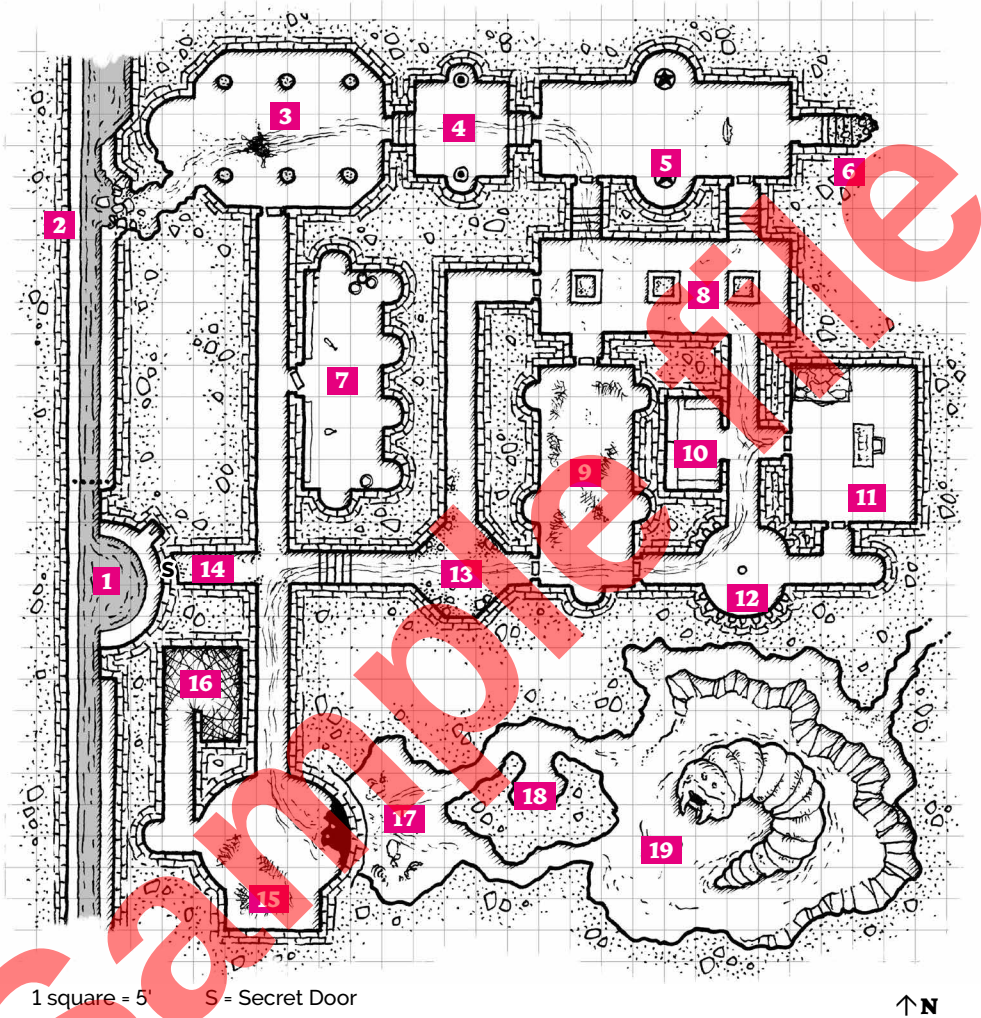


# Curse of the Maggot God



## Random Happenings (1-IN-6 PER TURN)

### SEWERS:

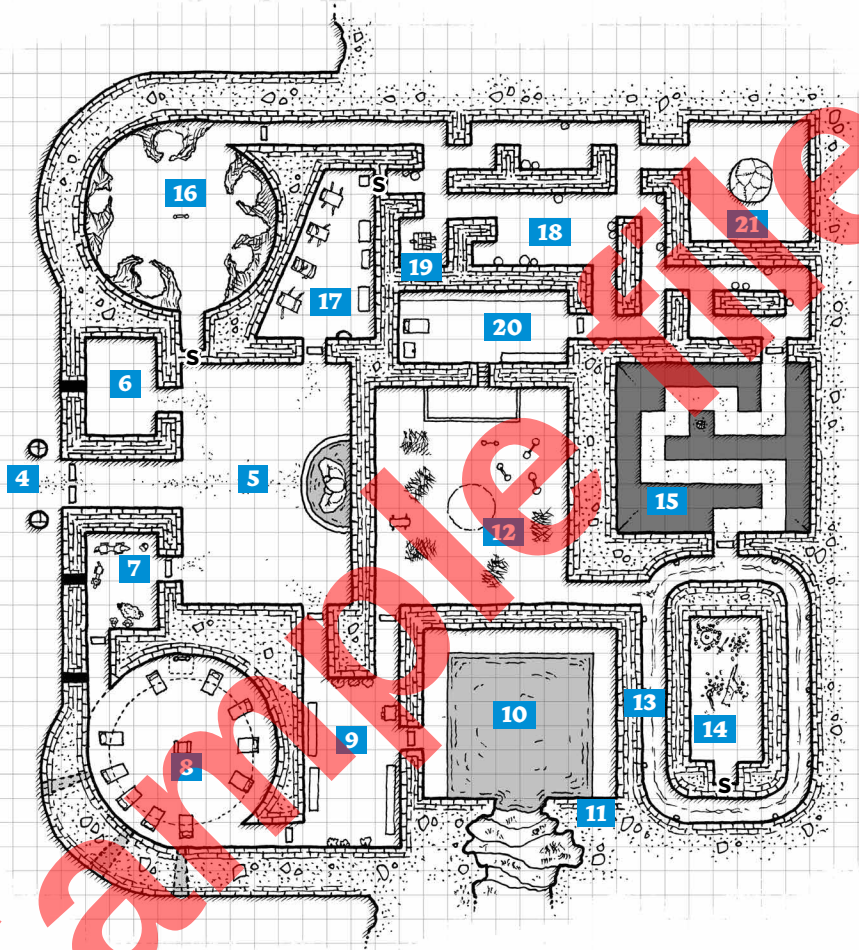
1. A bloated human body
2. 2d10 **normal rats** swarm
3. 1d3 **giant rats**
4. A sleeping **guild thief**
5. A fatberg
6. 1 **ochre jelly**

### VILLA CHAMBERS:

1. 1d2 **troglydtes** patrol
2. 1 **troglydtes** sleeping
3. Parts of a mosaic crumble to the floor
4. Sewer water seeping into puddles
5. 1 **giant leech** or 1d3 **giant rats**
6. 1 **carcass crawler** (Quisquil from Area 11)

# The Sunbathers

## Temple Interior Map



1 square = 5'      S = Secret Door



## Random Happenings (1-IN-6 PER TURN)

1. A hungry **lion**.
2. **1d3 nannies** on patrol.
3. **1d3•1 physicians** escorting a dazed sailor somewhere.
4. A lost sailor suddenly recalls an important memory and won't stop screaming
5. Echoes of wet footsteps on stone; a **purified one** runs past in the middle distance, too quickly to make out details.
6. The thief **Timo** (see **p.36**) reveals herself. Re-roll if already encountered.

# The Comet that Time Forgot



1 hex = 6 miles



**Forest** – 33% slower  
Encounters 2-in-6  
Lost 2-in-6



**Lagoon**  
Encounters 2-in-6  
Lost 2-in-6 in sight of land



**Swamp** – 50% slower  
Encounters 3-in-6  
Lost 3-in-6



**Glacier** – 50% slower  
Encounters 1-in-6  
Lost 1-in-6



