

# Bonepicker's Tower

An adventure in the **Upon the Face of the Deep** Campaign for characters Levels 2-4



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**Rosethrone  
Publishing**

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*Upon the Face of the Deep Campaign*  
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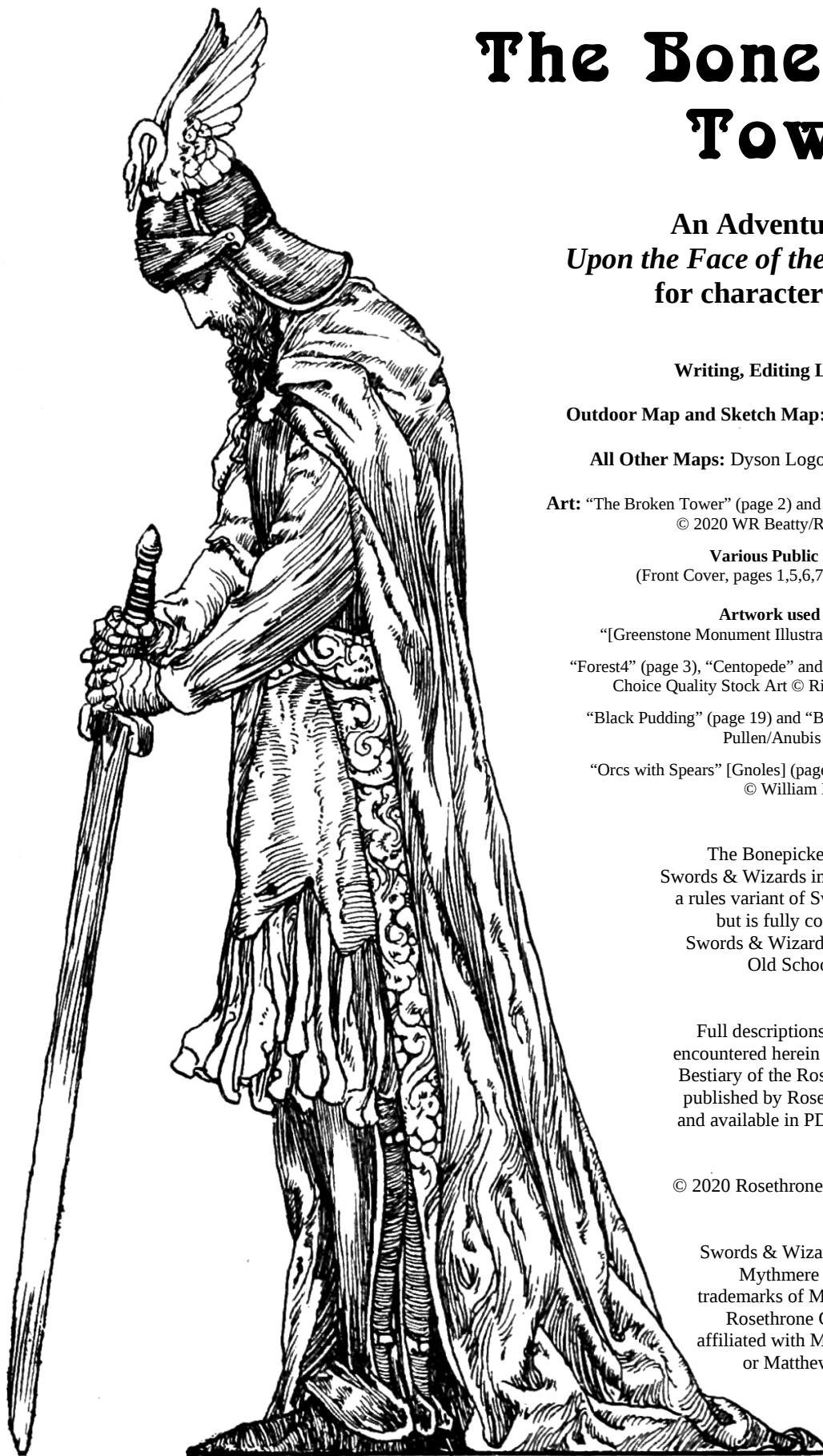
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The Bonepicker's Tower uses  
Swords & Wizards in the Highlands rules,  
a rules variant of Swords & Wizardry,  
but is fully compatible with  
Swords & Wizardry and most other  
Old School Games.

Full descriptions of the creatures  
encountered herein can be found in the  
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# The Bonepicker's Tower

This short adventure for characters levels 2-4 may have long reaching effects for the party. A mix of classes should be helpful, and all classes should have an opportunity to shine.

## Design Notes

With this adventure we are experimenting with a new layout format. The design is intended to be easy to scan and easy to use. This layout was inspired by the adventure "Castle Thadrian" by John D. Higgins for his Engines and Empires RPG, Relative Entropy Games.

This adventure is part of the **Upon the Face of Deep** campaign, a loosely connected series of adventures in a sandbox setting in and around the village of Hope Cross. The adventure can easily be used alone, either set in the larger Rosewood Highlands region or slotted into any campaign world, in a rugged wilderness area near a village.

## Adventure Background

Baron Ogg, those who remember him name him the Mad Baron, built this fortress in a nigh inaccessible location as he descended into insanity, walling himself away from the world in his tower overlooking the valley.

He was obsessed with immortality and believed that he could stop time from passing if he painted an object or a being with paints magically infused with the very stuff of life. He tried to grant his great love, Sarala, into immortality as he painted her portrait with the magical paints. Instead, he drew her very soul from her and infused it into the painting itself. In his despair, he drowned himself.

The Baron's spirit wanders the cells and dungeons beneath the Tower where he and The Caretaker conducted their experiments on a variety of creatures, including a number of unfortunate travelers, seeking the key to immortality. Chained in the dungeon is a doppelganger Baron Ogg believed would be the key to immortality, forgotten in its prison for decades after the Baron's descent to madness.

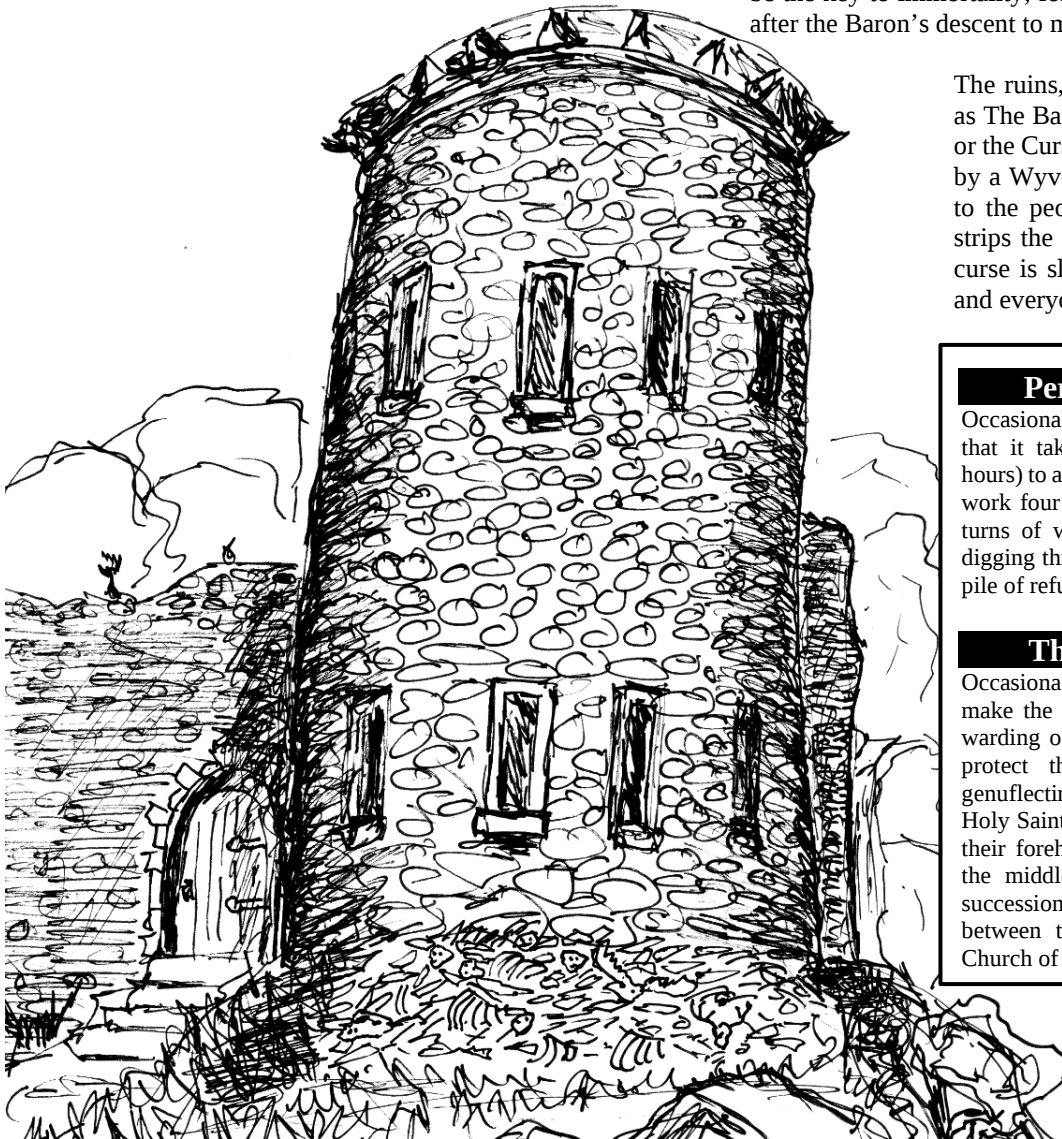
The ruins, variously known by the locals as The Baron's Tower, the Broken Tower or the Cursed Tower, have been overtaken by a Wyvern, a winged demon according to the people of the area, a demon who strips the flesh off of bone. The Tower's curse is slowly claiming the Bonepicker, and everyone else who enters the ruins...

### Person Turns of Work

Occasionally, the text will call out the fact that it takes x-person turns (or rounds or hours) to accomplish a task. If four characters work four turns each, the total is 16-person turns of work. This rule is often used for digging through rubble, finding treasure in a pile of refuse, etc.

### The Sign of the Saints

Occasionally, as people speak, they will make the "Sign of the Saints" as a way of warding off evil or calling on the Saints to protect them. The Sign is a way of genuflecting (showing respect) before the Holy Saints: worshippers of the Saints touch their forehead and then their heart (usually the middle of their chest) three times in succession, representing the triple connection between the heart and the mind that the Church of the Holy Saints teaches.



# Bonepicker's Tower

## Rumors

As related by the Tinker, Seffan Kirian (Outdoor area 1) or folks from the nearby villages: Glynn Rock, Hope Cross or the residents or laborers at Baron Wyrmslayer's Demesne, or from Mikan the Woodsman or Allisan (as appropriate).

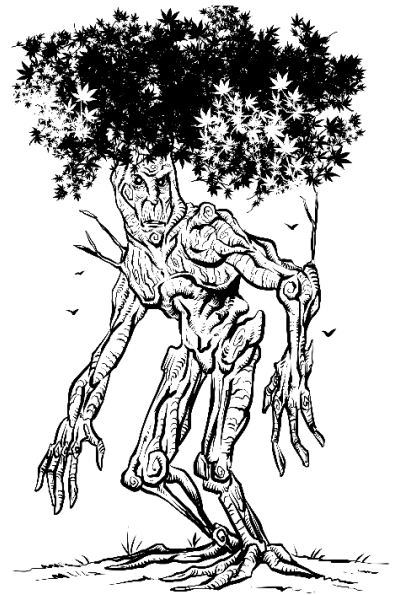
1. "They say the old Baron went mad and threw his bride off the top of that cursed tower. Nothing but bad luck for any who go to the Mad Baron's Tower, I tell you." (Makes the sign of the Saints)
2. "Old Baron Ogg had the stone for that cursed keep quarried from way down past Three Corners, hauled all the way up that Saints forsaken crag. Weren't no surprise he died all alone up there."
3. "That tower is haunted by demon, I tell you. Ain't seen it, but I heard it. And at night sometimes the sheep go missing and that gods awful screech turns your blood to ice."
4. "I hear the Woodsman's kid is sick. Pray to the Saints that all be well. Gonna need to see the witchwoman no doubt." (Makes the Sign of the Saints)
5. "They's a demon up in the old Baron's Tower. Seen it fly out one night. It's a giant, all wings and horns. A bull went missing that night, too, I swear."
6. "Granny Aida always said the Baron was a good man, but that place is cursed. Ain't nobody should be going up that way. Even the birds leave it alone."
7. "Over to the East there's some even older ruins. I ain't been there before, but Mikan says he's camped in a cave just under the ruins. If you want to find 'em, just follow that little trickle stream what crosses the road."
8. "You just go up this hollow a little ways and you'll see the most curious thing. The ground shines like the sun, just at the base of the Old Mad Baron's Tower. Mikan says it's bones. Can you believe it?" (Shakes his head)
9. "I been up past the Baron's Gate. The path is rocky and overgrown, but you won't get lost if you want to visit the tower. I didn't make it. There's this tree most of the way up what talks at you. Not a Treeman, mind you. And, you won't believe this but I swear it's the truth. It was the voice of Saint Agnath. I seen her face in the tree." (If pressed for details: the mouth of the face didn't move, but he heard the voice clear as day, she told him to, "Get thee gone, infidel!" So, he got gone...)
10. "There's this old monument, older'n the Baron's tower, made of some kind of green stone I ain't never seen before. Probably built the same time as the old ruins up the stream. Anyway, it's this giant stone... thing, but it's only got two rooms inside with a couple statues. Not much to see, really."

