

# The Bone Place of Dreib



An adventure for levels 3–4

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

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Layout inspired by Old-School Essentials by Necrotic Gnome.

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# Introduction

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*The Bone Place of Dreib* is an adventure site which PCs may enter and thereby encounter threats and maybe receive treasures. One of the treasures is powerful and strange.

## Design intent & playstyle assumptions

The adventure site is built for the *Old-School Essentials* rules, for 3-4 PCs of 3<sup>rd</sup> or slightly fewer of 4<sup>th</sup>.

It assumes players who are used to meeting risks they can't just fight. Mindlessly aggressive groups are likely to get wrecked. Most of the rewards can be had, in theory, without much fighting. And when fights do happen, it assumes that PCs are using clever tactics (backed by freeform GM rulings) that let them punch above their straight-fight weight.

## Setting and rules assumptions

### Setting

The implied setting will most naturally fit settings that are low-level and low-magic, have a human-only society, and where there is no access to resurrection powers.

(Something like my *A Broken Candle* setting would work, and indeed the module references a few specific place names and dates from that, but it's by no means required.)

### Rules

*xp-for-gold* — this module assumes an xp-for-gold model and an OSE-like xp chart, but (taking a leaf from *Tomb of the Serpent Kings*) it assumes 10 xp per gp so that the treasure piles aren't ludicrous.

*Thief skills* — this module assumes they cover actions that only a Thief could succeed at. If a non-Thief would have a chance at a relevant activity (e.g. a Dexterity check to climb something), the Thief rolls both and only needs to succeed at one. The exception is Hear Noise, for which the standard rules already cover the Thief/non-Thief distinction. (I credit this idea to James V West – see

<http://doomslakers.blogspot.com/2019/01/once-again-with-thieves.html>)

*Limited turn undead* — this module assumes that there is some limit on turning undead. e.g. “only one attempt per cleric per given undead being per day” or “one attempt per encounter” or “three times a day per cleric”. If you don't (and OSE as written doesn't), I suggest that you special-case it within the boundaries of the Bone Place (I'd suggest something like “Once you've tried and failed with a given undead being, they're immune to your turning until the following dawn. If they don't get turned because your 'HD turned' roll is too low, that counts having tried and failed with them.”)

*Advantage/Disadvantage* — this module sometimes uses these terms. Advantage means “roll twice and take the better result”; Disadvantage means the opposite.

## Special rule – negotiating crawls

Several locations on the map are joined by “crawls” — passageways that are extremely low or narrow or twisted or otherwise horrible. The rules for those are thus:

- Only one character can be “in” a crawl at one time
- Moving through a crawl takes one whole round, or two if you have heavy armour (chain upwards) or are carrying significant treasure

## Hooks and clues

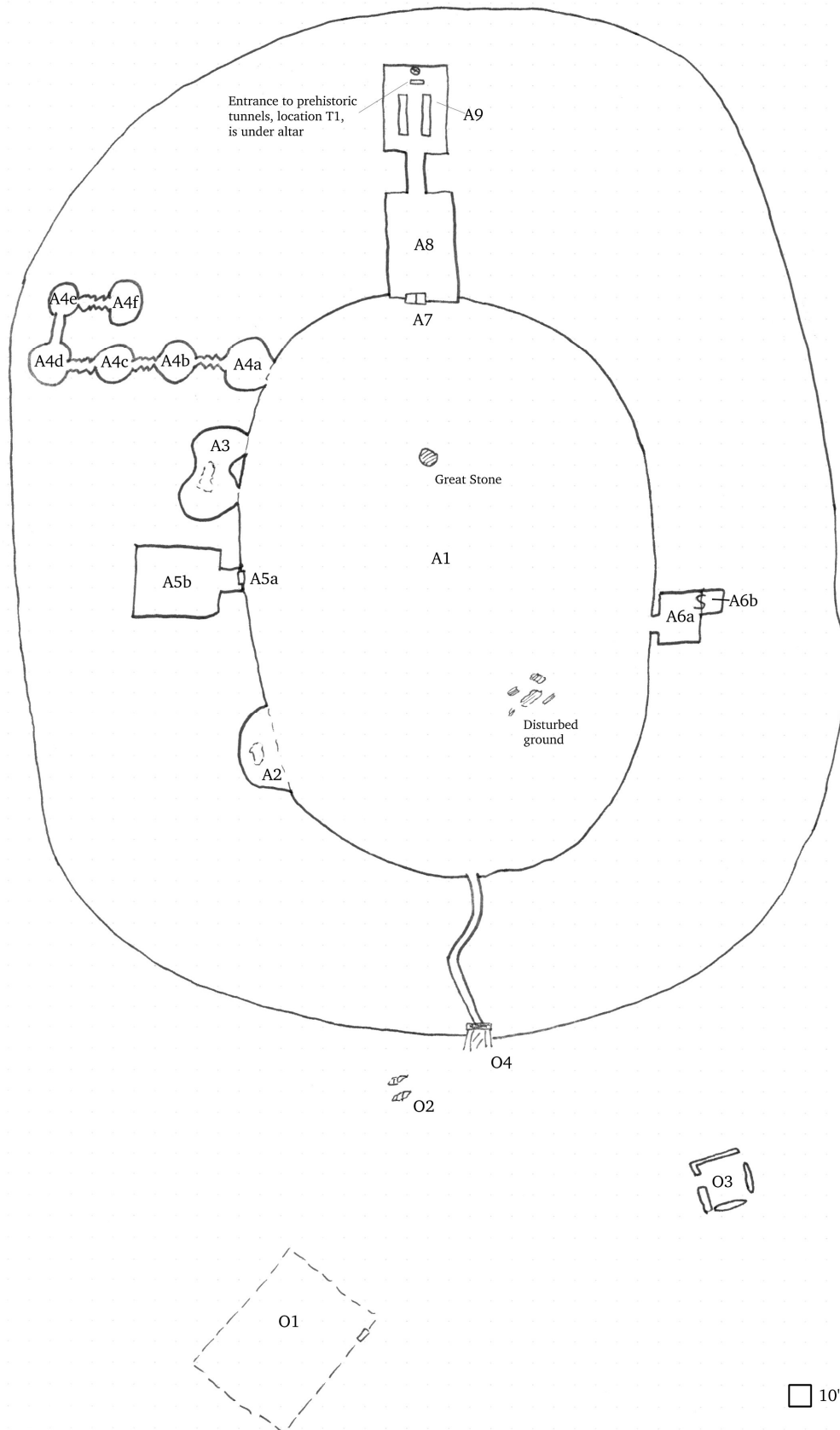
1. While imprisoned in the church's dungeons for crimes real, exaggerated, and wholly imagined, the PCs meet a former member of a heretical sect that believes in God as a "giver of infinite forms". She has recanted under torture, has returned to the orthodox faith, and sees a lucrative opportunity in seizing the holy artefact that she was told is "safe in eternal dark" beneath the Bone Place.
2. One of the PCs starts to have a dream, night after night and without cease. First, they see the Bone Place on the crest of a hill. Then they crawl through tunnels underground, naked and afraid, clutching a primitive torch and a sharp antler. Then they are lost in the dark and something is clawing for them.
3. In an old library or hoard, the PCs find a list of the temples of "Mynas", a god from ancient times. The owner of the list noted that all but one had been looted — several of them by the list-maker themselves, who had found the practice very profitable. The only one noted as unlooted is describe as being inside a rocky outcrop on the crown of a desolate hill...

## Rumours

1. The cemetery outside the Place was that of a heretical sect that had an idea of God as a giver of infinite forms, something protean and changeable. "God is change".
2. There is a creature under here that should not be woken. That's why the ancients sealed this up.
3. There are tunnels under the Place, full of treasure that the ancients hid, expecting to return some day.
4. If you overturn the Great Stone "they" will come and drag you underground and that will be the end of you.
5. If you are in the Bone Place at night you will simply just die.
6. No rain falls on the Bone Place. That is a sign that it is cursed.
7. There is a creature in the dark here, and weapons don't work on it.
8. There are altars in the tunnels to primitive gods that the ancients would propitiate with blood sacrifices.



