

Tar Pits of the Bone Toilers

By
Malrex



A new trade route is being sought through the Dalgarian Canyonlands, pass the friendly Kharazan, Village of Plenty. But the last two expeditions have never returned and the merchants are getting anxious for the new route, causing bags of gold to exchange hands.

Meanwhile, the ancient portal, the Maw of Ghormaug, has opened once more and invaders, 'bone men', are beginning to take over territory. No one is safe. Left unchecked, these lands are destined for horror and ruin, unless a brave party steps up to the challenge.

An adventure for Levels 5-8 for Labyrinth Lord and other OSR rulesets.





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Author's Note

I want to give a huge shout-out of thanks to my patrons on my Patreon for supporting me and making this adventure happen! Thanks to Natalie Fairbrook for the name–Chasm of Degenerates. At some point, I plan to do a Part 2–The Marrow Ravine. I have a few ideas but wanted to thank Thomas Novosel for his inspiring art....things are going to get weird! Also I'm grateful to all the other artists who feed my creativity and the efforts of my editor, Justin Davis.

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Artist: Dean Spencer

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Tar Pits of the Bone Toilers

Introduction: A new trade route is sought through the Dalgarian Canyonlands, a series of cliffs, swamps and rugged jungle. Past scouts and explorers have relayed information of a potential route through a friendly swamp village called Kharazan, Village of Plenty. However, the past two expeditions never returned, and no further information has been received about the route. Desperate merchant and caravan outfits pay good coin for scouting the route and providing a map.

Summary: The canyon that houses the potential trade route has undergone tremendous changes. The **Maw of Ghormaug**, an ancient portal, has become powered once again, serving as a conduit between this world and a bizarre dimension known as the Marrow Ravine. Invaders, known as Bone Toilers, have entered through the portal to escape their doomed dimension. They have cleared many of the creatures of the canyon, claiming the land as their territory. They have poisoned the waters of Kharazan, killing hundreds. The Bone Toilers mine ancient bones from tar pits and cover their lair with thousands of bones and skulls to pave the way for more of their kind to join them through the **Maw of Ghormaug**.

Adventure Hooks

1. The party is hired to map the potential new trade route and clear it of any obstacles and/or dangers. The employer offers 1,000 gp each to those brave enough to explore and return with a map.
2. A treasure map the party found leads to a magic helmet known as **Vornskaar**. The map leads to the Bone Toiler Cave (**Area #20**).
3. A tall tale heard from the tavern, describing a 'canyon of bone' or 'tar pit bone mining operation' with strange bone creatures, may pique the curiosity of a mage character studying the necromantic arts or potential undead slayers.
4. A character may have a relative that lives in Kharazan and plans to visit. Or perhaps the characters lived in Kharazan and seek revenge against the Bone Toilers for fouling their waters and cursing the village.

5. The characters are hired to locate and explore an old lizardman tomb in a swampy canyon. The client wants retrieved a special cloak or robe that turns its wearer into a lizardman! He is willing to pay 500 gp.
6. The characters are Bone Toilers tasked with exploring the surrounding area for their new home.
7. The characters are the Looters (**Area #12**) attempting to find loot inside the ruins of Kharazan.
8. A dwarven drunkard swears there is a fountain of youth in 'yonder canyon'. He can give more information for a substantial amount of full ale cups.

GM's Notes: Please refer to the New Monster section and optional Marrow Ravine (**Appendix F and G**) at the end of the adventure for clarification of different factions and creatures.

The canyon contains a swamp with 2'–6' deep, murky water with areas that are 15'+ deep (darker areas on map). The jungle is thick in places, and the abundant animal and insect life makes the whole area feel alive. Wearing armor is almost unbearable in the heat and humidity but serves as protection from the millions of mosquitoes.

Wandering Encounters: A 1 or 2 on a d10 every 6 turns of travel while in the swamp.

Roll	Canyon Wandering Encounters
1	(8) Looters: AL N, MV 120' (40'), AC 5, HD 3, hp 18 ea, #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea. Items: Chainmail, longswords, battleaxes, and spears. Each carries, 1d6 sp, and 1d8 gp. They attempt to talk to see what the party is doing out here.
2	(5) Bone Beaks: AL C, MV 180' (60'), AC 5, HD 3, hp 20 ea, #ATT 1, DG 1d8, SV F3, ML 12, XP 80 ea.
3	DAY: Giant Vulture: AL N, MV (Fly) 450' (150'), AC 6, HD 12, hp 76, #ATT 3 (2 claws, bite), DG 1d6/1d6/2d8, SV F6, ML 9, XP 1,200. NIGHT: (5) Bat Lord (Giant Bat-vampiric): AL N, MV 30' (10'), Fly 180' (60'), AC 6, HD 2 hp 16 ea, #ATT 1 DG 1d4 + special, SV F1, ML 8, XP 20 ea. Special: Make save vs. Paralyze or be paralyzed for 1d10 rounds and automatically fed upon for 1d4 damage. Both Vulture and Bats are hunting.
4	Hadrik (heartless Duskwalker): AL L, MV 60' (20'), AC 3, hp 64, HD 9, #AT 1 (2), DG 1d6 +2 (1d6+5), SV F9, ML 10, XP 1,200. Hadrik weilds Dim and wears a white hooded robe that never stains. Hadrik eerily walks out of the forest and stares at the party, confused.
5	"Big Un" (Giant Crocodile): AL N, MV 90' (30'), Swim 90' (30'), AC 1, HD 15, #AT 1, DG 3d8, SV F8, ML 9, XP 1,500. Attempts to clamp its jaw on a party member and drag them into the water.
6	(4) Large Crocodiles: AL N, MV 90' (30'), Swim 90' (30'), AC 3, HD 6, #ATT 1, DG 2d8, SV F3, ML 7, XP 320 ea. These crocodiles lie in wait near the water and attempt to surprise the party.
7	Loris the Medusa: AL C, MV 90' (30'), AC 6, HD 4, #AT 1, DG 1d6, SV F4, ML 8, XP 245. Special: snakebite, save vs. Poison or die. Loris uses a longbow with arrows, a dagger, a Cloak of Protection +2, and Boots of Levitation. Reveals her gaze if threatened. Flees at half hp. She attempts to talk with party to exchange information for valuable items.
8	Hunting Party: (12) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp. (2) Large Bone Abominations: AL N, MV 120' (40'), AC 5, HD 5, hp 30, 24, #ATT 1 (bite) DG 1d12, SV F5, ML 10, XP 200 ea. (1) Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 32, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 2 Stinking Cloud concoction, 1 glue concoction (1d4 hp to Bone Abominations), silver torc (50 gp) and a bone handled dagger. Spells: 1st: Light, Magic Missile, Shield 2nd: Detect Invisible, Mirror Image 3rd: Fireball, Protection from Normal Missiles 4th: Confusion. The Hunting Party tries to capture or kill any intruders in the canyon.
9	(2) Giant Pythons: AL N, MV 90' (30'), AC 6, HD 5, #ATT 2 (bite, constrict), DG 1d4/2d8, SV F3, ML 8, HC VI, XP 350 ea. These 20' long snakes both have bulging bellies and lethargic, but defend themselves.
10	(4) Small Bone Abominations: AL N, MV 120' (40'), AC 5, HD 3, hp 20, 16, 15, 12 #ATT 1 (bite) DG 1d4, SV F3, ML 10, XP 65 ea. These creatures wander aimlessly, crashing through the underbrush.

The Canyon

1. Main Entrance: The maze of jagged cliffs and canyons eventually opens to a misty, marshy area with abundant insects. Humanoid skulls are staked on posts to either side of the canyon. Near the swamp's edge are moss covered logs lashed together.

- The skulls are mostly human.
- The logs are rustic rafts. There are 1d4+1 rafts. They have a 50% chance of sinking or falling apart after one turn on the water. Each raft can hold up to three people.

2. Old Hermit Hut: Along the swamp's edge stands a moss-covered, rickety hut on stilts, leaning against the cliff wall. Feathers, beads and other items



Artist: Rick Hershey

hang from twine along the hut's roof, creating wind chime sounds in the breeze. A ladder with a few missing rungs leads to a door and a ring of stones surrounds a fire pit.

- Zorah lives here and is half-mad, mainly bickering at himself and always rubbing a bulbous bead necklace attached to his belt. He is harmless and survives by fishing and being a skilled herbalist. He can offer information about the canyon if treated with respect (see **Rumor Table**).
- Party may rest here safely if they can tolerate Zorah's ramblings.

Monster: Zorah the Hermit, hp 5, AC 9.

Treasure: A silver flask with a 'Z' engraving (25 gp) and an ivory-handled knife (15 gp) are inside the hut.

Number	Rumour
1	"Dem strange folk to the north. They pull bones from the tar pits. They build things. I think they worship dem bones." He rubs his beads. (Refer to Area #18-#20).
2	"Beware the hooded lady. She minds herself but she be trouble, mark me words!" He offers a tooth-missing grin. (Refers to Area #8).
3	"Whole village is wiped out, like they were all reaching for something before they died. I avoid the place meself, and especially the water near it...it don't smell right." He noticeably shivers. (Refer to Area #13).
4	"Somethin big...the 'Big Un' in dem waters. It will come get ye if yer not of wit. Be wary of the swamps to the west. I plan to catch it one day, oh yes I will." He spits. (Refer to Area #5).
5	"Oh aye, I know the place. Great stone doors with dem lizardfolk carved upon it. I can even show you, if for a skin of ale, it not be far." (Refer to Area #3).
6	"It seems more lazy of late, probably cause of all the food in Kharazun, but be wary from noon till about 2. That's its feeding time." If plied "IT man! It comes from the sky" He throws up his hands as if he is talking to a crazy person. (Refers to the Giant Vulture in Area #17).
7	"They be fools, thinking no one sees em. I've seen em. Damn looters. Their fires at night give em away."
8	"He'd save you if you get lost, don't git worried bout it. He is a tall one, but ain't no giant. It wears white robes and carries an axe. But he usually points to where ya need to go. Not sure what it be though, but he helped me a week hence." Refers to Area #4).

3. Lizardman Burial: Beyond a copse of trees, lush vegetation hugs the canyon walls.

- Refer to **Appendix A: The Lizardman Crypt** (pg. 8)

4. Swamp: A murky, algae-infested swamp spreads across the canyon. Low lying mist burns off by midday but returns each morning, its tendrils clinging to vegetation and trees. Insects buzz through the overgrowth, while colorful birds swoop and prey upon them.

5. 'Big Un': The swamp is eerily quiet in this area, and its waters hug a towering, jagged, 30' high cliff that holds a sizable shelf. Several worn and moss-covered hand and footholds lead up the cliff face.

- The 'Big Un' waits in the 20' deep pool. There is a 50% chance that it's lazy after a fresh meal and won't attack. Otherwise, it topples rafts on a successful hit (AC 10), knocking riders into the water on its first attack.

Horrendously huge, this giant crocodile is 50' long and equipped with a maw of jagged, sharp teeth. Only the most brave or foolhardy swamp inhabitants venture into this area.

Monster: 'Big Un' (Giant Crocodile): AL N, MV 90' (30'), Swim 90' (30'), AC 1, HD 15, #AT 1, DG 3d8, SV F8, ML 9, XP 1,500.

Treasure: Two partially decomposed corpses of bone-armor-wearing Bone Toilers are inside the stomach. One wears a bone amulet shaped as a sun with a piece of amber in its center (150 gp). The other wears a gold armband (100 gp).

6. Hadrik's Haunt: A copse of trees and sparse mounds of dry land covered in sedge and reeds create a vegetated maze through the swamp. Dragonflies and swarms of hungry insects create a low buzzing sound.

- Hadrik haunts this area, confused, and only a wisp of his former power. He attacks Bone Toilers on sight.
- If the party is in dire straits, he has a 50% chance to point towards a safe location or assist in combat.



Artist: Public Domain

Monster: Hadrik (heartless Duskwalker): AL L, MV 60' (20'), AC 3, hp 64, HD 9, #AT 1 (2), DG 1d6 +2 (1d6+5), SV F9, ML 10, XP 1,200 (1,700). Hadrik wields **Dim** and wears a white hooded robe that never stains.

Dim

Dim is a normal looking hand axe, but acts as a **Hand Axe +2**. It has a strange ability of pulling shadows towards it, increasing dim light conditions. When wielded, it cancels any *Light* or *Darkness* spells in in a 20' radius. Thieves equipped with **Dim** gain +20% to their Hide in Shadows ability.

7. Manticore Statue: A rocky, wide shelf holds two dark cave mouths. A life-sized statue of a manticore sits near the west cliff wall, wings spread wide, its tail full of spikes rearing over its head emitting a silent roar.

- The manticore was turned to stone by the medusa (**Area #8**).
- The northern cave smells heavily of bat guano.
- Boot prints lead to the western cave.

8. Medusa Lair: The cave opens into a wide chamber. Woven reed mats cover most of the floor, a fire pit is set along the east wall next to a pile of dried wood. A pile of palm fronds sits against the back western wall.

- Several bat corpses lie near the smoldering fire pit.
- There is a 50% chance Loris the Medusa is here. She is cowed and attempts to talk to the party, inviting them inside. She is on her guard and assumes the party is part of the looter band (**Area #12**).
- Treated with respect, she can share some information in exchange for 'pretty trinkets.' Threatened, Loris attacks.
- Loris uses her **Boots of Levitation** to escape down the cliff. She knows about the 'Big Un' and tries to draw it to the battle.

Monster: Loris the Medusa: AL C, MV 90' (30'), AC 6, HD 4, #AT 1, DG 1d6, SV F4, ML 8, XP 245. Special: snakebite, save vs. Poison or die. Loris uses a longbow with arrows, a dagger, a **Cloak of Protection +2** and **Boots of Levitation**.

Treasure: Under the palm fronds are 3,000 sp, 500 ep, 4,500 gp, 15 matching emeralds with lizardmen etched upon them (75 gp ea) and a **Wand of Detect Magic** (30 charges).

9. Bat Heaven: The stench of bat guano is overpowering. Hundreds of bats cling to the ceiling. Bugs climb over the guano to feed.

- The bats swarm if there are any light sources or loud noises. They inflict 1 damage per round for 1d4+1 rounds and have a 75% chance of snuffing out non-magical light sources.

Monster: 87 Bats: AL N, MV 9' (3'), Fly 120' (40'), AC 6, HD 1 hp 1, #ATT Confuse (1 hp per round), SV 0, ML 6, XP 6 ea.



Artist: Indi Marten

10. Bat Lords: The guano muck continues through the rock tunnels and opens into another cold, rocky chamber.

- This is the den of the 'Bat Lords,' or Giant Bats. They attack immediately, but flee after losing 50% of their health.

Monster: (5) Bat Lord (Giant Bat—vampiric): AL N, MV 30' (10'), Fly 180' (60'), AC 6, HD 2 hp 16 ea, #ATT 1 DG 1d4 + special, SV F1, ML 8, XP 20 ea. Special: save vs. Paralyze or be paralyzed for 1d10 rounds and automatically fed upon for 1d4 damage.

