

The GHOUL PRINCE



AN ADVENTURE BY ZZARCHOV KOWOLSKI
FOR CHARACTERS OF 2ND LEVEL



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COMPATIBLE WITH
**DCC
RPG**

So this adventure is starting with a weird question I've been playing around with: how easy can you make it to slot a published adventure into the wildly different campaign settings of actual tables, without destroying all the flavour and actual value of that adventure as a useful tool. This is something I've played around with for years, but never actually bit the bullet to sit down and produce something with this goal in mind. So I took one of Dyson's maps that I use for this purpose, and set to work both creating the adventure and running it a few times with different "skins".

The idea is that there is a central frame of an adventure with a lot of set dressing that is used to cement it into a setting. The frame of the adventure is unchanging, while the set dressing is specifically labelled with an accompanying index so the GM can reference notes with what is on the page.

These are not just cosmetic changes, and they do impact the play of the

game. While the frame may establish that there is a trapped chest, the dressing of one setting will say it is a clay pot covered with contact poison, while another setting will say it is a stone chest with a sliding lid inscribed with magical curses offering doom to those who steal from it. Those would need to be dealt with in very different manners, even if the frame is still the same (a trapped chest).

The adventure itself deals with the final resting place/prison of "The Ghoul Prince", a psychotic warrior who was the equivalent of an 80's slasher movie villain, thanks to his pact with an ancient demonic crone. The crone is colloquially called "The Bone Lady", and had a penchant for stealing the skeletons of her victims. He cheated her and kept both his skeleton and his soul, bound into a mask crafted from his own skull. The adventurers will want something found within this tomb, perhaps something as simple



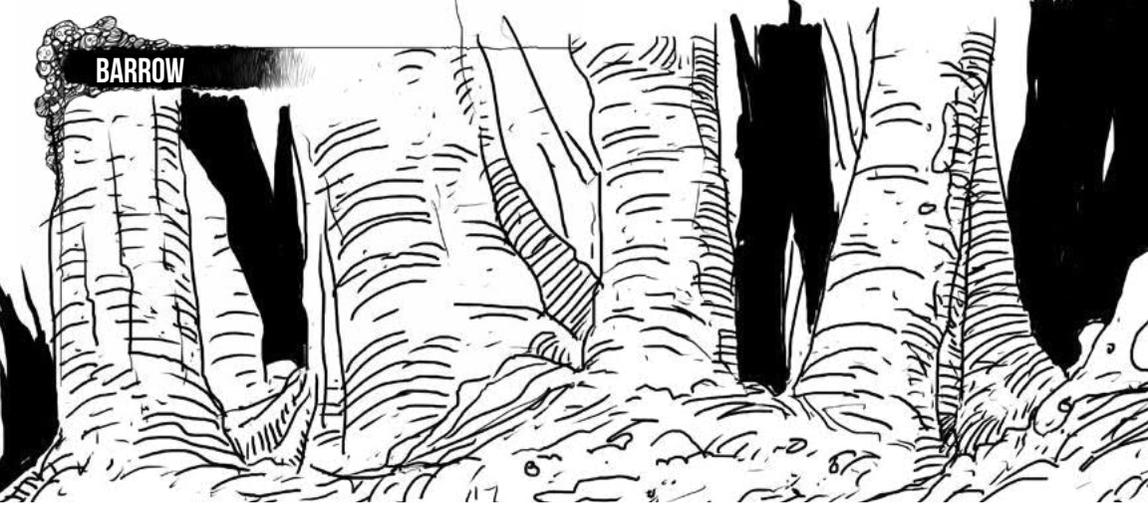
as treasure they stumble upon at random. The tomb is always somewhere far and out of the way: a fog-shrouded bog, windswept desert dunes, or past the snowline on a mountain peak. After breaking into the tomb the party will most likely end up incurring the wrath of this creature, who will strive to slaughter them all and escape, bringing carnage to the lands of man.

As “The Ghoul Prince” is an 80’s slasher villain, he has a few abilities. The first is that when no one is looking at him he can teleport to anywhere else in the region, provided it would be possible for him to walk or climb there (given enough time), and that no one is looking at the destination. The second is that he is dangerous to crowds. Whenever he faces opponents and they roll a saving throw or an action die, they roll one extra die for each person in their group and choose the worst result. The Ghoul Prince has the opposite as a benefit. So if 4 player characters fight the Ghoul Prince they would

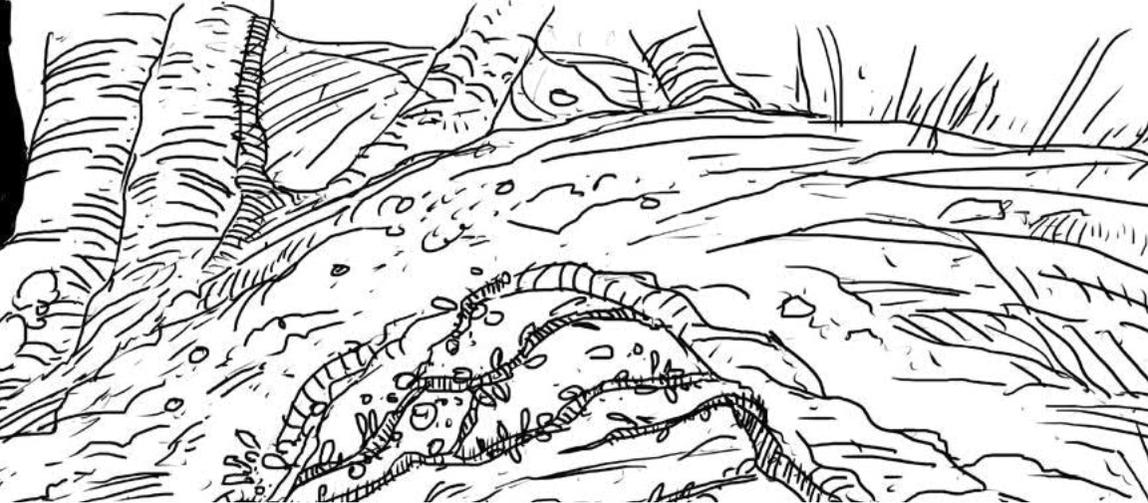
each roll 4d20 when attacking him and choose the worst result, while he would roll 4d20 for each attack and choose the best result. He also ignores any hit that does less damage than the number of opponents he is facing, and always does a minimum amount of damage when he attacks equal to the number of opponents he is facing. Slaying the Ghoul Prince will only temporarily stop him, as he will regenerate fairly quickly if no one is watching him. If his body is destroyed, his mask will move about on its own when unsupervised and animate a new corpse. Wearing his mask will lead to his spirit possessing the wearer.