# Above-ground map



# Outside

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The Bone Place is on a rocky hill above a valley cut by a river — a river that might have been surging once but is now a dismal trickle, especially in summer. A dusty road follows the near bank of the river, going nowhere in particular and thus largely ignored. In places it has collapsed into the valley below.

(unless otherwise noted, the dominant geology is limestone — grey, fairly hard, porous to water and thus prone to have caves)

Beyond this first hill the land rise into foothills and then mountains.

**If the PCs approach from the river the major road** — the Bone Place is visible on the skyline as a rocky crown on a hill.

**Climbing up to the Bone Place** — steep incline, scree slope. Rocks dislodge and skitter downwards. No animals or birds call out.

## General points about the area near the Bone Place

Within a mile or so of the Bone Place, things happen. Whispering, movement, sense of a figure in your peripheral vision.

**If anyone tries to sleep there** —

- The darkness will seem, for the phase of the moon and the disposition of the clouds, deeper than it should be.
- Any horses will panic in the night, tearing their stakes out of the ground and fleeing, or breaking their necks trying.
- Everyone will have vivid dreams of being underground, being in the dark, and having trouble breathing. No-one will regain hit points or spells or such.

It never rains in this area, not ever, even if rain is falling all around.

## O<sub>1</sub> – The Heretic Cemetery

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**A simple cemetery** (maybe 30' by 60', full of simple graves), demarcated by a **picket fence** (decades weathered).

### Two dozen graves

**Crude markers** (crosses of wood), **faded flowers** (mostly dog rose, honeysuckle, and columbine).

**If the PCs dig up the graves** — bodies and bones, between six months and fifty years in the ground. A few have grave goods — coins, jewellery, ornaments, worth 30gp if you turn over the whole lot.

**If the PCs carefully inspect the dug-up bodies** — there is something oddly... animalistic about some of the skeletons. Faces are too long, teeth are too sharp, something sprouts from the shoulders of one that might have been the stumps of wings...

### Clasp altar

**Crude clay mound on the ground** (inscribed with assorted words, each repeated many times — “remember, enact, become”), **mummified forearm and hand sticking straight upwards** (mud and bird shit on it, covered in some waxy substance, skin faded like old chicken).

**If someone grips the hand** — it grips back, and they have a vision of being in the dark underground, with their torch barely working and there something predatory in the darkness. They get 100 xp. The hand then slides back into the earth, arising again on the following sunrise.

**If they smash the altar and look beneath** — the forearm is joined to an upper arm, but not to a shoulder or anything beyond. The arm is then forever inert, although it's usable as a magical weapon (1d4 damage, disintegrates on a natural 1).

## O<sub>2</sub> – The recent burials

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**Two body-sized mounds of dug earth**, marked with **wooden crosses** (saplings crudely hacked, tied with rope).

**If someone digs up the mounds** — bodies a few weeks dead, rough travelling clothes with trophies and gewgaws (a stone coin with the head of a foreign king; a painted bone tool for piercing leather). Died gutted by claws.

## O<sub>3</sub> – The Undertaker’s House

An ancient stone structure (heavy limestone blocks, mortar long-crumbled) about 100 yards from the crack, painted inside with **the faintest trace of murals** (scenes of embalming, funerary rites, and sealing into stone boxes).

## O<sub>4</sub> – The Bone Place

### The rocky walls

**Sheer rock** (30ft high)

If a PC tries to climb — only a Thief can succeed, and then only with a Climb check.

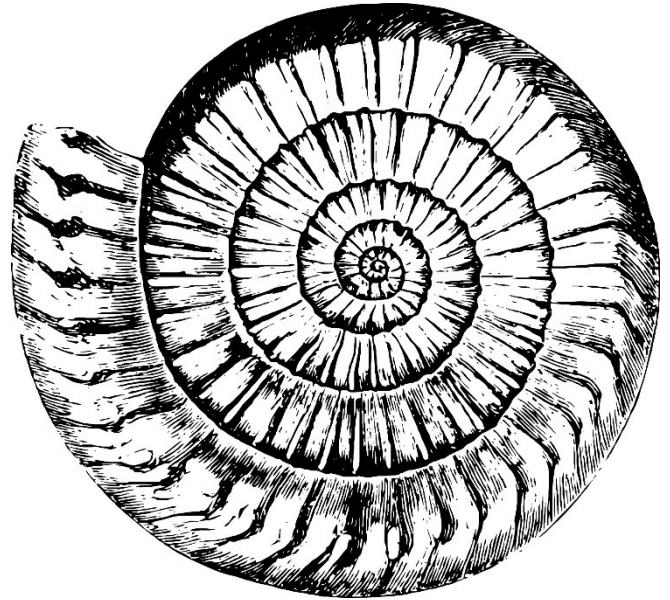
If the PCs spend an hour scouting — they find a Dex check climb (on the NE corner).

Carefully study the rock — chisel marks suggest foot and hand -holds were systematically chiselled off a long, long time ago.

### The entranceway

A gap in the rock (about 6ft wide) flanked by pillars with a stone lintel above them (lintel is engraved with “DREIB” in foot-high letters).

Investigate pillars — faint remnant of ammonite symbol halfway up the left one. (see image to right)



# Above-ground area

## Random encounters

### Night

The Thing in the Dark (see the *Prehistoric Tunnels* section) will attack them with the same frequency and tactics given there. If it makes a grab, it will drag them towards the tunnels, 30' per round.

### Day

Every turn, 1 in 6 chance of an encounter or experience. When the PCs first enter the Bone Place, it's always an experience — encounters are then “unlocked” as the PCs disturb various things. The encounters will “switch back off” at the rate of one a month, except for the ghosts from the Sepulchre (they will remember this until their preservation finally fails, which will take three hundred years), and the shadow man (he will pursue the PCs until dealt with).

(Note the tick-boxes  in the “Encounter” column to help you track this.)



	Encounter	Experience
1	If the PCs have encountered the Spider-Thing from A4 <input type="checkbox"/> , it tries to ambush them, getting surprise on 1-2.	Wind whistling through the stones
	Else →	
2	If the PCs have encountered the Ribcage from A3 <input type="checkbox"/> , it tries to ambush them (normal surprise chance).	Did someone just sigh heavily nearby?
	Else →	
3	If the someone has pushed over the great stone from A1 <input type="checkbox"/> , d10 skeletons, like the <i>Lesser Bones of the Stone</i> (see A1), come digging out of the soil nearby. When you smash them the bones are pulled back underground.	Small rocks fall in the middle distance
	Else →	
4	If someone has looted or desecrated a body in A5, and the resulting ghosts have not been destroyed <input type="checkbox"/> , the remaining ghosts surround the most isolated member of the party.	A random PC feels unusually weary, right down in their bones
	Else →	
5	If someone has swapped places with the Shadow Man in T9 <input type="checkbox"/> , the Shadow Man attacks.	Skeleton with a horned head, which watches someone from the middle distance, typically from a doorway or cave. If you try to get near it, it runs off and disappears.
	Else →	
6	Just an experience →	Out of the corner of their eye, someone sees a patch of soil shift, like something is moving under it.

## A1 – The central area

Sandy soil about 200' east-west and 250' north-south featuring a great freestanding stone, about 8ft diameter and 20ft high.

### Disturbed ground

Some **disturbed ground** where the somewhat-brave have come in here to dig. **Spades and picks around some modest holes**, abandoned a few months ago.

**If the PCs study the largest hole** — at the bottom is a human-shaped depression in the soil, as if something had once been lying there.

### The great stone

This is an elongated egg shape, 8ft at its widest and extending 20ft into the sky. It's solid granite, much darker than the local limestone, and there are very worn traces of some indecipherable markings upon it.

**If the PCs somehow tip or move the stone** — Under the stone, there is a hole in the ground full of bones, somehow not crushed. Then they surge out of the ground and form skeletal horrors.

