



For all OSR systems,  
Roll Putrid Remains first,  
Buried in Earth then

# PUTRID REMAINS

Roll a d66 to see what  
PCs find on their path

11. A coffin filled with gold plated bones
12. The earth under PCs feet collapses: they fall into a dark and smelly buried sepulcher, some stairs lead below and over in unknown underground catacombs
13. A multitude of open and vibrating eyes emerge from the ground, carefully observing PCs movements
14. Boiling blood starts to wet the putrid ground, causing the PCs to sink in the burning earth
15. The corpse of a fallen knight with severed head rises from the ground to take another one from PCs
16. Every corpse around shakes spasmodically, then moves against PCs to devour their eyes
21. The rotten corpse of a child rises from the ground, starting to call for mother and father toward PCs
22. The earth around rises to form pillars, to form walls, to form ceiling: a temple of stone that swallows PCs
23. A greatsword blade emerges from the ground, trespassing random PC flesh: cause insurable and purulent infection
24. A multitude of rotten hands come out from the ground to grasp PCs, while dead around silently rise to eat their tongues
25. Roll twice on Buried in the Earth table
26. Every corpse around starts to quickly decompose, generating venefic miasmas that afflict PCs causing them disease

11. A corpse with a greatsword stuck in the head
12. An impaled corpse that spills golden blood
13. The corpse of a giving birth woman: a trail of blood starts from her to end not far away
14. A gutted corpse: bowels around are arranged in strange geometric way and blood boils
15. The corpse of a child with mutilated eyes, tongue and ears: the index points to the North
16. A corpse with no more teeth in his mouth
21. The corpse of a priest: a crucifix is stuck in his head, an huge tome burns a little further on
22. The corpse of a knight or something like that, with a fatal wound on his chest
23. A severed right hand with 1d6+5 fingers, some rings are scattered around
24. An hanged man, something shines in his mouth
25. Roll twice on Putrid Remains table
26. A corpse wrapped in a dark shroud, that moves as if relieved by breaths

31. The roots of trees around penetrate any corpse in front of PCs, making them lift and indicate an hidden passage trough the most near rock: if no tree around, one grows from nothing, but has fetuses instead of leaves
32. Bushes of roses born from corpses around, but one only reveals fleshy petals and seems to pulsate like a living heart: it could have great value for undead: roses thorns release necrotic poison if touched
33. A skeleton emerges from the ground, offering PCs a scroll which contains names of dead around, then is swallowed again by the earth
34. A scream comes from the underground: someone has been buried alive
35. The ground vomits out tons of bones which overwhelm everything
36. A portrait of a noble woman, the face is scratched away: on the backside there is a poem about Death and loved one loss

Roll a d66 to see what comes out from  
the ground when PCs interact with  
putrid remains on their path

31. A skeleton with a metal casket tight in the hands and a candle placed in its skull
32. A pit full of putrid corpses: something whispers from below asking for help
33. The corpse of an horse with mutilated hooves, now replaced with knife blades
34. The carcass of a bear: a strange noise comes from its stomach
35. 3d6 corpses, all hanged by their own bowels
36. A three quarters corpse sunk in the mud
41. The corpse of a scholar or something like that, overcumbered to death by the weight of his huge tomes: all pages are totally empty and immaculate
42. The corpse of a woman which held a knife stuck in her chest
43. The carcass of something inconceivable
44. A skeleton with a skull in the ribcage
45. Roll three times on Putrid Remains table
46. Severed heads equal to PCs number: on their agonizing faces are written PCs names

41. The corpses in front of PCs are populated by pale worms: each heap of them assemble with others to generate an obscene heap of rotten flesh and creeping worms. Now fresh meat must be eaten
42. Sharp poles rise from the ground, to impale them who move recklessly: on each one are engraved strange symbols. The poles suddenly turn underground if no target has been impaled
43. Under each corpse found by PCs there is a black and polished stone
44. A short sword made by the bone of some creature, with human teeth stuck on each side
45. Roll three times on Buried in the Earth table
46. The thing a PC loves the most in his life emerges from the ground and starts to degradate till becoming ash

51. 3d6 broken coffins: skeletons and corpses are overturned on the ground: 1d6 coffins are still intact
52. The corpse of a man: every limb has been replaced with women arms
53. A reverse crucified corpse: blood pours into a broken skull placed below
54. A brutally dissected corpse
55. A corpse of a man with an eye in his mouth
56. The corpse of someone PCs already killed
61. The corpse of someone PCs knew: can't be said in which condition it has been found
62. A corpse with severed wolf head placed on the neck
63. The mutilated corpse of PCs important enemy
64. A corpse with drawn out heart: it is in left hand
65. Roll four times on Putrid Remains table
66. PC's corpse. Maybe a double to scare him. Maybe not. Maybe no one saw. PC dies few seconds ago...

61. A fetus buried under a little heap of leaves and human nails
62. A voluminous tome which pages are not ordered by number, letter or other systems: on the cover there are few words about the secret of its insane lecture
63. 2d6 coffins, each buried on the top of the previous one: the last one contains an unmentionable horror
64. Chains of tremendous torture for a terrible prisoner: the seals are broken
65. Roll four times on Buried in the Ground table
66. That thing a PC lost long time ago, maybe removed from thoughts, maybe abandoned in oblivion of forgetfulness...

# BURIED IN THE EARTH

How to use this

These are ideas, use them in your game while PCs are moving in places where dead corpses can be found: make things grim and darker