In terms of weaknesses, the ghoul prince will experience blind terror upon seeing the reflection of his mask, and if defeated with electricity he will be incapacitated for one year. Unless the players have a means of destroying his mask, he must either be constrained facing a mirror or his mask must be given to the Bone Lady to fully defeat him.

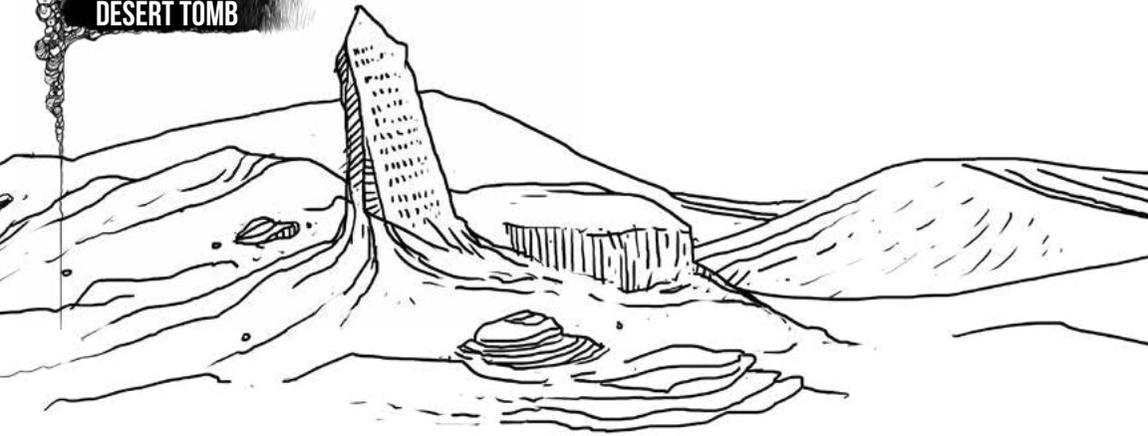




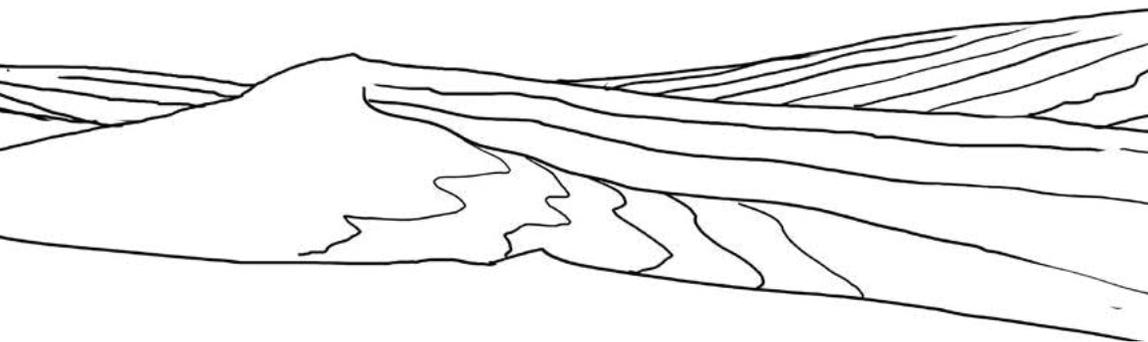
ENTRANCE	A stone dolmen is set into a small tree-covered hill-ock deep within a bog. The entrance is blocked with a large round boulder that is overgrown with vines. With an adequate lever, the rock could be rolled down the hill and into the bog.
WALLS	The walls are made of stacked stone. Crumbling remnants of gypsum mortaring fill the spaces between irregularly placed boulders which function as supports.
CEILING	The ceiling averages about 5 feet tall, and is a series of massive rocks supported by the boulders set into the walls. The gaps in the ceiling are filled with smaller stones wedged tightly into place.
ART	Any murals, hieroglyphs, or similar artwork in the dungeon will take the form of neolithic cave paintings on exposed stones and boulders.
FLOOR	The floor is packed gravel that has become irregular with time.
DOORS	Any door in the dungeon is a limestone slab a couple of inches thick. The doors require a crowbar or tools to move.
DETRITUS	Puddles of bog water and silt.
RUBBLE	Large natural stones.
CAVE	Hard-packed earth tunnel with the occasional large tree root poking through the ceiling.
BODIES	Leathery Bog Mummy
CHESTS	Clay Pots with wax sealed lids.



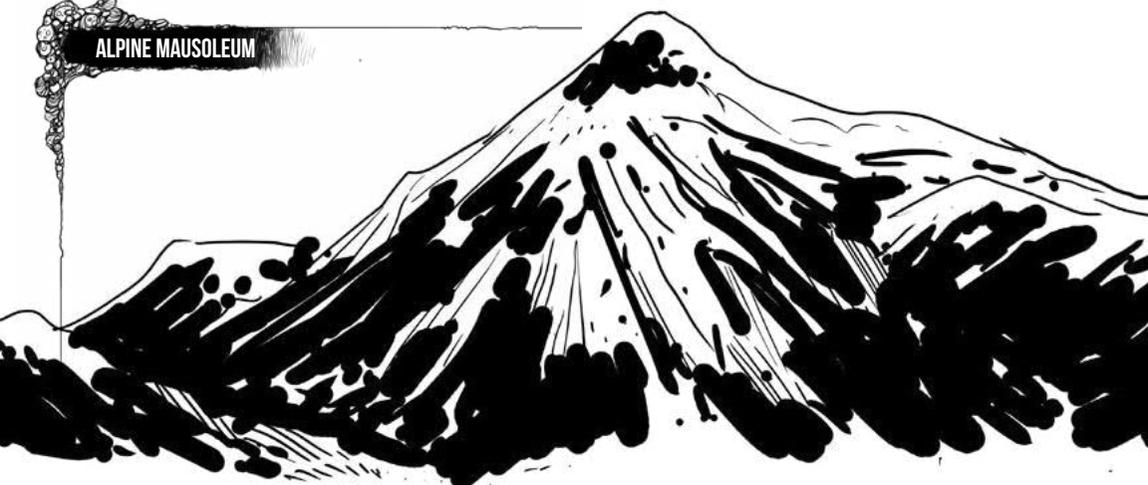
SHRINE	Any shrine listed in the dungeon is a massive stone slab with neolithic paintings along its sides. There will be a dome of tangled antlers atop it, crowned by a trio of skulls.
SMALL STATUE (BREAK-ABLE)	Crumbling Wood, highly stylized.
TRAP (STANDALONE)	A three foot pit with antler spikes at the bottom is covered by a thin layer of gravel atop a wicker plate. Stepping on it will cause the wicker to break and the foot to be skewered on a spike.
TRAP (ITEM)	A thin layer of a mineral-based crystalline poison covers the item. It acts as a contact poison to exposed skin.
WARDS	Mystical Wards are symbols drawn upon stone in chalk, or piles of ground chalk poured into symbols and circles on the ground. Supernatural creatures from this dungeon cannot see anyone standing still while holding an open flame in rooms covered with wards.
BEASTS	Wolfhounds.
THE GHOUL PRINCE	Cadfael of Caer Mabon - son of a petty king whose lands were sundered after a disastrous failed raid across the sea. Used as a local boogeyman in small villages near the bog in their stories, he is said to have single-handedly slaughtered armies, but was finally defeated by a lone knight on his quest for the grail. That bit wouldn't line up chronologically with the age of the barrow, but what do you expect from local superstition.
THE SWORD	Bastard Sword.