Great Bones of the Stone **AC** 7 [12], **HD** 4 (hp 16), **Att** 1 × femur of its own mother (d10), **THACO** 17 [+3], **MV** 90' (30'), **SV** F3, **ML** fearless, **AL** chaotic, **XP** 75

► **Undead** — immune to effects that target minds or biology

The Great Bones is humanoid but far bigger than any human, and it swings wildly about with the femur of something yet bigger still.

6 Lesser Skeletons of the Stone **AC** 7 [12], **HD** 1 (hp 5), **Att** 1 × arm bone stab (d6 + impale), **THACO** 19 [+0], **MV** 120' (40'), **SV** F1, **ML** fearless, **AL** chaotic, **XP** 10

► **Undead** — immune to effects that target minds or biology

► **Impale** — on any hit, impale the target and limit its movement. Can't then attack until removed, but any other attackers of the same target get +2 to hit. Kill the impaling skeleton to remove it.

These ancient skeletons have their right forearm sharpened into a thrusting blade.

**Under the bones** are silver torcs (two x 10gp) and golden bracers (one set worth 30gp) and a bronze astrolabe (crushed and no longer works, but if you took it to the right collector they'd pay 100gp for it)

## A2 – Shallow open cave

A cave containing a **large rock** and with a **skeletal leg** sticking out from under it (the foot and half a pelvis are still attached).

**If someone inspects the leg closely** — it animates, jumps up, and hops along them behind them.

Desolate Leg **AC** 7 [12], **HD** 1\* (hp 5), **Att** 1 × kick (d4 + special), **THACO** 19 [+0], **MV** 90' (30'), **SV** F1, **ML** fearless, **AL** chaotic, **XP** 13

► **Undead** — immune to effects that target minds or biology

► **Limbic revolt** — anyone hit by an attack must Save vs Paralysis or lose control of a leg for one turn. Said leg will kick and stomp and make it hard to stand or move.

► **Dismember** — if its attack reduces the target to 0 hp (regardless of normal death-and-dying rules), one of their legs rips off and becomes a Desolate Leg itself

If someone levers the rock upwards (it weighs about 600lb) — underneath is the rest of the skeleton, along with a compressed pancake of 250 sp in a (completely smashed) clay jar.



## A<sub>3</sub> – Cave with two entrances

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This cave features a **large plain rock** in the centre (mostly flat, embedded deep into the ground).

**If someone looks behind the stone** — they find an intact ribcage laid out on the floor (it has 14 distinct ribs, compared to the normal human 12, and no apparent sternum).

**If someone touches the ribcage** — it jumps up and tries to impale them on its rib bones.

**If, once seen, the ribcage is ever unobserved** — it disappears (and reappears on the encounter table).

The Ribcage **AC** 5 [14], **HD** 3\* (hp 13), **Att** 1 × impale (d12), **THACO** 17 [+2], **MV** 120' (40'), **SV** F3, **ML** fearless, **AL** chaotic, **XP** 50

▶ **Cannot be seen moving** — except when attacking, it only moves when not observed; nearby people at best observe a scuttling movement in their peripheral vision

▶ **Stealthy** — gets surprise 3 in 6

**If someone tries to lock in it in place by watching it** — It won't move, but they have to make a Con check every 3 rounds or they blink. When they blink, it gets a full round move instantly.

If they get away but don't kill it, it goes on the encounter table.

## A<sub>4</sub>-a – Narrow-opening cave

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A **narrow archway** has been cut here, leading to a small cave lit by **small natural holes high in the wall**.

**Foreign script scratched into the wall** (Brassicán, says "The bone place. Ha ha.") next to a **2"-wide hole in the wall** (about 4' from ground, about 1' deep).

Has a low, wide crawl thru to A4-b.

## A<sub>4</sub>-b – Ancient armour

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**Low ceiling** (natural stone), **scratches on wall** (made with tools?). On the floor here is a **half-plate armour suit** (extremely rusted, of ancient style).

Leading west is a narrow crawl.

**If the PCs look through the crawl** — there is a glint of silver on the floor in A4-c.

## A<sub>4</sub>-c Cave paintings

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The walls are covered with **cave paintings** (scenes of hunting and butchering great bull-like things) and **many holes in the walls** (they go off into the darkness out of sight. The smaller ones have a lot of dust and old dirt in them — the large (about 10") across seem cleaner. Clearly made after the paintings were done.). On the floor there are a **silver torque and matching bracelets** (fine work of great antiquity, worth 30 gp together).

**When the first PC enters this area** — the Spider-Thing (see below) will attempt to ambush them.

**If the PCs look through the crawl to A4-d** — The glint of gold is visible on the head of some dark-mace-like thing.

### The Spider-Thing

The Spider-Thing **AC** 6 [13], **HD** 3\* (hp 13), **Att** 1 × claw (d6 + grab chance), **THACO** 17 [+2], **MV** 120' (40'), **SV** F3, **ML** 8, **AL** chaotic, **XP** 50

▶ **Stealthy** — gets surprise 3 in 6.

▶ **Squeeze** — can move through a tunnel that's only 10" in diameter.

▶ **Grab attack** — if it hits with its claw, make a Paralysis save or it grabs you and drags you quickly into an adjacent room. (Advantage on this save if held by or roped to another person)

▶ **Butcher** — if it kills someone, it swiftly slices off a limb or a head and retreats into the walls to eat it. It will not bother anyone again today.

▶ **Cursed** — It is a cursed human. Casting *Remove Curse*, or reducing it to zero hp, will turn it back into an extremely old man who will then die of old age.

The Spider-Thing is a hairy black spider, 8ft across with all its legs splayed. The legs end in cutting hooks. Its central body is a black sphere, and though you look close enough there is a humanesque nose and mouth... though the latter has all the wrong teeth.

It is mostly animalistic, but smart enough to set a trap (e.g. to lure the PCs in with a trail of treasure items).

Once PCs have encountered the Spider-Thing, it goes on the encounter table.

**Design note** — the Spider-Thing's grab will probably achieve little in here against PCs, but it gives the GM a chance to practice ahead of the Thing in the Dark pulling the same shit later. Also, it can use the grab move to fast-transit through crawls, making it hard for PCs to chase.

## A4-d – Hard angle cave

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The walls here have been **crudely cut to a variety of sharp angles** (like the facets of an extremely rough diamond) and again there are **many holes in the walls** (arbitrarily cutting through the facets). On the floor there is a **mace-like thing with gold details** (“Paralysing Greed” — see below).

*Paralysing Greed* — A baby’s skull on a wooden shaft, its skull cavity lined by thin gold leaf. It can paralyse (by causing temporary rigor mortis in the skeletal muscles) but rather randomly — every living creature in 20’ of the user range makes a save in proximity order, stopping early once three creatures have failed the save. They are then paralysed for 2d6 rounds — roll once for everybody. The item is then dormant for a day.

A narrow crawl leads north to A4-e, and a round thing of copper or brass is visible through it.

## A4-e – Chimney cave

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This cave has **more holes in the walls** and a **hole in the ceiling** (about 10” across, leading up onto the top of the rock). In the middle of the floor is the **Bronze Crown of Eadwyg** (see below).

*The Bronze Crown of Eadwyg* — Wearer experiences a pleasant relaxation, increasing in intensity day by day, but loses 1 Charisma point each day after the third. When Charisma reaches zero they become a pliant imbecile, permanently. Worth 100gp from workmanship alone, more to someone who has a use for it.

A narrow crawl leads east to A4-f. It twists out of sight so you can’t see anything.

## A4-f – The spider-thing’s nest

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**Assorted random bones** (all manner of size and species), **smell of decay and must**,

**If the PCs make a cursory search** — Assorted jewellery worth 30gp, and 25gp in mixed coin.

## A5-a – The Martyn Sepulchre

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A **stone door** (bulging outwards, cracked by time and the movement of rock, mortared shut but with a just-about-person-sized gap in the middle) with an **inscription** (“MARTYN”).

**If the PCs try to open the door without tools** — basically not happening.

**If someone tries to squeeze through the gap** — a normal-sized human can get through in a minute (Dex check for half), if they take off any armour or major equipment.