11. Looter Statues: Three life-like stone statues of rough-looking men stand in fear, attempting to shield their eyes.

- The statues are looters from **Area #12** who met Loris the Medusa. Casting *Stone to Flesh* on them causes them to become devout followers of their rescuers.

12. Looters: A few campfires, canvas tents and a hanging, gutted crocodile hug a rocky cliff. Several rugged men and women squat or lie by fires and seem to be arguing among themselves. Several baskets, crates and chests are scattered about the camp, and two donkeys are tied to a moss-covered tree. Five rafts lie next to the water's edge.

- They try to intimidate the party at first, believing they are another gang of looters.
- These men and women are cautious and fearful of the Bone Toilers—calling them the 'Bone Men.'
- They have been looting the outlying huts of Kharazan. They are aware of the undead, have had run-ins with other denizens of the canyon and are arguing whether to keep taking their chances or flee with their loot.
- Bolbus, the leader, is concerned about captured crew members by the Bone Men.' He pays 100 gp per rescued crew member. He is willing to create a distraction at the Bone Toiler Fort (**Area #18**) but insists that he needs to leave the area now with the survivors (he fears a mutiny). He pays for rescued crew members when delivered (at the nearest town or a location of the GM's discretion).

Bald, bearded and wearing a permanent sneer, the bully Bolbus keeps his crew in line and sharpens his axe every night as an intimidation technique. Gruff and to the point, he expects his orders followed, but has a soft spot for his crew's safety.

Monster: Bolbus: S 17, L 13, W 11, D 13, C 15, Ch 14, AL N, MV 120' (40'), AC 4, Level 7 Fighter, hp 47, #ATT 3/2 DG 1d8+3, SV F7, ML 10, XP 440. Items: Chain mail, Battle Axe +1, 17 sp, 48 gp.

Morale deficient and sullen, this rough lot of men and women are near their wit's end and grumble about 'cursed expeditions' under their breath.

(12) Looters: AL N, MV 120' (40'), AC 5, HD 3, hp 18 ea, #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea. Items: Chain mail, longswords, battle axes and spears. Each carries, 1d6 sp and 1d8 gp.

Treasure: The baskets are empty, except one has three golden apples. If eaten, the consumer gains +1 to Constitution for 24 hours. The crates have seven vases (55 gp ea), three bolts of a light cloth (75 gp ea) and a tangled mess of beads, thongs and shiny rocks (worthless). The chests contain 6,000 cp, 2,129 sp, 400 gp and a platinum ring carved like a python (200 gp).

13. Kharazan: The remnants of buildings, stone pillars, ruined stairs and bridges are scattered about the marshy jungle.

- See **Appendix B: Kharazan.**

14. Waterfall: A 60' waterfall cascades down a craggy cliff. Mist drenches the nearby trees and boulders. The clear, refreshing water quickly becomes absorbed in the murky waters of the swamp.

- Checking behind the waterfall reveals a cave entrance. See **Appendix C: Waterfall Caverns.**

15. Artesian Well: Water bubbles violently out of the ledge's floor, creating a 2' high fountain that spills into a pristine pool surrounded by ferns, lush vegetation and sweet-smelling flowers. Two golden apples hang from the boughs of a scrawny apple tree near the pool.

- The crack is 5' diameter; however, it is impossible to enter due to the rushing water. The water is fresh and drinkable.
- The golden apples, if eaten immediately, increase a character's hp by 1 permanently. 12 hours after being picked, they only raise constitution by 1 for 24 hours.

16. Bone Nest: Vegetation is trampled in this pocket canyon. Near the eastern cliff is an oval-shaped, massive pile of bones that forms a huge nest (65' diameter). Two-legged, skeletal birds roam about the nest, moving bones or chasing off animals. An eerie, hellish green light glows in the chest cavity of each bird.

- In 1d4 rounds, 2d4+2 Bone Beaks notice the party and move in to attack.
- After three rounds of combat, 1d6 Bone Beaks emerge from the nest to move in attack.

- After seven rounds of combat, 1d4 Bone Beaks emerge from the nest and attack.

Monster: Bone Beaks: AL C, MV 180' (60'), AC 5, HD 3, hp 20 ea, #ATT 1, DG 1d8, SV F3, ML 12, XP 80 ea.

Treasure: Inside the bone nest, mixed with bones and debris, are a shiny shield (50 gp), five broken silver-tipped arrows (5 sp ea), three morganites (50 gp ea), two rubies (150 gp ea) and a strange gem-like object—**Hadrik's Heart**.

Hadrik's Heart

This strange gem is a grapefruit-sized, 'breathing' spessartine that continually glistens a golden light then dims with each 'breath.' The heart eventually fades after a year away from Hadrik (see **Area #6**), losing its life and magic. If returned to Hadrik he absorbs it inside his chest, becoming noticeably stronger and full of vigour.

If placed over the heart of a corpse, **Hadrik's Heart** is absorbed and resurrects the corpse to full life.

17. Vulture: A massive, natural stone pillar rises above the swamp, 100' high. Vines cling to the south side of the pillar and extend to the top. A weak, yet throaty 'help' can be heard faintly from the top.

- The vines are strong and easy to climb.
- The top of the pillar holds a nest of branches and small trees.
- There is a 50% chance that the Giant Vulture is in the nest.
- Tamra, one of the looters of **Area #12**, was captured with two of her companions by the vulture to be eaten later. Her leg is broken and she begs for help.

Monster: Giant Vulture: AL N, MV (Fly) 450' (150'), AC 6, HD 12, hp 76, #ATT 3 (2 claws, bite), DG 1d6/1d6/2d8, SV F6, ML 9, XP 1,200.

Tamra, the Looter: AL N, MV 120' (40'), AC 5, HD 3, hp 6 (18), #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea.

Treasure: The nest contains a mining cart, part of a thatched roof, a tiger corpse, two men's corpses and a battered chest. Inside the chest is a leather pouch with a platinum necklace inset with sapphires (3,200 gp), a tribal headdress with beads and thongs tied to semiprecious stones (50 gp) and **Drums of Panic**.

18. Tar Pits: Bubbles pop sporadically throughout a series of inky tar pits. Oil seeps up into the surrounding grass and ground, collecting in puddles. Huge bone and wood-patch constructions tower 20' high with rustic wooden wheels. They squat near the tar pits, operating as cranes, dangling thick linked chains from the top, and a series of nets bulge with bones about its sides. Drag marks and wheel ruts head off towards the west.

- There is a 50% chance that a group of Bone Toilers are working a crane, dragging massive bones and fossils out of the tar. They attack intruders and attempt to push or drive enemies into the tar pits.
- Characters who enter the tar pits are stuck and slowly sink (1' per round) and require assistance or magic to escape. The tar pits are approximately 50' deep.
- The chain is attached to a large, crude grappling hook.
- Once the nets are full of bones and/or the grappling hook has snagged a huge bone, the cranes roll back to the Bone Toiler fort (see **Area #20**).

Tar stained and clad in bone and grime, these howling bone men stop what they are doing and charge towards you!

Monster: (7) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 25 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea.

Treasure: Each Bone Toiler has several necklaces made of teeth, bone armor (AC 4), 2d12 cp and 1d8 sp.

19. Dinosaur?! An abandoned bone crane squats near a tar pit, its wheels sunk into the oily ground. An oil-smeared, red banner flutters sporadically from the top. The chain is taut, caught around an emerging humongous skeletal creature.

- The creature is the skeletal remains of a Tyrannosaurus Rex.

20. Bone Toiler Fort: Bones, reinforced with timbered logs roped together, form 10' high walls with 15' high towers, surrounding a crude encampment full of hide tents and ramshackle wood-and-grass-woven huts. Smoke rises from several fires from within.

- The gate is closed at night, but open during the day.
- Please refer to **Appendix D: Bone Toiler Fort** and map.

21. Exit: The rugged canyon narrows for another 1,300' then opens up into wide plains with pockets of jungle.

Appendix A: Lizardman Crypt

The rocky canyon wall holds an ancient lizardman tomb, hidden from other humanoids and known only by a few.

GM's Notes: There are no wandering encounters while inside the crypt.

1. Stone Door: *Treat as secret door.* Dangling vines cover a grand, chipped stone door that melds into the canyon wall. Moss and tiny plants cling for survival along the rock face and door, effectively camouflaging it.

- The door has an impressive stone carving of a lizardman sporting a headdress full of feathers and beads, surrounded by bowing lizardmen.
- The door raises up with a combined strength score of 30 or if someone bows to the lizardman.



Artist: William McAusland

2. Foyer: The door leading to room takes a combined strength score of 20 to open. A wide, circular bronze bowl (200 gp, 75 lbs) squats in the center of the moist cavern. Debris is set inside the bowl, and dripping water echoes throughout the tunnels and chamber.

- The debris is rotten robes, feathers, colorful beads and 200 semiprecious stones (1 gp ea). There is also 400 gp resting on the bottom.

3. Pool: Carved with images of lizardmen fighting strange giant reptilian beasts with claws and mouths riddled with sharp teeth (dinosaurs) adorn the walls. Water seeps from several walls and collects into a pool of clear water.

- The freshwater pool is 20' deep. A tiny creek (2' deep) erodes its way into **Area #7**. **Only halflings can fit** through the stream passage.
- One carving of a Tyrannosaurus Rex in a side profile has a ruby for an eye 200 gp.

4. Preparation Cavern: The cavern is littered with a variety of beautiful, colorful feathered robes, dusty headdresses, tribal beads and other knickknacks hanging along the rocky walls.

- Three robes are made of peacock feathers and hanging colorful beads. Once worn, these three robes give the illusion that the wearer is a lizardman. The robe-wearer is safe from all attacks in the crypt.

5. Guards: This cramped cavern has eight skeletal lizardmen holding spears, standing guard silently, four on each side of the room.

- Anyone attempting to pass to **Area #7** is attacked by the lizardmen. However, two lizardmen move and crumble to bone dust, complete with clattering spears.

Monster: (6) Lizardman Skeletons

Guards: AL N, MV 60' (20'), AC 7, HD 5, hp 35 ea, #ATT 1, DG 1d6+1, SV F3, ML 12, XP 200 ea.

6. Bones to Dust: This chamber is identical to **Area #5**, but it consists of eight piles of bone dust with mundane spears.

7. Mound: An extensive chamber opens into a flooded room (3'–5' deep) with an 8' high, 20' diameter mud mound. Dripping water causes

ripples in the still water, and a stream erodes its way through the northwest wall. Beyond the mound, stairs lead up to a platform with two sarcophagus.

- The mound stays muddy from the dripping ceiling.
- The stream leads to **Area #7, Appendix C: Waterfall Caverns** (pg. 11)

8. Sarcophagus: Wide stairs lead out of the water to a platform with two sarcophagi and two bronze braziers (100 gp ea). Lizardmen skulls and bones are mixed together in piles of dry soil between the sarcophagi.

- This is the resting place of Suzkilat, Leader of the Emerald Spears lizardfolk tribe and his wife.
- Disturbing the sarcophagi in any way causes Suzkilat to form and attack intruders. On the second round, it lets out a loud, bone-chilling rasp, which summons lizardmen skeletons that claw their way out of the mud mound.




Artist: Bradley K. McDevitt

Monster: Suzkilat (ghost): AL N, MV 90' (30'), AC 0 (8), HD 10, hp 67, #ATT 1, DG 1d4x10 years, SV F10, ML 10, XP 3,100.

(15) Lizardman Skeletons: AL N, MV 60' (20'), AC 7, HD 1, hp 6 ea, #ATT 1, DG 1d6+1, SV F1, ML 12, XP 13 ea.

Treasure: Inside the sarcophagi are the skeletal remains of two lizardmen. One wears a platinum crown set with emeralds (3,500 gp), an emerald amulet (2,000 gp) and a gold armband (150 gp). The other skeleton has a gold ring set with an emerald (500 gp) and holds **Emerald Totem**. Both skeletons lay on 500 semiprecious stones (1 gp ea) mixed with 1,100 gp, a **Potion of Speed**, a **Potion of Diminution** and an **Armband of Invisibility** (similar to ring).



Emerald Totem

This 1.5' long rod is wrapped in a leather thong on its shaft and holds an emerald carved with indecipherable (lizardman). Silver rings hold thongs of beads and feathers. When commanded in the language of the lizardfolk, **Emerald Totem** may cast *Cure Serious Wounds* and *Neutralize Poison* 1x per day each. Carrying or brandishing this item in front of lizardfolk makes them believe that the possessor is a friend.

Appendix B: Kharazan, Village of Plenty

Once a welcome sight to travelers, Kharazan has recently been ransacked and burned—only skeletal remnants of huts and stone buildings are left, slowly being devoured by the swamp. The ruined village has typical items scattered about—broken pottery, looted chests and crates, moldy foods, rusty tools and/or weapons, and even mundane animals using the ruins as shelter.

GM's Notes: Unless otherwise stated, all the water on the map varies from 1'–3' deep including the stream running through the middle. All the water is tainted. If consumed, roll a save vs. Poison at +4 or slowly start to be consumed from the inside. In a month, the consumer's internal organs fail, causing death, unless *Neutralize Poison* is cast upon them.

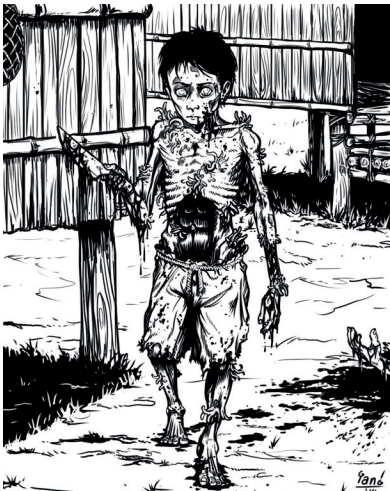
Wandering Encounters: A 1 or 2 on a d10 every three turns of travel while in the ruined village.

Roll	Khazaran Wandering Encounters
1	(12) Zombies: AL C, MV 120' (40'), AC 8, HD 2, hp 11 ea, #ATT 1, DG 1d8 (or by weapon), SV F1, ML 12, XP 29 ea. The zombies are clumped inside a ruined hut or against a wall. They move to attack once they sense life.
2	(5) Ghouls: AL C, MV 90', AC 6, HD 2, hp 15 ea, #ATT 3 (2 claws, bite), DG 1d3/1d3/1d3, SV F2, ML 9, XP 47 ea. These ghouls are stalking the party.
3	(4) Ghosts: AL C, MV 150' (50'), AC 4, HD 4, hp 27 ea, #ATT 3 (2 claws, bite), DG 1d4/1d4/1d8, SV F4, ML 9, XP 190 ea. These ghosts are in the middle of consuming a snake.
4	Giant Vulture: AL N, MV (Fly) 450' (150'), AC 6, HD 12, hp 76, #ATT 3 (2 claws, bite), DG 1d6/1d6/2d8, SV F6, ML 9, XP 1,200. It has a 50% of attacking the party, or going for another corpse near the Temple (Area #3).

1. Ruined Hut: This hut has crumbled walls, but the weathered roof is supported by corner pillars. Besides typical debris lying about, a few wooden dolls lie in a heap in a corner.