ENTRANCE	A stone frame blocked by a massive slab of stone is set into a rocky outcropping buried under a dozen feet of sand. The top of a leaning obelisk sticks past the sand. To any who could decipher its hieroglyphics, the obelisk tells (as it is uncovered) of a murderous warlord entombed within, with all of his treasures, so that his memory would be stripped in all ways from the world. It warns that he is cursed with all-consuming evil, and that his tomb should not be tampered with. I can't see anyone deciding to ignore such an obvious warning.
WALLS	Massive stone blocks, square but mortarless.
CEILING	The ceiling is 12 feet tall, and is constructed of flat stone lintels.
ART	Bas-relief carvings and hieroglyphs.
FLOOR	Stone tiles, very level and smooth.
DOORS	Ancient wooden double doors, tied shut with rope and a clay seal.
DETRITUS	Sand.
RUBBLE	Giant stone blocks that have collapsed with time, or in some cases had never been placed.
CAVE	A smooth natural sandstone cave.
BODIES	Desiccated Corpses, naturally mummified by the extreme dryness and sand.
CHESTS	Stone chest with sliding stone lid.



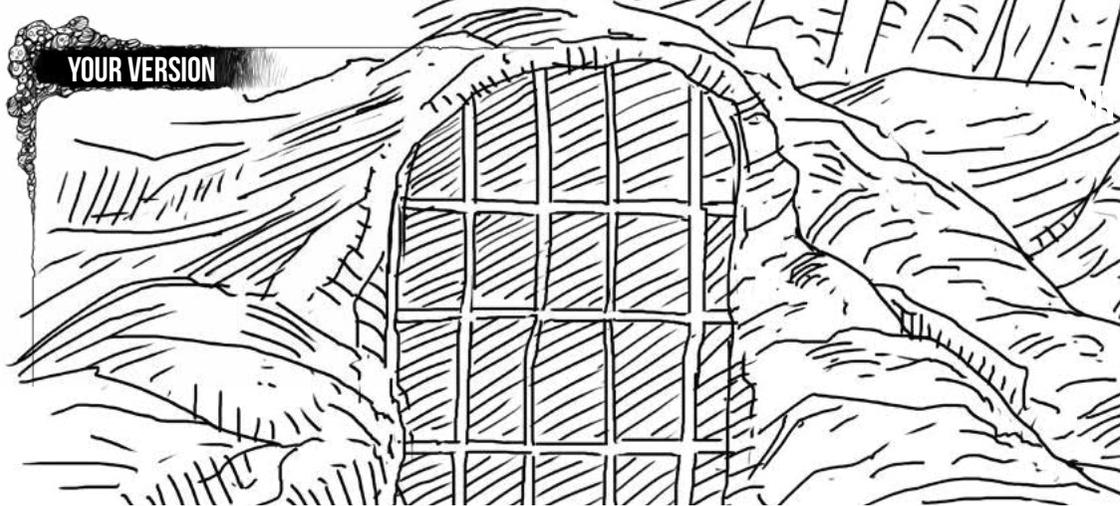
SHRINE	Stone dais covered with bas-reliefs and adorned with wooden and terracotta idols inset with gems (1d6 x 1d20 sp worth of gems in a shrine).
SMALL STATUE (BREAK-ABLE)	Terracotta sculptures.
TRAP (STANDALONE)	Pressure plate causing stones to fall from the ceiling.
TRAP (ITEM)	Ancient curse inscribed on the item, imparted on any who steal, defile, or destroy the item. Each curse gives a permanent -1 on d20 rolls. Every time a natural 1 is rolled, remove a curse.
WARDS	Salt lines on the floor. Supernatural creatures appear sickly and receive -2 to armour class and -2 to attack rolls in rooms covered with salt in this dungeon. That also includes things like summoned creatures or elves.
BEASTS	Hyenas.
THE GHOUL PRINCE	Sargomelech the consumer - a prince of a now long forgotten minor polity, with many older brothers. Humiliated in a crushing defeat, he forged a pact with the bone lady to single handedly slaughter the army that had shamed him and stripped him of command. Driven mad, he slaughtered the remnants of his own army that had failed him. Several neighbouring factions were slaughtered too. Eventually he was forced into the tomb by his father.
THE SWORD	Khopesh Sword.



ENTRANCE	The burned-out remains of a monastery sit high above the snowline on a mountaintop. The walls have largely collapsed and the roof is gone, but in the husk of one blackened outbuilding is a cellar door covered with six inches of ice and a few heavy, charred timbers.
WALLS	Plaster covered masonry.
CEILING	The ceiling is constructed of masonry arches eight feet in height.
ART	Tapestries hung on the wall.
FLOOR	Wooden planks over cobblestone
DOORS	Wrought iron gates.
DETRITUS	Snow and ice.
RUBBLE	Piles of ice and brickwork.
CAVE	Ice cave.
BODIES	Body Frozen Solid
CHESTS	Iron-bound wooden chests.
SHRINE	Wooden podium covered in black candles, along with a heretical tome and a skull converted into a chalice.
SMALL STATUE (BREAK-ABLE)	Marble bust atop a pedestal (worth 50sp).
TRAP (STANDALONE)	Tripwire that drops an iron portcullis.
TRAP (ITEM)	Poison dust trap (tied to pressure plate under the item).



