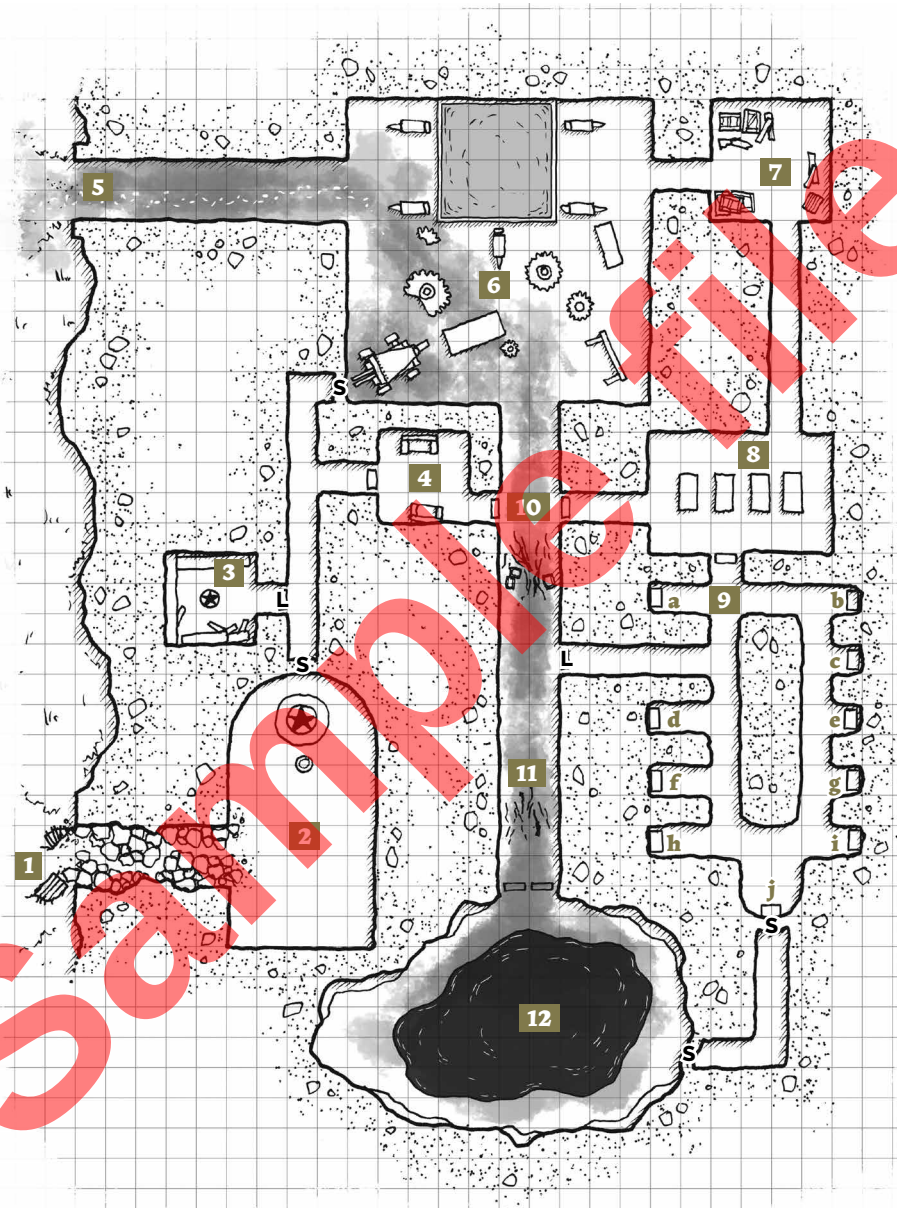


Shrine of the Oozing Serpent