- Jolok and his friends (all kids) still hang near this house; however, they are now ghosts. Jolok throws his favorite dagger (1d4 DG) before engaging.

Monster: (7) Ghosts: AL C, MV 150' (50'), AC 4, HD 4, hp 32, 30x2, 28, 27x3, #ATT 3 (2 claws, bite), DG 1d4/1d4/1d8, SV F4, ML 9, XP 190 ea.



Artist: Ian MacLean

2. Underwater Hut: A collapsed hut lies underwater; a few stilts mark its location.

- 5' deep scum-filled water. Inside ruined hut is a half rotted chest containing 400 cp, 75 sp, 200 gp and a gem studded belt (400 gp).

Monster: (24) Zombies: AL C, MV 120' (40'), AC 8, HD 2, hp 11 ea, #ATT 1, DG 1d8 (or by weapon), SV F1, ML 12, XP 29 ea.

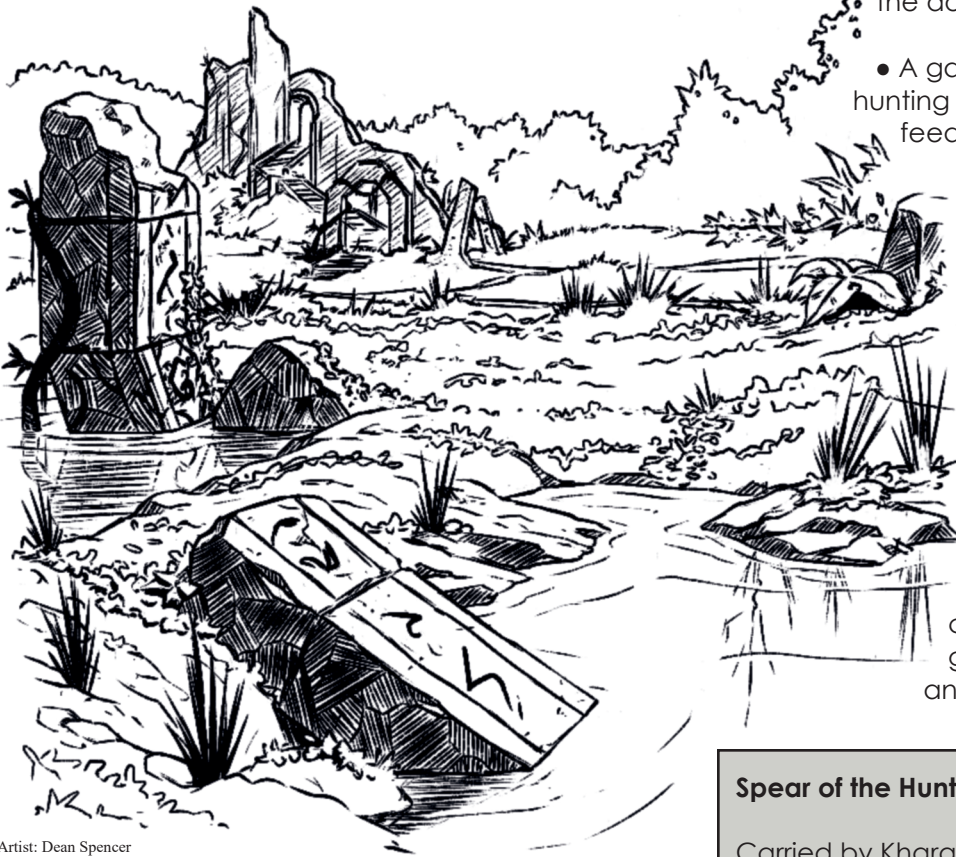
4. Hut Mansion: A sizable, half-scorched hut still remains intact. A rotting curtain hangs in the doorway.

- A gang of ghouls—remnants of the elite hunting party of the village—resides here, feeding off the nearby temple corpses.

Potbellied and plump, these foul creatures get excited over more lively prey, albeit their successful feedings and pudginess have made their movements slower.

Monster: (14) Ghouls: AL C, MV 60' (20'), AC 6, HD 2, hp 15 ea, #ATT 3 (2 claws, bite), DG 1d3/1d3/1d3, SV F2, ML 9, XP 47 ea.

Treasure: Stashed in the house, mixed with debris and decaying clothes is 3,000 cp, 1,317 ep, 3 garnets (75 gp ea), 1 ruby (375 gp) and **Spear of the Hunter**.



Artist: Dean Spencer

3. Ruined Temple: Hundreds of half-decayed corpses surround a stone temple, climbing over each other with outstretched arms, reaching towards the ruined building on top. Flies, larva and maggots cover the corpses, their wiggling and crawling through clotted blood and decayed flesh makes a sickening sound. The stench of death and decay is overpowering.

- Corpses cover the stairs leading up to the 6' high platform. The corpses create a 'ramp' surrounding the entire temple, so characters need to climb over the corpses to reach the top.
- The ruins at the top contain a toppled and broken stone statue of some defaced deity.
- In the ruined center, a pile of rocks, debris and weeds holds a wooden pole with an impaled skull. With the addition of glass at the bottom of the jaw, the skull serves as a container for a golden liquid. The liquid has one draught and acts as *Neutralize Poison*, per the spell.
- Characters reaching the top ruin attract the attention of zombies intermixed in the pile of corpses that begin to lumber up the corpse pile.

Spear of the Hunter

Carried by Kharazan's best hunter, Kulika, his skill in acquiring game and feeding his village was legendary among the village.

Spear of the Hunter is a wicked spear with four protruding barbs and acts as a **Spear +2**. When gripped, the spear gives the ability of *Pass Without Trace* as per the spell.



Artist: William McAusland

Appendix C: Waterfall Caverns

GM's Notes: Most of the cave is dark, however **Area #5's** cavern is lit by the fountain of golden water, illuminating the entire cavern.

1. Entrance: Sheetting water and mist drench everything at the bottom of the roaring waterfall. Two rivulets enter a cave mouth, making a set of eroded stairs slippery as they lead to darkness.

- Everyone must roll a successful Dexterity check or slip on the stairs, resulting in 1d4 damage.
- Perceptive characters notice blood stains on dry stairs.

2. Fork in Tunnel: Rivulets collect in a dark pool of water inside an alcove to the northeast. Blood stains and a handful of reptilian scales lead to the west. A few silver coins trail off to the east. A dull glow of golden light comes from the north.

- There is a total of 18 sp and a moldy pouch with holes near the rubble of a collapsed passage.

3. Beetles: A natural rock pillar divides the sizeable chamber. Giant beetles with carapaces resembling the hide of a tiger fiercely tear into a corpse of a large crocodile.

Monster: (7) Carnivorous Beetles: AL N, MV 150' (50'), AC 3, HD 3+1, hp 22x3, 20x2, 18, 17, #ATT 1 (bite) DG 2d6, SV F1, ML 9, XP 65 ea.

Treasure: Three skeletons of an unfortunate adventuring party lie in a heap against the north wall. The rotting backpacks and moldy pouches contain a total of 45 sp, 145 ep, 70 gp and a garnet (40 gp).

4. The One That Got Away: Drag marks come from the rubble filled passage on map and a pair of rotted boots stick out from a few boulders. This dark chamber has a decayed husk of a beetle and a human skeleton sitting against the wall. The skeleton's legs are broken in several places and barefoot. The clothing and armor are rotted and a half-open backpack is crumpled nearby. A short sword rests in the skeleton's hands across its lap.

- Tiny bugs, cave crickets, beetles, etc. still crawl around the husk of the carnivorous beetle.
- The backpack has worthless, rotted adventuring items, including a set of rusty thieves' tools. A copper scroll case (10 gp) holds an old, stained invitation to a challenge event known as Elemental Mountain, in the far north. The short sword is the **Jovial Assassin**.

Jovial Assassin

The **Jovial Assassin** is a **short sword +1**. It emits a loud 'AHA!' and a chuckle after killing an opponent and then glows an eerie red for 6 turns (2' radius). Legends say that it belonged to the ruffian Svantil Snolay, who terrorized the city streets of Morbatalis, and that many hid in fear from his laughing blade.

5. Fountain of Youth: The huge cavern is half flooded by water entering the chamber to the east by a 10' tall slender waterfall. A 20' diameter pillar of golden, glowing water near the middle of the cavern illuminates the whole chamber. The golden water geyser rushes up towards the ceiling, disappearing inside a hole in the ceiling. Some sort of statue occupies a sizeable island in the water lies to the east of the pillar.

- Water in this room is 3' to 5' deep.
- A character touching the golden water pillar has a 25% chance of being 'gripped' magically by the pillar and taken up through the ceiling (save vs. Spells to resist), where the water squeezes through a 5' diameter chimney and enters **Area #15**, outside in the **Canyon**.
- Drinking the golden water subtracts 1d6 years of age from the imbiber. A character can only be affected by this once, and the water becomes non-magical if collected in a container.
- A water elemental guards the geyser and attacks those attempting to drink from it. It flees into the water if brought to half hp. It waits and attack when the party interacts with the mimic in **Area #6**.

Monster: (1) Water Elemental: AL N, MV 60' (20'), swim 180' (60'), AC 0, HD 12, hp 80, #ATT 1, DG 2d8, SV F12, ML 10, XP 2,800.

6. Statue: A basalt island emerges 3' above the water, slick from the waterfall's constant mist (Area #7). A 6' tall stone statue of a woman kneeling with a water jug is set on a rocky crag of the island (right on the #6 on map) facing the waterfall. Fist sized sapphires are set into the eyes of the statue.

- The statue is a mimic and it is in cahoots with the water elemental, which it has named Puddles. As soon as it is touched, it attacks and begins to yell excitedly in an annoying, nasally voice—'Ohh! Oh! I got one! Come drown the rest for all I care, just leave me this fat, juicy one!'; 'Oh my, my back hurts from kneeling for so long!' 'Look at this one Puddles...it stinks so bad!'; 'Don't take that from them Puddles! You are stronger than them!'; 'Wash us to victory Puddles!'; 'Ohhhh ouch! That hurt! When I'm through with you I'll look like you...wait, that's a bad idea as your ugliness would cause no one to touch me!' and so on.

Monster: (1) Mimic: AL N, MV 30' (10'), AC 7, HD 8, hp 54, #ATT 1, DG 3d4, SV F8, ML 8, XP 790.

7. Waterfall: Mist from the waterfall creates a vibrant rainbow of color from the glow of the golden water geyser. The waterfall is 10' tall and its feeding stream disappears up a watery passage deeper into the rock.

- Following the stream leads to the Lizardman Crypt (**Area #7**).
- In a recess behind the waterfall, remnants of a collapsed, rotting, wooden chest covers 75 gp, a silver headband with amethysts (500 gp), a platinum chain medallion with a tiny jade cat figurine (300 gp) that meows when rubbed, and a pair of topaz earrings (50 gp).

8. The Squabble: Very deep, argumentative voices echo from up ahead. A pair of strange, three-legged, three-armed bulky creatures seem to be in a heated argument about a vein of silvery mineral in the wall. Their stout bodies are topped with huge gaping maws.

- Two Xorn are arguing about who gets the first taste of the vein of rhodium they discovered. Promises of 4,000 gp worth of gems from the party may have them agree to help fight the water elemental in **Area #5**.
- The two Xorn might discuss openly a compromise with one another. One gets the rhodium, while the other gets the 'food' (i.e., gems) off the corpses of the adventurers.
- Rhodium is silvery-white and corrosion resistant. If mined (two weeks), it can sell for 6,000 gp. It may be incorporated into metal armors and/or weapons.

Monster: (2) Xorns: AL N, MV 90' (30'), AC -2, HD 7+7, hp 54, 49, #ATT 4 (3 claws, bite), DG 1d3/1d3/1d3/ 6d4, SV F 7, ML 10, XP 1,700 ea.



Appendix D: Bone Toiler Fort

Drums beat in a constant, haunting rhythm that echoes off the smoke-choked canyon walls.

GM's Notes: This area can be dangerous to the unwary or overconfident party due to the sheer numbers of the opposition. Disguise, stealth and/or trickery should be encouraged, rather than a frontal charge. Disguises (i.e., wearing bone armor) should pass inspection relatively easily; however, short demi-humans (dwarves, halfling, etc.) may be stopped, inspected, questioned and/or attacked. Any fighting in the encampment has a 75% chance to bring 1d6 Bone Toilers to join the fray every 1d4 rounds. There are a total of 50 Bone Toilers in the fort during the day and 75 at night.

Captured party members are strung up along the bone fort walls, in full sun with no protection from bugs and mosquitoes. They are eventually brought to **Area # 9** inside the **Bone Toiler Cave** until it is time for the **Midnight Ritual**, where they are devoured by the bone devil in **Area #16** (refer to Timetable below).

Walls are made of bone and wood, 10' high. Towers are 15' high. The whole area within the walls is covered in grayish-white sand composed of crushed bone. See **Timetable** for events.

Time	Event
7 AM	Fort becomes active as Bone Toilers move towards the tar pits to collect bones. Marrows round up Bone Abominations to start the work day. Some Bone Toilers work drums, waking up camp.
Noon	Most Bone Toilers return to fort to eat and nap.
2 PM	Bone Toilers return to work
3 PM	A group of Marrows meet near Area #7 and sit in a circle, discussing tasks for an hour. Some return to the cave at Area #8 .
7 PM	Feasting, drumming, dancing, revelry
9 PM	Prayer and announcements from Ishklam, Leader of the Marrows at Area #7 .
10 PM	A few Bone Toilers return to work with torches and work throughout night. Others sleep. Shifts seem sporadic.
Once a Week at Midnight	Midnight Ritual: All are summoned to Area #16 in Bone Toiler Cave for worship, punishment, and sacrifices. After one hour, they all gather near the Maw of Ghormaug and welcome a squad of 15 Bone Toilers. It is day 3 in the week when the party first sees the fort.

Wandering Encounters: The GM is encouraged to have the party interact with groups of Bone Toilers within the fort who are performing chores, making bone jewelry, napping, eating or cleaning skulls. However, without disguises, the party is attacked immediately. A hunting party tracks fleeing characters.

These rough people have fashioned skulls for helmets and decorate themselves in special bone armor. Some have experimented with bone, grafting it to their hands or arms, thus wielding weapons or tools at all times. Tar-stained, dirty and covered in bone dust, these men and women have unending endurance, toiling over their collection of bones.

Typical Bone Toiler: AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.

Hunting parties are organized to track down enemies or to explore the canyon to lay stake for more territory. They are vicious, ruthless and rarely take prisoners.

Hunting Party: (12) Bone Toilers

Large Bone Abominations: AL N, MV 120' (40'), AC 5, HD 5, hp 30, 24, #ATT 1 (bite) DG 1d12, SV F5, ML 10, XP 200 ea.

(1) Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 32, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: two *Stinking Cloud* concoction, one glue concoction (1d4 hp to Bone Abominations), silver torc (50 gp) and a bone-handled dagger.

Spells:

1st: *Light, Magic Missile, Shield*

2nd: *Detect Invisible, Mirror Image*

3rd: *Fireball, Protection from Normal Missiles*

4th: *Confusion*

1. Tusk Pit: Enormous tusks jut out of an oily tar pit. Two bone cranes, operated tirelessly by bone-armored men, attempt to haul enormous bones from the tar. Deep wheel ruts travel towards the walled fort in the distance. Wooden poles set with torches line the tar pool. One man is pounding a beat on a bone drum.