## Hooks/Getting the Party Involved

1. Steffian the Tinker (Outdoor Area 1) has a magic dagger for sale or trade.
  - Steffian purchased the dagger from Mikan the Woodsman who was eager to raise money to buy a cure from Shiralla the Witch-woman for his son who has fallen deathly ill.
  - He is willing to haggle on his price: he wants 100 gp for the dagger or a minor magic item or some combination thereof. He is willing to go as low as 35 gp for the dagger, however.
  - The dagger detects as magical, though not particularly powerful: the wielder can cause the dagger's blade to heat up (as the Druid Heat Metal Spell) once per day. For one hour after this ability is used, the blade is weakened, breaking if a natural 1 is rolled to hit. In addition, it is infused with a **Magic Wasting Curse**, affecting anyone who possesses the dagger (or anything else taken from the Bonepicker's Keep).

(NOTE: Mikan the Woodsman's son Dilan [see Outdoor area 3] climbed up to the Baron's Keep a few days ago but has not admitted this to his parents. Dilan found the warning and the corpse in area 5, took the dagger and ran as the Oozing Black Death began rolling across the courtyard toward him. Dilan fell as he was descending the steep slope but made it home with only a few cuts and scrapes. These wounds have festered, and Dilan has fallen delirious with fever because of the Wasting Curse. See Appendix for more information.)

2. Reward for killing Bonepicker: offered by Baron Wyrmslayer (200 gp per person) or by villagers in Glynn Rock or one of the other nearby villages (hailed as heroes, a grand feast, free lodging for life, 35 gp each)
3. Caravan Guards!! Hired on to guard a caravan bringing supplies to Baron Wyrmslayer's Demesne, the supply train is attacked by Bonepicker (at night) which flies off after it is injured, perhaps carrying off something (or someone!).
4. The party has a simple random encounter with the Bonepicker (at night).
5. The party is contacted by Leafbeard the Treeman to rid the region of the winged demon. Leafbeard and his allies cannot assail the tower. He is certain that within the tower there are items that mortals find valuable, careful to point out that some magical items of great power are almost certainly there.



# Bonepicker's Tower

## Random Wilderness Encounters

In Wilderness hexes, unless otherwise noted (see Approaching the Tower, Area 11, page 18 for example), roll for random wilderness encounters four times per day: morning, midday, afternoon, night. There is generally a 1-in-8 chance for an encounter.

Roll 2d10	Encounter	Notes
2	Gnole Scouting Party (1d6+6 Gnoles, area 7)	Try to remain hidden so they can report back to their chieftain. They have two recently captured human slaves (a young woman [F1] and a little boy) who will try to reveal the hidden Gnoles' position and will fight fiercely if given the opportunity.
3	2-8 Wild Boars	Foraging, easily surprised (if surprised, -4 on reaction roll). Aggressive but cowardly and they will flee if any are injured.
4	1d10+10 Wolves	Wary of mortals (will flee at the sight of fire), following the trail of an elk herd but might attack a lone mortal (a sentry, for example...)
5	1d8+6 Coyotes	Cowardly, flee when the first coyote is injured or killed. Noise attracts a second wilderness encounter within 1d4 turns.
6	Gnole Scouting Party (1d8+7 Gnoles, area 7)	Arrogant and sure of their fighting prowess, -6 on reaction rolls, these Gnoles have been itching for a fight for weeks. If more than half of their number are injured or killed, they will try to flee.
7	2 Stirges (area 9)	The stirges will always attack if encountered but will try to flee (returning to the nest in the Gallery Ruins, area 9). If the randomly encountered stirges inflict an injury on one of the PCs, the entire flock will be encountered the next time this encounter is rolled.
8	2 Brown Bears	Mother and cub. Normal reaction roll unless the PCs come between the mother and the cub (35% chance unless the PCs are cautious).
9	2-4 Giant Slicer Beetles	Will flee if more than two are killed – there are a total of 8 Slicer Beetles in the area
10	1-2 Giant Greyback Spiders	Wandering and hunting. Very aggressive (-4 on reaction rolls). If two are encountered, one will engage, and the second will try to circle around (through the trees if possible) to drop behind opponents. There are 6 Giant Greyback Spiders in the Wilderness.
11	1-3 Sprites	Playful and mischievous but always good hearted. Can describe most of the geography of the region and the creatures herein.
12	2-8 Wild Boars	Foraging, easily surprised (if surprised, -4 on reaction roll). Aggressive but cowardly and flee if any are injured.
13	Gnole Scouting Party (2d6 Gnoles, area 7)	Careless and distracted, easily surprised (+4 on surprise rolls), arguing among themselves (in their growling, hooting language) over a small strong box containing 5 rubies (200 gp each).
14	The Forsaken One (area 6)	Will try to bluff his way out of any situation, will attempt to flee to its lair if attacked, leading opponents through the Misty Vale if possible.
15	1d2 Ghouls	Feeding on a corpse (elk, bear, moose, goblin, gnole, etc.) and will ignore PCs. Will track PCs once they finish feeding (attacking in 2d6 turns)
16	6d6 Ravens	Squawking and cawing, will explode into flight if approached. 60% chance to attract another wandering encounter (roll again).
17	Mikan the Woodsman	Searching for a cure for his son. He has gathered dozens of types of herbs and berries.
18	Firbolg Giant (area 4)	Seeking out the Firbolgs (area 7). If given information about any Firbolgs, will offer information (see area 4). If the reaction roll is poor, will offer misinformation (area 4).
19	1d6 Giant Centipedes	Feeding on a rotting deer carcass, +4 to surprise (40% likely to not notice PCs if they move away quickly and quietly).
20	Goblin Raiding Party (1d10+10 goblin warriors)	Sent from the Godking of the Chantry of the Deepflame, seeking slaves and plunder. If encounter reaction is positive (18-20+), the goblins are bluffing and will betray the PCs.

Reactions for Encounters	
Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (grunting, snorting or whimpering, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

## Outdoor Map Key

While the forest is dense, numerous tracks and trails (mostly game trails) crisscross the region making movement easier. No penalties to movement are incurred when staying on paths and game trails, otherwise PCs will move at 75% of their normal movement through the heavy underbrush.

### 1. Steffan Kirian, the Tinker

**First Impressions:** A welcoming campsite, wagon laden with metal items, old and rundown looking horse, tent, fire, smiling man.

**What Happens:** Steffan Karian the traveling tinker will welcome travelers to his fire. He has just finished making rabbit stew. He will not respond well to rudeness.

#### Steffan Karian, Tinker

Steffan is a traveling tinker. He can fix almost anything mechanical, and many other things besides, and he is a metalsmith, though of only fair ability.

Steffan is tall, lean, bearded, wearing much mended, brown and red clothing. He is sarcastic, talks fast and loves puns and is honest (except in business dealings, then he embellishes the truth endlessly). He carries several bags and pouches on his belt and over his shoulder from which he can produce a seemingly endless supply of random but useful tools.

S 12, I 14, W 11, D 17, Cn8, Ch 8, Lvl 0, hp 5, AC 9 [10]

#### The Tinker as an Information Resource:

Steffan has traveled the Highlands for twenty years so he has a great deal of information about the region, though much of his information is gleaned from conversations with locals so its accuracy is sometimes suspect. He can pass on all of the rumors listed above and, if the party is friendly, he will tell them about the Bone Beacon and the warn them about the disorienting mist.

He is a Lvl 0 non-combatant and a worthless fighter. He wields a heavy wooden staff as a weapon to defend himself, but he has no training and is as likely to hit himself with it as an opponent. Steffan Karian would very much like to become a great warrior and famous adventurer.

He has two special abilities, however, that may make him especially useful to an adventuring party and he would gladly join for an adventure or two (if he joins the party, he will work toward becoming a thief – though “officially” his class will be fighter):

- Outdoors he can Find the Path (as per 6<sup>th</sup> level cleric spell) 50% of the time if he is new to an area, 90% if he has been in an area before
- He has a base 50% chance of knowing something on virtually any subject (per Legend Lore, 6<sup>th</sup> level MU spell).

Steffan travels in a noisy, rickety wagon pulled by a swaybacked (but surprisingly spry) brown mare.

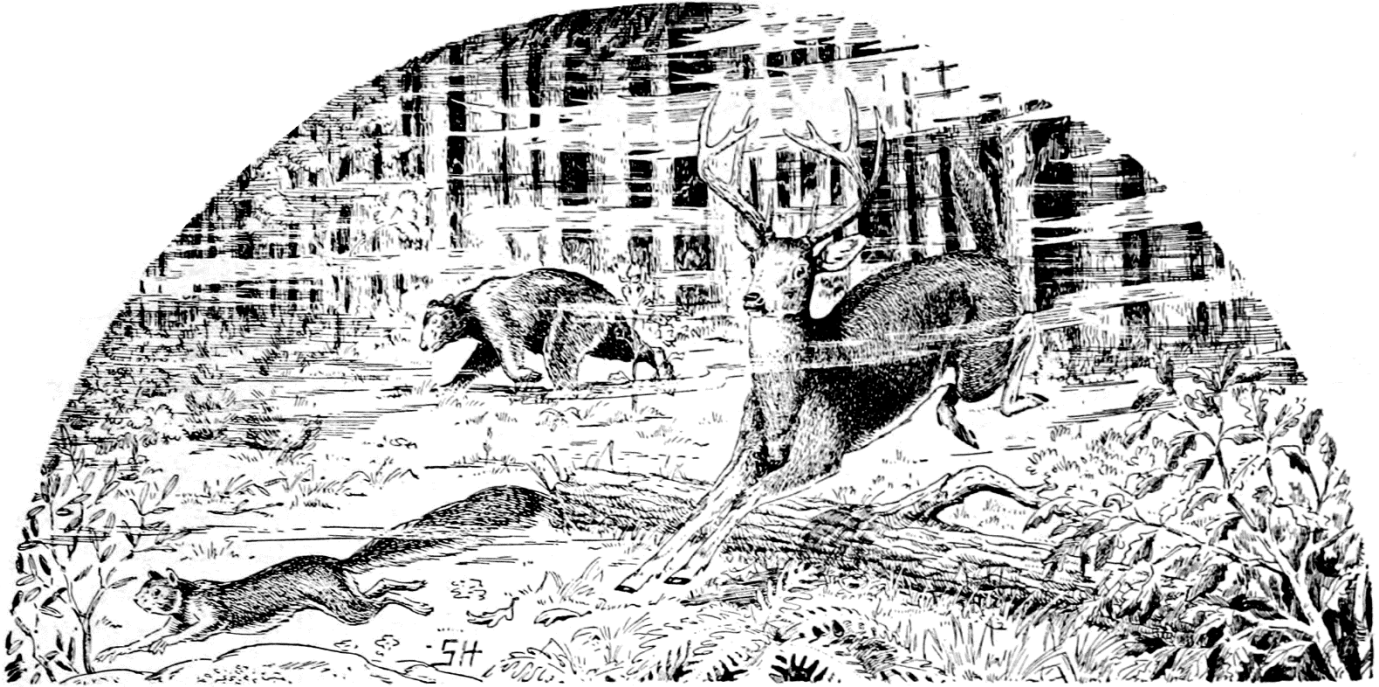
Besides the magic dagger (see Hooks), Steffan has the following items for sale (asking price/minimum):

- A parchment scroll with ancient runes, he claims this is a scroll of protection from demons...it's not (300gp/45gp)
- An ermine-trimmed felt hat (50gp/5gp)
- A cutlass etched by saltwater with black ribbons tied around the handle, he claims was once the property of a dreaded pirate and the etchings are really a treasure map (200gp/10gp)
- A palm-sized pinewood box embossed with the seal of the Church of the Holy Saints, inside of a which is a strip of dried skin once belonging to the prophet Lessan the Whisperer (a true relic: 500gp/20gp)
- Sliced bacon wrapped in oiled paper (2gp/5sp)
- A freshly baked peach pie wrapped in paper (5gp/1gp)

Steffan has 340sp and 122gp hidden away in his wagon.