**If the PCs try to open the door with hammers, picks, crowbars etc** — with three turns and a lot of noise, they can widen the crack so that a stripped-down person can get through in a round, or someone with armour etc in a minute.

**When the first person enters** — save versus paralysis or they are drawn into the darkness of the sepulchre where they climb inside the empty wall niche and fall asleep.

## A5-b – Inside the Sepulchre

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In this heavily reshaped cave are **a dozen wall niches** (all but one most containing a coffin, sarcophagus, or casket) and a **heraldic crest** on the far wall (griffin rampant above gold bend on white, doves below).

### Two crumbling wooden coffins

Brass plates on the coffin lids give names and dates from 90-100 years ago (“Gerald Martyn, 1208”, “Esther Martyn-Ames, 1217”).

The bodies inside are just bones now and have no meaningful grave goods.

### Three loose stone sarcophagi

Simple engravings give names, dates and titles, 100-150 years ago (“Constance Martyn, 1185”, “Grennic Martyn, 1163”, “Jerwyn Martyn, 1161”)

These bodies, again, are just dry bones. Each has some modest treasure worth 5gp — a silver necklace with a butterfly pendant, a ceremonial knife with a (cracked) ivory handle, and a ring with a red carnelian.

### Heavy, engraved stone caskets

Six fine stone caskets with finely engraved names, dates, and titles from 150-200 years ago. The lids fit tightly and have been mortared shut.

(“Sir Gregor Martyn, 1140”, “Lady Elizabeth Martyn, 1137”, “Sir Jerwyn Martyn, 1119”, ...)

**If opened** — The insides are lined with lead, and the head of each corpse is held in place with stone pillow-blocks. They are wrapped in tight folds of off-white linen, impregnated with tree resins, Frankincense and formaldehyde. Overall effect is that the bodies are somewhat intact — they look days dead rather than a century plus, with no depredation of worm or insect at all.

Five of the six bodies have visible bulges that look like items wrapped within the linen — Sir Gregor has a sword, Lady Elizabeth a large amulet, others a bracelet, a necklace, a breastplate.

The sixth body, Sir Jerwyn, has had his eyes removed and replaced with golden balls.

**If the PCs touch or disturb any of the well-preserved bodies** — the spirits trapped in *all* the well-preserved bodies make them stir and writhe, wriggling in their tight shroud-bindings like maggots.

**If the PCs damage, loot or desecrate a body** — that body's ghost will manifest in the central area, looking exactly like the actual body does (wrapping and all). If turned, or if the PCs flee, it goes on the encounter table.

**The Ghosts in Treated Shrouds** AC 6 [13], HD 3\* (hp 13), Att 1 × look at you like it's going to follow you home and hide in your bed (d6 + special), THACO 18 [+2], MV 120' (40'), SV F1, ML fearless, AL chaotic, XP 35

► **Incorporeal undead** — immune to effects that target minds or biology, and to non-magical non-silver weapons.

► **Trap Spirit** — if anyone is reduced to 0 hp by a ghost attack, they die and their spirit is trapped in the ghost's body until they, in turn, are disturbed and themselves reduce some victim to 0 hp. Or at least until the body rots and the seals tattooed on it crumble. Throughout this they are conscious, without sleep or relief.

**If someone, despite all the above, fully unwinds the linen on one** — they will see that the skin is covered in interlacing tattoos of religious nature — appeals to saints and church fathers to preserve them from “the corruption of sin”.

Treasures:

- Sir Gregor's Sword — +1 longsword, Martyn crest inlaid on the pommel and a motto down the blade (“Trust in God, do not sin”). Worth 50gp as a fine sword.
- Lady Elizabeth's Amulet — clay amulet on a silk ribbon, inscribed in the ancient Urban script “May prayer preserve you from the worm”. Once per week lets you re-roll any one failed save. But if you fornicate, steal, or murder while wearing it, it shatters for d6 damage.
- Silver bracelet with intertwined flowers — worth 10gp
- Platinum necklace — fine work, hanging teardrop, worth 20gp to a good jeweller who knows what it is.
- Good quality plate breastplate with the Martyn crest painted on
- Sir Jerwyn's new eyes — worth 30gp



## A6-a — The shrine

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A square room with **scattered debris** (much stone of varied sizes) and **stone altar** (has a shallow depression in the centre about six inches across).

**If they search the floor** — the stone offering bowl is upside down in a corner.

**If someone puts the offering bowl on the altar and puts 10 gp worth of coins in it** — they hear a distant creak of stone as the temple doors open. The coins rapidly age a thousand years of use and circulation, abraded by a thousand years of mutual rubbing and tarnished by a thousand years of sweaty hands and sweaty pockets. They are left without any design or features and (unless totally pure gold) tarnished to almost black.

### Very faded wall paintings

Show various scenes at the shrine:

- Mourners carrying bodies
- Widows and children, in grey-black togas, tearfully receiving alms
- People queuing up to put gold coins in a bowl on the altar. (The rear end of the queue, where an angry elderly man is wrestling with a larger armed man, is broken in the middle because a vertical gap has appeared.)

**If someone gets a lever into the gap** — they can pull open an ancient, very stiff stone door, revealing a small room (A6-b) behind. Inside the room is a stone plinth, on which is an iron band of roughly head size.

## A6-b — Shrine attendant's room

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In this room is the **shrine attendant** (an incredibly ancient man, almost skeletal with paper-thin pale skin, long white hair, and iron circlet around his head) slumped against the wall and **several foot-high clay pots** (mostly empty, but one is stuffed full with 300 sp).

**If anyone enters the room** — the shrine attendant will look at them with milky eyes and try to stand (but he cannot).

**If someone removes the circlet from the attendant (or attacks him with much more than harsh words)** — he has a moment of lucidity, looks around with new eyes, then ages a thousand years in the next ten seconds and comes crashing down into dust and fragments of bone.

*The Circlet of the Shrine Attendant* — an iron headband decorated with ammonite and owl symbols. Wearing it

makes you immune to hunger, thirst, ageing and disease, as long as you remain in the Bone Place. If you leave the Bone Place, or remove the circlet, its effects catch up with you.

## A7 — Temple doors

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**Crumbling stonework** (clearly once engraved with complex designs, all but worn away now) surrounds **great stone doors** (each 8' high by 5' wide, and nearly 6" thick. They open outwards but are held closed by their own enormous weight).

**If the PCs try to force the doors** — They will need dedicated tools (e.g. crowbars), and it's likely to take about an hour. As well as any normal random encounters, this will disturb the armour from A9 which (once they've made some kind of gap to hear through) they will hear clanking about behind the doors. It will intercept them in A8.

**If the PCs open the doors with a Knock spell or similar** — this will disturb the armour from A9, which will come to attack them.

## A8 — The tombs of the great and the good

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The walls are marked by **six memorial stones** (2' square, engraved with epitaphs repeated in both Latin and an archaic version of the local vernacular), each of which has a **libation tube opening** (at shoulder height, 1" across).

**If someone pours food or fuel oil into a libation tube** — they have a sense of something being satiated, and get a very vague impression of what is behind the memorial stone (see below for each stone). They also get a blessing that gives them Advantage (roll twice, take best) on any one future roll. The tube is then then inactive for a week.

**If someone pours someone unpleasant (anything you wouldn't want to consume or burn) into a libation tube** — they have a vision of something angry in the space behind the memorial stone, and receive a transient curse — on one future roll of the GM's choosing, ideally one that really matters, the must roll at Disadvantage (roll twice, take worse result). The GM might like to narrate the corresponding angry ghost impeding them. The tube is then then inactive for a month.

**If someone pours water (or something similarly neutral) into a libation tube** — nothing happens.

**If someone tries to break off the memorial stone** — it takes a turn to lever out, or one minute and a Strength check with a highly-appropriate heavy tool.

### The tomb of Vitus Evander

**Epitaph** — HE WAS THE MAGISTRATE OF IVEWALL, FAIR AND JUST IN HIS DEALING AND IN THE PERSECUTION OF THIEVES, SWINDLERS AND MURDERERS.