**Marsh** – 33% slower  
Encounters 2-in-6  
Lost 2-in-6



**Tundra**  
Encounters 1-in-6  
Lost 1-in-6



**Hills** – 33% slower  
Encounters 3-in-6  
Lost 2-in-6



**Mountains** – 50% slower  
Encounters 3-in-6  
Lost 2-in-6



**Volcano** – 50% slower  
Encounters 3-in-6  
Lost 3-in-6



**Jungle** – 33% slower  
Encounters 3-in-6  
Lost 3-in-6



**Sand • Lava Flows** – 33% slower  
Encounters 2-in-6  
Lost 2-in-6

Sample file



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# Introduction

**T**his 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 disease-ridden sewers and bejeweled vaults, to sinister temples and to the deep void of space.

## Old-School Essentials

The referee will require a copy of Old-School Essentials to run this adventure.

### The Jeweler's Sanctum

*A level 1–3 dungeon adventure by Giuseppe Rotondo.*

The secret workshop of a long-dead jeweler-magician is now open, as his grandson wants the place finally cleared of all dangers. What treasures might remain within, and what might be watching over them?

### Curse of the Maggot God

*A level 2–3 sewer adventure by Glynn Seal.*

PCs plumb fetid sewers and recently-revealed secret halls, in search of a lost worker. In these forsaken chambers, they may find answers and treasures, but may also come face-to-face with a bloated monstrosity and its depraved followers.