# Bonepicker's Tower

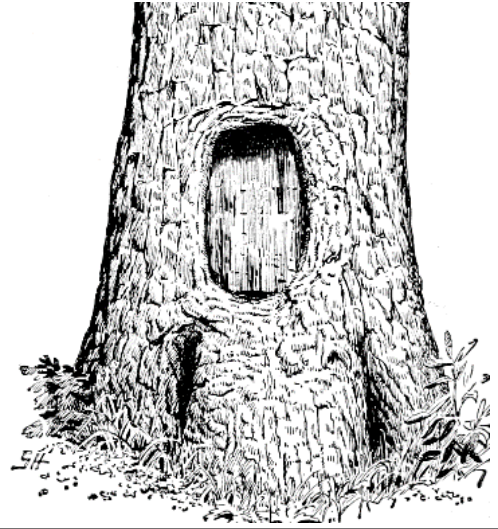


## 2. The Misty Vale

**First Impressions:** A thin, greenish mist hangs in the air, drifting through the trees

**What Happens:** Save vs. poison or become disoriented (see below)

Trees at about hundred-foot intervals surrounding this hazard are marked (see image to right), to warn passersby of the potential threat. The circular area cut out of the bark is marked with a carved rune (which rangers and others who have expertise in the forest will recognize as a "Danger" warning).

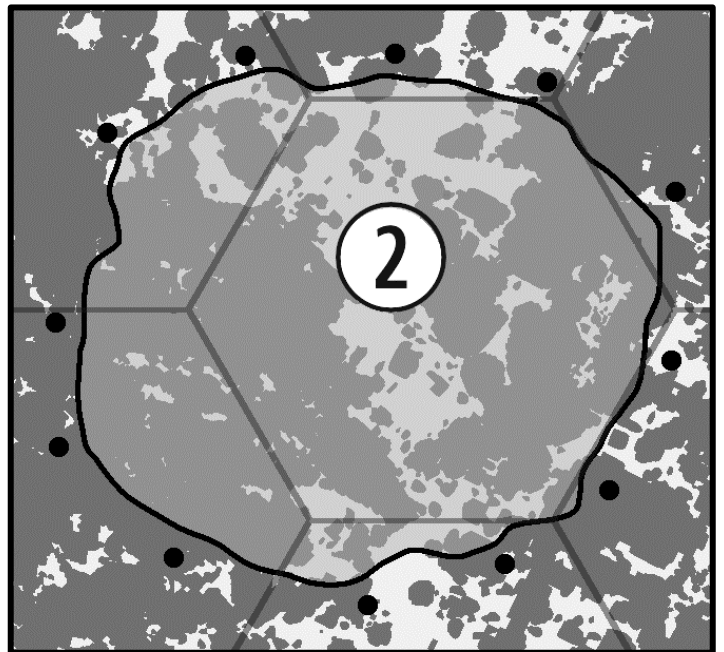


### The Disorienting Mist:

Each round spent within the area marked on the map, the PCs must make a save vs. poison or become disoriented. A disoriented victim (animal, mortal or fey) will wander in random directions until the effect wears off. In addition, victims are likely to misinterpret verbal communication (80% minus Wisdom Score to misunderstand anything said).

Once a save is failed, the effect lasts while within the area of the mist and the disorientation continues for 1d4 hours thereafter.

Neutralize Poison will negate the effect of the mist, though if still within the mist itself, a new save will have to be made every round...



# Bonepicker's Tower

## 3. The Woodcutter's Home

**First Impressions:** This large log home has been expertly crafted around a large oak tree. The grounds are well tended with a large vegetable garden behind and a flower garden to the side.

**What Happens:** Implore strangers for aid for Dilan.

Mikan the Woodcutter lives here with Allisan his wife, and Dilan their son.

- Mikan is a **Werebear**, having come under the curse some twenty years ago though he has by and large mastered it. He is an expert woodsman, hunter, and tracker.
- Allisan is a **Dryad** around whose life tree Mikan built their home. She is hedge wizard and has natural healing skills.
- Dilan, their (mortal) son, is sick with a festering injury and a terrible fever (which are proving far beyond Allisan's abilities to cure).

Mikan is competent warrior, a 3<sup>rd</sup> Level Ranger (or Fighter with woodsman's skills), while Allisan is a healer (she can concoct poultices that function as Cure Light Wounds if they remain on a wound for at least 6 hours) and she is the equivalent of a Level 2 Magic User.

Allisan's Spells (\*indicates memorized): \*Detect Magic, \*Protection from Evil, Read Languages, Shield, Sleep

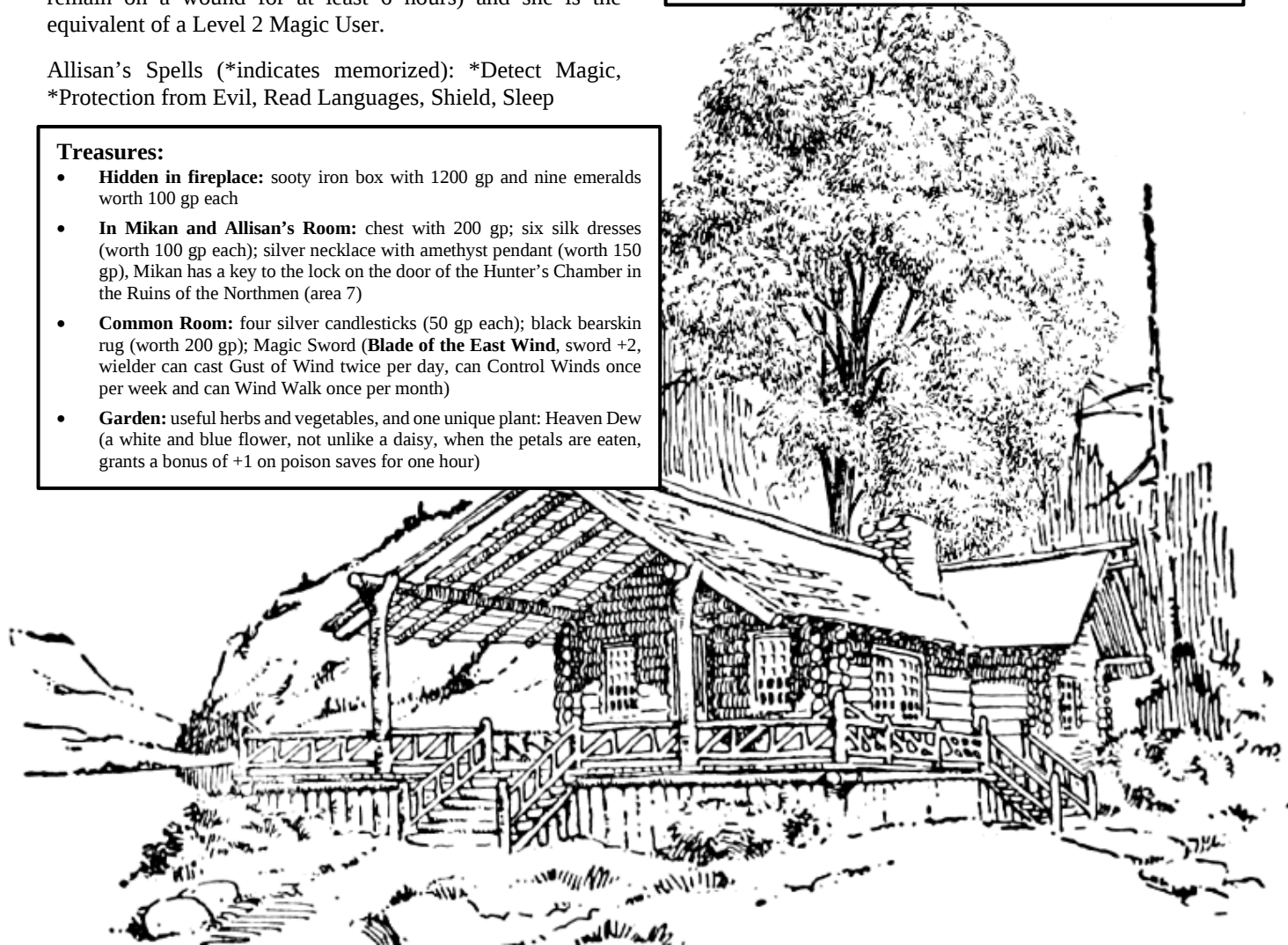
### Treasures:

- **Hidden in fireplace:** sooty iron box with 1200 gp and nine emeralds worth 100 gp each
- **In Mikan and Allisan's Room:** chest with 200 gp; six silk dresses (worth 100 gp each); silver necklace with amethyst pendant (worth 150 gp), Mikan has a key to the lock on the door of the Hunter's Chamber in the Ruins of the Northmen (area 7)
- **Common Room:** four silver candlesticks (50 gp each); black bearskin rug (worth 200 gp); Magic Sword (**Blade of the East Wind**, sword +2, wielder can cast Gust of Wind twice per day, can Control Winds once per week and can Wind Walk once per month)
- **Garden:** useful herbs and vegetables, and one unique plant: Heaven Dew (a white and blue flower, not unlike a daisy, when the petals are eaten, grants a bonus of +1 on poison saves for one hour)

### What Could Happen:

Mikan and Allisan will be preoccupied with the health of their son, of course, begging the party to cure him if they can.

- If there is a cleric or some other type of healer in the group, Mikan and Allisan will implore them for help. If able, the family will be extremely grateful and will reward the party with whatever they can (see Treasures, below)
- If a cleric or healer in the party won't or can't help Dilan, Allisan will attempt to **charm** the PC to force his or her hand. This will be especially frustrating to them if the now charmed PC is unable to heal the child. Again, if the PC is able to help the child, the family will offer what reward they can (see Treasures, below).
- Mikan, pacing in frustration, will rant and bellow, complaining about "that cursed pile of rocks on the hill." He will (forcefully if necessary) demand that the party accompany him to the Broken Tower to find whatever it is that has cursed their son.
- If the party is rude or callous about the child's plight, or if any of family are attacked or hurt in any way, Mikan will begin to transform into a bear while Allisan will use her Charm Person ability and her hedge wizard spells to defend the family and drive the offenders away.
- Both Mikan and Allisan can articulate most of the information in the rumors section and will warn the party about the Misty Vale (area 3) and to look for the warnings carved into the surrounding trees.





# Bonepicker's Tower

## 4. Giant's Camp

**First Impressions:** A 10' tall, bearskin clothed, bearded man with a woven leaf hat sits beside a fire carving something. Behind him is a pine bough lean to shelter.

**What Happens:** The giant (slightly drunk) will not react immediately to intruders, preferring to size up their intentions. He will welcome those who come in peace, he will use every tool and weapon at his disposal to repel anyone who comes with evil intentions.

This **Firbolg Giant's** name is Dasvir (which translates from his native tongue as "The Runt"). He is generally friendly, though generally suspicious of mortals (which he doesn't hide very well).

Dasvir is scouting for a larger group of Firbolg Giants farther to west. They have heard rumors that a band of Gnoles has moved into the area. If the party has any information about the Gnoles in the ruins to the east, he will be greatly appreciative, and will offer food, fellowship and information in return.

**Food:** He is roasting a large haunch of bear meat and has a bag full of bear jerky. In addition, he has a fair supply of nuts, berries and fruit that he has collected.

**Fellowship:** Dasvir will offer a horn filled with mead. It is extremely powerful and any mortal who drinks it must make a save vs. poison or become blackout drunk, passing out for 2d12 hours (minus their Constitution bonus). If all the PCs black out, Dasvir will be gone when they come to, having moved off to another part of the forest to search for the Gnoles (or to attack the Gnoles).