WARDS	Magical circles painted in blood with remnants of black candle wax. Supernatural creatures from this dungeon heal 1hp per round in rooms with wards, but drip blood from their mouth as they speak, shout, or otherwise emit noise from their mouth.
BEASTS	Wolves
THE GHOUL PRINCE	Louis the rotten, the son of an excommunicated robber baron. His family was purged from the lowlands due to his rampant slaughter of pilgrims and resulting cannibalism. Papal agents burned down and destroyed this monastery, but missed the hidden cellar due to an approaching blizzard.
THE SWORD	Arming Sword



ENTRANCE:

WALLS:

CEILING:

MURALS:

FLOOR:

DOORS:

GRAND DOORS:

DETRITUS:

RUBBLE:

CAVE:



BODIES: _____

CHESTS: _____

SHRINE: _____

SMALL STATUE (BREAKABLE): _____

TRAP (STANDALONE): _____

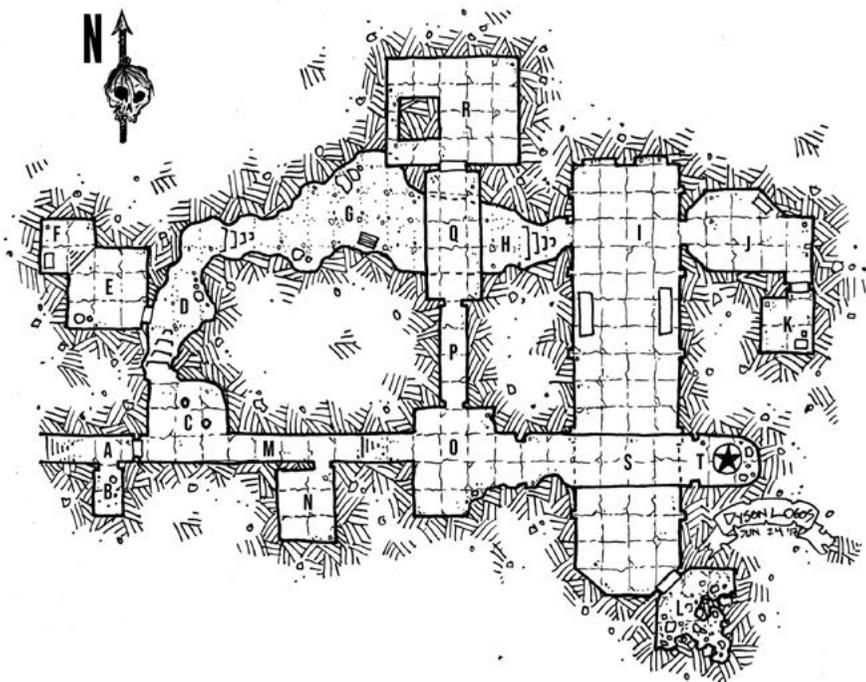
TRAP (ITEM): _____

WARDS: _____

BEASTS: _____

THE GHOUL PRINCE: _____

THE SWORD: _____



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A: ENTRYWAY

A sloping set of stairs lead down from the [ENTRANCE]. A [BODY] is curled into a foetal position at the bottom, surrounded by crudely made [WARDS].

B: OFFERING ROOM

Three small [CHESTS] are set along the south wall underneath a [MURAL] depicting three figures. The first is in a funerary pose, the second wears religious garb, and the third is reaching towards the sky on his knees, a pained look upon his face. The [CHESTS] are each underneath one of the figures and contain the following, in order: dried flower petals; the remains of material to create [WARDS]; and 200 copper coins with a [TRAP (ITEM)].

C: THE GUARDIANS

Two [SMALL STATUE (BREAKABLE)] are present in this room, each facing the other with a sneering gaze. The entire floor is covered with intricate [WARDS]. Inside

each of the statues is a silver plated hollow (worth 50sp) with a small hole that leads to the bottom of the statue. Within each hollow is the earthly remains of a malevolent spirit. Disturbing the statues instantly summons both Ghosts. Unless they have been destroyed, banished, or somehow imprisoned [THE GHOUL PRINCE] cannot enter nor pass this room.

D: TUNNELS

This section of the compound shows partially completed [WALLS] but quickly forms [A CAVE]. There are small piles of [DETRITUS] against some of the steps. Searching through them will reveal a few small tools for construction that were hastily abandoned long ago.

E: WAITING ROOM

A [SMALL STATUE (BREAKABLE)] of a dour-faced warrior wearing a helmet is in the corner, protected by a [TRAP (ITEM)]. The floor has remnants of [WARDS] that

appear to have been damaged, perhaps in a scuffle.

F: VISION ROOM

A [SHRINE] abuts the north wall. In front of it is a two foot tall smooth stone cylinder with a tiny hole in the centre of its top, currently filled with a wooden plug. The walls and ceiling of this room are adorned with [ART] depicting the deeds of gods and mythological heroes of ancient eons. The stone cylinder is full of a fragrant oil with hallucinogenic properties. Inserting a long wick through the hole will allow the cylinder to function as a candle, and fill the room with narcotic fumes.

G: THE CAVERN

This room is a large sprawling [CAVE] with large amounts of [RUBBLE] and [DETRITUS] along the sides. A large basalt slab covers a deep pit hundreds of feet deep. The pit is magical and leads to another plane. Deep within are horrible gibbering monstrosities, the maddened remains of the Bone Lady's collection practices. They periodically try to climb out, and if the slab is removed they will begin streaming out (based on random encounter results).

H: THE DESCENT

While this area is still [CAVE] there is actual [FLOOR] as part of the stairs that lead down into a chamber. This is also where anyone falling through Q will end up. The stairs make the ceiling twice the normal height (allowing more fall damage).

I: THE GREAT HALL

This massive room has twice the normal ceiling height but is knee-deep with [DETRITUS]. The walls are covered with [ART] depicting the blood-soaked life and conquests of [THE GHOUL PRINCE] and his father, specifically what was

done to conquered peoples rather than anything of military significance. Over a hundred brutally mangled [BODIES] litter the floor. Attempting to walk into the room J will cause an unwary character to trigger a [TRAP (STANDALONE)].

J: GRAVE GOODS

The walls of this room contain [ART] depicting a triumphant [GHOUL PRINCE] scaring off an old crone of sinister aspect. Those with deep esoteric religious or demonologist training would recognize her as "The Bone Lady". The floor is covered with a deep layer of [DETRITUS], but there are also 4 shields set against the wall, 4 still-functional spears (and several more broken or rotten ones), and 20 [CHESTS] each containing 100 silver coins. One of the chests also contains a golden amulet of magical power. Attempting to walk into the Great Hall "I" will cause an unwary character to trigger a [TRAP (STANDALONE)].