- This pit is worked day and night by a squad of Bone Toilers. They are occupied and have a false sense of security with the fort nearby, so can be easily avoided.
- Once the nets of the bone crane are full, the Bone Toilers push it inside the fort towards **Area #7** to unload.
- During the day, the ground shakes faintly towards the west (from the Hadrosaurus).
- Collecting the tusks (ivory) and taking it back to town is a long ordeal (i.e., wagons or team of mules are needed), but they can be sold for 4,000 gp each.

Monster: (12) Bone Toilers

2. Hadrosaurus: A massive skeletal creature (27' long) lumbers on two big-boned back legs, dragging a huge canvas sled full of a variety of bones away from a series of tar pits. A hooded rider sits near the skull of the beast.

- A Marrow rides a Bone Abomination of a Hadrosaurus (<https://en.wikipedia.org/wiki/File:HADROSAURUS.jpg>)

Monster: (1) Giant Bone Abomination: AL N, MV 120' (40'), AC 5, HD 8, hp 50, #ATT 1 (bite) DG 3d8, SV F7, ML 10, XP 560.

(1) Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 37, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1 *Stinking Cloud* concoction, silver amulet (75 gp) and a bone handled dagger.

Spells:

1st: *Floating Disc, Magic Missile, Spider Climb*

2nd: *Scare, Web*

3rd: *Hold Person, Lightning Bolt*

4th: *Fumble*

3. Gates: Monstrous gates are constructed from skulls and bones. Deep ruts from the bone cranes make the road muddy but disappear under a grayish white sand that covers the area inside the fort and the front gate.

- Gates are opened during the day and closed at night by levers operating a chain mechanism inside the guard towers.
- The gray sand is crushed bone.

4. Towers: Each tower is only 5' higher than the walls and is an open platform.

- Two Bone Toilers are in each tower marked **#4** on map. They hardly walk the walls, are bored and keep watch in six-hour shifts. Drums in each tower are sounded to warn of intruders.

Monster: (2) Bone Toilers in each marked **#4** tower.

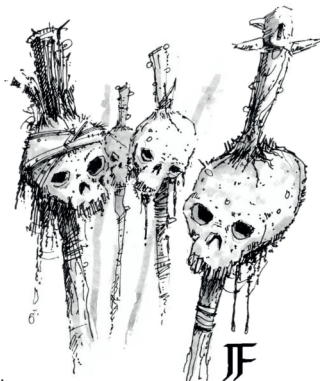
5. Huts/Tents: These areas are a mix of tents and huts made of woven reeds, wood and even bone that surround fire pits and a heaping wood pile. Furs are also used as bedrolls around the fire. Huge skulls with tight skins serve as drums used during the feasting hours (see **Timetable**).

- Typical tent and hut with tools and mundane weapons. Bone Toilers carry their belongings.
- Up to three operators can stand on each drum, performing a mixture of dance and drumming. The huge skulls are T-Rex and/or dragon sized.

- There is always 2d8 Bone Toilers moving around and/or performing chores near the areas marked #5 on map.

Monster: 2d8 Bone Toilers

6. Bone Highway: The grayish sand has bits of bone that cause crunching noises when walking. Poles have impaled skulls that line a 20' wide path towards a massive bone structure to the southwest and a yawning cave mouth to the west. Men push and pull a bone crane from a pit (Area #7) towards the gate, its great wheels crushing the bony sand.



Artist: The Forge, Maciej Zagorski

Monster: (12) Bone Toilers

7. Chasm of Degenerates: Massive 15' high bone tusks and stone monoliths surround a gaping hole (45' diameter). The hole's throat is composed of skulls and bones and descends into darkness.

- The hole descends 60' to Area #14 of the Bone Toiler Cave (see Appendix E).
- Bone cranes and Bone Abominations drop the majority of collected bones down the hole.

8. Cave: The cave mouth is huge (35' wide) and descends into the cliff. It rapidly narrows to a 10' wide passage.

- Refer to **Appendix D: Bone Toiler Cave.**
- Dwarves note that the rock chips on walls from mining tools suggest the cave and passage were mined from the inside out.

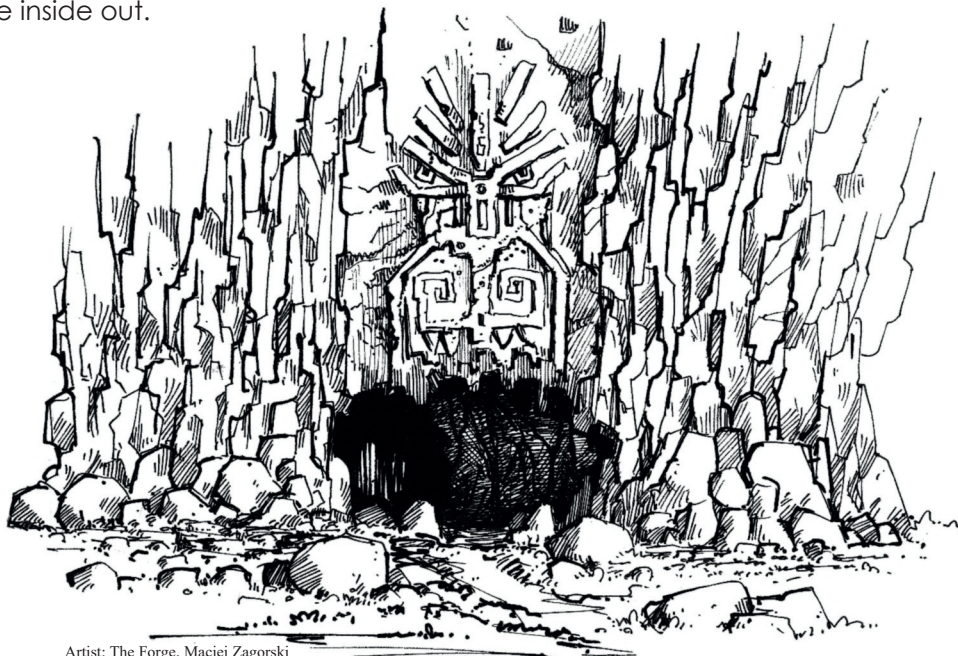
Appendix E: The Bone Toiler Cave

These caves are ripe with activity. Half-finished projects of bone creations attached together and to the walls, ceilings and floors by glue are scattered throughout the complex. Any fighting within the caves has a 20% chance of having 1d8 Bone Toilers investigate.

(1d8) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 25 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.

Wandering Encounters: A 1 or 2 on a d10 every 6 turns is a wandering encounter:

Roll	Bone Toiler Cave Wandering Encounters
1	(6) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp. These Bone Toilers are laughing and pushing each other in jest as they slowly make their way towards the surface.
2	(1) Bone Golem: AL N, MV 120' (40'), AC 2, HD 8, hp 52, #ATT 4, DG 1d8 (longswords), SV F4, ML 12, XP 2,065. Lumbering down passages, this construct attacks anything not wearing bone armor or a Marrow robe. All four longswords are gem-studded and worth 100 gp ea.
3	(10) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp. These men paint glue over a 'bone art' that covers the rocky wall or are carrying buckets of glue to a location to do said task.
4	(7) Skull Wicks: AL C, MV 90' (30'), AC 4, HD 3, hp 14 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea. These chittering creatures are lighting torches in sconces in the hallways and chambers.



Artist: The Forge, Maciej Zagorski

1. Humming Skulls: Skulls cover the ceiling, walls, floors and stairways of this long passage. The skulls emit a low, multi-pitched hum.

- The stairs descend 40'.
- The skulls begin to hum when there is life within 10' of them. A cleric's **Turn** ability silences them.

2. Room of Decay: A foul stench erupts out of the room when the door is open. A black cauldron squats in the center of the room surrounded by half-decayed corpses of typical jungle animals and a few men.

- Paint brushes lie next to the cauldron.
- The cauldron has a congealed gel stuck to its sides, but is otherwise empty. Touching the gel causes a slight burn and, if not wiped off, delivers 1 hp of damage after three rounds.
- The corpses have a sticky gel upon them that seems to be dissolving flesh to expose bone.

3. Dining Room: This spacious chamber holds a stone table with candles surrounded by bone chairs under a magnificent bone candelabra with sputtering candles. Several broad, tall candles, 6' high, stand erect from candle wax in each corner. Several jittering and squealing 1' tall creatures hang and move along the candelabra like playful monkeys.

- The Skull Wicks notice the party in 1d3 rounds and attack unless they wear bone armor or a Marrow robe. If a Marrow robe is worn, they may follow the character as if waiting for orders.
- 8 plate settings on the table can fetch 10 gp ea. One set of candles is held in a platinum table sconce (100 gp).

Monster: (16) Skull Wicks: AL C, MV 90' (30'), AC 4, HD 3, hp 14 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.

4. Vat Room: Billowing vapors pour out of three boiling cauldrons placed about the room. A robed man at each cauldron stir its contents. Several piles of bleached bone are against the south wall next to a wooden cart. A few chain manacles hang from the ceiling, one occupied by a horribly scarred hairy man with a bull's head. A bone-armored man applies a brush upon the prisoner, causing it to howl in pain and anger.

- The vats contain acidic bleach (1d8 damage), lacquer (strengthens/preserves bones) and glue (for Bone Abominations/decorations). Pushing the acid vat causes 1d8 damage in a 10' radius, pushing the glue vat over causes half movement in a 10' radius.

- Tortured for days, Ghulat the Minotaur appreciates its freedom and speaks broken Common. If given a weapon (prefers a battle axe), he gladly joins the party to take revenge on the Bone Toilers. However, in his quest for vengeance, there is a 15% chance during battle (check once) he goes berserk and attacks the party.

Monster: (3) Marrows: AL C, MV 120' (40'), AC 6, HD 7, hp 33 ea, #ATT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1d10 sp, 1d20 gp, and 1d8 pp ea.

Spells:

1st: *Burning Hands, Enlarge, Magic Missile (and/or Hold Portal, Shocking Grasp, Unseen Servant)*

2nd: *Scare, Web (and/or Invisibility, Mirror Image)*

3rd: *Hold Person, Lightning Bolt (and/or Blink, Suggestion)*

4th: *Fumble (and/or Fear, or Fire Shield)*

Bone Toiler Assistant: AL C, MV 120' (40'), AC 4, HD 4, hp 30, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80. Has 1d12 cp, 1d6 sp and 1d10 gp.

Ghulat the Minotaur: AL C, MV 120' (40'), AC 6, HD 6, hp 26 (40), #ATT 2 or 1 (gore, bite, or weapon), DG 1d6/1d6 or weapon, SV F6, ML 12, XP 820.

5. Orb: In the center of the room is a bone claw clutching a dusky gray crystal orb (volleyball size). Black curtains hang on each of the walls and the ceiling is covered in preserved eyeballs that stare upon all those who enter.

- The orb is used for communication with those in the Marrow Ravine.
- Characters who touch the orb have their eyes roll up, showing only the whites of the eyes. They see a **vision through the orb:** a bone fort surrounding a tower of skulls. Moving quickly, as if pulled, the view is whisked away to strange buildings with arms, hands and/or legs, with smaller humanoids running about, all under a dusky ash sky. Finally the vision heads toward a ruined stone structure with magnificent archways where tall, gray-and-ash-colored robed figures stand and turn towards the viewer. One says, 'Come find us....'
- The orb gives a vision of what is through the **Maw of Ghormaug**, the Marrow Ravine.
- The orb can be detached and taken, but, when viewed, it usually shows only the skull tower (or more beckoning from the Duskwalkers).

6. Factory: Bustling with activity, Bone Men work furiously moving bones from pile to pile, while others meticulously piece bones together and brush glue from pots over their creations. A hooded, gray-robed man seems to be the director of the chaos near the south part of the chamber, where it lays open to a great chasm beyond. Small to large moving bone creatures are directed towards the chasm, lumbering down a ramp of crushed bones.

- This is the main area where Bone Abominations are created. With the bustling activity, the inhabitants of this room don't notice the party for 1d4+1 rounds.
- The chambers opens up to **Area #14**.
- The Marrow currently controls the Large Bone Abomination.

Monster: (11) Bone Toilers: AL C, MV 120' (40'), AC 4, HD 4, hp 25 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.

(1) Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 33, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1d10 sp, 1d20 gp, 1d8 pp, and a **Skull Ring**.

Spells:

1st: *Burning Hands, Enlarge, Unseen Servant*

2nd: *ESP, Ray of Enfeeblement*

3rd: *Dispel Magic, Summon Monster I*

4th: *Fear*

(4) Small Bone Abominations: AL N, MV 120' (40'), AC 5, HD 3, hp 22, 19, 17, 14 #ATT 1 (bite) DG 1d4, SV F3, ML 10, XP 65 ea.

(1) Large Bone Abominations: AL N, MV 120' (40'), AC 5, HD 5, hp 36, #ATT 1 (bite) DG 1d12, SV F5, ML 10, XP 200 ea.

Skull Ring

This ring is made of bone with etchings of a human skull on the front. It shrinks or enlarges to fit any finger. Once per day, the wearer may attempt to Turn Undead as a 5th level Cleric. Once per day, the wearer may also call forth a skeleton warrior that obeys all commands for 10 rounds (unless destroyed or turned) before disappearing.



Artist: William McAusland

Skeleton Warrior: AL C, MV 60' (20'), AC 7, HD 5, hp 30, #ATT 1, DG 1d10 (two-handed sword), SV F1, ML 12, XP none.

7. Ishklam's Chamber: This lavishly furnished chamber has a four-post bone-framed bed full of furs, a chest near the foot of the bed and a desk with various candles and scrolls, complete with a bone chair.

- Ishklam has a 65% chance of being in the room, attended by two Skull Wicks.
- Any intruders entering his chamber causes Ishklam to attempt to summon the guards in **Area #8** through the secret door. The Skull Wicks attempt to keep the party at bay. If guards arrive, Ishklam attempts to cast *Haste*.
- If brought **down to 10% of his hp, Ishklam begs for his life**, blaming the Bone Devil in **Area #16**. He attempts to 'make a deal' with the party to vanquish the Bone Devil, but as they engage it, he turns on the party.

A vicious scar from lip to ear gives the impression that Ishklam always has a half smile or smirk. A skull with horns adorns his right shoulder, and he wields a two-handed skull flail that hums during battle. With mocking eyes, Ishklam always talks down to the 'lessers'.

Monster: (2) Skull Wicks: AL C, MV 90' (30'), AC 4, HD 3, hp 18 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.