### Information:

If the party is friendly, Dasvir will offer this information:

- The mortals in the area are superstitious and silly, but they are generally good people.
- The woodsman's mate has fairy blood, for certain.
- There is a dark and deadly curse overshadowing the tower on the hill, though he doesn't know its true nature.
- There are stirges in the forest, and some nest near the broken tower on the hill.
- Be wary of the crows in the wood, they seem to watch everything that goes on.

If the party is rude or hostile, Dasvir will offer this (mis)information:

- The mortals of this area are superstitious and silly, wicked in intent and completely untrustworthy.
- The woodsman is a powerful evil creature and should be avoided.
- The broken tower on the hill is just a pile of rocks, regardless of what the mortals say (superstitious and silly...)



### A Note on Firbolg Giants:

The encroachment of the mortal world on the primeval wood that is the Rosewood Highlands has driven most of the Fey creatures to hiding or to their own (spiritual) realm.

Only the Firbolg Giants have steadfastly and openly remained among the mortals, guardians of the Old Ways, protectors of the True Forest.

Consequently, most Firbolg Giants are at the very least suspicious of mortals, and most are outright hostile toward the people they see as responsible for destroying their ancient way of life.

# Bonepicker's Tower

## 5. The Baron's Gate

**First Impressions:** Marble structure rises 30' above the road, decorative pillars within, an iron fence flanks and an iron gate (open) within.

**What Happens:** The gate groans very loudly if moved, which, in turn, startles the 50 or so **crows** that nest on the top of the marble structure.

Among the crows' nests are 37 gp, a gold ring set with a ruby (worth 300 gp) and a single, large diamond (worth 2400 gp), mixed among various bits of trash, waste and other detritus. Finding the treasures requires 1d6+3 person turns of searching.

There is a 5% chance during the day and a 25% chance at night that disturbing the crows will attract the attention of the Bonepicker (area 11.8) who will fly over to investigate within 1d8 rounds.



## 6. St. Agnath's Voice

**First Impressions:** A twisted juniper tree growing out of the rocks, surrounded by vines (poison ivy).

**What Happens:** The **Forsaken One** in the crevice behind the tree will speak in a terrible imitation of a woman's voice claiming to be St. Agnath and telling intruders to "Get thee gone or face the wrath of the Holy Saints!"

The poison ivy is pervasive (save vs. poison or itch for 1d4 weeks, -1 on all rolls). The trunk is twisted in such a way that it appears to be a **woman's face** (near the branches).

In a crevice behind the juniper tree lives a **Forsaken One** who simply wants to be left alone. If his ruse is discovered or if his tiny cave is invaded, he will fight, but if injured or clearly overmatched he will try to parley:

- Surrender, offering to leave the area and never return
- Surrender, offering its services for as brief a time as it can negotiate
- Surrender, offering some or all of its treasure to be allowed to leave the area and never return

**Treasures:** 343 gp, 931 sp, 50 gp Moss Agate, 650 gp Coral, 650 gp Jacinth.

The Forsaken One can offer the following information:

- The ruins are haunted and a "creature as black as the darkest night" hunts among the ruins
- The Bonepicker is a winged creature that only comes out at night
- The local people are very superstitious (and gullible)
- He saw a beast man sneak by several days ago (NOTE: a Gnome from the ruins at area 7)
- There is a giant roaming the area
- A child passed by "a week or so" ago

# Bonepicker's Tower

## 7. The Ruins of the Northmen

**First Impressions:** Ruined walls overgrown with vines, broken pavement heaved by time and weeds, surrounded by the trees and dense underbrush of the encroaching forest; a few scattered tents have been erected within the ruin. A low (20') cliff face runs across the area and a stream tumbles down the cliff and runs off to the south

Moving about are several figures (day or night, at night, large fires burn)

**What Happens:** The **Gnoles** have been here for 10 days and will be here for another two weeks unless driven off. In two weeks, they will move toward Hope Cross with the intent of razing the village and plundering the region.

Many generations ago, the Kingdom of the Northmen reached well into the Rosewood Highlands. To protect these far-reaching borderlands, the war chiefs built many fortresses that now lie in ruin. While the Northmen built the fortress that once stood here, the dungeon beneath predates the Northman invasion and was a minor chapel of worship of the old gods.

If Steffan (or Mikan) has told the party about the ruins up the small stream, this is what they were describing. Mikan has used the cave (7.2) many times when hunting.

A **Gnole** band is scouting this region, looking for easy prey (like the homesteads outside of Hope Cross or the Woodsman's cottage) and they have been camping in these ruins for about 10 days. They are alert and tense.

There is a total of **64 Gnoles** in this band. At any given time, there are  $2d8+10$  Gnoles scouting the area and each hour  $1d4+2$  Gnoles will leave on patrol and  $1d4+2$  Gnoles will return to the lair from patrol.

There are **34 human slaves** (21 women and 13 men).

## 7.1. Gnole Tree Guards

**First Impressions:** Each is a cluster of mixed hardwood (oak, maple and cherry) and pine trees.

**What Happens:** Hidden among the foliage, high up in a tree, is a **Gnole with a shortbow** and twenty-five arrows. If an intruder is spotted, an ululating cry goes out, echoed by all the tree guards (and heard by all the gnoles in the area). Then arrows begin to rain down on the intruders.

The **Gnole Tree Guards** will continue their warning signal until intruders are dead or driven off. If the signaling continues for more than four rounds, the other Gnoles assemble in areas 2 and 5 and prepare to attack the intruders.

## 7.2. The Hunters Cave

**First Impressions:** A low (5' high) cave entrance beneath a worked stone staircase that climbs the 20' cliff face.

**What Happens:** The cave is well guarded by **two very alert Gnoles**. If intruders are detected by the Tree Guards, these sentries will call forth the rest of the band in the inner caves (see below).

These two guards are extremely difficult to surprise (1-in-20 chance). They are armed with long swords and shields.

## 7.3. Tents of the Slaves

**First Impressions:** Poorly maintained, ragged tents, pegged to the ground and the walls of the ruins. Human men and women bustle about

**What Happens:** The slaves are terrified of their masters and if they see intruders, they are 80% likely to raise an alarm.

There is a total of **32 slaves** among these patchwork tents, with  $2d6+2$  among them at any given time. They all know about the secret door in 7.4.

## 7.4. Grand Pavilion of the Gnole Chief

**First Impressions:** A large tent, in fairly good repair, colorful. Men and women and Gnoles go in and out.

**What Happens:** Daytime: the **Gnole Chief** (see 7.5) sits in his sedan chair and directs the day to day workings of the clan. At night, **two Gnole guards** watch the pavilion.

Inside: Once great and plush carpets on the ground are mud and waste caked, torn and battered. An ill-made and cumbersome looking palanquin rests in the western part of this tent.

Daytime: The Gnole Chief (7.5) and  $1d6+4$  Gnoles will be here with  $1d4+4$  slaves attending.

Nighttime, two Gnole guards stand very attentive watch while 2 slaves sleep here.

On the east side, some of the slaves have discovered a secret trap door that leads deep underground, though they have been too closely watched by their beastly masters to explore what lies beyond or seek to escape via the tunnel.

# Bonepicker's Tower

## 7.5. The Gnole Chief's Lair

**First Impressions:** The walls here are crumbling, but sturdier than most of the rest of the ruins. A partial roof still covers this area.

**Inside:** a noisome jumble of animal carcasses, pine boughs and bits of treasure.

**What Happens:** Daytime: 1d6+6 **Gnoles** are sleeping here. Nighttime: The **Gnole Chief** and 2d6+6 **Gnoles** sleep here with four Gnoles guarding their Chieftain.

Among the debris, offal and waste might be found some valuable items. 1 item may be found per 4 person turns of searching.

- A bronze ring etched with a sacred oath to serve the holy saints (a **Ring of Blessing**).
- A bundle of horse meat sausages in a hempen net.
- A green velvet vest with the initials O.E. embroidered on the breast pocket in looping script (worth 125 gp)
- Wool robes embroidered along the fringe with a motif of leaves, berries, and acorns (worth 150 gp)
- A pouch of powdered glass (worth 200 gp to an alchemist)
- A blood-spattered leather jerkin bearing the seal of the High King.
- A battle-scarred sword and scabbard etched with a sacred oath to serve the Holy Saints (worth 100 gp).
- A tiny pinewood statue of one of the old gods (the god of wind and storms), etched with blasphemous symbols (worth 100 gp to a follower of the old gods, worth a mock trial and a burning at the stake if discovered by a follower of the Church of the Holy Saints).
- A rotting leather pouch containing 134 gp and several gems: 100 gp Moonstone, 200 gp Sardonyx, 3 gp Malachite, 60 gp Blue Quartz.
- 6000 gp Arm Band (gold, fashioned as a serpent coiling around the arm, with emerald chips as scales and rubies as eye).
- 6000 gp Coffin (silver studded with diamonds and rubies)
- 4000 gp Bracelet (silver with small diamonds arranged in a unique pattern [several constellations])
- Green, thick liquid in a pottery flask (**Potion of Fire Resistance**)
- Blue, watery liquid in a steel vial (**Potion of Clairaudience**)



## 7.6. Gnoll Cave

**First Impressions:** Across a rickety plank bridge, the cave is a fetid mess of animal carcasses, rotting meat, gnole waste. Many of the beast headed creatures live here.

**What Happens:** If no warning has been raised, these gnoles will assume armed mortals are allies and ignore them. If the alarm has been sounded, they ready themselves for battle and begin to assemble in area 2.

Day or night, there are 5d6+12 **Gnoles** here.

Among the mess and waste might be found scattered coins: 1d6+2 sp might be found for every four person turns of searching, up to 148 coins. Each turn searched, save vs. poison or contract a parasitic disease (causing gastrointestinal distress, -1 on all rolls for 1d6+6 hours).

## 7.7. The Hunter's Chamber

**First Impressions:** The door to this has a padlock on it (key is with Mikan, area 3), but the door has been smashed in. The room within is tidy and orderly, a heavy blue and green curtain blocks the west wall

**What Happens:** If no warning has been raised, **Gorosh the Fomorian Giant** is behind the curtain, probably sleeping. If the alarm has been raised, Gorosh is waiting in the main (east) part of the room, watching out the arrow loops for intruders.

**Gorosh the Fomorian Giant** is an unwilling ally of the Gnole Clan who will only fight when commanded by the Gnole Chief or when his life is in danger.

He hates the barbaric and disgusting gnoles but is not strong enough to overcome the entire clan. He does not speak any mortal tongues (he barely speaks his native goblinoid dialect) but if an invading party can communicate a willingness to free him from his bondage, he will likely turn on his captors (if he believes the intruders are strong enough to overcome the gnoles).

## 7.8. The Raiders

**First Impressions:** This shelf rises about 15' above the cave below. Four Gnole Raiders sleep here.

**What Happens:** If no warning has been raised, the Raiders sit in a small circle, growling and hooting with each other.

If the warning has been raised, the Raiders hang behind their lesser brethren, longbows ready, launching an aerial barrage at intruders.

# Bonepicker's Tower

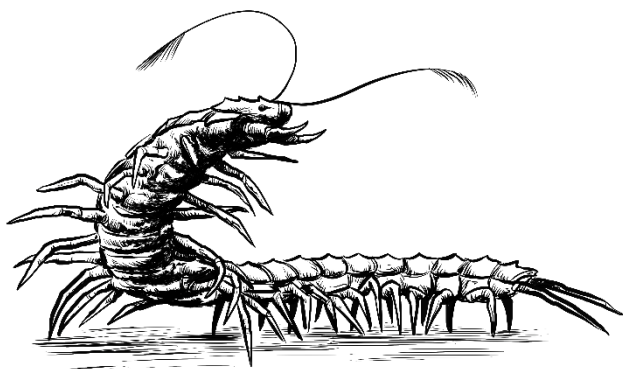
## 7.9-7.19. The Secret Halls of the Old Gods

These chambers, untouched for nearly a century, are haunted by the spirits of three of the former occupants, murdered by their compatriots, bodies dumped in area 7.12.

In each room, there is a 1-in-6 chance of encountering one of the **Hostile Spirits** which will attack mortals on sight. Once one Hostile Spirit has been encountered, the chance in any subsequent room of encountering one is 2-in-6, and then 3-in-6 after the second has been encountered (even if the undead spirits are not destroyed but simply driven off). The Hostile Spirits will only be encountered singly (as they hate and fear one another).