K: TOMB

The door from this room (K) to the store of grave goods (J) has been broken open from the inside out (i.e., from K to J). The room has [ART] on the walls showing scenes of brutal murder and cannibalism. There is also an empty stone sarcophagus in the centre of the room with its lid shattered against the wall. On the south wall is a [SHRINE] surrounded by [WARDS] and protected by a [TRAP (ITEM)]. Anyone with arcane or religious knowledge will be able to deduce that the shrine was last used to conduct a pact with a powerful demon or god that was not the bone lady. The shrine may be studied as if it were a captured spell-book which contains "Patron Bond".

L: COLLAPSED ROOM

Large piles of [RUBBLE] fill this room, which also has a deep layer of [DETRITUS]. There are thirteen [BEAST] corpses hung upon spikes set into the wall. Each [BEAST] corpse is bound in white linen and painted with magical symbols. Each corpse burned will lower the maximum number of encountered ghost creatures by one. Buried under the [RUBBLE] is [THE GHOUL PRINCE], who will awaken once the door is opened. If the party begins to dig and excavate, he will rise up to fight once they uncover him. Otherwise he will wait for them to leave, and use his abilities to try to kill them (so he doesn't have to fight prone).

M: HALL OF HISTORY

The walls of this hallway are adorned with [Art] that tell the story of the military victories of [The ghoul prince] during his life. Curiously, the [Art] start with the final days of the [The ghoul prince] and go further back in time the deeper into the tomb one progresses.

N: MIRROR ROOM

The west wall contains an enormous floor-to-ceiling mirror, twice as wide as a man. The floor in front of the mirror is covered in [WARDS], while the walls are covered in [ART] showing cowering demonic beings. The entryway to this room is protected by a [TRAP (STANDALONE)], and the mirror itself is protected with a [TRAP (ITEM)]. The mirror has the power to terrify both [THE GHOUL PRINCE] and the ghosts from room C. They will not pass by this room while the mirror is intact and visible from the hall.

O: SWORD CHAMBER

The walls of this room are covered in [ART] depicting the father of [THE GHOUL PRINCE] holding a [SWORD] while scolding

his son during a thunderstorm. His son is cowering. This is the only depiction of [THE GHOUL PRINCE] cowering in the tomb. In the centre of the room is a basin carved from a single piece of granite. The basin is four feet by three feet, and about a foot deep. The basin is filled with a clear acrid-smelling liquid, and resting along its bottom is a [sword] covered in mystic symbols. The clear liquid is a powerful adhesive that quickly forms an almost unbreakable bond with anything it touches. For one round it becomes a sticky goo before beginning to harden and retract its fibres with a slow and inescapable pull. The goo becomes liquid that is repelled from solid matter if it receives an electric charge (most likely from magic, given the setting). If the [sword]'s magic is activated, the character holding it will be able to pull it free, as any goo stuck to them will quickly pool off in rivulets.

P: HALL OF DEEDS

This hallway is covered in [ART] depicting [the ghoul prince] hunting and killing various monsters, beasts, and people in inventive and gory ways. At the start of the hallway (from room O) most of those slain are beasts, with monsters in the middle, and people becoming predominant as the [ART] extend into room Q.

Q: THE TRAP FLOOR

The [ART] from "P" extend into this hallway, the main distinction being that the floor of this room has a weight limit, either by being purposely designed as a trap or from the ravages of time weakening the supports. If more than two people (or one heavily armoured person) walk on this section of the floor at once, it will collapse into "H".

R: TROPHY ROOM

The walls of this room are full of alcoves containing skulls of many different beasts, monsters, and people. Each of the skulls is adorned with a defleshed leather mask made from the owner of the skull's original face. 1D4 of the monster skulls may be of value to a collector (2d6 x 10sp each), while the skull of a dragon is easily worth 1000sp to nobles looking to falsely improve upon their families historical deeds. Careful searching of the human skulls will reveal 4 gold teeth (worth 2 gold coins in total), and a small gem-studded silver tiara worth 500 silver coins. In one corner of the room there is a 10x10x10 adamant cube of magical construction which is covered in ancient pre-human writing in phosphorescent magic ink. The cube pre-dates the room, which was constructed around it. Using magical means, the party may be able to read the text, which contains the true names of powerful demons (as if cleric spell result of 31), one name per face (two of which aren't visible without excavation). One of the names visible is the true name of "The Bone Lady".

S: THE OTHER TRAP FLOOR

The walls of this hallway are covered with [ART] which again appear to be in reverse chronologically, assuming one is entering the hallway from Room "0". They show [THE GHOUL PRINCE] slaughtering many warriors closest to Room "0". In the middle of the hall it shows [THE GHOUL PRINCE] forming some sort of pact with an old crone (The Bone Lady), while it at the far end of the hall it shows [THE GHOUL PRINCE] with a shovel, kneeling before a demonic idol.

Much like room Q, this hallway will collapse into Room I (the great hall) if more than two people (or one heav-

ily armoured person) walk on this section.

T: THE DEMON IDOL

A massive basalt statue, fifteen feet in height, fills this chamber. The statue is similar to that of a grotesque; a demonic beast carved in a lifelike style. The idol is full of ancient pre-human malevolence, and can be used to summon demons by those who know their true names.

ENCOUNTERS:

Once every ten minutes, or each time a loud noise is made in the game, roll for a random encounter by rolling 1d4, 1d6, and 1d8 at the same time. Add the d8 and d4 together, and consult the chart below to see what was encountered. This would theoretically mean something is ALWAYS encountered every ten minutes, but many options are not always available. For example, Boneless Husks are not available unless their chasm has been unsealed. The [Ghoul Prince] must be woken from his collapsed chamber, and the Guardian Ghosts and the Beast Spirits are only available until their earthly remains have been incinerated to ash, blessed, doused in holy water or some similar means appropriate to the setting.

RESULTS OF 1D8+1D4 (USING THE D6 AS A RANDOMIZER)

- | | |
|------|---|
| 2 | A supernatural wind blows out open flames, and seems to whisper "Get out" |
| 3-5 | The Guardian Ghosts |
| 6 | d6+d4 Boneless Husks |
| 7 | [THE GHOUL PRINCE] |
| 8: | d6+d4 Boneless Husks |
| 9-11 | The spirits of d6x2 [BEASTS] |
| 12 | combine results of d6+4 and 8-d6. |

GHOUL PRINCE

Regardless of his backstory as a person, the Ghoul Prince is functionally a fourth level undead warrior (complete with deed die and maximum hit points). His mask contains his soul, and is enriched with dark powers from The Bone Lady. He is virtually unstoppable when fighting an army, and is only really vulnerable when challenged alone. As most people didn't know how the magic of his mask worked, many folk tales assumed that because he can easily slaughter an army but has trouble with a lone champion, his weakness must have been those who were courageous and without fear, since only the truly fearless would challenge someone who just murdered an entire army in hand to hand combat.