Ishklam the Marrow: AL C, MV 120' (40'), AC 3, HD 9, hp 54, #AT 1, DG 1d8+2, SV F7, ML 10, XP 2,400. Items: **Skull Flail, Potion of Healing, and Bracers of Defense AC 3.**

Spells:

1st: *Charm Person, Protection from Good, Magic Missile*

2nd: *Mirror Image, Stinking Cloud, Web*

3rd: *Haste, Lightning Bolt, Suggestion*

4th: *Fear, Wall of Fire*

5th: *Cone of Cold*

Treasure: The bone chair has a skull as a backrest and, despite its construction, is quite comfortable. Sitting in it gives a permanent *Ward vs. Undead* as per the scroll. The desk has a locked drawer with a bone-plated spell book of Ishklam's spells listed above. On top of the desk is a **Scroll of Ward vs. Elementals** and a **cursed scroll** that causes the reader to become permanently blind and deaf. There is also a book about grafting bone for weapons and/or tools (500 gp).

Inside the chest is 1,000 sp, 3,000 gp, 500 pp, a ruby-encrusted golden goblet (500 gp), and a delicate, valuable vase (1,000 gp—25% chance each day to break and become worthless when carried).

Skull Flail

This two-handed flail has two shrunken human skulls attached to chains, is magically enhanced and acts as a **Heavy Flail +2**. The skulls hum during combat invoking *Fear* in creatures with fewer than 2 HD, causing them to flee.

8. Guard Room: Typical guardroom with gaming table, bone dice and weapon racks with extra weapons.

- Three guards and Moyver, the Guard Leader are stationed here. When called, they immediately move to Ishklam's assistance through the secret door.

Monster: (3) Bone Toiler Guards: AL C, MV 120' (40'), AC 4, HD 4, hp 28 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 sp, 1d12 gp.

Bone-armored with protruding bone spikes and a devil skull helmet complete with glowing red eyes, this man looks more like a demon. His war cry is unnaturally loud and jars the senses.

Moyver the Guard Leader: AL C, MV 120' (40'), AC 4, HD 6, hp 42, #ATT 1, DG 1d8 +2, SV F4, ML 8, XP 80 ea. Wields a bastard sword with a bone shield and **Vornskaar**.

Vornskaar

Legends say that this helmet was crafted from a devil skull, as small horns protrude from the top. When worn, the helmet makes the wearer's eyes glow red. The helmet amplifies the wearer's voice so that it can be heard over a battlefield. Twice per day, it can use its *Shatter* ability, as per the 2nd level spell. Finally, during battle, there is a 25% chance that the wearer goes into a berserk rage, slaying friend and foe alike, and gaining +2 to attack rolls unless a save vs. Spell is made at -4.



9. Waiting Area: The passage has a cramped alcove with a few manacled, bedraggled prisoners. The manacles are skulls, biting down on wrists and ankles and attached to chains to the wall.

- This area is for prisoners to be sacrificed in **Area #16** at the end of the week.
- Four Prisoners are from Bolbus's band of looters (Jerak, Toluk, Maris and Lorne). Each is beat up and dehydrated. They either attempt to flee to the surface (50% chance) or offer to help the

party if healed and provided equipment (50% chance). Lorne is a coward, and Maris has a tendency to steal from companions.

- A guard from **Area #8** checks on the prisoners each hour.

Monster: (4) Prisoners: AL N, MV 120' (40'), AC 5, HD 3, hp 2, 5, 7, 8 (18 ea), #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea.

10. Viewing Platform: The passage ends at three rows of stone benches that look over a 20' deep chasm full of bones and skulls of various sizes. Different-sized bone creatures, some as tall as the top of the chasm, empty loads of bones, creating a ramp to a rocky mount that pokes above the bony floor of the chasm about 35' to the north. A monstrous jaw supported by bone pillars stands erect on top of the rock mount. Inky blackness with tiny sparkling lights, like a starry night, is contained within the open jaw. To the south is a rocky platform with a podium, connected to either side of the chasm by bone-planked rope bridges. A few Bone Men wander the bottom of the chasm.

- The bone jaw is the **Maw of Ghormaug, Area #13**.
- The podium is **Area #12A**.

11. Sacred Skull Halls: The ceilings, floors and walls of this corridor are completely covered in bleached skulls of various creatures. Sharp teeth, horns and even a few tusks stick out, up or down from their placement in the corridor.

- **Trap:** Any 11's on the map symbolize where skulls in a 10' section begin to try and bite anyone walking through the hall for a combined total of 1d12 damage. Characters wearing bone armor or a Marrow robe are ignored. Save vs. Breath Attacks for half damage.
- There is a 75% chance that the party encounters the Bone Golem (see Wandering Encounters) while in these halls.

12. Bone Chasm: A huge, gaping 20' deep chasm, full of every type of bone and skull imaginable, divides corridors located on either side. All sizes of the strange, mindless bone creatures work in the chasm, moving bones around or dragging them from one end to the other. Only a handful of Bone Men work below. Bones and rope create swinging bridges from one side of the chasm to the other.

- Anyone falling off the bridge takes 2d6 damage.
- Attacking creatures below from the bridge causes an alarm in 1d4 rounds. Marrows direct Bone Abominations to destroy bridges to knock the party down to the chasm, and Bone Toilers begin to climb the chasm walls to surround the party.

Continued

Continued

- The alarm brings 14 Bone Toilers and one Marrow in four rounds.
- Those below have a 50% of noticing the party if they are not in disguises.

Monsters: (9) Bone Toilers, (5) Marrows, (4) Small Bone Abominations, (4) Large Bone Abominations, and (2) Giant Bone Abominations.

Artist: Dean Spencer



12A. Welcome: This rocky crag contains three stone daises. Steep stairs ascend 3' to the two outer daises, and the middle ascends 5'. The view looks directly into a huge, open bone jaw that leads to a starlit darkness about 40' away.

- Marrows greet guests entering the portal here, with Ishklam taking the center dais (see **Timetable**).

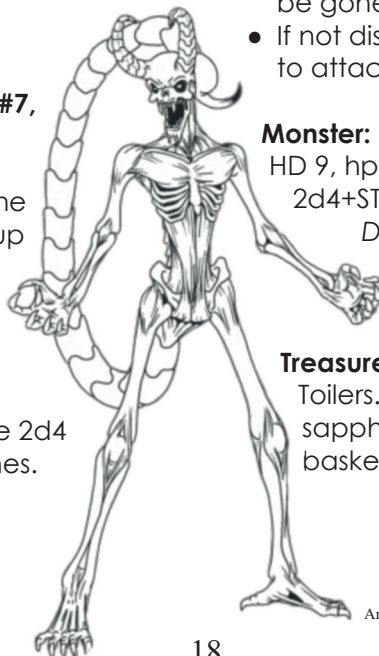
13. Maw of Ghormaug: Stout bone pillars support a humongous jaw of some unknown creature, its fangs and sharp teeth are razor sharp. Inside the jaw bone, an inky blackness is interrupted by twinkling lights. Coppery arcane runes encircle the portal, etched in the bone.

- Entering the portal, leads the party to Marrow Ravine (or GM's discretion). Side effects from entering include nausea and disorientation for 1d4 rounds.
- The Marrow Ravine is covered in a different adventure.
- The portal can be destroyed by inflicting 200 hp of bludgeoning damage by a +1 or greater weapon (AC 10).

14. Bottom: A great hole (45' diameter) is set in the ceiling. Daylight is barely visible up the 60' shaft made from skulls and bones.

- This is the bottom of the Chasm of Degenerates and leads up to **Area #7, Appendix D: Bone Toiler Fort.**
- Every three to six turns, bones are spilled down the chute from the bone cranes and/or Bone Abominations up above. The bone dumped down the chute is hauled by Bone Toilers and Bone Abominations towards the Maw of Ghormaug or is used in other areas of the sprawling cave.
- There is a 50% chance that there are 2d4 Bone Toilers moving and sorting bones.

Monster: (2d4) Bone Toilers



Artist: Jacob E. Blackmon

15. Demon Candle: This confined chamber holds a round crimson rug under a bone table in the center of the room. A stout, unlit candle squats on the table, shaped as a fang-grinning gargoyle or demon creature. Flint and steel rest near the candle. Black curtains and drapery hang along the walls, seemingly swallowing light.

- Skull Wicks hide inside the drapery folds and attack in 1d4 rounds. One attempts to light the candle.
- **Lighting the candle** and letting it burn for 2d4 rounds has a 50% chance of summoning a Bone Devil. Candle is worth 1,200 gp to the right buyer.

Monster: (12) Skull Wicks: AL C, MV 90' (30'), AC 4, HD 3, hp 18 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.

Potential—(1) Bone Devil: AL LE, MV 150' (50'), AC -1, HD 9, hp 60, #ATT 1 (hook or tail), DG 3d4 or 2d4+STR drain, SV F9, ML 10, XP 3,100. Special: *Detect Invisibility, Fear aura 5' radius, Fly, Invisibility, Phantasmal Force and Gate* (40% chance success).

16. Bone Temple: This narrow chamber is bordered by a series of pillars made of silent, screaming skulls. The eastern part of the chamber opens to the bone chasm. Blood splatter and congealed blood puddles stain the floor near the chasm. A gaudy, 5' tall brass urn lies near one of the skull pillars, closest to the chasm. A sickening wrench and thud of a split human corpse drops to the ground by some horned bone monstrosity with a scorpion-like tail as it walks out from behind a pillar.

- If disguised in bone armor or a Marrow robe, the creature asks what the party is doing here and to be gone until the Midnight Ritual (see **Timetable**).
- If not disguised, it cackles with glee and wades in to attack.

Monster: (1) Bone Devil: AL LE, MV 150' (50'), AC -1, HD 9, hp 70, #ATT 1 (hook or tail), DG 3d4 or 2d4+STR drain, SV F9, ML 10, XP 3,100. Special: *Detect Invisibility, Fear aura 5' radius, Fly, Invisibility, Phantasmal Force and Gate* (40% chance success).

Treasure: Inside the urn are offerings of the Bone Toilers. 6,453 cp, 2,000 sp, 1,800 gp, two sapphires (500 gp ea) and a strange basket/backpack called **Soul Keeper**.

Soul Keeper

This bizarre basket is connected to an oak wood panel, with fashioned leather straps, that operates as a backpack. Candles stuck by melted and congealed wax stand erect from the top of the basket and along the sides of the wood bottom. A circular opening is covered by a rotating stone dial with four triangles of different colors. When rotated, the colored triangle that is on top grants access to a special power:

1. Black Triangle—The stone dial can be opened, and allows owner to access inside the basket. The basket holds 80 lbs of gear but weighs only 40 lbs when full.

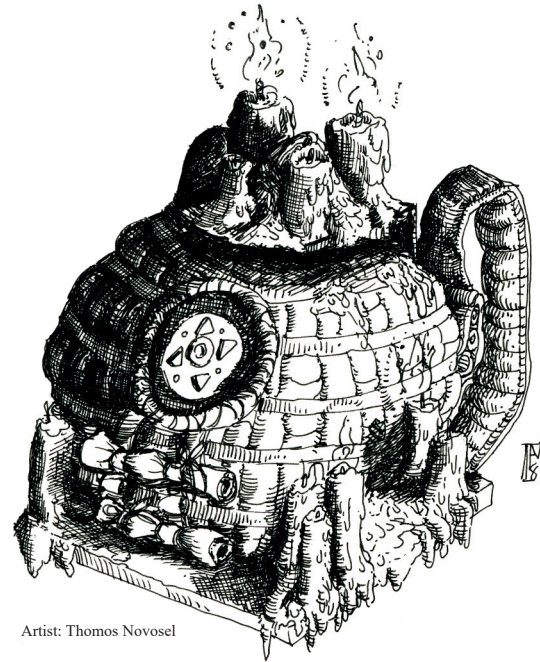
2. Grey Triangle—The candles must be lit for this power to work. The owner must touch corpse of a humanoid being no larger than 7' tall and the basket at the same time for six rounds. The soul of the corpse enters the backpack and is trapped.

3. Purple Triangle: This only works once a day. A loud hiss erupts from the basket and the candles magically light. The trapped spirit is released. It acts similar to an *Unseen Servant* spell with notable differences: it's visible as a ghostly visage and lasts for six turns, and the owner can concentrate on the spirit and see through its eyes and hear from its ears to a range of 300'. The spirit may also talk and hold a conversation, usually about its past life. When commanded, it can be asked one yes/no question with 75% chance of success per day.

4. White Triangle: This releases the spirit from the basket back to the Spirit World. There is a 25% chance that the spirit is overcome with revenge, becomes a ghost and attacks the owner.

Ghost: AL C, MV 90' (30'), AC 0 (8), HD 10, hp 50, #ATT 1, DG special, SV F10, ML 10, XP 3,100.

If the owner dies while carrying **Soul Keeper**, their soul is sucked into the basket and the current spirit is released. When found, **Soul Keeper** has a jovial dwarf spirit named Brola inside who is eager to give tips and lessons about combat, dwarven ale and mining...lots of mining.

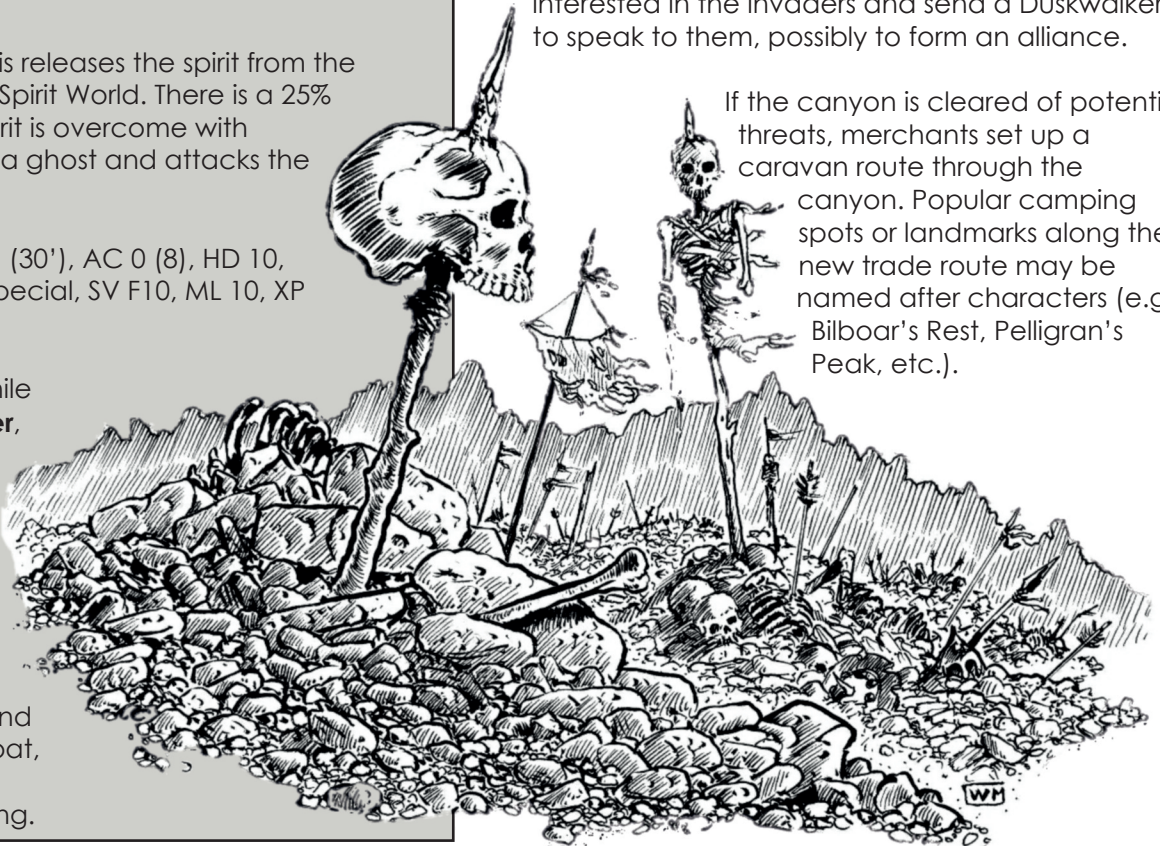


Artist: Thomos Novosel

Conclusion: In order to keep Bone Toilers away permanently from the canyon, the **Maw of Ghormaug** must be destroyed. Otherwise, a Bone Toiler hunting party enters through the portal a week later and begins to reinforce the cave. Left unchecked, Bone Toilers overrun the canyon again in six months and begin to spread their influence across the land.