Destroying the remains of the murdered Northmen (in area 7.12) will destroy the Hostile Spirits.

The Hostile Spirits will not leave the underground complex.



### Random Encounters in the Dungeons

1d8	Encounter	Reaction
1-2	1d3 Giant Centipedes (11.11)	Attack immediately, flee if one or more is killed
3-4	1d4 Giant Rats (11.15)	Sniff the air and try to flee to warn the nest
5-6	1d3 Crawling Horrors (11.18)	Attack immediately, fight to the death
7-8	Giant Spider (11.13)	Cautiously attacks, but flees if injured to set an ambush in the great hall (11.13)



## 7.9. The Shaman's Workroom

The Secret Door has not been opened in more than ninety years. It is locked (key is long lost). The catch (on the cave side) is in a small crevice is barbed so that anyone who reaches in with an unprotected hand is cut (1 hp damage). The catch for the door from the room side is disguised behind a torch bracket.

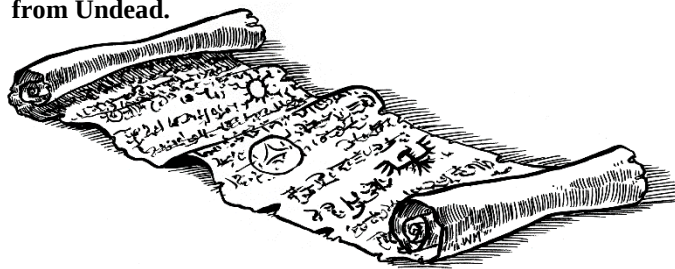
**First Impressions:** A dusty room filled with cobwebs. Several shelves on the walls, a table and some chair in the eastern alcove. Strange symbols are painted on the floor and walls.

**What Happens:** Opening the secret door causes a rush of air to swirl the dust in the room. Save vs. poison or cough and gag for 1d4 rounds.

The table and chairs are ancient, brittle and good for little more than a brief fire.

If approached from the north (down the stairs), the dust on the floor shows evidence of small creatures (mice, centipedes, rats) traveling through this room. If the secret door is opened, the dust is too disturbed to note anything.

The shelves are mostly empty. A couple sheepskin scrolls are on one of the north wall shelves. The scrolls are written in the Northman Tongue and are spell scrolls (to use, one must be able to both read magic and comprehend the Northman Tongue): **Scroll of Fireball (7HD)** and **Scroll of Protection from Undead**.



The symbols painted on the floor and walls are appeals to the gods of the Northmen for good weather, strength against enemies, and wisdom to know when to attack their enemies. The symbols themselves are mundane, but if they are written on a sheepskin scroll with blood, they can be arranged into a cleric scroll that appeals to the Northman Gods as a petition for strength and wisdom (+1d3 to each for the reader of the scroll, lasting 1d6 turns) and **Control Weather** (at 17<sup>th</sup> caster level).

Of course, using such a scroll would be considered blasphemy by the respective deities for either a follower of the Church of the Holy Saints or a follower of the Old Gods. In addition, using any such Northman God magic is 10% likely to attract the attention of the pagan gods who will send an avatar of some sort to seek out and test the faith of this new mortal worshipper (often in the form of a giant raven or a black eagle).

# Bonepicker's Tower

## 7.10. The Shaman's Room

**First Impressions:** The door is not locked and opens easily. Inside: Dust and cobwebs, some mice skitter to the corners, a bed, a couple chests.

**What Happens:** If an open flame is brought into the room (a torch or a lantern), the cobwebs ignite spectacularly, but harmlessly.

If the cobwebs ignite, PCs save vs. paralyzation or be partly blinded (-3 on all rolls) for 1d4 rounds. In addition, the flare of the cobwebs attracts one of the **Hostile Spirits** (if any survive) in 2 rounds, if not already encountered here.

**Hidden Treasure:** Beneath the bed, under a moth eaten carpet, under a loose stone is a well-preserved leather bag which contains 84 silver coins unlike any in circulation today (larger, stamped with a Northman's profile on the face) worth 2 sp each for silver value but worth 2 gp each to a collector.

## 7.11. Centipede Nest

**First Impressions:** The door is closed, but a three-foot hole has been torn (chewed?) through the bottom half. Inside: broken furniture, rubble, squirming movement.

**What Happens:** Opening the door, entering the room, light shined through the hole, causes the giant centipedes to begin to swarm.

11 **Giant Centipedes** nest here, in addition to any which might be out wandering the complex (see Random Encounters above).

## 7.12. Sealed Room

Both doors are steel sheathed oak, both are locked (key is lost) and both are magically sealed (dispel magic or knock to open). Each door will take 65 hp of damage to break down. Open door attempts are at -3 (or -15%).

**First Impressions:** This octagonal room has a writhing, plant-like pillar (10' diameter) in the center. On the floor on the west side of the room is a pile of bones.

**What Happens:** Entering the room automatically attracts the attention of one of the **Hostile Spirits** if any survive, though the undead being will hover around the bones instead of attacking.

The strange pillar is a **Verdant Portal**, a system of dozens of teleporters grown by the followers of the Old Gods throughout the Highlands. There is no indication in the room how this portal works though divination magic or research might reveal a key is necessary, an incantation specific to each portal, to control the Verdant Portals. See Appendix for more information.

The **Pile of Bones** is the skeletal remains of three Northmen (seven feet tall, elongated). A **Hostile Spirit** that is encountered in this room will hover over the bones, longing for these remains to be destroyed to lay the spirits at rest.

However, damaging the bones causes a Hostile Spirit to attack or attracts a Hostile Spirit if none is present.

## 7.13. Great Hall

**First Impressions:** Dusty and Cobweb filled hall, raised platform in northeast corner with tapestries or curtains covering the walls. Sounds echo eerily, light reflects oddly off surfaces (webs), the edges of the room are uncertain.

**What Happens:** If an open flame is brought into the room (a torch or a lantern), the cobwebs ignite spectacularly, but harmlessly, though fully revealing the room (and the monster).

The **Giant Spider** will slowly crawl across the ceiling to attempt to drop down on intruders (taking 1d4 rounds to get into position).

The dust on the floor is much disturbed.

If the cobwebs ignite, PCs save vs. paralyzation or be partly blinded (-3 on all rolls) for 1d4 rounds. In addition, the flare of the cobwebs attracts one of the **Hostile Spirits** (if any survive) in 2 rounds, if not already encountered here.

The **Giant Spider** will crawl slowly across the ceiling to drop down on intruders in normal circumstances. If the cobwebs ignite, it will rush across the ceiling and attack after being stunned for one round.

**The Curtains** on the walls of the raised platform are moth-eaten velvet curtains. Behind each curtain, securely attached to the wall with thick, heavy webbing (treat as Web spell) are egg sacks. Each sack contains **2d12+20 immature spiders**.

## 7.14. The Mother of the Hunt

**First Impressions:** Dusty but free of cobwebs. Long stone stairs descend from the east, ending beside a statue of a woman.

**What Happens:** An encounter in this room will be with **1d6 Giant Rats** (11.15).

The statue is 12' tall, portraying a robed and hooded woman with arms outstretched. This is one of the old gods, the Mother of the Hunt.

# Bonepicker's Tower

## 7.15. Rat Lair

**First Impressions:** The door is closed and locked (ratman in 11.16 has key), in good repair, though a small (6") hole has been broken (chewed?) in the bottom left corner. Inside: a large, tattered curtain covers the south wall.

**What Happens:** Noise around the door attracts the attention of the **Giant Rats** within. If the door is opened, the rats will swarm.

14 **Giant Rats** nest here. If the door is opened, the rats will swarm the invaders and fight to the death. Combat here draws the attention of the Ratman in the next room (11.16).

The curtain is filthy and rat chewed, an expanse of red and gold velvet. If salvaged, the gold threads woven in this fabric are worth 100 gp. The curtain is 80 pounds whole. It would take 24 person hours of labor to extract the gold thread.

## 7.16. The Ratman

**First Impressions:** The door is locked (ratman within has key). Inside, a comfortable looking apartment, with a bed, table and chairs, shelves; carpets on floor.

**What Happens:** Given warning that intruders are about, the Ratman will don his **Ring of Invisibility** and attempt to hide or escape. If surprised, the **Ratman** will attack and fight to the death.

- The bed is comfortable if dirty. Between the goosedown mattress and the heavy wooden frame is a leather satchel containing four parchments, a sheepskin scroll and a small leather bag with coins (87 gp).

The parchments are four copies of a letter which, if looked at carefully, have slight variations, leading to various treasures. All of the directions on the maps are vague ("nine gold bars beneath the spreading oak, 90 paces east of the First Gate", for example – the other three variations: "the Night Gate" "one day's walk east of" and "90 paces west of the First Gate"). All four might be forgeries.

The Sheepskin Scroll is a scroll of **Protection from Evil**.

- The shelves contain a number of stained and somewhat rat-chewed books of various mundane topics (history, poetry) though one is a book titled **Simple Physick** which is a layman's guide to medical care. Anyone studying the book gains a +1 bonus when tending wounds or illnesses.
- The carpets are dirty and worn. Under one of them is a slight depression in the floor covered over with a thin plank. Beneath the plank is a small velvet bag containing 4 rubies worth 200 gp each.
- **Ring of Invisibility** is a ring of polished blue glass.

## 7.17. Secret Entrance

**First Impressions:** This secret door is covered over with sod and very difficult to locate (1-in-20 chance) and very difficult to open (the catch is broken so it must be battered down or broken open).

**What Happens:** Opening the secret door causes the **Crawling Horrors** (11.18) to swarm toward the opening, attacking anything in their way.

The **Crawling Horrors** seek freedom, so each will only attack for one round while passing intruders who, if they step out of the way of the approaching horde, can avoid engaging them in combat whatsoever.

## 7.18. Crawling Horrors

**First Impressions:** Chittering and scratching sounds echo throughout this high-ceilinged cave. Rubble is scattered about. The floor falls away to the east.

**What Happens:** If entered from 11.17, the **Crawling Horrors** who nest here will swarm toward the opening to the outside. Approaching from the south drives the **Crawling Horrors** to hide in the crevices and rubble.

24 **Crawling Horrors** lair here. Since everything in the dungeon complex that lives south of here eats **Crawling Horrors**, they typically hide when any creature approaches from the south.

In addition, they are terrified of fire and will attempt to flee if an open flame is present. They will be, however, attracted to magical light (from a light spell, a glowing magic sword, etc.) and will attack the bearers of magical light.

## 7.19. Stagnant Pools

**First Impressions:** The floor, about 8' below the floor of the cave to the west (11.18), is dotted with pools of still water.

**What Happens:** There are five shallow pools here, the water is stagnant, the pool marked with an X on the map has a **Grey Ooze** at the bottom.

Drinking any of the water, save vs. poison or contract a parasitic disease (causing gastro-intestinal distress, -1 on all rolls for 1d6+6 hours).

If disturbed, the **Grey Ooze** will attack and will track and follow intruders.

# Bonepicker's Tower

## 8. The Greenstone Tower

This 60' tall monument appears to be carved from a single piece of green stone, with carvings inset on the east and west sides of the lower part and a recessed door.

The stone is naturally white but is stained green from centuries of algae growing on the surface. The surfaces are smooth and slippery, giving a 40% (-8) penalty to climbing.

### 8.1. Entrance

**First Impressions:** The door is in good repair and is not locked. Words are carved into the face of the door at roughly eye level.

**What Happens:** The door opens easily and silently.

The words carved into the door:

“To the glory of the Sunrise,  
From the glory of the Night.”