His bonuses in combat are based upon how many people are nearby him at any time (those who could see him if they turned to look at him). This number will be referred to as "X".

People opposing him or rolling a saving throw against him roll X d20's (or other appropriate action dice) and choose the worst result. This includes casting rolls where he is a potential target.

When he attacks someone or makes a saving throw, he rolls X d20's and chooses the best result.

He ignores any attack that deals X or less damage.

He always deals at least X damage on a successful attack.

He can also teleport to anywhere he could walk or climb to within 10 minutes, provided no one is looking at him, and no one is looking at his



destination. This can include opening unlocked doors and windows. Note - he doesn't actually travel the route, it is just important that he could. He also cannot intentionally kill someone exactly the same way he has killed someone who knew that person. Doing so lowers "X" to one for a single round, and will cause a mild confusion upon the ghoul prince, which will prevent him from teleporting for one day. To this end, the ghoul prince will often change weapons or use the environment to kill in a creative manner. If he is defeated, he will heal 1hp each round that no one is watching his body. If his body is destroyed, his mask can possess a new corpse (or a living person if worn). His mask has the ability to move 10 feet a round if no-one sentient is watching it. If he is defeated with electricity, he will not be able to regenerate or possess a new body for 1 year. If his mask is captured by The Bone Lady, he will be a prisoner for all eternity unless rescued. He also has a fear of his own reflection, as no one should be able to see their own skull, and that fear grips him still. Staring directly into a mirror will function as if he had been "turned". If people attempt to use a mirror against him in combat, treat it as a gaze attack (DC 14 Will Save for the Ghoul Prince).

GHOSTS

Two ghosts have been bound to their earthly remains housed inside the statues in Room C, “The Guardians”. They were ritually slaughtered and enchanted with a powerful geas to attempt to keep the [Ghoul Prince] in his tomb and interlopers out. As long as their earthly remains have not been burned or magically defiled (such as with a bless spell), the ghosts immaterial forms can not be permanently destroyed. They will reform asleep around their earthly remains until they are awoken again. The ghosts can be “put to rest” if the Bone Mask is given to the Bone Lady. They are otherwise standard DCC Ghosts (Page 413) with the following abilities: *Draining Touch*, *Turn Invisible*, *Telekinesis*, and *Future Sight*.

BONELESS HUSK

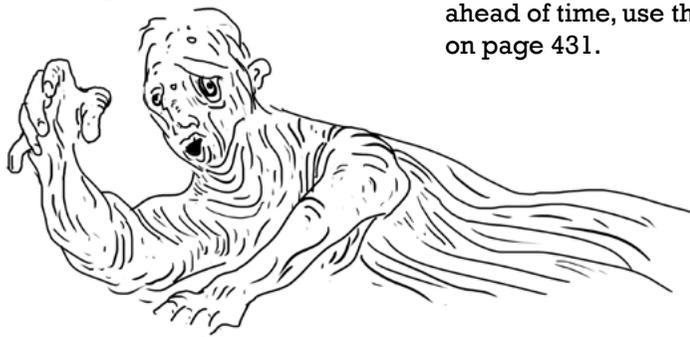
Most of the bones found in the hoard of the Bone Lady are removed the old-fashioned way. Before the [Ghoul Prince] cheated her, she used to make bargains for power from time to time. She would return to claim the bones after a period of time, or once she had completed some task. This used to be a fairly bloody affair, but then one clever fellow used the Shylock gambit and claimed she had no right to his blood or flesh. The letter of the contract being of critical importance in infernal contracts, the Bone Lady had no choice but to adhere to the letter of the pact. She, however, is a potent magic wielding demon, and so the poor sod (and all who followed in his footsteps) found out that with

the right spells your skeleton can be forced out of your orifices without damaging surrounding tissue. This left behind a boneless husk that flaps around in agony and despair. For cleanliness sake, the Bone Lady also created a great chasm into the mythic underworld that she would sweep them into. There they continue to flop about in impotent rage, free from the need to eat or drink, but not from hunger or thirst. Exposed to underworld forces for long eons, they sometimes gain small mutations, or even merge together into conjoined husks. Their minds are gone but they still know hate for those who still have skeletons, and most of all for the Bone Lady herself.

Init -2; Atk Slam +2 melee (1d4 plus grapple); AC 10; HD 2d8; MV 15'; Act 1d20; SP any successful hit also grapples the target; SV Fort +4, Ref -3, Will -1; AL C

BEAST SPIRITS

So long as they avoid sunlight, Beast Spirits appear as a normal, living [Beasts], but do not bleed, and slowly disappear into the shadows upon death. If they are exposed to bright sunlight, they will appear as corpses and then attempt to retreat deeper into the tomb. They can only truly be destroyed if their physical remains are burned or magically defiled (such as with a bless). As long as their remains are intact, their spirits can be roused from their slumber again and again to slay any intruder in the tomb. If you didn't think to prepare any stats ahead of time, use the stats for “Wolf” on page 431.



THE BONE LADY

The Bone Lady is a powerful demon that takes the form of an old crone. She haunts the wilderness around the tomb (in a regional sense) and appears only at night. When encountered or summoned, she will be next to a magically appearing crater filled with bones that she stirs and tends with a long pole. Anyone who peers into the pit to see its contents must make a DC 12 Will Save or be driven to dig out their own skeleton and add it to the pit, becoming frantically obsessed with doing so. If carried away, they will feel the need to seek out the pit and add their bones to it. The Bone Lady can be bargained with (she wants petitioners skeletons at some future date), and will sometimes abandon her pit to chase down people who owe her their skeletons, or who have stolen from her pit.

Anyone who wishes the patronage of the Bone Lady must agree to surrender their skeleton to her upon their death. If they grant her their skeleton immediately (physically becoming a boneless husk), she will grant +10 on their Patron Bond spell check.

