tesseract* is clasped in the stiff, lifeless fingers of his left hand (see [page 43](#)).

◆ **Once destroyed:** The Core is ripped apart in a Cosmic storm. Anyone in the immediate vicinity (10') suffers 1d6 damage from the psychic backlash. The connected nodes shrivel to black ash. Afterwards, nothing remains to evidence it was ever here.



10. Treasure Vault

A secret and hidden chamber, well-guarded to this day. It holds the remains of G'vane's family's treasures that were sealed away with them in death.



Atmospherics

Water (fills the vault to a height of 3').
Smells (stale as if devoid of fresh air).
Slime (clings to the walls).

Doors

Metal (cast from solid iron). **Embossed** (with family crest). **Circular recess** (which contain brass handles).

◆ **The handles:** can only be turned by someone wearing Ursodiol's ancestral signet ring (see [page 39](#)). Anybody else activates a trap; hidden blades close around the hand dealing 1d8 damage.

4 Stone Owls

Perched (in each corner on pilasters carved like oak trunks). **Carved** (of smoky crystal). **Glittering eyes** (seem to follow the PCs around the room).

◆ **Reaction:** When the PCs enters the room, a voice asks, "What is the Oath?" Unless someone states "Strength, Wisdom, Knowledge" the owls will attack.

Stone Owl

Crystalline bird of prey with razor sharp claws and beak. Constantly staring with wide and disturbing eyes.

AC 5 [14], HD 2* (9, 10, 12, 15hp), Att 1 x claws (1d4), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 11, AL Lawful, XP 20

◆ **Immunity:** Unaffected by *sleep* spells.
◆ **Shatters:** On death, breaks into 1d6 shards of smoky quartz worth 10gp each.

Furnishings

Paintings (hang on the wall in gilt frames). **A gilded table** (floats in the water). **Chests** (bound in iron). **A rack** (holds tarnished weapons). **A bejewelled sword** (hangs from a mount on the wall).

◆ **The table:** Is carved from exotic woods and covered in gold leaf. If cleaned, is worth 500gp. Has a secret drawer containing 25 cut gemstones worth 100gp each.

◆ **The paintings:** Five portraits that depict Ursodiol's ancestors. Painted in oils. Now water damaged. If conserved they may be sold for 200gp each.

◆ **The chests:** Contain silks and furs, mostly moth eaten and now extensively water damaged. Searching amongst them reveals 1000gp in various coins, as well as a delicate silver necklace set with emeralds and sapphires (worth 250gp) and a platinum armlet stylised to look like interwoven oak branches (worth 500gp).

◆ **The weapon rack:** Contains mundane weapons of the referee's choice.

◆ **The bejewelled sword:** This is G'vane's sword, *Righteousness* (see [page 46](#)).



Epilogue

The heroes have won out, but where to now...

Destroying the Blood Moss

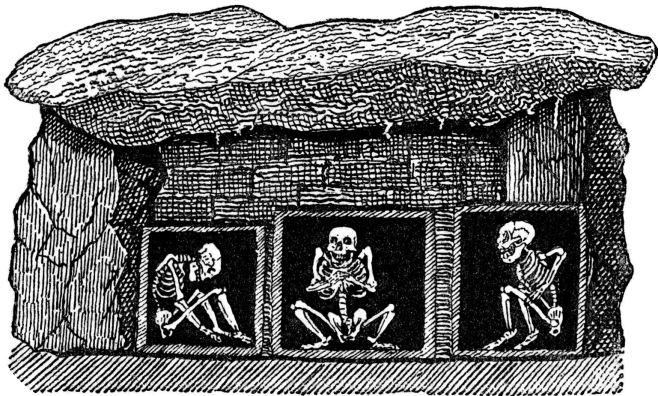
- ◆ The village is freed of the Blood Moss' influence once its core is destroyed.
- ◆ Those who have lost INT are affected permanently; the parts of their mind that were harvested are now one with the Cosmic Void. Only a *wish* can restore such lost ability points.
- ◆ Over the next week the river returns to its usual (slightly murky) colour as the last traces of the Blood Moss are washed away.
- ◆ Canthus, the Priest of D'yirs, works to see G'vane's crypt cleaned and re-consecrated.