**Behind the stone** — Skeleton sitting against the back of a wall. Between the legs is a neat stone box labelled “HERE IS MY TREASURE”.

Box is trapped — poison gas — opener must save or take 2d6 damage instantly.

Inside is 50gp and a Magistrate’s Medallion.

*Magistrate’s Medallion* — the society that acknowledged this is long gone, but some shadows remember. 3 in 6 chance that any ghost from the ancient world feels unusually trusting of the wearer.

### The tomb of Cassius Barbara

**Epitaph** — ARCHITECT OF THE WALLS OF LUNACANTIUM

**Behind the stone** — Empty

### The tomb of Caecilia Domitia

**Epitaph** — SHE WAS A WARRIOR IN TWELVE CAMPAIGNS

**Behind the stone** — Two ancient skeletons, both female. One is not quite full grown — probably in her early teens.

### The tomb of Valeria Orca

**Epitaph** — SHE OVERSAW CONSTRUCTION OF THE GREAT PORT AT BRUKSCACHT, BUT WAS CURSED BY A WITCH AND LOST AT SEA

**If the PCs carefully examine the memorial stone** — There is a briny liquid trickling out of a tiny gap in the masonry that holds the plaque in place. This is unusual as it never rains on the Bone Place so everything else is dry as dust.

**If the PCs start to break open the memorial stone** — Unless they do this exceptionally suddenly and violently, an angry ghost bursts out while they’re doing it, getting surprise on 1-5 on d6.

Valeria Orca AC 5 [+4], HD 5\* (hp 20), Att 1 × special, THACO 15[+4], MV 90’ (30’), SV C5, ML 10, AL chaotic, XP 300

► **undead** — immune to effects that target minds or biology

► **grip of the deep** — her attack is a grapple — on a hit, she grabs the target and can then move them with her as she moves. They can break free by spending their action to make a paralysis save. If she pulls them back into her tomb, they will be sucked away into the black mud beneath a distant ocean. There is no way back.

Her flesh is rotted to black with no features. She stinks of rotten fish and saltwater and is covered in brine and wants to drag you back into the tomb-chamber and thus into the ocean depths where you will drown. Once she has something to take her place she is free, so will leave.

### The tomb of Quintus Amadeus

**Epitaph** — LIBERTINE, TURNED MAN OF BUSINESS, TURNED PATRON OF THE CHURCH, TURNED BISHOP, TURNED ANCHORITE IN HIS DECLINING YEARS.

**Behind the stone** — Perfectly preserved body of a young man, as if he was a bit pale but just sleeping. Wearing vestments (surplice and cassock, roughly) recognisable as similar to those of the modern church, but much more ostentatious which gold and brass thread. Worth 40gp.

*Incorruptible Vestments* — if you wear these, you never appear dirty or ill, and if you are dead you will not decay. When you take them off, normality reasserts itself at ten times normal speed.

### The tomb of Fabia Poplicola

**Epitaph** — PRIEST, ORACLE, AND DIVINER FOR THE PROVINCIAL GOVERNOR OF ROCAINE.

**Behind the stone** — Skull, femurs, and humerii (upper arm bones). Three galvanised metal sheets with engravings that count as spellbook pages.

*Promote Trade* — cast on trade administrator to increase trading profits by 10% in one locality of up to 2000 people for a month. Works by increasing desire and avarice, and so also promotes theft and swindling, which accumulates — double in the first month, triple in a direct follow-on month, and so forth.

*Raise Crops* — cast on a farming administrator to increase crop yields by 10% for one year on a community of about 2000. Can use multiple years back to back, but each year beyond the first gives a cumulative 10% chance of a fungal rot cutting yield by three quarters.

*Sooth Discord* — cast on a magistrate or governor to give a one-time 50% chance to quell a riot or uprising. Afterwards, regardless of result, the relevant population becomes apathetic for one year, losing 10% of productivity to sad songs and mournful poetry.

## A9 – The feasting room

This room has **long stone benches** and **brightly-coloured murals** (showing feasting, eating, drinking, laughter) and **an altar** (see below) over which **an armoured figure hangs** (see below).

**If the PCs study the murals** — the scene is centred around an altar — it is straddled by an ox and sunlight seems to be glowing from beneath it.

### The altar

The altar is more modest than the one in the fresco — a simple stone block with a plain-white altar cloth. On the altar is a **golden chalice** (worth 50 gp) and a **golden plate** (worth 30 gp). They are engraved with designs of the sun and moon — sunbeams and moon-rays tangle and intertwine, but the sun is always dominant.

**If either of the artefacts are removed from the room** — the armour creaks, glows like the sun from the inside, and animates. This happens even if someone is wearing it at the time.

**If the altar is damaged or forcibly moved** — the armour animates, as above.

**If someone studies the altar carefully** — they'll find a crack in the floor below it, right at the rear base of the altar. It's about two inches at its widest point and reveals a dark space below.

**If the PCs hold at least an approximation of a feast, using the artefacts from the altar** — the whole altar slides backwards, revealing a hole down to location T1.

### The armour of Mynas

Plate mail of ancient style in mixed iron and bronze, with embossed markings of sunbursts and stars. It stands above and behind the altar on a roughly-humanoid frame, poised as if about to leap into the room and wrestle intruders. The frame is rusting but the armour is barely tarnished.

The armour fits any vaguely human wearer. Not quite as good as modern plate (AC 4 / +5) but gives you a powerful intuition that you cannot die. This is partly true — if you are killed while wearing it you rise again as a corpse obsessed with following the orders of whatever ally you most respect. Your stats are the same but your Charisma drops by 4, your running speed

drops by half, and on any d6 surprise roll you are surprised 1 point higher. If you are killed a second time you stay dead.

Given the armour, the dish, the goblet, and *the correct liturgy and ritual* the armour could be enchanted for a single Champion of Mynas. This would give it +2 AC and (once a day) the Solar Blinding power that the animate version exhibits. To learn the liturgy and ritual, the PCs would have to track down one of the few remaining Mynasian splinter groups.

If it animates (because the PCs forced the temple doors, forcibly move the altar, or tried to leave with the plate and chalice), it has stats as follows:

Embodiment of Mynas **AC** 4 [15], **HD** 6\* (hp 27), **Att** 1 x × armoured fist (1d10), **THACO** 14 [+5], **MV** 120' (40'), **SV** F6, **ML** fearless, **AL** neutral, **XP** 500

► **not alive** — immune to mind-affecting spells or anything that assumes a living organism.

► **metal around air** — slashing/cutting attacks do half damage; piercing attacks do only 1 damage.

► **melt weapon** — when attacked in melee, spend 1 unused attack (can borrow one from next round if necessary) to grab the weapon before it hits. Paralysis save to avoid. Once it has the weapon, it holds in it both hands and burns it with solar fire from its “eyes” — mundane weapons are destroyed and magic weapons are unusably hot for 1 turn.

► **solar blinding** — every third round, can spend its attack to emit a blinding flash. Everyone within 30' makes paralysis save or is blinded for d6 rounds



# The prehistoric tunnels

These tunnels are a mix of crudely dug tunnels and water-cut caves, although there is no water here now — all is dry as dust. The walls are stone and the floors are hard-packed earth.

Remember the crawl rules from page 1, and note that the map shows crawls distinctly.

## Light in the tunnels

Once in the tunnels proper, light sources don't work properly.

- Mundane light sources and transient light spells always give *just enough* to dimly illuminate the current room, regardless of how bright they normally burn.
- Permanent light sources do a little better — when created or revealed they take three rounds to fade down to dim light (and a turn to recover once aboveground again).
- Natural abilities to see in the dark behave like permanent light sources.

## The Thing in the Dark

Something lurks in the dark. It wants to grab you and snatch you away and pull you across rocks and bite and smother you. It wants to snuff you out like a torch in black water.