INVOKE PATRON CHECK RESULTS

12-13	Annoyed at being disturbed from her bone related duties, the crone rips open a hole in space-time and flings d3 Boneless Husks from her chasm towards the caster, landing within 50 feet of them at a place of the caster's choosing. The husks are aggressive to everything with a skeleton, though it will only attack the caster once there are no other visible targets.
14-17	The bone lady grants unholy fortitude to the caster. The caster is immune to hunger and thirst, regenerates 1hp/turn, and gains +4 on all fortitude saves for the next week.
18-19	The Bone Lady opens up a circular bottomless pit with a diameter of 20' at a location pointed at by the caster. It will form over the next 1d3 rounds, allowing those paying attention ample time to escape. The hole remains open for a number of turns equal to the CL.
20-23	The Bone Lady summons a nearby skeleton to aid the caster. 1 nearby humanoid creature with an internal skeleton (the caster may choose the target) must make a DC 10 will save, or their skeleton will emerge from their orifices to aid the caster. Those who fail their save will be rendered unconscious and transformed into Boneless Husks (though they will retain their mental faculties for a few decades). The skeleton will aid the caster for 1 hour before collecting any nearby bones and marching off to find the Bone Lady.
24-27	As above, but 1d5 nearby creatures.
28-29	The Bone Lady confers lesser immortality upon the caster for the next CL rounds. The caster cannot be reduced below 1hp unless it is subdual damage. The caster also cannot be disintegrated or otherwise instantly killed, though they may suffer petrification or other similar effects.
30-31	As above, but it lasts for the next CL x d3 rounds (roll secretly, the caster is unaware of how long).
32+	The Bone Lady loans a single bone from her collection to the caster for the remainder of his life. That probably seemed like a much grander gesture from the Bone Lady, but it most likely isn't useful at the moment she was invoked. It does not have any special properties..

PATRON TAIN: THE BONE LADY

1 **SEEING SKULL:** The first time this effect is rolled, the caster will begin to have a deep fascination with their face's bone structure. They will refuse to wear any article that covers their face and will shave off any facial hair. The second time this effect is rolled, their face will take on a gaunt, almost skeletal appearance. The third time this effect is rolled, the caster will be driven to carve the skin away from their face, revealing the skull behind. This will cause great damage to the caster and permanently lower their stamina by 2.

2 **ESCHEWING CLOTHES:** The first time this effect is rolled, the caster will begin to feel constrained and uncomfortable while wearing clothes. They will be unable to sleep unless they are naked, though they may still rest under blankets. The second time this is rolled, the caster will develop a mania where they refuse to ever wear clothes unless absolutely required due to weather or imminent violence. The third time this effect is rolled, the caster will suffer 1 point of damage every turn (or portion thereof) in which they wear clothes, as it burns at their flesh.

3 **COLLECTING BONES:** The first time this effect is rolled, the caster will feel the need to collect skulls from notable opponents or interesting monsters, gaining 1 less XP from any encounter in which they could but do not collect the skulls from such a notable opponent. The second time this effect is rolled, the caster will develop a psychological compulsion to hoard any bones they collect, being unable to bring themselves to willingly part with any bone in their possession. The third time this effect is rolled, the caster will be driven to immediately stop what they are doing to both count and collect any bones dropped in front of them, unless they pass a DC 15 will save each round.

4 **SCARING CHILDREN:** The first time this effect is rolled, it will cause any humanoid infant to inconsolably cry in the presence of the caster. The second time this effect is rolled, all children will develop a deep-seated fear of unknown origin in the presence of the caster, being unable to make eye contact or communicate clearly without mumbling. The third time this effect is rolled, teenagers and young adults will be filled with revulsion and disgust when looking upon the caster, potentially leading to violence if they congregate in numbers.

5 **WIZENED APPEARANCE:** The first time this effect is rolled, the caster's hair turns white (or grey as appropriate) and their skin loosens, causing some wrinkles. The second time this effect is rolled, their hair thins greatly, becoming wispy. Their skin sags and their body is covered with wrinkles and other effects of aging. The third time this effect is rolled, they develop a pronounced hunch and their skin becomes tough and leathery with many age-spots. Regardless of their actual age, they appear as the most ancient examples of their species.

6 **HEARTY VITALITY:** The first time this effect is rolled, the caster will feel re-invigorated. They will begin to naturally heal twice as fast as they normally would. The second time this is rolled, they gain a +1 bonus to Fort Saves and permanently gain an additional hit point. The third time it is rolled, they will increase their hit die by one die step for future levels, and will increase the die used for all future fortitude saves by one die step.

SPELLS

The Bone Lady will teach the following spells :

Mending

Locate Object

Planar Step

Those who learn these spells from the Bone Lady always do so with the additional Mercurial Magic "Skeletal Caster" (69).

SPELLBURN

ROLL

EFFECT

- 1 The caster is compelled to deftly disrobe with supernatural speed. All clothing (including armour and backpacks) are dropped into a pile at the caster's feet. The caster's exposed body begins to show signs of rapid aging (represented by the stat loss from spellburn).
- 2 The caster finds the Bone Lady unresponsive. Only a single point of spellburn occurs (both for spell check bonus and stat damage purposes).
- 3 The caster is infused with unholy vitality. After resolving the spell, the caster heals up to 1d4 points of stamina loss and 1d4 hit points.
- 4 The Bone Lady has granted her undivided attention to the caster for a brief moment, doubling the effectiveness of any spellburn performed. All things have a price. After the spell is cast, each stat which fed into the spellburn suffers 1d3 points of additional stat damage.



BONE MASK

The Bone Mask of the Ghoulish Prince is a powerful magical item that contains his soul. He crafted it from his own skull in a horrific surgery devoid of any anaesthesia, dying shortly afterwards. The mask is crafted from the front of his skull, bound with straps woven from his own hair. Whenever no one is looking at the mask, it is capable of moving at a turtle's pace, telekinetically opening latches, undoing straps, or opening doors ever so slightly that it may pass. Each fragment of the mask (if it is broken) has the same ability, so that it may reform if left unattended.

Should anyone (living or dead) wear the mask, they risk possession (will save 10 each round) and becoming a host of the Ghoulish Prince. The dead automatically become host, but their bodies usually rot to skeletons and force the Ghoulish Prince to move on. An individual wearing the mask who is still resisting possession does gain the abilities of the Ghoulish Prince regarding the number of opponents fought, with the exception of saving throws against possession from the mask.

STORMGIVER

The main ability of Stormgiver (not its real name), is that it allows its bearer to charge the blade with electric energy and deal 1d6 extra damage on the next successful hit (it does not take an action to trigger this ability). It was an insurance policy for the Ghoulish Prince's father. It currently has 7 charges (out of a maximum of 13), and recharges 1d8 charges each time it or its wielder is struck by lightning. If it ever has more than 13 charges, it explodes, dealing 2d20 damage to anyone holding it and 1d4 damage to anyone within 15 feet (A difficulty 10

reflex save confers half damage). It appears to be a regular [Sword] that has been modified with arcane rites. What that looks like should depend upon any adventure you want to tie to this one. Stormgiver's modifications CAME from somewhere after all. Perhaps it is ancient runes from an ancient death cult, so as to lead the players to Scenic Dunsmouth, or maybe it has an energy crystal in its pommel and is coated with overlaid circuitry as a link to Thulian Echoes. Make it obvious that something "Not From Around Here" modified the sword. Make that an unexplained mystery that makes them dig deeper.