The Crystal Tesseract

- ◆ The PCs must decide what to do with this exceptionally dangerous connection to the Cosmic Void.
- ◆ It is left up to the players and referee to decide what adventures come about from this item.

Ursodiol's Legacy

- ◆ The Mad Mage was known to dabble in forbidden arcane lore in his effort to further his own paltry magical abilities. Who knows what other problems he might have left behind...?



Magic Items

The Crystal Tesseract

A transparent, silvery coloured hypercube ensconced on a three-legged stand formed of interwoven gold and platinum. Its crystalline structure refracts light, casting a multihued rainbow of alien colours.

Powers

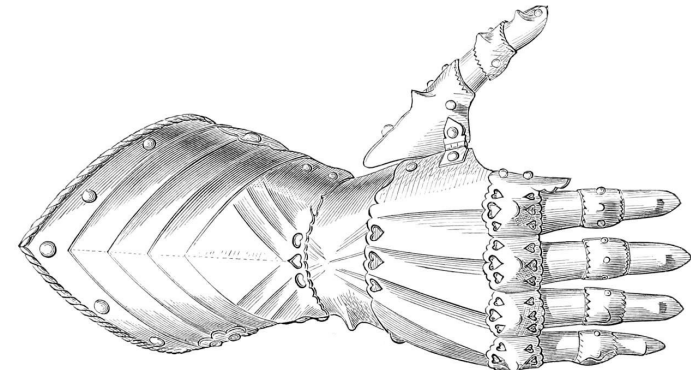
- ◆ **Demands to be looked at:** Anyone looking at the Crystal Tesseract too closely must **save versus spells** or be compelled to gaze into its glassy, multidimensional surface.
- ◆ **Gazing into it:** The viewer immediately communes with the Cosmic Void. Roll 1d20 on the table on [pages 44–45](#) to discover what happens to them. Effects are permanent but can be reversed (e.g. with *remove curse* or a *wish*) unless otherwise stated.

Gauntlet of Acid Resistance

Tarnished steel gauntlet, inlaid with silver. Slightly etched in places as if by stong acids.

Powers

- ◆ **Provides immunity:** The wearer has immunity to damage from acids. Note that such protection does not extend to their equipment.



Communing with the Cosmic Void (roll 1d20)

- 1 They are wracked with terrible lancing pain and they bleed black ichor. Primal energies begins to rip their body apart molecule by molecule. **Save versus death** or die. Nothing can bring them back from this, not even a *wish*; they are now one with the Cosmic Void.
- 2 The mind warping experience provides them with new insight into the workings of the universe at the cost of their sanity. Gain 1 WIS but lose 1 INT.
- 3 Their consciousness is pulled through the primordial soup and spat back out into their body. Screaming, they attack those nearest to them for 1d6 rounds.
- 4 Their eyes dissolve, melting out of their sockets like wax, leaving them blind. Chartreuse crystalline constructs replace them in 1d3 days returning their sight, though everything is now seen as if through a sickly yellow-green lens.
- 5 Their skin begins to exude a sticky neurotoxin. Unarmed attacks (and any-one they physically touch) must **save versus poison** or be paralysed for 1d4 rounds.
- 6 One half of their body immediately grows in size, leaving them looking ungainly and distorted. Gain 1 STR and lose 1 DEX. Reaction rolls suffer a permanent -1. Plus, they require custom fitting armour from now on.
- 7 Their body becomes translucent and intangible. They find they can pass through solid matter when concentrating. If they lose concentration and become tangible while inside solid matter, they are violently displaced, taking 2d6 damage.
- 8 All metal objects within 20' immediately fly toward them as their skeletal structure suddenly becomes highly magnetic. Weapons that strike them deal damage as appropriate.
- 9 Their bones thicken and painfully push fused plate-like growths out over the skin. Take 2d6 damage. If they survive, they gain a permanent +2 AC bonus.
- 10 Magical currents rip through the neural connectivity established between the viewer and the Cosmic Void. Arcane spellcasters immediately learn one random new spell while divine spellcasters immediately forget one prepared spell. All others develop a painful migraine (-1 to attacks and all saves/checks) that lasts for 1d6 turns.
- 11 They received an itchy tingling sensation, but nothing more. Unfortunately, a cosmic parasite has latched onto their cerebrum. In 1d3 days' time, they gain 1 STR and 1 DEX, but lose 1 INT and 1 WIS as the parasite rewires their nervous system and enhances their muscle response. They begin to feel angry all the time. Food begins to taste like ash; only raw flesh suffices. In 1d20 days, the parasite takes control, turning them into a feral abomination.