### The Sunbathers

*A level 3 temple incursion adventure by Brad Kerr.*

In a golden temple of healing on a sun-drenched island, blissful amnesiac patients are held prisoner by monstrous caretakers. Intruding PCs will need their wits and their swords to unravel the temple's secrets, snatch its treasures, and escape.

### The Comet That Time Forgot

*A level 9+ hex-crawl adventure by D. M. Wilson and Sarah Brunt.*

A portal leads adventurers to a comet of fire and ice hurtling through the void of space. Can they survive prehistoric beasts, warring factions, and the comet's impending doom, to find priceless treasures and a way home?

# The Jeweler's Sanctum

BY GIUSEPPE ROTONDO

**J ESEM, GRANDSON OF THE RENOWNED** jeweler-magician Draxas, is troubled by inexplicable sounds from his grandfather's sealed laboratory below the old family mansion: scratching, squeaking, giggling, screaming, even a humming tune.

He has posted a notice of "ADVENTURERS WANTED" to enter the laboratory and clear out the lingering dangers. As the family's fortune has been depleted, Jesem can offer no reward, but allows explorers to keep any treasures they find in the laboratory. He believes it still contains piles of gold ingots and precious stones—in addition to deadly traps and magical guardians placed to deter thieves.

Three days ago a dwarf adventurer named Orrick ventured inside; after about an hour he screamed, didn't answer Jesem's calls, and never reemerged...

**If starting a new campaign:** The PCs may be strangers who all replied to Jesem's notice and agreed to venture into the laboratory together.



# Denizens

## FIGMENT OF JORRANDA

A thief who broke into the laboratory during Draxas's lifetime and was killed by his pet tarantella. A spectral figment of her last moments haunts the halls.

**Manifestation:** When rolled as a random happening (p.5), the spectral image Jorranda appears in Area 5 and proceeds to recreate the last moments of her life. A faint light and sobbing can be perceived from nearby rooms as she moves through the dungeon: she sneakily moves to Area 7, then passes through the wall where the secret passage is. In Area 14 she mimics a fight with an invisible opponent, screams as if wounded and falls into the northernmost pit, then disappears. PCs cannot interact with the figment. If PCs are too far to see the ghostly light, they will hear her sobbing and her death scream from Area 14.

## MORLAN

Draxas's former apprentice, a greedy and treacherous man. Morlan tried to loot the laboratory following his master's death, but was caught in one of Draxas's traps—a magical mirror (Area 8).

## GUARDIANS

Draxas's pet tarantella spider is magically bound to Area 14, though is bored and yearns to leave. Magically animated iron statues mindlessly guard the enchantment workshop in Area 17.

## VERMIN

In the decades in which the laboratory has remained sealed up, giant rats and centipedes have tunneled into Area 10 and now roam throughout. Skiks the Rat Queen rules the rodents, having gained sentience by accidentally putting on one of Draxas's magic rings. She believes she reigns over the laboratory and all within.

# General Notes

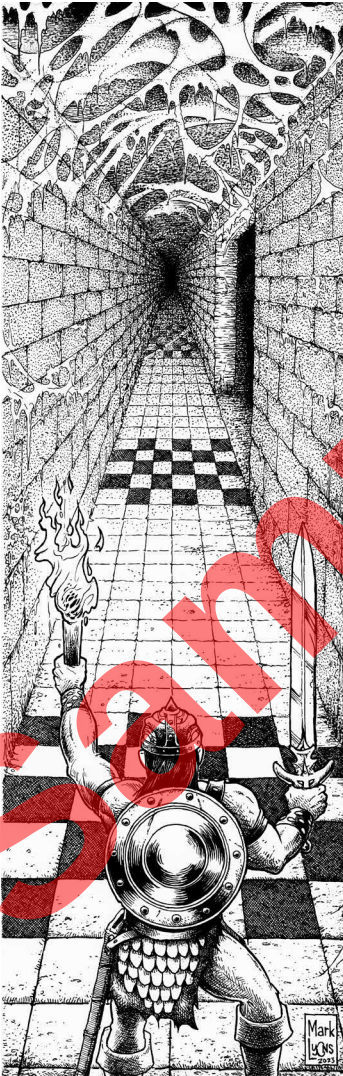
## CONSTRUCTION

Limestone blocks. Damp. Dust, cobwebs, rat droppings. Giant rats and centipedes have burrowed small ( $\frac{1}{2}$ ' or less) tunnels through the walls, allowing them to scuttle through most rooms.