DEMON IDOL

The idol is an elephant sized lump of basalt carved into a tusked toad-like creature with 7 fist sized hollows for eyes, and a pair of insectoid wings carved onto its back. Its forelimbs end in birdlike talons that are held close to its throat, forming a natural basin in which to place offerings. This statue predates anything else in the tomb, which was built around it. The idol can be used by magical practitioners to summon demons before it as if they had the third level spell "Demon Summoning". If they already know that spell, this idol allows them to re-roll their spell check and choose the better result. The idol counts as a place of power for any demonic or summoning rituals (including demon summoning). The idol may be studied by a wizard to learn the spell "Demon Summoning" as if it were a captured spellbook.

MIRROR

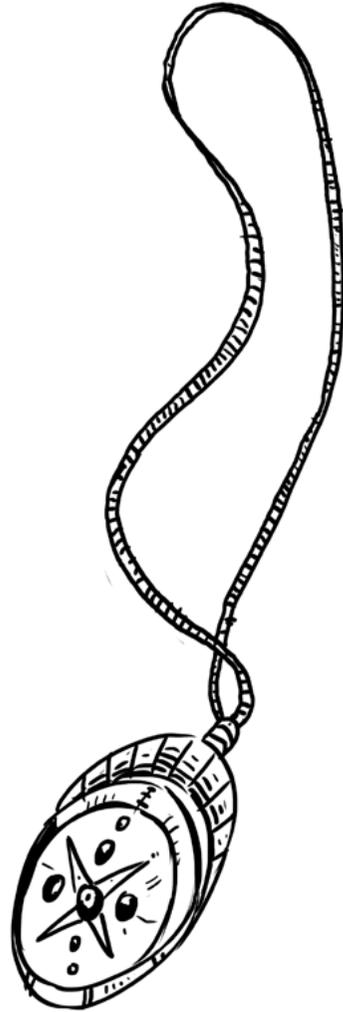
This is a five foot wide silvered glass mirror that stretches from the floor to the ceiling. It is framed with human vertebrae and fired clay. The back of the mirror is inscribed with magical symbols which still glow with mystical potency. In addition to functioning as a mirror, it also causes all undead to be surrounded by a pale green glow in the mirror. This includes undead which do not have a reflection (such as vampires) and invisible undead. It will not give them a visible reflection; there will simply be a glowing light emanating from the appropriate part of the mirror's surface.

OIL CANDLE

The oil in this candle is a mixture of perfumes and hallucinogens. Burning the oil (such as through a wick) will emit vapours that cause both disorientation and psychotropic visions, even through skin contact. While this is quite debilitating in the short term (all saving throw and action rolls other than casting rolls are one die step worse for the next 6 hours), those with magical talent can gain great insight from the visions, and can treat any appropriately decorated space (such as the room the candle is found in) as a place of power for magical rituals. There is enough oil in the candle for 10 rituals.

AMULET OF MAGICAL POWER

It is a genuinely useful and helpful empathic and intelligent magical item. It increases your maximum number of level 1 spells by one (giving even non magic-users the ability to learn a single spell). Its aura is friendly and recognizable to all wizards... who covet it with insane greed. Critically fail all reaction rolls to any magic-user the party encounters, unless you give them the amulet.





MONSTERS SLAIN:

Ghosts

-

Beasts

-

-

-

-

TRAPS TRIGGERED:

Offering Room

Waiting Room

The Great Hall

Grave Goods

Tomb

Mirror Room

Mirror Itself

Trap Floor

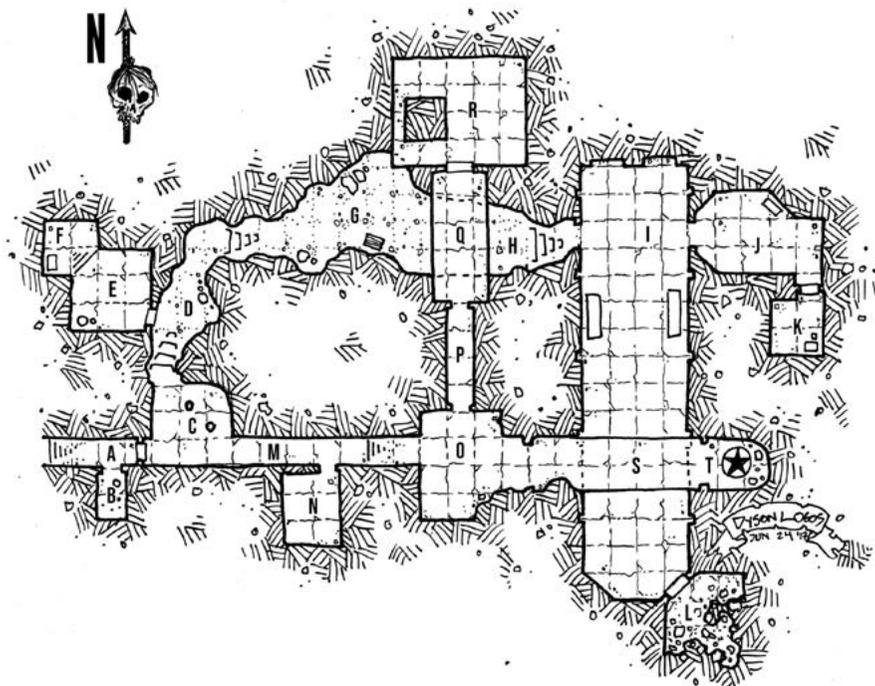
The Other Trap Floor

GHOUL PRINCE STATUS:

CURRENT KILLS:

Who	/	How
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	

Location:



MAP KEY

- | | |
|-------------------|-------------------------|
| A: Entryway | K: Tomb |
| B: Offering Room | L: Collapsed Room |
| C: The Guardians | M: Hall of History |
| D: Tunnels | N: Mirror Room |
| E: Waiting Room | O: Sword Chamber |
| F: Vision Room | P: Hall of Deeds |
| G: The Cavern | R: Tropy Room |
| H: The Descent | S: The Other Trap Floor |
| I: The Great Hall | T: The Demon Idol |
| J: Grave Goods | |

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The GHOUL PRINCE

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This adventure has been specifically written to be able to easily slot into any campaign world with a minimum of effort with its "Adventure Convertotron" system. Either use one of the pre-made templates or fill out one that is unique to your campaign setting and the adventure does the rest.

This adventure contains unique monsters, artifacts, treasures and the new patron "*The Bone Lady*".