The party may choose to enter the **Maw of Ghormaug** (look for Part 2) to explore and adventure in the Marrow Ravine. The Circle of Dusk would certainly be interested in the invaders and send a Duskwalker to speak to them, possibly to form an alliance.

If the canyon is cleared of potential threats, merchants set up a caravan route through the canyon. Popular camping spots or landmarks along the new trade route may be named after characters (e.g. Bilboar's Rest, Pelligran's Peak, etc.).



Artist: William McAusland

Appendix F: New Monsters

Bone Abominations

No. Enc.: 1d6 (2d12)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 5

Hit Dice: 3 (small) 5 (large)
8 (giant)

Attacks: 1

Damage: 1d4 (small) 1d12
(large) 3d8 (giant)

Save: F3, F5, or F7

Morale: 10

Hoard Class: XXII

XP: 65 (small) 200 (large)
560 (giant)



Artist: Thomas Novosel

Bone Abominations are created by Bone Toilers under the watchful eyes of Marrows using a special glue and lacquer. Bones are prepared, then fitted to create strange skeletal creatures of various sizes from small (dwarf-sized), large (ogre size) to giant (20' tall). These constructs are made entirely of bone and fossils, and constructed in a manner to efficiently work on tasks (mining, hauling, fighting, etc.). They are mindless and usually ignore creatures. When not controlled by a Marrow, they either wander aimlessly or stand still, but there is a 10% chance when not controlled that the infused magics create a life of their own and they operate on their own accord. Several have been reported to be marauding in the Marrow Ravine.

Bone Abominations can be fearsome opponents when controlled by a Marrow. Some are equipped with sharp teeth or claws that do various damage depending on the size of the creature. Bone Abominations are not effected by Turn, Sleep or Charm spells. They may only be 'healed' by applying glues on injured areas, which take 1d6 rounds per application and heals 1d4 structural damage.

Bone Beaks

No. Enc.: 1d6 (4d6)

Alignment: Chaotic

Movement: 180'
(60')

Armor Class: 5

Hit Dice: 3

Attacks: 1 (beak)

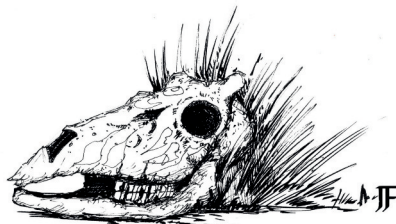
Damage: 1d8

Save: F3

Morale: 12

Hoard Class: VI

XP: 80



Artist: The Forge - Maciej Zagorski

These skeletal, undead, two-legged birds have a wicked beak that looks like an upside-down scythe blade. They are similar to the ostrich in appearance but have broad, solid necks that support their head and monstrous beak. They are made entirely of bone and each contains a strange glowing bone sphere that emits a green, yellow or blue light inside their breast. The bone sphere continues to glow after the Bone Beak is destroyed for six hours, but it has a 25% chance of attracting other Bone Beaks within a half-mile range. Bone Beaks tend to collect shiny objects but not necessarily because of their value.

Bone Beaks are not effected by Turn, Sleep or Charm spells. Bone Beaks are native to the Marrow Ravine dimension.

Bone Toilers

No. Enc.: 3d6 (7d8)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 4

Hit Dice: 4

Attacks: 1

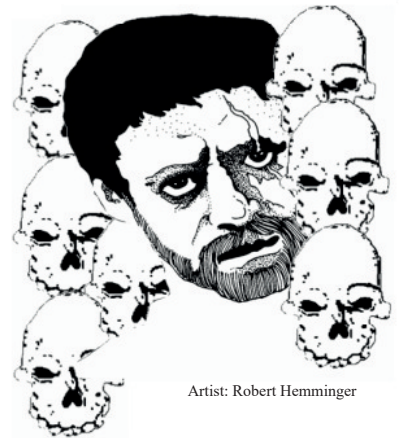
Damage: 1d6 or by
weapon type

Save: F4

Morale: 8

Hoard Class: XXI

XP: 80



Artist: Robert Hemminger

The majority of Bone Toilers are not much taller than 5'; although, there are taller exceptions (usually the stronger ones). They are similar in appearance to Neanderthals, are always dirty and seem to communicate excitedly with one another in a series of shrieking and guttural tones, although some speak a broken Common. Bone Toilers have an eerie fascination with bones. They have learned to graft bones to their bodies to serve as weapons and/or digging tools that can inflict 1d6 damage.

They craft special bone armor immersed in a bone-hardening lacquer that makes them more durable and provides an AC 4. Humanoid skulls are hollowed out and fashioned into fearsome helmets. Bone Toilers spend most of their days collecting bone and transporting it to their lairs. The bigger and stronger Bone Toilers act as foremen, directing work, who follow orders of the enlightened Marrow. Collected bones have several purposes. Some are eaten, some are grafted, some are used for armor and some are used to fashion creatures of burden or guards and controlled by the Marrow (see Marrow).

Duskwalker

No. Enc.: 1 (1d12)

Alignment: Lawful

Movement: 120' (40')

Armor Class: 3

Hit Dice: 9

Attacks: 2

Damage: 1d6 +3 or by weapon type

Save: F9

Morale: 10

Hoard Class: VI

XP: 1,700

Duskwalkers look like 7' tall, gaunt, old men with greyish white beards or elderly women with ashen skin. Their faces are always heavily cowed by hoods and they wear white or grayish robes.

Duskwalkers roam the Marrow Ravine, fighting Bone Toilers and other evils. They have been known to help those of Lawful or Neutral in alignment. They all seem to carry a different, unique magic weapon.

Duskwalkers are incredibly strong, gaining +3 to their damage rolls. They may speak telepathically to those in a 20' radius of them. They may also attain an ectoplasmic state if they concentrate for two full rounds. This allows them to go through walls and other barriers like a ghost, but a Duskwalker can only stay in this state for one turn before being forced back into solid form. They are incredibly resilient, regenerating 1 hp/per round, and may survive without their mineral/gem constructed heart for up to one year. However, with no heart, their physical power is reduced; they can make only one attack per round with no strength adjustment, move at half movement and lose their regenerative properties and ectoplasm ability. Legends say that, by placing the heart of a Duskwalker into a corpse, it can resurrect the target back to full life.



Artist: Daniel Comerci

Marrows

No. Enc.: 1d3 (1d12)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 6

Hit Dice: 7

Attacks: 1

Damage: 1d8 or by weapon type

Save: F7

Morale: 10

Hoard Class: XXII

XP: 1,140

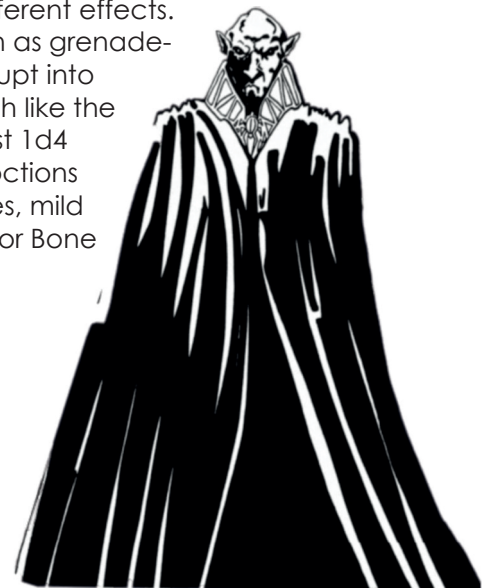
The Marrows are taller, 6'+ Bone Toilers who have evolved or enlightened and are able to cast spells similar to magic-users and elves, but only up to 5th level. Their spell books are usually limited to only spells they are able to cast. They have ashen skin and sharp nails, and most are disturbingly skinny. Marrows usually lead tribes of Bone Toilers, who both fear and respect them. Bone Toilers always defend Marrows in combat. There are rumors of a Marrow Lord that rules over all the Bone Toilers in the Marrow Ravine.

Marrows keep a careful eye on Bone Toilers during construction of Bone Abominations. A special lacquer is applied that assist Marrows in being able to manipulate movement of the bones. Rumors suggest they are able to manipulate movement through the marrow in the bones. Controlling Bone Abominations takes one full round of concentration for each different task. A Marrow can control 1d4 small, 1d2 large, and 1 giant Bone Abominations performing simple tasks. These tasks usually include hauling, digging and attacking (only one target). Marrows sometimes ride the larger Bone Abominations into combat and focus on the Bone Abomination attacks or tasks, making them more efficient or deadly.

Marrows have grafted bones for weapons that inflict 1d8 damage. They have been known to make foul concoctions with different effects. Some can be thrown as grenade-like weapons that erupt into *Stinking Clouds*, much like the spell but that only last 1d4 rounds. Other concoctions include poisons, glues, mild acids and lacquers for Bone Abominations.



Artist: Robert Hemminger



Artist: Robert Hemminger

Skull Wicks**No. Enc.:** 1d12 (4d12)**Alignment:** Chaotic**Movement:** 90' (30')**Armor Class:** 4**Hit Dice:** 3**Attacks:** 1 (spear)**Damage:** 1d4**Save:** F3**Morale:** 8**Hoard Class:** None**XP:** 65

These 1' tall creatures have three skulls on their heads with a flaming wick on top and are native to the Marrow Ravine dimension. They delight in setting things on fire and are generally used to light torches and candles as directed by the Marrow. They generate squeaking noises like a mouse when aroused in battle or in delight. In combat, Skull Wicks generally are equipped with small spears. They may attempt to fire burst their flaming wick on top (5' range), causing 3 damage and a 75% chance that cloth (robes, etc.) or other flammable substances ignite.