**The Thing in the Dark** AC 5 [14], HD 4\*\* (hp 5, sort of — see special abilities), Att 1 × claw (d6 + grab chance), THACO 16 [+3], MV special, SV MU4, ML fearless, AL chaotic, XP 175

- ▶ **Not alive** — immune to non-magical damage and biology- or mind-affecting spells
- ▶ **Not dead** — cannot be Turned
- ▶ **Was never here** — its arrival and retreat cannot be observed or predicted
- ▶ **Cannot die** — will vanish temporarily after taking 5hp damage, but can't be killed or incapacitated. (Maybe award its xp if the PCs acquire the Matter from T15 and get it out of the tunnels.)
- ▶ **Wants to take you** — if it hits someone with its claw, it can try to grab them and drag them into another room (this movement is free for it, even if through a crawl). They get a Paralysis save to resist.
- ▶ **Wants to take your corpse in particular** — if it kills or incapacitates someone, it snatches their body (no save unless someone was already holding onto them, in which case *they* can make a Paralysis save to prevent the snatch) and vanishes. The body will never be found.

**Looks and feels like** — your lights dim to almost nothing, each light illuminating a 3' radius and only dimly. Then you know something is here with you, something with a body and arms but you don't know how they connect. Then one of you is grabbed.

If its true appearance is revealed through magic, or through the initial flare of brightness from a permanent light source, it has no shape and no colour. It is just *here*.

**Attack pattern** — claw, then if it hits it tries to grab. It will retreat if any one of:

- it takes 5hp damage (must be *magical* damage)
- it gets a kill
- it has attacked for three rounds

Exception — if the PCs have the skulls from the red ochre in T6, it will try to grab those rather than grab them.

**Viable defences** — if a character is held firmly by another prior to the latter being attacked, or e.g. they are roped together, then Advantage on the snatch save would seem fair.

## Random encounters

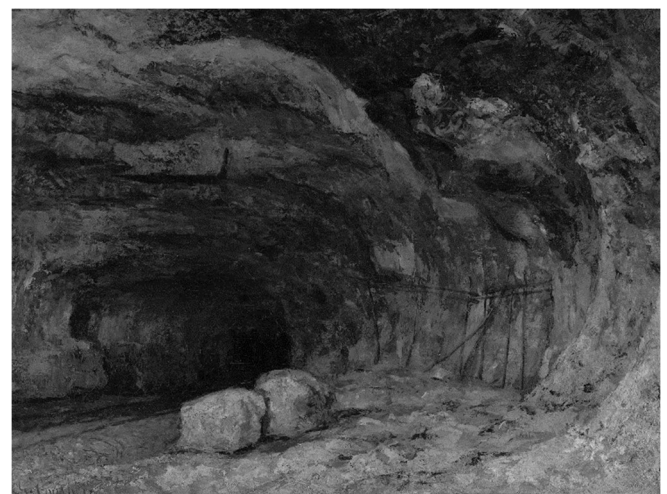
Roll once per turn — 2 in 6 chance that the Thing attacks. Surprise on 1-2 the first time, not thereafter.

But don't roll for:

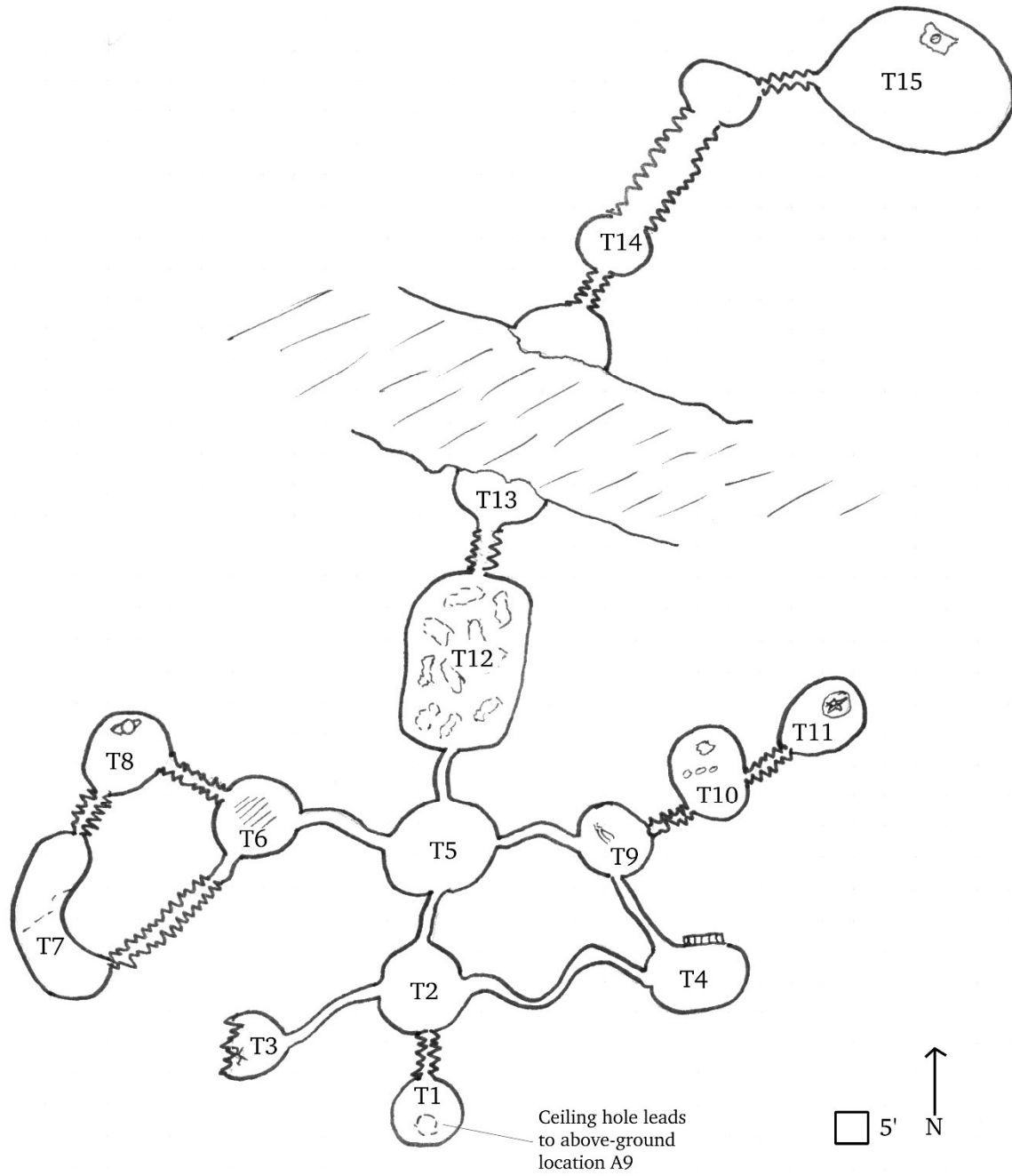
- 2 turns after they first enter the tunnels
- 2 turns after it gets a kill
- 2 turns after it's made to vanish by damage
- 1 turn after it manifests, if it neither kills nor is made to vanish

And never roll:

- If they're in room T12 or anywhere north of it.



# Tunnels map



## T<sub>1</sub> – Entry cave

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Dry earth floor and stone walls.

## T<sub>2</sub> – Explanatory paintings 1

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Dry earth floor and stone walls, the latter covered in cave paintings (humans mills around between three creatures— a wolf, a stag, and a tall man, which in turn surround some glowing thing. There are also scattered human-animal hybrid beings, some of which look mighty and some of which look ill)

## T<sub>3</sub> – A Skeleton in Fear

---

The tunnel ends in a pile of rocks (they look as if they'd fallen from above), underneath which can be seen some **extremely ancient bones** (a skeleton, lying facing into the rock).

**Examine the skeleton** — maybe they were crushed by the rock, or maybe they tried to crawl into this crack. Either way they are very dead but have a dull-red carnelian lying inside their ribcage.

**If someone disturbs the skeleton** — it crumbles into dust, there is a delay of a few seconds, then a tiny little rock falls from the pile.

The carnelian is worth 10gp.