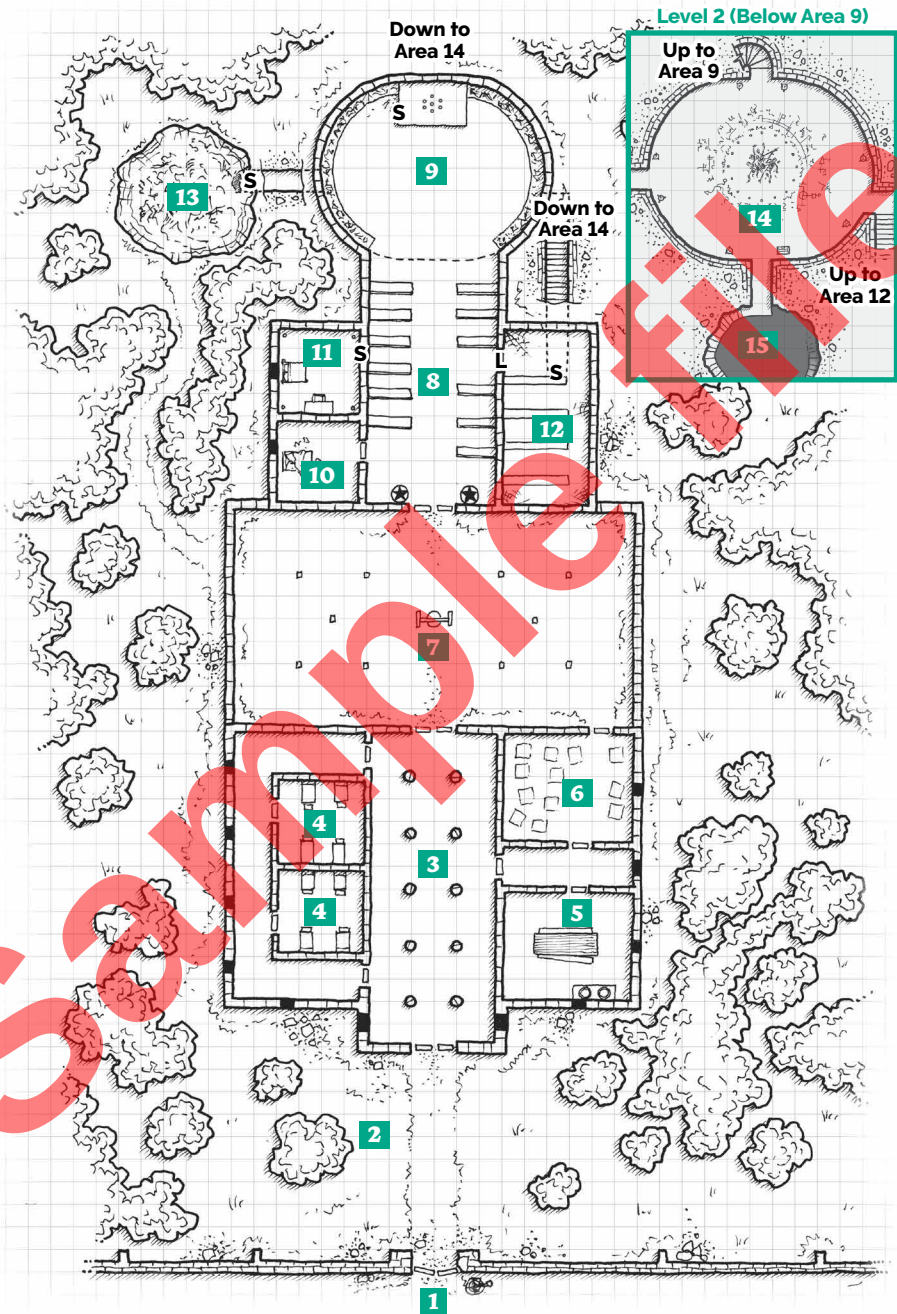
1 square = 5'