## LIGHTING

Apart from magical lighting in Draxas's inner workshop (Areas 14–17), the laboratory is unlit.

# Area Descriptions



## 1. Cellar

Under Jesem's mansion. **Stacked barrels** of wine and salted fish. **Cobwebbed racks** of ring and jewelry cases (empty). **Iron door** (locked): engraved with a giant spider draped with bejeweled necklaces and rings.

- **Dungeon entrance:** Jesem has the key, lets the PCs in and waits here for them to return.

## 2. Smiling Faces

Along the corridor are three archways (A, B, C), each decorated with a **stone face** (wrinkled man smiling). A and B are made of **black stone**, C is **white**.

- **The colors:** Indicate the safe tiles on the checkered floors in Areas 3, 4, and 5.

## 3. Checkered Blade Trap

2' square tiles, checkered black and white. **Dried blood stains** sprayed around.

- **Inspecting the walls:** 4' long horizontal slits 3' above floor level.
- **Stepping on black tiles:** Safe.
- **Stepping on white tiles:** Activates blades from walls (1d8 damage). **Save versus wands** to avoid.
- **Walking carelessly:** 5-in-6 chance of triggering the blades.



### 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.

## 4. Checkered Electrocution Trap

2' square tiles, checkered black and white. The **burnt carcass of a giant rat** lies on a white tile.

- ▶ **Stepping on black tiles:** Safe.
- ▶ **Stepping on white tiles:** Electrocutes the character (1d6+1 damage). **Save versus wands** to avoid.
- ▶ **Walking carelessly:** 5-in-6 chance of electrocution.

## 5. Checkered Gas Trap

2' square tiles, checkered black and white. **Smell of vinegar**, greenish dust on tiles.

- ▶ **Stepping on white tiles:** Safe.
- ▶ **Stepping on black tiles:** Releases a poisonous gas in a 10' radius, causing unconsciousness for 1d6 turns. **Save versus poison** to avoid.
- ▶ **Walking carelessly:** 5-in-6 chance of releasing the gas.

## 6. Ransacked Bedroom

**Giant rat droppings** everywhere, stench.

**Bed, chair, rags**, all broken and dirty.

**3 giant rats** (hp: 2, 3, 3) emerge from under the bed.

- ▶ **Under the bed:** Spell book, "*Morlan's Marvelous Magic*": *sleep*, *light*. Belonged to Morlan, see Area 8.

## 7. Ruined Library

**Hefty bookcases** line the north and east walls. **Books and scrolls**, shredded and illegible, scattered on the floor. **Ornate desk** and leather-upholstered chair, carved with spider-like legs. **4 giant centipedes** (hp: 1, 1, 2, 2) chewing paper.

- ▶ **Secret door to Area 14:** One of the bookcases has hidden hinges and opens like a door.

## 8. Cages

**Metal and wooden cages** of all sizes, containing skeletal remains of **bizarre creatures**: stirges, a two-headed **snake**, an owlbear cub, a goat with 7 horns. One cage contains a **framed mirror**.

- ▶ **Looking into the mirror:** **Morlan** can be seen. Insane, giggling, babbling.
- ▶ **Breaking the mirror:** Frees **Morlan**. Thankful, happy, confused, **no idea how much** time has passed (over 70 years).



### GIANT CENTIPEDES

**AC** 9 [10], **HD** ½", **Att** 1 × bite (poison), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 6

**Poison:** Causes victims to become horribly sick for ten days (**SAVE VERSUS POISON**): no physical activity possible except half speed movement.

### MORLAN

Draxas's former assistant, 2nd level magic-user. A tall, gaunt-faced man with bedraggled red hair and manic blue eyes. Dressed in ostentatious black robes embroidered with occult sigils. Claims he was trapped as punishment for his clumsiness as Draxas' apprentice. Actually attempted to rob the laboratory when Draxas died. Intent on receiving the lion's share of Draxas's magical treasures, which he regards as his rightful property.

**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 2), **ML** 7, **AL** Chaotic, **XP** 16

**Spells:** No spells memorized. See spell book in Area 6.

**Items:** Jade medallion engraved with a "D" (100gp)

**Receiving his spell book (Area 6):** Helps him return to sanity and regain his memory.

**Knowledge:** The iron statues in Area 17 attack unless shown his medallion. Will trade this knowledge for as much of the magical treasure as he can get.