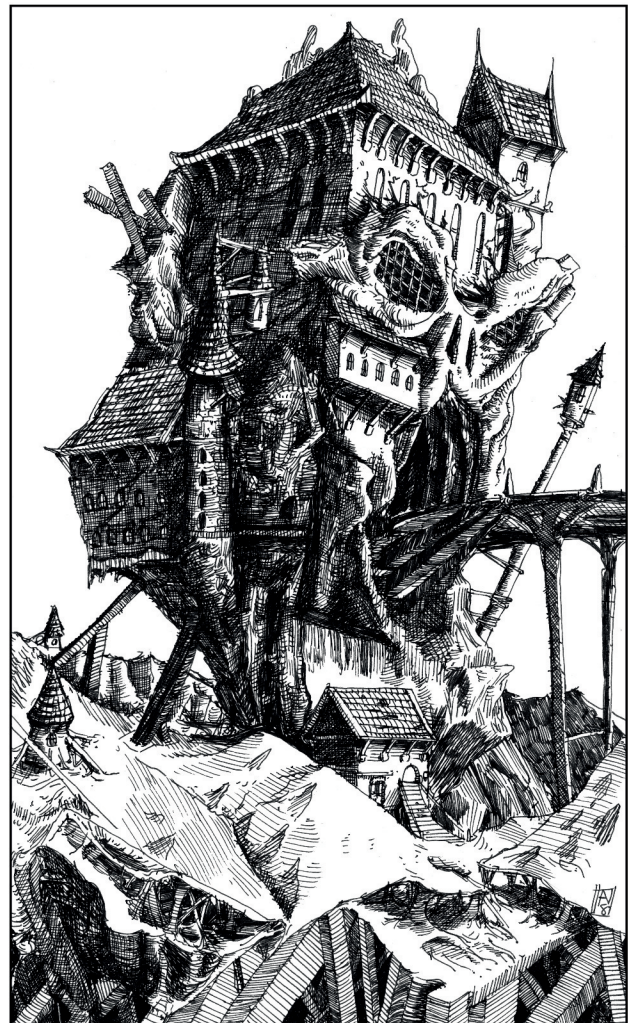
Artist: Thomas Novosel

Appendix G: The Marrow Ravine

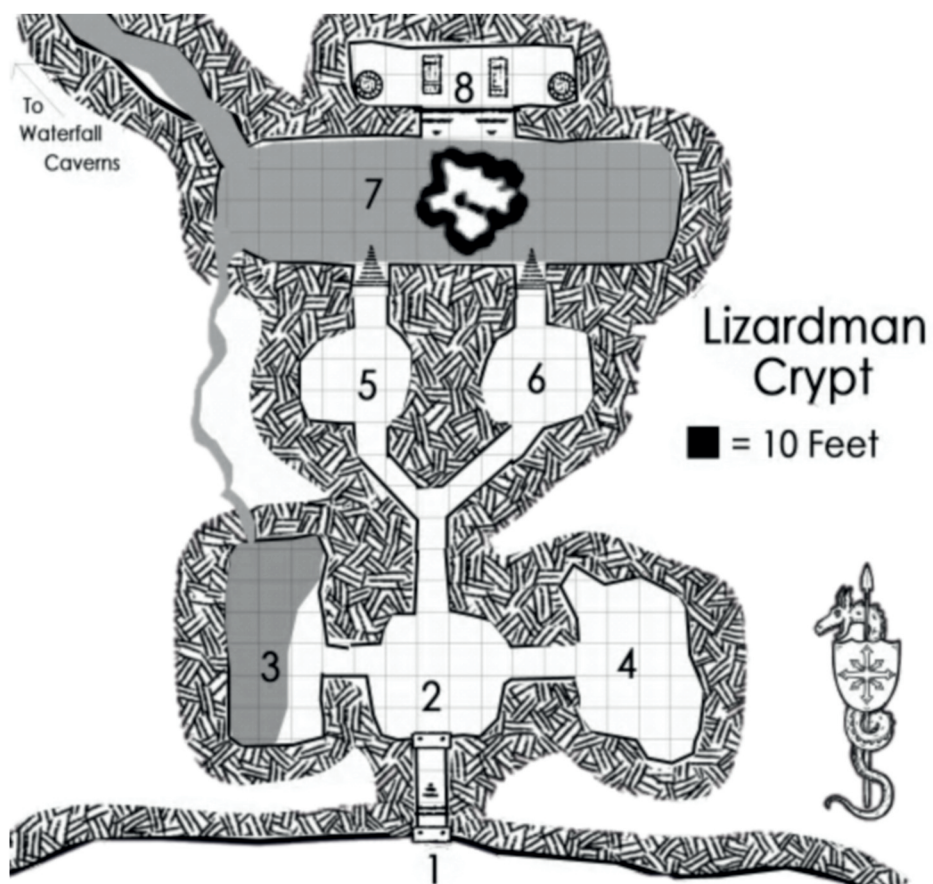
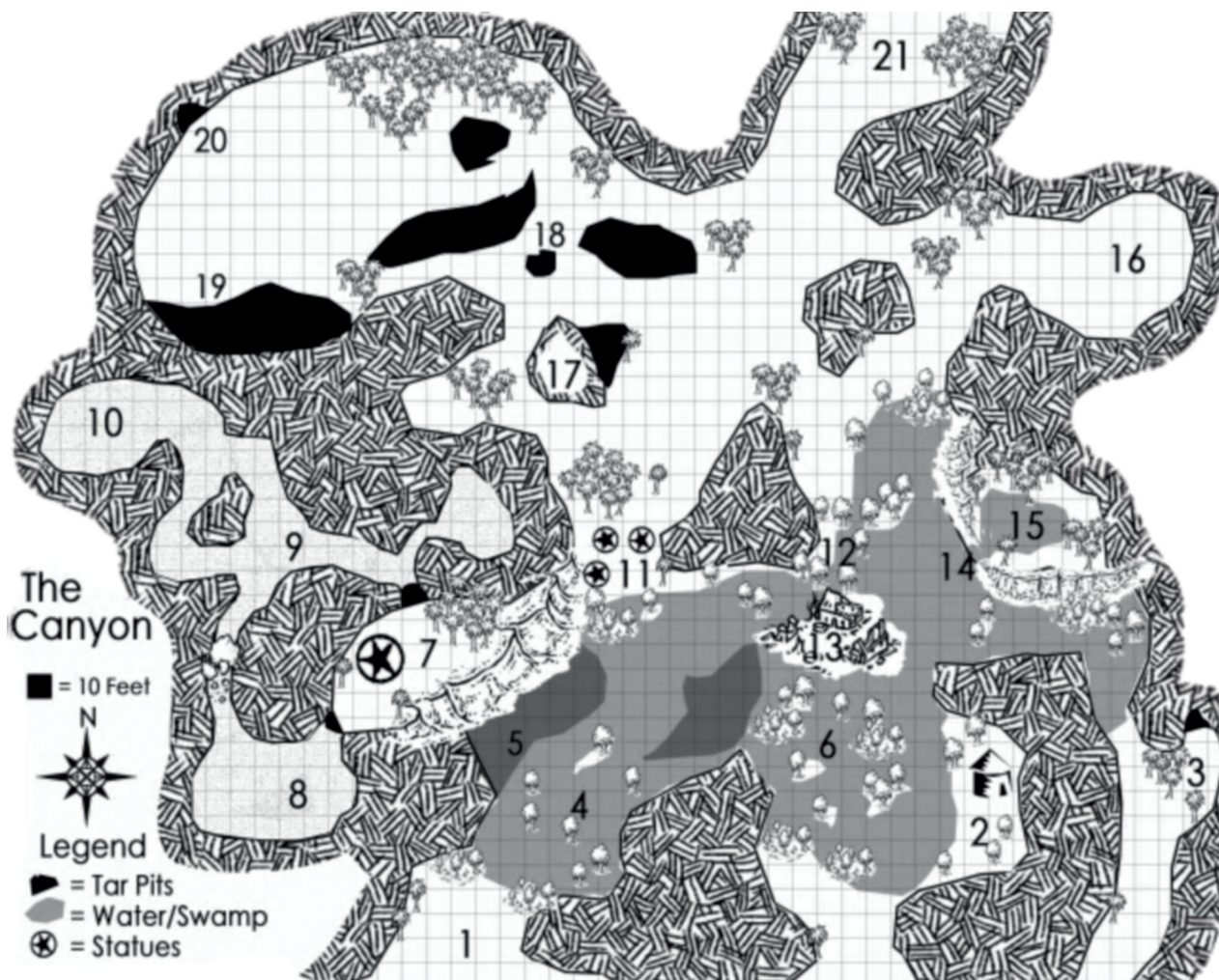
The Marrow Ravine is a strange dimension of bleak landscape and ashen skies that houses a long-forgotten battlefield of minor gods and fantastic beasts. The bones that litter the land have become a valuable resource for those that dwell and survive there. There are three main factions in the dimension: the Bone Toilers, the Circle of Dusk and a smaller race known as Hakuljub, who have been blessed with knowledge from beings simply known as the Carpenters. The Bone Toilers, led by Marrows and the legendary Marrow Lord, have spread their influence, working with bone for weapons, shelter and survival. Their bone structures dot the lands, and their bone creations, Bone Abominations, wander the land. Those who are not of their kind are slain, eaten and the bones used to continue their 'purpose'.

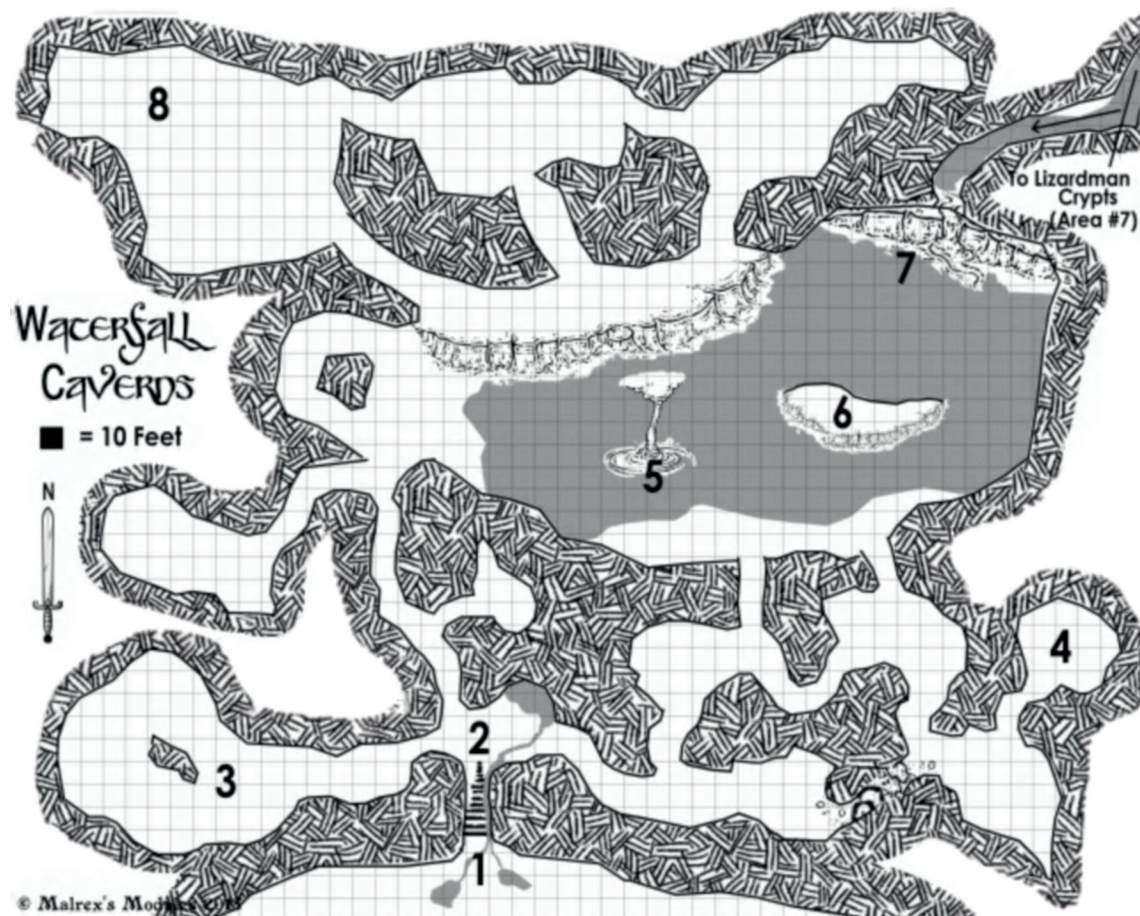
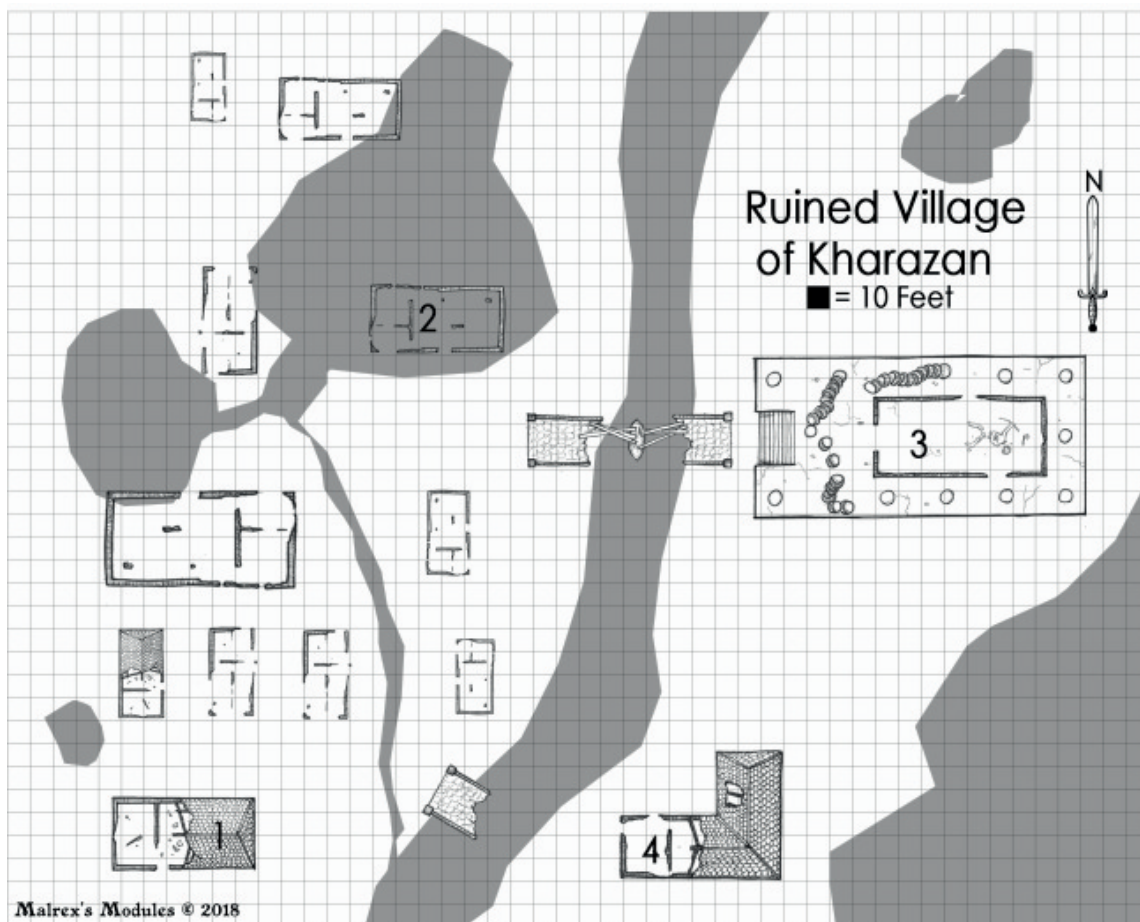
The Circle of Dusk is composed of only 12 Duskwalkers, who regularly operate and roam alone. They congregate once per year or during troubled times. During the meetings, they hold staff-sized candles that burn for 12 hours. When the candles go out, the Duskwalkers depart from each other's company. Duskwalkers wander the Marrow Ravine, fighting Bone Toilers and other strange creatures, but their purpose remains a mystery.