Communing with the Cosmic Void (roll 1d20)

- 12 The dwellers in the Cosmic Void ravage the viewer's memories and experiences in search of sustenance. They immediately lose one level (as per a wight's *energy drain* ability).
- 13 Nothing happens...yet. In 1d3 days, the viewer is stricken by abdominal cramps which last for 1d6 turns. At the end of this period they lay a perfectly formed egg. If they die at any point afterwards, the egg hatches a tiny clone of them with all of their memories up to the point they were laid. This clone grows to a fully formed individual in 1d6 turns. If the egg is broken before hatching, the tiny clone within melts away to a pinkish goo.
- 14 Their vocal cords resonate with magical energies that command those around them to obey. Once per day, they may cast *charm person*. However, once the spell ends they are struck dumb until the following sunrise.
- 15 A multihued halo is projected from a third eye that grows from the viewer's forehead. This swirling mass of cosmic energies changes colour in response to their emotional state.
- 16 Their skin turns pale and ethereal over the next 1d6 turns. Eventually their flesh and organs become invisible, to the point that only their skeletal structure can be seen.
- 17 They gain an unerring sense of evil's presence. Once per day, they may cast *detect evil*. However, evil beings within range of the caster also detect them in return.
- 18 Their face painfully distends as their salivary glands thicken and bulge. Once per day they can disgorge a flammable liquid from their mouth that ignites on contact with the air for 2d8 damage. The lower of the two dice rolled is dealt to the viewer, given they themselves do not have any resistance to this substance.
- 19 The viewer's hair develops into blue fronds that are phosphorescent in darkness, providing light equal to a torch. Their skin thickens and hardens like bark. They gain a permanent +1 AC bonus but must now put down roots and absorb the light of the sun for 8 hours each day.
- 20 A pyramid of blue shimmering light envelops their body making the air around them twists and warp. Their flesh bubbles and boils as something uses their body as a gateway between dimensions. It is up to the referee what tries to come through—it should be something suitably horrific. The viewer is most definitely dead (no save). They can be resurrected, if enough of them can be scraped back together.

Ever-flowing Chalice

A perfectly formed crystal drinking vessel seated on a golden stem.

Powers

- ◆ **When commanded:** Fills with liquid of the user's choosing. Can be commanded to fill with pure water, wine, or ale.
- ◆ **Usage:** Can be used up to six times per day.

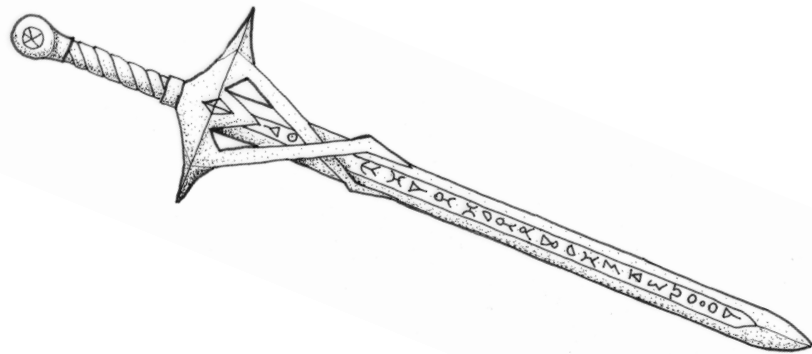
Righteousness (Sentient Sword +1)

Shining steel sword etched with ancient runes. A bejewelled pommel finishes a gilt hilt wrapped in black leather.

Statistics and Abilities

- ◆ **Intelligent:** Has an INT of 7.
- ◆ **Communicates:** Empathically informs its wielder of its powers.
- ◆ **Alignment:** Lawful
- ◆ **Powers:** *Detect Good and Evil.*
- ◆ **Special purpose:** *Righteousness* exists to slay the unjust. Just what this means is up to the referee to decide!
- ◆ **Ego:** 12

For further information on sentient swords and their powers, see Sentient Swords in the **Old-School Essentials Fantasy: Treasures**.



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