L = Locked Door

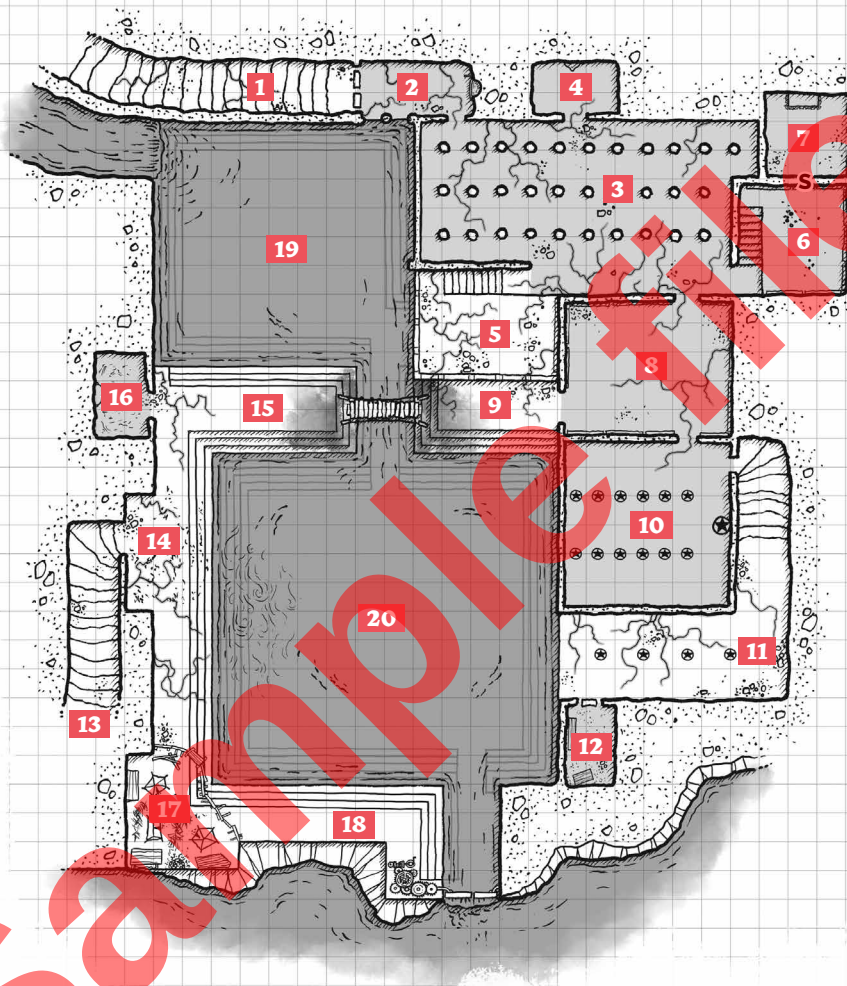
S = Secret Door

↑ N

Cathedral of the Crimson Death



The Ravener's Ghat



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.

Sample file



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ADVENTURE ANTHOLOGY 2

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**NECROTIC
GNOME**



**EXALTED
FUNERAL**

Table of Contents



Introduction	3
---------------------	----------

Barrow of the Bone Blaggards	4
-------------------------------------	----------

A Level 1–3 Tomb Adventure by Chance Dudinack

Denizens	6
General Notes	6
Area Descriptions	7

Shrine of the Oozing Serpent	18
-------------------------------------	-----------

A Level 1–3 Dungeon Adventure by Nate Treme

Denizens	20
General Notes	20
Area Descriptions	21

Cathedral of the Crimson Death	30
---------------------------------------	-----------

A Level 4–6 Chapel Incursion Adventure by Diogo Nogueira

Denizens	32
General Notes	33
Area Descriptions	34

The Ravener's Ghat	46
---------------------------	-----------

A Level 6–8 Temple Ruin Adventure by Brian Yaksha

Denizens	49
General Notes	50
Glossary	50
Area Descriptions	51

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.

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.