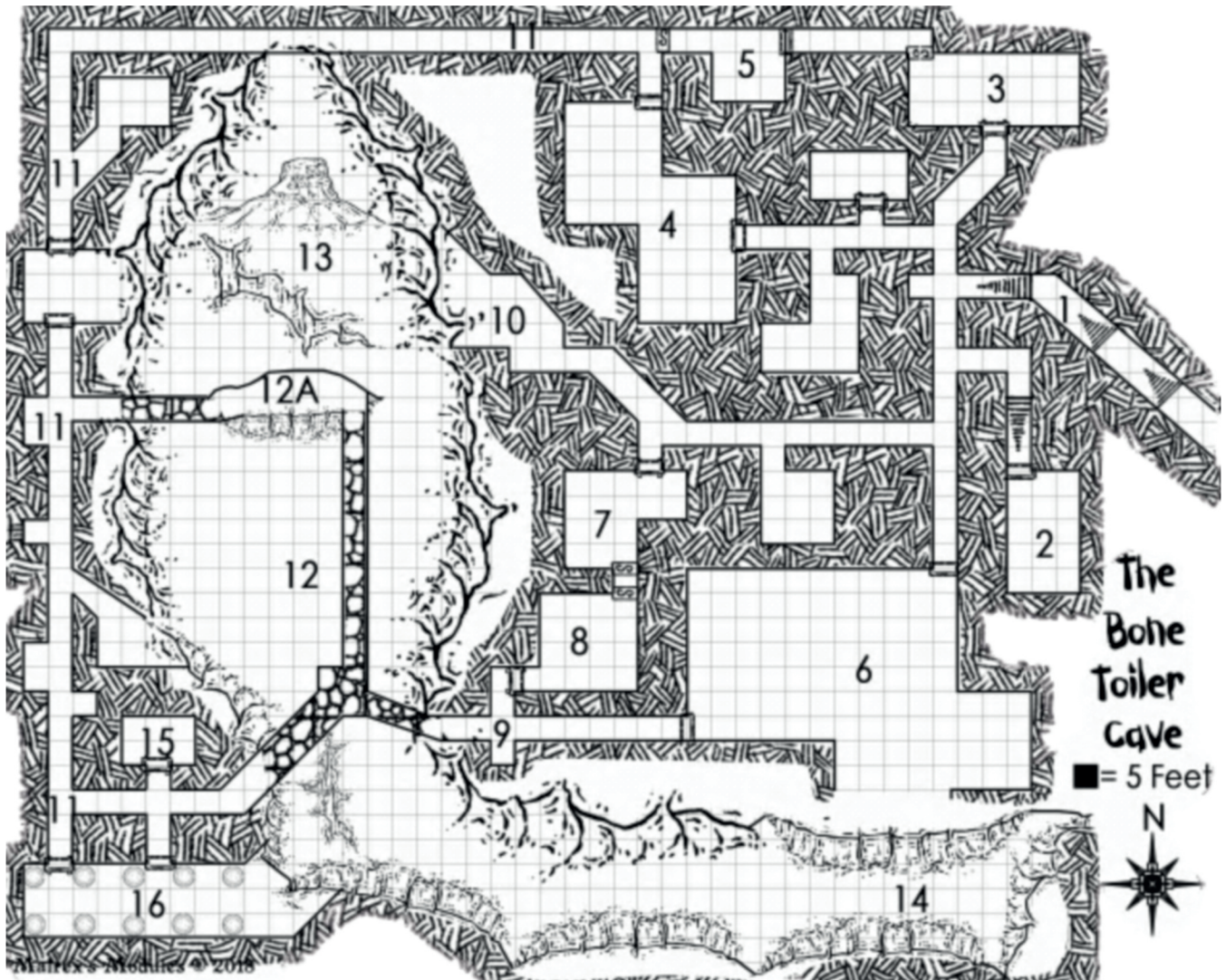
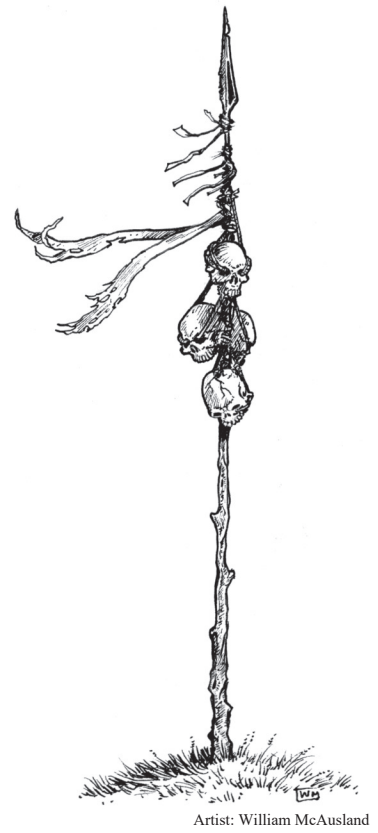
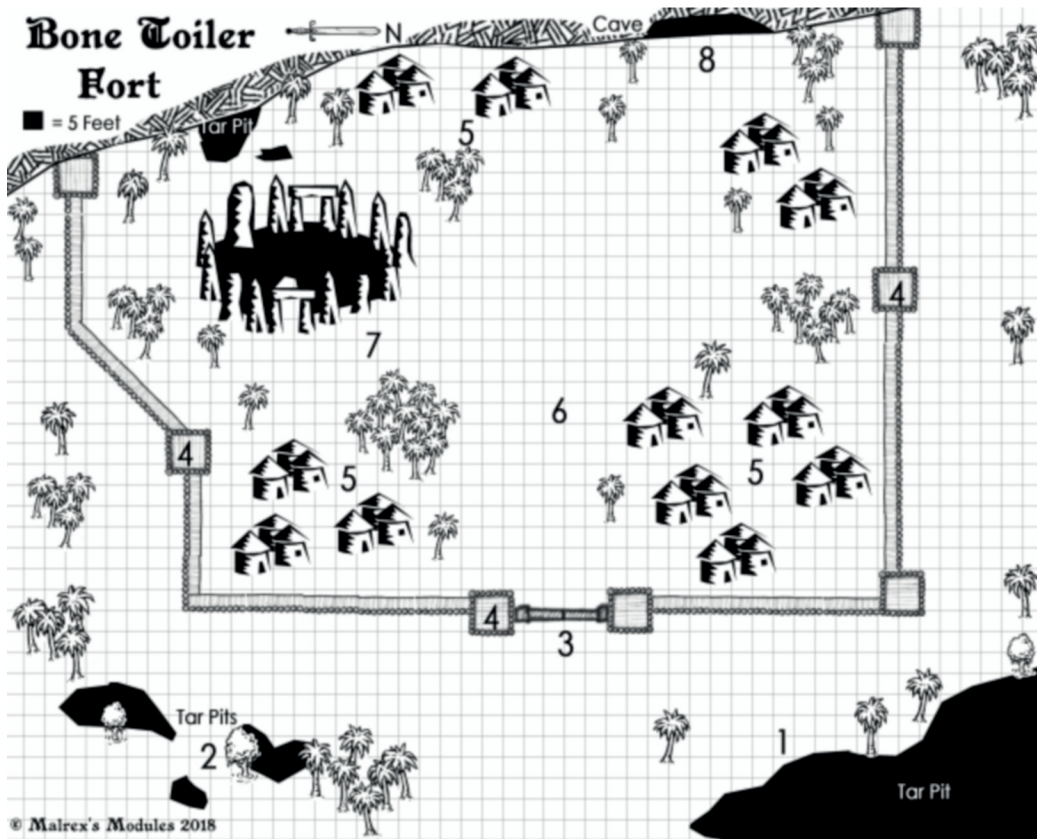
The Hakuljubs' purpose is to build. Their strange buildings and monuments incorporate features found on humans—huge arms and hands, legs and/or sometimes facial features. The buildings' limbs are part of 'their defense mechanism against wandering Bone Abominations and Bone Toilers. The 3'-4' hunchback Hakuljub try to keep a low profile but are amazingly crafty and clever. There are rumors that they were the first golem creators.



Artist: Thomas Novosel







Area	Monster
Canyon	
Area #2	Zorlah the Hermit , hp 5, AC 9.
Area #5	"Big Un" (Giant Crocodile) : AL N, MV 90' (30'), Swim 90' (30'), AC 1, HD 15, #AT 1, DG 3d8, SV F8, ML 9, XP 1,500.
Area #6	Hadrik (heartless Duskwalker) : AL L, MV 60' (20'), AC 3, hp 64, HD 9, #AT 1 (2), DG 1d6+2 (1d6+5), SV F9, ML 10, XP 1,200. Hadrik wields Dim and wears a white hooded robe that never stains.
Area #8	Loris the Medusa : AL C, MV 90' (30'), AC 6, HD 4, #AT 1, DG 1d6, SV F4, ML 8, XP 245. Special: snakebite, save vs. Poison or die. Loris uses a longbow with arrows, a dagger, a Cloak of Protection +2 , and Boots of Levitation .
Area #9, varies (night)	87 Bats : AL N, MV 9' (3"), Fly 120' (40"), AC 6, HD 1 hp 1, #ATT Confuse (1 hp per round), SV 0, ML 6, XP 6 ea.
Area #10, varies (night)	(5) Bat Lord (Giant Bat-vampiric) : AL N, MV 30' (10"), Fly 180' (60"), AC 6, HD 2 hp 16 ea, #ATT 1 DG 1d4 + special, SV F1, ML 8, XP 20 ea. Special: Make save vs. Paralyze or be paralyzed for 1d10 rounds and automatically fed upon for 1d4 damage.
Area #12, varies	Bolbus : S 17, I 13, W 11, D 13, C 15, Ch 14, AL N, MV 120' (40'), AC 4, Level 7 Fighter, hp 47, #ATT 3/2 DG 1d8+3, SV F7, ML 10, XP 440. Items: Chainmail, Battle Axe +1 , 17 sp, 48 gp.; (12) Looters: AL N, MV 120' (40'), AC 5, HD 3, hp 18 ea, #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea. Items: Chainmail, longswords, battleaxes, and spears. Each carries, 1d6 sp, and 1d8 gp.
Area #16, varies	Bone Beaks : AL C, MV 180' (60'), AC 5, HD 3, hp 20 ea, #ATT 1, DG 1d8, SV F3, ML 12, XP 80 ea.
Area #17, varies (day)	Giant Vulture : AL N, MV (Fly) 450' (150'), AC 6, HD 12, hp 76, #ATT 3 (2 claws, bite), DG 1d6/1d6/2d8, SV F6, ML 9, XP 1,200.
Area #18, varies	(7) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 25 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea.
Appendix A: Lizardman Crypt	
Area #5	(6) Lizardman Skeletons Guards : AL N, MV 60' (20'), AC 7, HD 5, hp 35 ea, #ATT 1, DG 1d6+1, SV F3, ML 12, XP 200 ea.
Area #8	Suzkilat (ghost) : AL N, MV 90' (30'), AC 0 (8), HD 10, hp 67, #ATT 1, DG 1d4x10 years, SV F10, ML 10, XP3,100.; (15)Lizardman Skeletons: AL N, MV 60' (20'), AC 7, HD 1, hp 6 ea, #ATT 1, DG 1d6+1, SV F1, ML 12, XP 13 ea.
Appendix B: Kharazan, Village of Plenty	
Area #1, varies	(7) Ghosts : AL C, MV 150' (50'), AC 4, HD 4, hp 32, 30x2, 28, 27x3, #ATT 3 (2 claws, bite), DG 1d4/1d4/1d8, SV F4, ML 9, XP 190 ea.
Area #3, varies	(24) Zombies : AL C, MV 120' (40'), AC 8, HD 2, hp 11 ea, #ATT 1, DG 1d8 (or by weapon), SV F1, ML 12, XP 29 ea.
Area #4, varies	(14) Ghouls : AL C, MV 90', AC 6, HD 2, hp 15 ea, #ATT 3 (2 claws, bite), DG 1d3/1d3/1d3, SV F2, ML 9, XP 47 ea.
Appendix C: Waterfall Caverns	
Area #3	(7) Carnivorous Beetles : AL N, MV 150' (50'), AC 3, HD 3+1, hp 22x3, 20x2, 18, 17, #ATT 1 (bite) DG 2d6, SV F1, ML 9, XP 65 ea.
Area #5 and/or #6	(1) Water Elemental : AL N, MV 60' (20'), swim 180' (60'), AC 0, HD 12, hp 80, #ATT 1, DG 2d8, SV F12, ML 10, XP 2,800.
Area #6	(1) Mimic : AL N, MV 30' (10'), AC 7, HD 8, hp 54, #ATT 1, DG 3d4, SV F8, ML 8, XP 790.
Area #8	(2) Xorns : AL N, MV 90' (30'), AC -2, HD 7+7, hp 54, 49, #ATT 4 (3 claws, bite), DG 1d3/1d3/1d3/ 6d4, SV F 7, ML 10, XP 1,700 ea.
Appendix D: Bone Toiler Fort	
Varies	Typical Bone Toiler : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Varies	(1) Marrow : AL C, MV 120' (40'), AC 6, HD 7, hp 32, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 2 <i>Stinking Cloud</i> concoction, 1 glue concoction (1d4 hp to Bone Abominations), silver torc (50 gp) and a bone handled dagger. Spells: 1st: 3, 2nd: 2, 3rd: 2, 4th: 1
Varies	Small Bone Abominations : AL N, MV 120' (40'), AC 5, HD 3, hp 20, 16, 15, 12 #ATT 1 (bite) DG 1d4, SV F3, ML 10, XP 65 ea.
Varies	Large Bone Abominations : AL N, MV 120' (40'), AC 5, HD 5, hp 30, 24, #ATT 1 (bite) DG 1d12, SV F5, ML 10, XP 200 ea.
Varies	Giant Bone Abomination : AL N, MV 120' (40'), AC 5, HD 8, hp 50, #ATT 1 (bite) DG 3d8, SV F7, ML 10, XP 560.
Area #1	(12) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Area #2	(1) Giant Bone Abomination : AL N, MV 120' (40'), AC 5, HD 8, hp 50, #ATT 1 (bite) DG 3d8, SV F7, ML 10, XP 560.; (1)Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 37, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1 <i>Stinking Cloud</i> concoction, silver torc (50 gp) and a bone handled dagger. Spells: 1st : <i>Floating Disc</i> , <i>Magic Missile</i> , <i>Spider Climb</i> ; 2nd : <i>Scare</i> , <i>Web</i> ; 3rd : <i>Hold Person</i> , <i>Lightning Bolt</i> ; 4th : <i>Fumble</i>
Area #3	(2) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Area #5	(2d8) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Area #6	(12) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Appendix E: The Bone Toiler Cave	
Area #3	(16) Skull Wicks : AL C, MV 90' (30'), AC 4, HD 3, hp 14 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.
Area #4	(3) Marrow : AL C, MV 120' (40'), AC 6, HD 7, hp 33 ea, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1d10 sp, 1d20 gp, and 1d8 pp ea.; Spells: 3, 2, 2, 1; (1) Bone Toiler Assistant: AL C, MV 120' (40'), AC 4, HD 4, hp 30, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80. Has 1d12 cp, 1d6 sp, and 1d10 gp.; Ghulat the Minotaur: AL C, MV 120' (40'), AC 6, HD 6, hp 26 (40), #ATT 2 or 1 (gore, bite, or weapon), DG 1d6/1d6 or weapon, SV F6, ML 12, XP 820.
Area #6	(11) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 25 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.; (1) Marrow: AL C, MV 120' (40'), AC 6, HD 7, hp 33, #AT 1, DG 1d8, SV F7, ML 10, XP 1,140. Items: 1d10 sp, 1d20 gp, 1d8 pp, and a Skull Ring . Spells: 1st 3, 2nd 2, 3rd 2, 4th 1; (2)Small Bone Abominations: AL N, MV 120' (40'), AC 5, HD 3, hp 22, 19, 17, 14 #ATT 1 (bite) DG 1d4, SV F3, ML 10, XP 65 ea; (1)Large Bone Abominations: AL N, MV 120' (40'), AC 5, HD 5, hp 36, #ATT 1 (bite) DG 1d12, SV F5, ML 10, XP 200 ea.
Area #7	(2) Skull Wicks : AL C, MV 90' (30'), AC 4, HD 3, hp 18 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.; Ishklam the Marrow : AL C, MV 120' (40'), AC 3, HD 9, hp 54, #AT 1, DG 1d8+2, SV F7, ML 10, XP 2,400. Items: Skull Flail , Potion of Healing , and Bracers of Defense AC 3 . Spells: 3,3,3,2,1
Area #8	(3) Bone Toiler Guards : AL C, MV 120' (40'), AC 4, HD 4, hp 28 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 sp, 1d12 gp.; Moyver the Guard Leader: AL C, MV 120' (40'), AC 4, HD 6, hp 42, #ATT 1, DG 1d8 +2, SV F4, ML 8, XP 80 ea. Wields a bastard sword with a bone shield and Vornskaar .
Area #9	(4) Prisoners : AL N, MV 120' (40'), AC 5, HD 3, hp 2, 5, 7, 8 (18 ea), #ATT 1, DG by weapon type, SV F3, ML 8, XP 65 ea. Jerak, Toluk, Maris, and Lorne.
Area #11	(1) Bone Golem : AL N, MV 120' (40'), AC 2, HD 8, hp 52, #ATT 4, DG 1d8 (longswords), SV F4, ML 12, XP 2,065.
Area #12	Potential : (9) Bone Toilers, (5) Marrow, (4) Small Bone Abominations, (4) Large Bone Abominations, and (2) Giant Bone Abominations.
Area #14	(2d4) Bone Toilers : AL C, MV 120' (40'), AC 4, HD 4, hp 22 ea, #ATT 1, DG (1d6 or by weapon), SV F4, ML 8, XP 80 ea. Each have 1d12 cp, 1d6 sp.
Area #15	(12) Skull Wicks : AL C, MV 90' (30'), AC 4, HD 3, hp 18 ea, #ATT 1, DG 1d4, SV F3, ML 8, XP 65 ea.
Area #16	(1) Bone Devil : AL LE, MV 150' (50'), AC -1, HD 9, hp 70, #ATT 1 (hook or tail), DG 3d4 or 2d4+STR drain, SV F9, ML 10, XP 3,100. Special: <i>Detect Invisibility</i> , <i>Fear aura 5' radius</i> , <i>Fly</i> , <i>Invisibility</i> , <i>Phantasmal Force</i> , and <i>Gate</i> (40% chance success).

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