### 8.2. Pillared Chamber

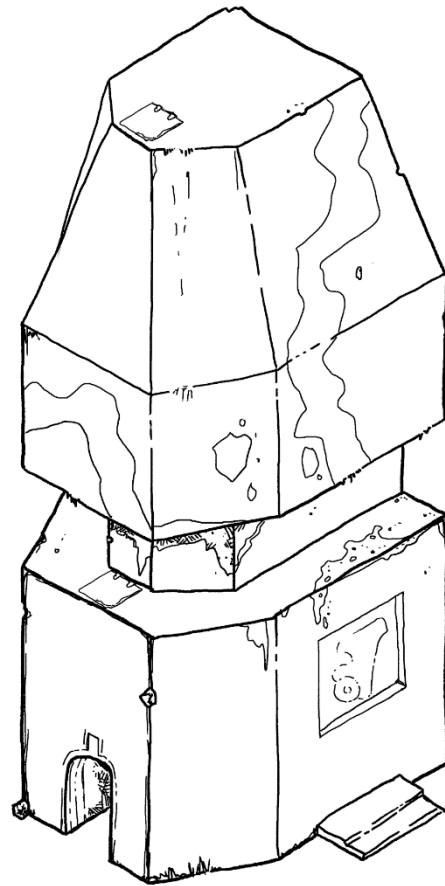
**First Impressions:** Four slender pillars support the roof here while a large (10' diameter) pillar in the north is wrapped around with a staircase climbing up past the ceiling. Two statues (women) stand in alcoves to the east and west.

**What Happens:** Speaking the words carved into the door aloud in this room causes the **Caryatid Columns** (the four slender columns) to remain inert. If the words are not spoken, one (random) Caryatid Colum will step forth and try to drive intruders out of the chamber.

- The **Caryatid Columns** are guardians of the holiness of the shrine, driving out infidels. They will defend themselves, but they attack with the intention of subduing and driving away, not to kill. If one Caryatid Column is destroyed, a second will take its place (and so on, until all four are destroyed).
- The statues are very similar to one another: the east statue is a robed woman, arms upraised with hands splayed, white marble; the west statue is a robed woman, arms at side with hands splayed, black obsidian.

These are representations of Maiden Day and Mother Night.

- The large pillar wrapped around by the stairs is hollow with a spiral staircase within, ascending throughout the upper levels (2a). The secret door here is not locked or trapped and is simple to open – press against the panel and it swings out with a small “pop” sound.



### 8.3. The Tablets of Day and Night

**First Impressions:** The large pillar surrounding the staircase continues to the ceiling. Stone bookcases line the east and west walls, curtains cover the south wall and in a recess to the east and west are heavy stone tablets on pedestals.

**What Happens:** This is an anti-magic area, spells and magic devices do not function.

Within this chamber only, magic ceases to function. NOTE it is not dispelled, so magical effects (spells cast, potions quaffed, etc.) will continue to expend their duration, but they with no effect. Magic items (weapons, armor, gem of seeing, bag of holding) become mundane items while in this room.

The stone bookcases hold hundreds of clay tablets with holy scriptures of the cult of Day and Night.

The two large tablets in the alcoves each contain a prayer: the east to Maiden Day, the west to Mother Night. Praying these prayers out loud grants the effect of a Bless Spell for all within the room, lasting 2 hours.

The large pillar wrapped by the staircase is hollow, but no access to the staircase within on this level.

A ladder on the south wall (3a) climbs to a trapdoor that opens onto the ledge around the middle of the Monument.



# Bonepicker's Tower

## 8.4-8.6. The Chambers of Algerus the Historian

In these rooms can be found a projection of the Immortal Being Algerus the Historian (see Appendix for more information). The first time room 4 or room 6 is entered, rooms 4-6 will be as described. If these rooms are exited (either going down the spiral staircase or exiting via the trapdoor in the roof at 6a), when returned to, these rooms are completely empty (except room 4, which will have a single sheet of parchment folded up and laying in the center of the floor on which is written in flowing script, "Our wills and fates do so contrary run.")

### 8.4. Algerus' Scribing Room

**First Impressions:** This long, narrow chamber is cluttered with sheaves of paper piled everywhere, burying a few tables. A chair and a large scribe's table stands against the south wall. The spiral stairs continue up and down through the room.

**What Happens:** If not previously encountered, there is a 40% chance that Algerus is here writing. He cannot be surprised.

The sheaves of paper have notes about historical events scrawled all over them, with no discernable order to the notes (a note about a dragon attack far to the south that happened yesterday is followed by a paragraph about the wedding of the first High King a thousand years ago). NOTE if the papers are gathered up and taken from the monument, they crumble to dust (once the papers leave the tower or once Algerus disappears). PCs have a percentage change equal to their Intelligence score of discovering any particular historical information they may see, taking 1d6 days of study to discover any single bit of information.

If Algerus is here, he will finish writing the sentence he is working on (a treatise on the Battle of the Northpass, some 300 years ago) and address the intruders. See sidebar "What Algerus Knows" for general guidelines.

### 8.5. Algerus' Room

**First Impressions:** Thick carpets on the floor, bookshelves in the north east and north west corners and along the south wall, two large tables with comfortable overstuffed chairs. The spiral stairs continue up and down through the room.

**What Happens:** If not previously encountered, there is a 40% chance that Algerus is here, sitting in a comfortable chair, smoking a pipe and reading a book. He cannot be surprised.

Hundreds of books line the shelves here. Every time the titles are investigated, the books on the shelves have changed. They are all books of history.

If Algerus is here, he will look up, smile, and welcome the intruders. See sidebar "What Algerus Knows" for general guidelines.

### 8.6. Algerus' Scrying Room

**First Impressions:** In the center of the room is a large orrery, crystals seem to be growing out of the north east and north west corners, small desks with strange elongated chairs on the east and west wall, a ladder climbs to the roof. The spiral stairs descend through the floor.

**What Happens:** If not previously encountered, there is a 40% chance that Algerus is here, staring at the orrery as it turns in slow motion. He can be surprised here.

The orrery is magical, revealing (through chaotic visions) historical events to the one who invokes its powers.

The crystals in the corners power the orrery, so damaging them destroys the magic of the orrery.

The ladder (6a) leads up to a trapdoor in the roof.

If Algerus is here, he is enthralled by a vision of the Great Hunt of the Firbolg Kings, an event that occurred in the Highlands some 1200 years before the first mortal set foot in the primeval woodlands. See sidebar "What Algerus Knows" for general guidelines.

#### What Algerus Knows

Algerus probably knows every historical fact there is to know, but he is often cryptic in how he reveals information.

- Maiden Day and Mother Night are two of the old gods once worshipped in the Highlands.
- The gnoles are nomadic raiders who recently moved into the area. The firbolg giants to the west hate gnoles.
- There is more to the gnole camp than meets the eye, and a powerful ally might be found within.
- The Mad Baron's tower is cursed. He doesn't know how to end the curse, but he knows it involves both the Baron's manic pursuit of eternal life and his obsessive love for a young maiden.
- Mika the Woodcutter is cursed but has come to terms with it. His son, Dilan, has fallen under the curse of the tower and will die soon.
- There is an area to the west where the air is dangerous, but it is clearly marked with warning signs.
- St. Agnath's voice is not her voice.
- The "winged demon" in the tower is no intruder from the Outer Darkness, but it is a dangerous, monstrous creature.
- A giant seeks to ensnare the gnoles. A giant is ensnared by the gnoles.

# Bonepicker's Tower

## 9. The Gallery Ruins

**First Impressions:** Grand designs can still be seen in the fallen walls and arched window casings. Piles of stone, broken pillars, overgrown with weeds and vines

**What Happens:** If disturbed (by searching the ruin), the **Stirges** that nest among the rubble will attack.

Six **Stirges** nest here and will attack if disturbed, but they will flee if one or more of their number is killed or if four or more of them are injured. They will return to their nesting area two hours later and, if intruders are still present, they will fight to the death.

For every 6+1d6 (7-12) person turns spent searching among the ruin, treasure might be found:

2d6	Treasure
2	<b>Magic Ring</b> (1d4, each found once only): 1. Gold Band with stylized shields etched ( <b>Protection +1</b> ) 2. Silver Band set with a ruby ( <b>Fire Resistance</b> ) 3. Brass Ring etched with an unknown rune (the mark of Sysian the Circle Mage – <b>Ring of Spell Storing</b> ) 4. Gold Earring set with an emerald ( <b>Ring of Language Comprehension</b> )
3-11	<b>Coins</b> (2d6): 4. 1d3 gp 7. 3d12 sp 10. 3d6 gp 2. 12d12 gp 5. 9d8 gp 8. 1d20 gp 11. 8d20 sp 3. 6d6 sp 6. 1d4 cp 9. 4d4 cp 12. 4d20 pp
12	<b>Unique Items</b> (1d6, each found once only): 1. A well-used sword etched with devotionals to St. Ashar (if recited while wielded, gain +1 to hit and damage) 2. A silver bell engraved with the seal of the cult of Darkness (worth 100 gp, a cultist will kill for it, however...) 3. A bone whistle carved from a Manticore Bone, slightly discordant. If skillfully played, tune charms manticore while played (save to negate) 4. An ancient iron curved dagger, badly pitted and rusted but, if cleaned up, worth 180 gp 5. A pewter flask (worth 50 gp) with roses engraved on side, filled with cheap wine 6. A cracked leather bound tome of prayer to various saints (if a cleric studies these prayers for a month, he or she will permanently gain an additional daily first level spell)

## 10. The Bone Pile

**First Impressions:** From a distance: as noted below, the sun reflects off a pile of bones at the base of the tower  
Close up: the bones, there must be thousands, are highly polished

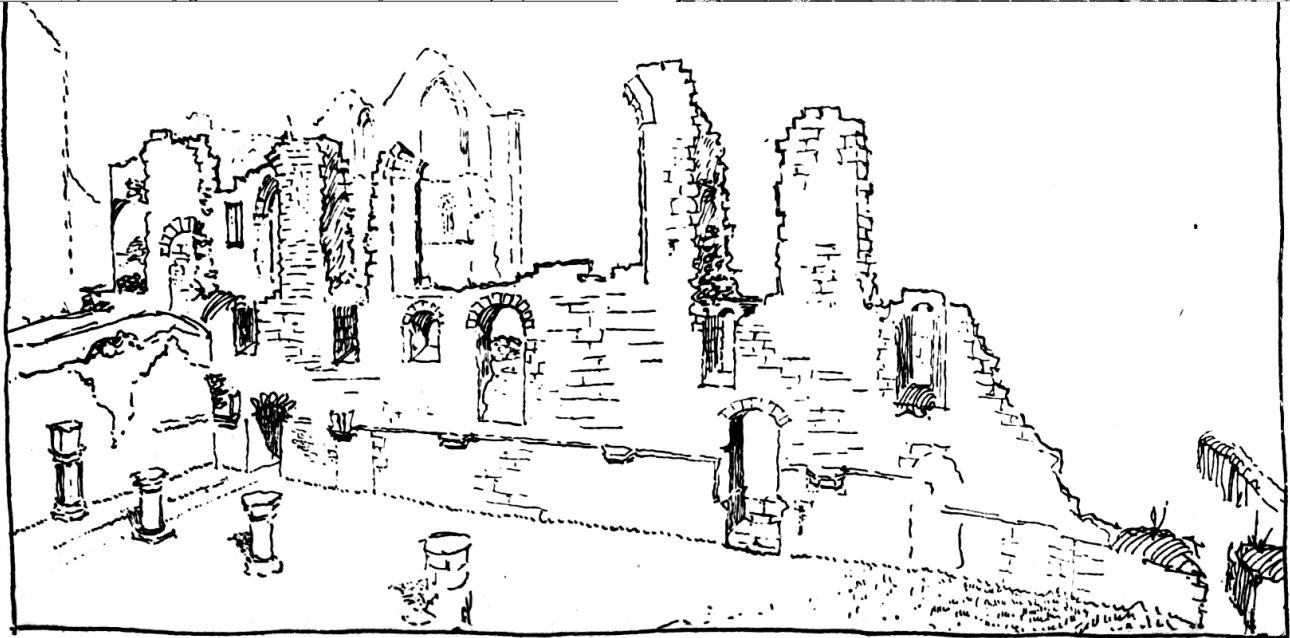
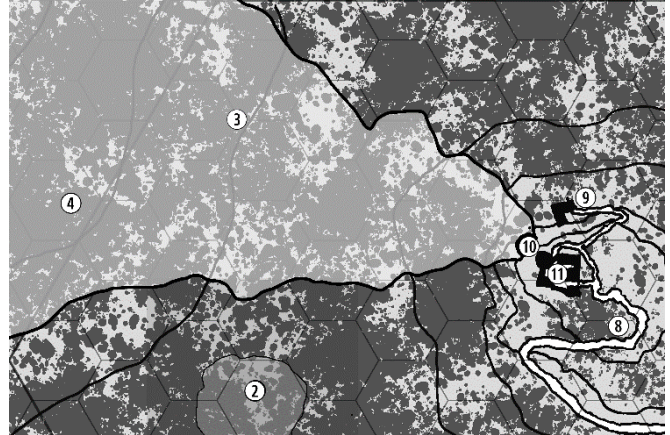
**What Happens:** There's a 20% chance of encountering the **Oozing Black Death** from area 11.2 among the bones, as it flows about them, cleaning off any bits of flesh left by the Bonepicker, polishing the bones to a gleaming white

Mostly animal and humanoid (goblin-kin) bones, a few human remains are mixed in as well.