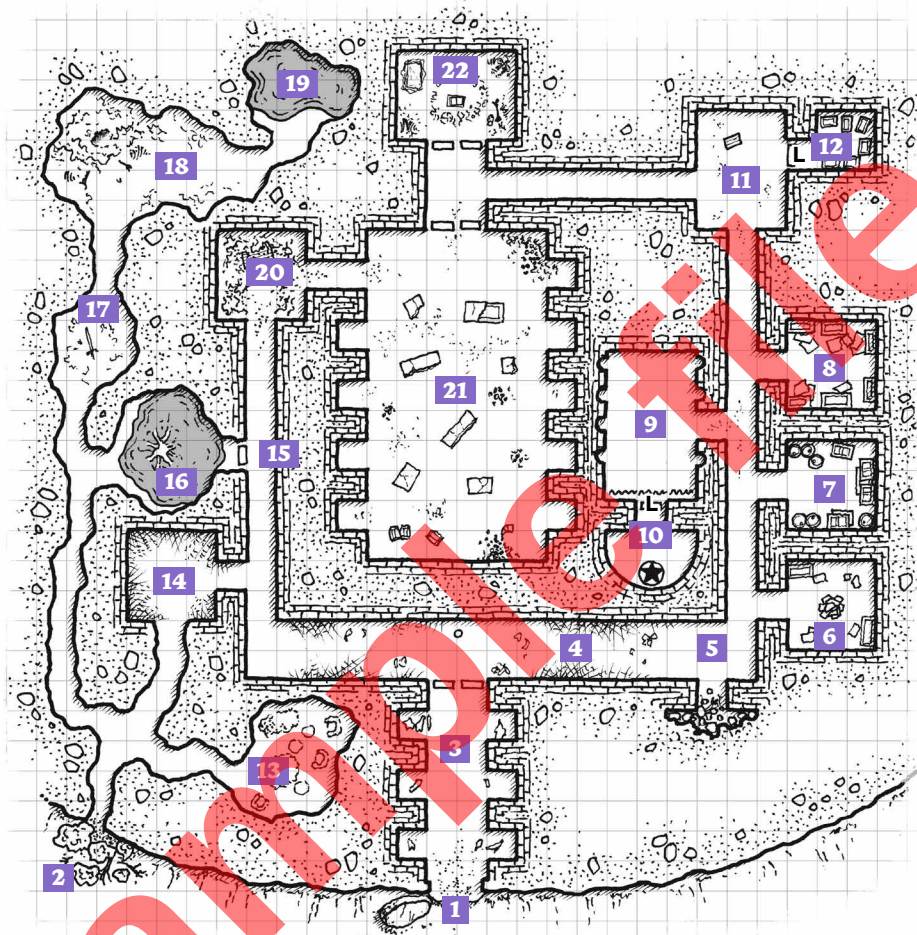
Barrow of the Bone Blaggards

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

Walled areas have moss-veined stone bricks and 10' high ceilings riddled with scraggly roots. Cavern areas have natural walls 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



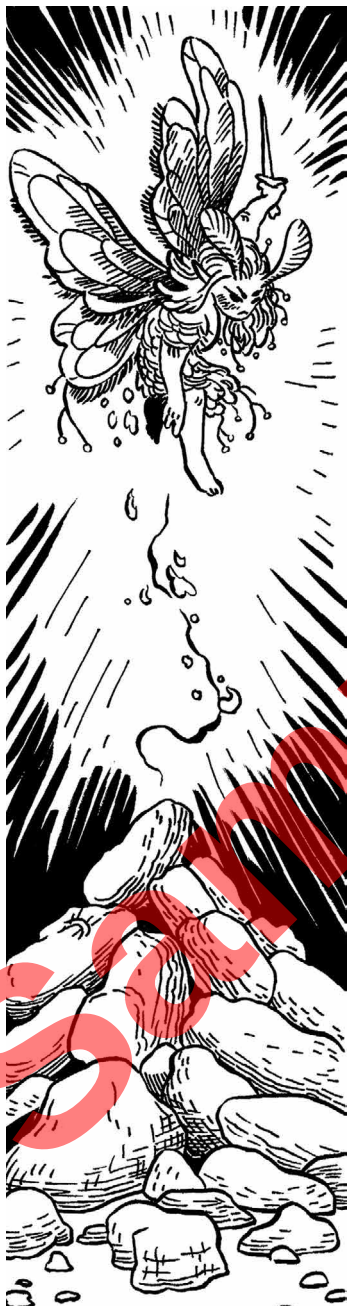
1. Entrance

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*).