## T<sub>4</sub> – Bone shelves

---

A grid of cubic shelves is cut into the rock (six shelves wide by ten high, each roughly 6" a side). It contains a variety of bone fragments (e.g. child's skull, half a scapula, the top 5" of a femur, a set of knucklebones from one hand...). A third of the shelves are empty.

**If the PCs study the bones closely** — each piece is unique, with no duplicates except sometimes one from each side. They clearly come from multiple people of different sizes. They are incredibly ancient.

**If the PCs arrange the bones so they are in a roughly-human layout** — The skeleton animates, filling in the missing bones with dust drawn from the floor. The result is ungainly, because the bones weren't from one person. It follows the PCs and will help out with anything it sees the PCs doing.

Skeleton from the shelves AC 7 [12], HD 1 (hp 9), Att 1 × claw (d4), THACO 19 [+0], MV 90' (30'), SV F1, ML fearless, AL neutral, XP 10

## T<sub>5</sub> – Explanatory paintings 2

---

Worshippers from the previous paintings (at T2) set are set about by the Thing, represented as a jagged dark shape made from rock features. The shape varies each time, but always has claws.

## T<sub>6</sub> – Red ochre skeletons

---

Rough-cut walls, packed earth floor.

### Reddish-tinged patch of earth

About 6ft across.

**Dig up the patch** — three skeletons with red-stained bones — male, female, and a child. The father clutches a clay beaker containing 30gp in semi-precious stones (jasper, carnelian and rose quartz).

**Carry the skulls away** — the Thing will waste attacks trying to grab them back — see its description on page 14.

### Corrosive crawl

Crawl to T8 — rock is covered with dark liquid (has a rainbow sheen, smells unfamiliar).

**If anyone crawls through it** — Causes stinging sensation on exposed skin. If not washed off, causes a severe rash to break out a few hours later (Disadvantage for on everything involving grip or sensitivity, Con check per day to recover), and three days later causes any leather or cloth armour to fall apart. Also, if you get set on fire before washing it off, it burns too and you take +1d4 damage.

## T<sub>7</sub> – Heartbeat Chamber

---

The chamber has a low ceiling and a six-inch crack across the ceiling.

**If anyone starts to move through it** — they feel a powerful sense that the ceiling is pressing down on them and about to collapse. Their heart pulses in their chest and thunders in their ears. The further they go, regardless of direction, the worse it gets. Then, when they reach the other side, it all stops.

## T8 – The altar of the dreaded wolf

---

A **great rent in the wall like a savage mouth** (painted in red and white). In front of it is a **crude stone bowl**.

If someone pours 1hp of blood into the bowl — they have a vision of the Gullet of the Wolf (T14) becoming still. The gullet is then inactive whenever anyone who was here at the time of pouring is in T14.

If someone pours any other liquid into the bowl — it sets on fire, as does the thing you are pouring it from and also you. (1d6 damage, halved if they take good immediate actions e.g. dousing, rolling)

If someone destroys or desecrates any part of the altar — the altar becomes permanently inactive.

### Corrosive crawl

Crawl to T6 — see description at T6.

## T9 – The shadow of a man against the wall

---

Round-walled room with a packed-earth floor.

If any light illuminates the centre of the room — it casts a shadow on the wall as if a cloaked man was standing there.

If anyone lines themselves up so that they would cast pretty much the same shadow — they experience his ritual throat-cutting, bleed out, and burial in an unmarked grave underground (“*You remember now — they took you to a dark place in the earth and...*”). Then they take his place in the shadow until someone else does the same thing.

Simultaneously, the Shadow Man is freed and goes on overground encounter table. It then follows the PCs onto any and all outdoor encounter tables, anywhere in the world, until somehow destroyed or driven off. It will harass the party with hit-and-run attacks, trying to get one of them alone, trying to catch them when they are already weak. He will never tire of this.

Shadow Man AC 5 [14], HD 4\* (hp 16), Att 1 × touch (d6), THACO 16 [+3], MV 120' (40'), SV F4, ML fearless, AL chaotic, XP 125

► **Incorporeal undead** — immune to effects that target minds or biology, and to non-magical non-silver weapons.

► **Is a shadow** — surprise on a 1-4 at night or in a dark place, 1 only in daylight

If someone digs in the packed earth right under the spot — they find several of his bones (carefully chosen) — part of the cranium, left lower jaw, right

index finger, coccyx. The right kind of wizard might pay 100gp for them. If these are taken above ground anyone trapped as a shadow is freed (at the same place the shadow was, underground).

## T10 – The altar of the man

---

**Headless man-figure** (made of wood and clay, with crown and staff as if a king and an excessively erect phallus), **three low stones** (each about 2' high, arrayed in a row in front of the figure).

If someone kneels in the place where a fourth stone would fit — they have a vision of figures sleeping beneath mud-mounds. If they have seen the mud-mounds at T12, they will recognise them. The mud-mounds are then inactive as long as anyone who was here at the point of the kneeling is in T12.

If someone destroys or desecrates any part of the altar — the altar becomes permanently inactive.

## T11 – The altar of the stag

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**Stag-like figure with real horns**, on the wall above which is a **painted human form hung by the foot**.

If the someone examines the human form — they'll find a jagged metal shard jutting out of the wall where the form's ankle is painted. That's about 7' off the floor.

If someone hangs up a living human or large animal — The sacrifice shrivels up like a balloon with a slow puncture, dissolves into sludge, and is absorbed into the painted figure. Everyone who was involved has a vision of the Chasm of the Stag (T13), wherein a great noble stag leaps it effortlessly. The chasm is then a much smaller size whenever someone who is here at the point of the hanging is at T13.

If someone hangs up a dead thing or a small, unsatisfactory animal — the sacrifice pulses and shifts like eels in a bag, then bursts, releasing a swarm of wasps who sting everyone nearby for d6 damage (no save) and renders this room uninhabitable for one turn. Then they die and litter the ground.

On the third time they do this, the swarm is of *Early Pleistocene Murder Hornets*, which do d6 per round, are replaced when they are killed, and chase the offenders out of the tunnels. They die at dawn on the following day, littering the tunnels.

If someone destroys or desecrates any part of the altar — the altar becomes permanently inactive.

## T12 – The barrier of men

---

A natural cave with **numerous mounds on the floor** (ten of them in all, each is 4' by 2' by 1' high).

**GM note** — the Thing will not harass them in this room, nor in any room further north.

**If anyone enters the cave without first having appeased the Altar of the Man** — the mounds will form into mud-people and attack. They will pursue the intruders far enough to drive them away from hurting them (ideally, out of the tunnels), then withdraw to this cave and revert to mounds. They will not pursue north to T13.

10 **Mud Warriors** AC 6 [13], HD 2 (hp 9), Att 1 × short spear (d6), THACO 18 [+1], MV 120' (40'), SV F2, ML fearless, AL neutral, XP 20

► **Undead** — immune to effects that target minds or biology

**If they inspect any “killed” mud-people** — they find a mixture of small bones (knuckles, foot bones, teeth) amidst the mud. Careful forensics would reveal that each mud-person had the bone subset for a single human.

A crawl leads on toward the chasm of the stag.

## T13 – The chasm of the stag

---

This cave is split in half by an east-west **chasm** (20' wide, 100' deep, narrowing to 15' wide at the bottom, which is full of shale and fallen stones).

**If someone tries to climb the walls, on either side** — hands slip, feet slip, as if any hold you grab was a bad choice. It's thus a Thief-only climb.

**If the altar of the stag has been appeased while someone now here was present** — the chasm is clearly only about 4' wide. It's not clear why anyone ever thought it was wider.

Beyond the chasm is a crawl leading into the Maw of the Wolf

## T14 – The maw of the wolf

---

A tunnel, some 8' across and maybe 25' long, full of **stalagmites and stalactites** (no sign of the water that formed them, and they have jagged edges rather than the smooth ones you might expect). Unless the altar of the wolf has been appeased, the tunnel seems to slaver and pulsate. Or maybe that's just your heart beating in your ears — it is very hot and airless down here.

**If the altar of the wolf has been appeased** — the tunnel is just narrow and full of stalagmites and stalactites. Nothing unusual about it.