Searching among the bone pile has a 20% chance per turn of attracting the attention of the **Oozing Black Death** from 11.2. In addition, for each 5+1d4 (6-9) person turns spent searching, treasure might be found (use chart in previous entry).

NOTE: From noon to sunset the pile of bones beneath the tower on the western side shines like a beacon, reflecting the sun, and can be seen clearly from the valley between the tower and the hill to the west.

### The Bone Beacon



# Bonepicker's Tower

## 11. Bonepicker's Tower

### Approaching the Tower

The Broken Tower rests high on a steep, rocky, tree-covered crag. The climb is steep and difficult, the path is overgrown and washed out in places.

On the path, movement rate is normal but each turn on the path there is a 1-in-6 chance of a random wilderness encounter (see Random Wilderness Encounters, page 4).

Off the path, movement rate is halved, but there is only a 1-in-20 chance per turn of a random wilderness encounter (see Random Wilderness Encounters, page 4).

### Encounters in the Upper Ruins (11.1-11.7)

In any areas of the upper ruins outside the numbered rooms, there is a 1-in-6 chance of an encounter per turn.

1d6	Encounter	Doing
1	Oozing Black Death (area 11.2)	Hunting, attacks without quarter, fights to death
2	1d2 Stone Crawlers (area 11.4)	Scouting, defend themselves but flee if injured
3-5	Falling Rubble	Dexterity check of 1d6 damage
6	Bonepicker (night) or Murder of Crows (daytime)	Bonepicker: hunting, attacks on sight, tries to flee if injured  Crows: nuisance (flutter around party, caw loudly), if attacked or bothered, raise a great cry, and awaken the Bonepicker... who attacks

### Encounters in the Dungeon (11.12-11.19)

Beneath the tower there is a 1-in-6 chance of an encounter per turn.

1d6	Encounter	Doing
1	Apparition of Sarala (area 11.9) Note: an image of her, not the undead creature	Wandering the dungeon in search of her love, harmless, moves through walls, people, etc.
2	1d2 Stone Crawlers (area 11.4)	Scouting, defend themselves but flee if injured
3-5	1d3 Rats (area 11.16)	Scouting, will scurry away to warn the lair unless cornered, then will fight to the death
6	The Mad Baron's Spirit (Spectral Haunt)	Longing to be released from this eternal torment, the Baron's Spirit will try to lead intruders to the Poison Pool to properly lay his body to rest. His long, lonely confinement to these halls has driven him a bit mad and he will attack if not obeyed (NOTE: laying his physical remains to rest does not destroy the Spectral Haunt, it still must be killed and blessed or it will continually rise again)

## 11.1. The Sundered Gates

**First Impressions:** broken hinges, splintered wood, bits of rubble, air "whistles" within, smell of death and decay

**What Is Hidden:** Nothing

**What Happens:** Sounds made here are amplified (heard throughout the keep ruins), alerts all monsters

**Monsters:** None

**Treasures:** None

## 11.2. Burned Tower

**First Impressions:** Door gone, roof open to sky, inside charred rubble, floor unstable

**What Is Hidden:** Monster and treasure

**What Happens:** The Death is dormant, digesting its last meal and will not move unless disturbed. If the rubble is disturbed, it flows out from around the broken beams and attacks. The Death fights to the bitter end

**Monsters:** Oozing Black Death

**Treasures:** Under the Death's nest (a charcoal filled depression in the eastern side of the floor) is 388 gp, a silver chalice worth 180 gp and a bent silver ring set with a ruby worth 320 gp

## 11.3. Locked Tower

**First Impressions:** The stout, iron-bound door is locked (key is lost). Inside: tiled floor with a heap of clothing near the center, four torches in brackets on the walls, three candlestands

**What Is Hidden:** Blood stained clothes (very old) are at the bottom of the pile of clothing. In the pocket of the trousers is a beautifully handwritten love note from S. to A.

**What Happens:** Only the Oozing Black Death (area 2) willingly enters this chamber, through the arrow loops. The Bonepicker can't enter and the undead refuse (treat as if the room had Protection from Evil)

**Monsters:** None, but 10% cumulative chance per hour spent in this room that the **Oozing Black Death** from area 2 will squeeze through an arrow loop and attack

**Treasures:** Nothing obvious. The clothing is valuable if cleaned (150 gp)

# Bonepicker's Tower

## 11.4. The Fallen Chapel

**First Impressions:** Double Doors are not locked (stiff and loud opening), breach in north wall is 5' wide and 4' high. Inside: the plaster from the walls and large chunks of stone and timber are piled throughout, a dust and stone covered altar table stands beneath the broken window in the east wall

**What Is Hidden:** Monsters and Treasures

**What Happens:** Opening the doors alerts the Stone Crawlers (see below), entering through the breach or the broken window gives intruders surprise. Stone Crawlers viciously attack but withdraw if injured

**Monsters:** Seven **Stone Crawlers** lair here

**Treasures:** Twenty-seven Geodes here, worth 100 gp each (they look like simple round stones, the Stone Crawlers protect them with their lives).

## 11.5. A Posted Warning

**First Impressions:** The walls are shattered, unstable, no roof, an animal hide with something written on it is nailed to the southern wall

**What Is Hidden:** A skeletal corpse behind the hide

**What Happens:** The hide (a horse hide) is painted (in blood) with a warning:

“Cursed be your luck for finding this place. Only death awaits. Leave with nothing or die with everything.”

**Monsters:** None

**Treasures:** The corpse wears rotted leather armor and a rusted steel helm, a hidden coin purse has 54 gp and 132 sp, an empty dagger's sheath hangs from the corpse's belt



## 11.6. The Unbothered Room

**First Impressions:** Both doors are locked. Inside: plush carpets on the floor, tapestries on the walls (scenes of hunting), overstuffed chairs. On the west wall (between the doors) is an oval framed portrait of a beautiful woman

**What Is Hidden:** The trapdoor in the floor is “hidden” beneath one of the heavy, plush carpets, well

**What Happens:** The undead refuse to enter this room and the Bonepicker cannot. Touching the painting causes the Desecrated Corpse in room 9 to rise and begin to pace

**Monsters:** None, but 5% cumulative chance per hour spent in this room that the **Oozing Black Death** from area 2 will squeeze under the southern door and attack

**Treasures:** While the painting is worthless (see below), the frame is covered in gold leaf and is worth 300 gp (it is 6' tall, 3' wide oval)

The woman in the painting has long brown hair, is wearing a red velvet dress, star-shaped gold and diamond brooch and a gold necklace with a ruby pendant. She is seated beneath a trellis of many-colored flowers.

The painting is of amateur talent, but the artist used paints infused with his very soul. The remaining paint and the artist's corpse (area 12 below) have cursed the entire tower. See Appendix for the Wasting Curse.

Behind the portrait is access to the tower's well, a bucket on a rope with a pulley. See room 12 for information about the water in the pool.

## 11.7. The Once Great Hall

**First Impressions:** Double doors to east hang partly opened, south door is locked. Inside: ruined carpets and tapestries, broken chairs and tables, large dark stains on the floor, stairs spiral upward

**What Is Hidden:** Nothing

**What Happens:** Making any noise here alerts the Bonepicker to the intruders' presence. The Oozing Black Death (area 2) will not enter this room

**Monsters:** None

**Treasures:** The remains of the Deaths (see below) are worth 300 gp to an alchemist. There are enough ashy remains to fill a medium-sized backpack

The large black stains are the ashy remains of two Oozing Black Deaths who laired here but were slain by intruders.

# Bonepicker's Tower

## 11.8. The Bonepicker's Lair

**First Impressions:** Door in west wall is locked and barred from other side, large gap in eastern wall, floor is covered in shredded and rotting hides, stinks of death and decay

**What Is Hidden:** Monster and Treasure

**What Happens:** Coming through the door alerts the Bonepicker if it is sleeping here, coming through the wall does not

**Monsters:** The **Bonepicker** (an injured Wyvern, see Appendix) sleeps buried under the piles of rotting hides during the day and hunts during the night

**Treasures:** Four Gems: 10 gp Moss Agate, 500 gp Spinel, 700 gp Aquamarine, 800 gp Alexandrite; a Magic Sword (**Blessed Arm of the Saints:** a sword +1, wielder can detect undead within 20' and be Blessed (as the spell) twice per day; Spell Scroll (Mage: Fumble, Wizard Eye)

During the day the Bonepicker sleeps, wracked by the agony of its injuries. During the night, there is only a 10% chance that the Bonepicker will be here (it will likely be hunting, 60%, or eating on the rooftop area 10, 30%). Remember taking anything from the tower incurs the Wasting Curse.



## 11.9. Garret of the Mad Artist

**First Impressions:** Looking in through windows or from stairs: The room is carpeted, hundreds of candles bathe the room in warm orange light, a dignified looking older man stands at an easel painting a large portrait, a beautiful brown haired woman is sitting on a small wooden chair beneath a trellis of colorful flowers, smiling (or she is pacing about the room if the portrait in area 6 was touched)

**What Is Hidden:** This is all illusion, powered by the Artist's tortured soul (see area 12 in the dungeon below). The reality is the carpets are tattered and stained, the candles are burnt out stubs, the artist, easel and portrait are not there, the trellis is a shambles and the beautiful woman is a corpse

**What Happens:** Entering the room rouses the Desecrated Corpse of the woman in the portrait: illusory woman or corpse will begin pacing back and forth and will only stop if confronted which will cause her to attempt to put her arms on the shoulders of the one who approaches her so she can collapse sobbing into his or her arms

**Monsters:** Desecrated Corpse

**Treasures:** On the corpse: a gold and diamond brooch (fashioned into a stylized star, worth 300 gp), a gold necklace with a gold and ruby pendant (worth 200 gp).

The illusory woman is the one in the painting in area 6, the portrait being painted is that very painting.

The **Desecrated Corpse** will attack if not comforted or if anything in the room is moved.

Speak with the dead will reveal:

- Her name was Sarala
- She deeply loved Baron Ogg (Oggie, she calls him)
- She was betrayed by Oggie, though she does not blame him
- She is insane from grief (NOTE: comforting her will stop her from attacking)

NOTE: Noise here alerts the **Bonepicker** to the presence of intruders

# Bonepicker's Tower

## 11.10. The Bonepicker's Retreat

**First Impressions:** The roof to the east has collapsed, the parapet and wall to the west seems sturdy (Nighttime chance the Bonepicker will be here), bits of bone are scattered about

**What Is Hidden:** Nothing

**What Happens:** Daytime: sounds here alert the Bonepicker to the presence of intruders;

Nighttime: 30% chance that the Bonepicker is stripping the flesh off of bones here, dropping bones to the pile below

**Monsters:** Chance of **Bonepicker's** presence (if roused during the day, the Bonepicker will crawl up through the shattered eastern roof and surprise intruders on 4 in 6)

**Treasures:** None

### Roleplaying Notes:

The Bonepicker is a **Wyvern** who is suffering under the wight of the curse of the Broken Tower (see Appendix). Any injury he suffers festers and doesn't heal properly (permanently losing one of its maximum hit points) so if the Bonepicker is seriously injured, it will try to flee, preferring to hide in its lair, hoping intruders will leave it alone, but flying (poorly) away for a day, hoping the intruders will have left by then.

The Bonepicker is not a mindless animal, but it has been driven somewhat mad by the torment of the curse. If the curse is lifted, the Bonepicker will begin healing normally. If the PCs can somehow communicate to the Bonepicker that they lifted the curse, the wyvern will allow them to leave unharmed. If they don't leave immediately, however, its appreciativeness only lasts for about 1 turn...