**If a living creature tries to pass through the tunnel when the wolf has not been appeased** — they get a sense that the tunnel is wet and that foul breath blows upon them, then stalactites start to visibly drip, and then (about halfway along) it *bites* down on them (and anyone else more than 5' into the tunnel) for 2d6 automatic damage. (Force is equivalent to 600lb of weight so it would crush a wooden table but not a rock.) It then takes a full round to reset before it can bite again.



## T15 – The heart

A natural cave much larger than the preceding excavated rooms (the ceiling is 20' high in the centre), bones cover the floor (from hundreds of people and animals of all sizes).

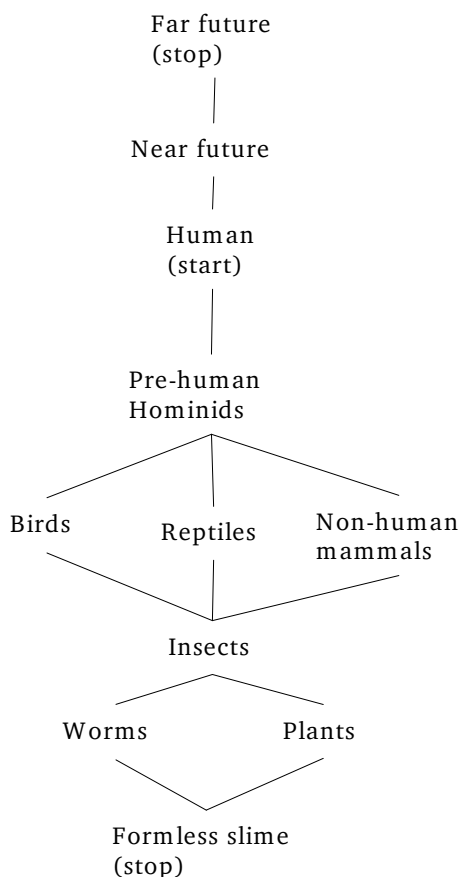
### Crude stone altar

A slab of stone, naturally occurring. Its surface is marked by several **ammonite fossils**. On it is a **bucket of black oak-bark** with a flat lid. This contains the Matter.

### The Matter

A blob of amorphous rainbow-pulsating slime in a bucket of black oak-bark with a flat lid. If you touch it it starts to swarm and swirl, and in it you can see forms of animals and plants and strange shapes you don't recognise. If you touch it for 15 seconds it becomes increasingly active and then a surge goes through it and through you as well.

If you are holding it when it surges you change. You have a place on the tree below, starting at "human", which moves with each surge, and then the location you end up in determines the kind of change that happens.



With each surge, roll 1d8 to see how you move:

1	Don't move (but still roll for transformation)
2	Jump sideways (if possible — if not, don't move, but still roll for transformation)
3-5	1 step into history
6-7	2 steps into history
8	Forwards

(If there is ambiguity at any point, there's an equal chance of each transition)

Then roll on the table for the node you end up on to see what mutation you get.

### What if they try to destroy or split up The Matter?

— It cannot be destroyed or separated into parts — at best, you can spread it out (or contaminate it with something) for a few minutes before it reforms (or adapts to an ongoing disruption).

**What if they try to sell the Matter?** — In theory, a master of transformation could learn to exploit this in a controlled way. Worth 500 gp to any research wizard of competence, up to 2000 gp perhaps for the right expert who has a chance of controlling it.

### Far future

1. You become a being of pure light, with no sorrows or needs but also no desires or goals.
2. You become a cuboid "box-thrall", a genetically-modified servant of the Thousand-Mind Hierarchy invaders of Earth. You are entirely enslaved to their will, and as the Thousand-Mind Hierarchy will not arrive for another ten thousand years you will remain inert and without motive for the foreseeable future.

You cannot, after reaching this stage, be affected by the Matter again. You (insofar as "you" still exist) are stuck here.

### *Near future*

1. Your brain grows greatly as your limbs atrophy — you get +4 to Intelligence and an extra spell-memorisation capability equivalent to a Magic User of your level, but you have to be carried everywhere and cannot lift more than the smallest objects.
2. Three diverse pairs of eyes give you multispectral vision, letting you see through most cover and even through thin walls. But the midday sun is blinding and subtle visual-spectrum distinctions (like that of writing against paper) are almost imperceptible.
3. Six ears and three mouths and the bandwidth to go with it — you can follow and even engage with three conversations simultaneously. But you are extremely prone to boredom in single conversations, and under pressure this becomes very obvious.

### *Human*

- Reroll a random attribute

### *Pre-human Hominids*

1. Crushing teeth, huge jaw muscles and muscle-mount ridge on your head to attach those to.
2. Body fur gives you +2 on saves or checks to deal with cold weather but -2 on any for hot
3. Limited abstract thought — completely immune to illusions or clever tricks, but -2 to int, wis, and any saves versus magic.

### *Birds*

1. Feathered wings — you can flutter a single round's move, but they are very obvious and diversely inconvenient
2. Beak — d4 melee weapon but difficult to eat with
3. Eagle eyes — triple vision at any given range, but your peripheral vision is poor — you have +1 to any surprise chance and Advantage / +20% to anyone trying to hide from or pickpocket you.

### *Reptiles*

1. Unblinking statuesque stillness when not actively doing something. Advantage to intimidate but Disadvantage to make friends.
2. No sweat, no scent. Dogs cannot track you, but you're at Disadvantage to endure heat.
3. You can unhinge your jaw and swallow a large thing whole, like a small dog, or someone's arm.

### *Non-human mammals*

1. Enter aggressive rage at will — Advantage on attack rolls for d6 rounds but can't distinguish friend from foe, can't end rage, and must move and attack on any round where you can.
2. Marsupial — you grow a pouch on your belly. It is warm and safe and has a nipple that produces nutritious milk.
3. Simian body form — much greater muscle mass gives +2 strength and +1 hp per hit die, plus you get a prehensile tail.

### *Insects*

1. Extreme reflexes — +4 Dex but anything that requires patience is beyond you
2. D20 pairs of assorted limbs (if you roll a 1, you are a larvae with none; if you roll a 2, no change). Extra limbs may be useful but you'll have to learn how to use them
3. Exoskeleton — +2 to AC but slows your base move by 30' (10')

### *Plants*

1. Photosynthesis — no longer need to eat but need to spend half the day stationary in sunlight instead. Skin becomes blotchy green-white.
2. Mesmerising scent — +1 on reaction rolls but people who hang around you get dopey and so they have +1 chance to be surprised.
3. Poisonous — if anything eats you, or a significant part of you, they must save or die. Bonus — your blood can be made into a mild but undetectable venom if you learn how to prepare it.

### *Worms and such*

1. Elongated, flexible body shape — squeeze through all manner of holes
2. Ability to survive (barely) by eating 25lb of dirt a day, although this takes four hours and wears your teeth down
3. Regenerate any body part except for your heart. Replacement parts are unusually rubbery and moist. Replacement brains are very approximate.

### *Formless slime*

If you get this far back, you are reduced to a slimy yellow-green mass. You are immobile, insensate, and mildly corrosive.

You cannot, after this, be affected by the Matter again. You (insofar as "you" still exist) are stuck here.



You are alone. It is dark. You have never read a book.

There is something in here with you.

On a hill above a deserted road there is a rocky crown, and in that crown is the Bone Place of Dreib, and in the Bone Place (so you have heard) is a temple of the ancients full of treasures wondrous and diverse. Why it is unlooted and undefiled? Probably the stories about the place, the ghosts that come if you sleep too close, and the list of grave-robbers who never came back.

But the stories are probably bullshit, the ghosts probably just nightmares, and the grave-robbers rank amateurs. You are don't care about that shit.

And you have this dream every night. A dream that you are alone, that it is dark, and that you have never read a book. You are down there in the earth and there is something in there with you. It is a million years old and it is not your friend.

*The Bone Place of Dreib* is an adventure site which PCs may enter and thereby encounter threats and maybe receive treasures. One of the treasures is powerful and strange.

Medium Quality  
Products