# Bonepicker's Tower

## 11.11. Slippery Steps

**First Impressions:** Steep steps, darkly stained  
**What Is Hidden:** Nothing  
**What Happens:** Stains are a slippery mold that grows here, Dexterity Check or fall down the stairs  
**Monsters:** None  
**Treasures:** None

## 11.12. The Poison Pool

**First Impressions:** Door is locked (key is at the bottom of the pool within), stinking, oozing barrels and crates to the north, a pool of swirling colors to the south  
**What Is Hidden:** Corpse  
**What Happens:** Water is oil covered (magic paints)  
**Monsters:** None  
**Treasures:** Gold band (inscribed "forever") in the corpse's pocket (worth 300 gp)

The barrels and crates contain (now rotted and worthless) foodstuffs.

The swirling colors in the pool are the magical oil paints that Baron Ogg used to paint Sarala's portrait (area 6). Anything dipped in the water comes out with a swirling, multicolored coating of the paint.

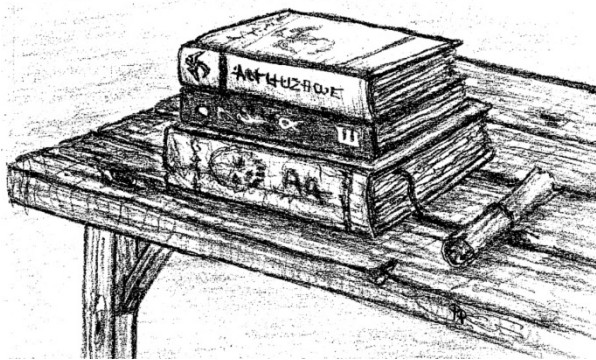
At the bottom of the well (20') is the corpse of Baron Ogg, strangely well preserved. Tied around his waist is a canvas back filled with heavy stones. In his pocket is the gold ring.

### The Source of the Curse:

In his despair, Baron Ogg threw himself in the well, weighted down with stones, to his demise. His rage and grief were fully absorbed into the magical, spirit-infused paints, and cursed the tower. Meanwhile, the Baron's spirit roams the dungeons.

### To Lift the Curse:

Remove Curse, Bless, Purify Water or Dispel Magic will lift the curse long enough for the party to escape (maybe – 10 minutes per caster level). Removing the corpse from the water and giving it a proper burial (or consecrating it with a Bless spell) and somehow purifying the water (Purify Water spell, obviously, but more creative solutions can be applied) will permanently lift the curse.



## 11.13. The Caretaker

**First Impressions:** Door is locked (key is lost), simple bed, large chest, dark stain on floor  
**What Is Hidden:** Caretaker's Corpse (folded up and stuffed in the chest), treasure  
**What Happens:** Three rounds after the room is entered, the corpse in the chest will begin scratching to get out  
**Monsters:** Vexed Corpse  
**Treasures:** Gem of Seeing

The Caretaker (of the Prisoner, see area 22) was murdered by the Baron the night he took his own life, the bloody corpse stuffed into the large chest and locked away.

The Caretaker's spirit remained with the corpse, bitter and enraged by his fate. If the chest is opened, the **Vexed Corpse** attacks.

The left eye of the Caretaker appears to be a glass eye but is actually a Gem of Seeing in the shape of an eye with a green iris. The Gem of Seeing only functions if placed in living being's eye socket. In addition, the Caretaker has a key that unlocks the door to area 22 from the north (the southeastern door is barred but not otherwise locked).

## 11.14. The Laboratory

**First Impressions:** Tables are overturned, tools and instruments of torture are scattered about, chains dangle from the ceiling, hole in northwest corner floor  
**What Is Hidden:** Under a flipped table is a leather-bound journal  
**What Happens:** If any noise is made in this room, sounds of clanking chains and low moaning can be heard from beyond the hole in the floor  
**Monsters:** None  
**Treasures:** None

The journal, written in an increasingly sloppy and crazed handwriting, details hundreds of experiments performed on "The Demon," a creature that the writer believed held the key to eternal youth. Experiments involved bleeding, burning, tearing flesh, cutting part of the Demon's liver, lung, even brain, and comparing them to samples from "the Infidels."

## 11.15. The Fate of the Servants

**First Impressions:** Three pallets with blankets covering what appears to be bodies, brooms, mops, buckets, rags, etc.  
**What Is Hidden:** Beneath the blankets are skeletal remains  
**What Happens:** Entering the room causes the skeletons to rise and attack  
**Monsters:** Three skeletons  
**Treasures:** None

The door to the west is barred from this side, but not otherwise locked.

# Bonepicker's Tower

## 11.16. Rats!

**First Impressions:** A table on its side, broken legs, chairs scattered, floor is covered in debris (and rat droppings)

**What Is Hidden:** Rats in lair (hole in east wall) with treasure

**What Happens:** Entering the room causes a scout rat to come and investigate

**Monsters:** 12 Rats and one Giant Rat

**Treasures:** In rat lair: gold locket, silver choker, coins, parchments

A **scout rat** will observe intruders for 1-3 rounds, doing nothing but trying to stay hidden (spot as secret door), then scurrying back to the lair. The rats swarm out if the scout rat observed 4 or fewer beings in the room, otherwise they remain in their lair.

The gold locket contains a tiny portrait of a brown-haired woman (Sarala) and is worth 800 gp, the silver choker is an intricate knotted chain worth 300 gp. Most of the parchments are rat chewed and soiled, worthless, but two are of interest:

- A **magic user scroll** containing the spells: Erase, Unseen Servant and Cloudkill
- A map, purportedly to some hidden treasure of great value. Notes written on the map (in a much different handwriting) indicate that the treasure is “a vessel of the Divine Essence” and “gold and silver “implements of worship.” The map leads to the ruins of the Temple of the Old Gods to the southwest, fully detailed in the adventure **New Temple of the Old Ways**. A sketched map is included in the Appendix.

## 11.17. The Jailer

**First Impressions:** The door is not locked, Spartan bedchamber

**What Is Hidden:** A ring of keys hang on the wall near the door, unseen until the room is entered

**What Happens:** Nothing

**Monsters:** None

**Treasures:** None

The keys hanging by the door unlock the doors to rooms 18-20 below (the cells of the Infidels) as well as a key for 21 (the drying room) and 22 (the Demon's prison).

## 11.18. Flayed Corpses

**First Impressions:** The door has a barred opening and is locked (keys in room 17), a pile of rotting corpses; the walls, floor and ceiling are spattered in dark stains

**What Is Hidden:** Nothing

**What Happens:** The corpses remain motionless unless the door opens, then they attack

**Monsters:** Four Flayed Corpses

**Treasures:** None

## 11.19. The Crooked Dwarf

**First Impressions:** The door has a barred opening and is locked (keys in room 17), a motionless dwarf staring at the floor, seated on a stool, chains from his feet to a hook in the wall, the cell is immaculate

**What Is Hidden:** Nothing

**What Happens:** See below

**Monsters:** Crooked Dwarf

**Treasures:** Laman's Tooth (see below)

The isolation and solitude have driven the already mad Crooked Dwarf to a nearly catatonic state. NOTE: he is not (and, thus, will not detect as) EVIL.

- If spoken to through the cell door, the creature will simply look up at the speaker, slack jawed and silent
- If the door is opened, the dwarf will slowly lift the chain that shackles it to the wall and hold it forth with a pleading expression on its face
- If the Dwarf is freed, it will explode into motion, trying to push past anyone in the way so that it can escape. If unhindered, it will get as far as room 14 and stop at the edge of the hole in the floor and return to its catatonic state
- If engaged in combat, the Crooked Dwarf is 50% likely to change into an albino fish for 1d4 rounds, otherwise he will fight with long, sharp claws or any weapon he can get his hands on as well as casting Burning Hands or Stoneshape, if he remembers he can do such things...

The Crooked Dwarf has taken the name Laman, though what it may have originally been even he does not remember. He was a servant of the Great Mind Beneath the Mountain but was kidnapped and brought here so long ago that time has no meaning to him any longer. He is thoroughly insane but not, generally, violent. His insanity can be cured with high level healing magic such as Heal or Restoration as well as Powerful magic like Wish. If cured, Laman will serve his savior for one year and one day as a faithful retainer provided that he does not go deep underground where he will again hear the call of the Great Mind Beneath the Mountain and will wander off to serve his former master.

In Laman's mouth is a single gold tooth. It is worth 50 gp, but it is also magical: when placed in a toothless gap in a living being's mouth, the **Tooth of Laman** magically binds itself to the being's mouth. The Tooth grants the following powers:

- Speak Other Languages
- Speak to Animals
- Speak to Plants
- Suggestion (3/day)

NOTE: the Tooth of Laman grants the above abilities at will (except Suggestion), allowing the being to communicate TO other beings, creatures and plants in their native languages, but cannot understand any replies (it does not, for example, grant Comprehend Languages... only Speak Other Languages). Of course, the target must be within listening distance and able to hear (GM will have to adjudicate about the language of plants...)



# Bonepicker's Tower

## 11.20. Empty Cell

Door is locked, the room is empty. Key hangs on the wall in room 17.

Graffiti on the east wall written in blood (a nonsense verse from the 17<sup>th</sup> century, feel free to substitute your own):

I Saw a Peacock, with a fiery tail,  
I saw a Blazing Comet, drop down hail,  
I saw a Cloud, with Ivy circled round,  
I saw a sturdy Oak, creep on the ground,  
I saw a Pismire, swallow up a Whale,  
I saw a raging Sea, brim full of Ale,  
I saw a [Highland] Glass, Sixteen foot deep,  
I saw a well, full of men's tears that weep,  
I saw their eyes, all in a flame of fire,  
I saw a House, as big as the Moon and higher,  
I saw the Sun, even in the midst of night,  
I saw the man, that saw this wondrous sight.

## 11.21. The Drying Room

**First Impressions:** The door is solid, iron-bound and locked (key is in room 17). Inside: ragged sheets of some translucent material hang from the wall

**What Is Hidden:** Monsters, Treasure

**What Happens:** When the door opens, the sheets of material (dried human skin) flutter slightly, as if a breeze has rippled across them

**Monsters:** Four Skin Spirits (see below)

**Treasures:** 900 gp, ruby worth 300 gp, magic dagger

Once the door has been opened, the Skin Spirits re-possess their physical remains and tear themselves from the hooks anchoring them to the ceiling. They will attack any being that stands in their way with a smothering attack, but each Skin Spirit's greatest desire is to kill the Caretaker or the Mad Baron, both of whom are already dead (Rooms 13 and 12 respectively).

The Spirits will rush around the dungeon complex until they get into the rooms where their tormentors' remains are, wail an unholy howl that sends chills down the spine and then attack anything living until either all the living beings in their way, or the Skin Spirits themselves, are destroyed.

### Doppelganger Tactics and Notes (Room 11.22)

"Elissa" will not reveal its true nature until it has regained its full strength (it regains 3 hp per day, so after 6 days it will be at full strength if given enough food and rest), and even then its greatest desire is to get to a community where it can blend in, live, and thrive (and feed off the local population!). "Elissa" will play the Damsel in Distress to the fullest of its ability, trying to talk its way out of any corner it finds itself in.

If confronted directly about the name of the woman in the portrait (Sarala), the creature will hiss and attack, no matter how weak.

If "Elissa" is taken into Room 9, the Desecrated Corpse of Sarala will immediately attack.

## 11.22. The Distressed Damsel

**First Impressions:** The southwest door is barred from the outside (room 15) while the northern door is locked (key in 13 and key in 17). Inside: natural cave, drops down from the "main" dungeon level, the clanking of chains and low moaning can be heard from within

**What Is Hidden:** The Damsel is out of sight from either door or the hole in the floor at 14

**What Happens:** Once the Damsel realizes that someone is here, "she" will begin calling out for help

**Monsters:** Doppelganger

**Treasures:** Magic Chains

Chained to the wall in the alcove marked X on the map is the brown-haired beautiful woman in the portrait in area 6 and the illusion in area 9, looking weak and emaciated, dirty and wearing rags. Every breath is labored and ragged, every movement elicits a wince of pain.

What she claims to know:

- Her name is Elissa
- She was imprisoned here by a mad sorcerer decades ago (she doesn't know how many years)
- He painted her portrait and then threw her in the dungeon
- The Grey Man did terrible experiments on her (she has the scars to prove it – cut into her side, her chest and her head)
- She used to hear awful screams from beyond the door (to the north) but hasn't in so very long
- She believes the chains are magical and have kept her alive these many years, but she is very weak
- She is famished and parched and longs to eat and drink *anything*

Most of the above is true. The Doppelganger was once named Elissa (having taken the body of a servant called by such name). It was captured by a sorcerer decades ago and given to the Mad Baron as a gift. The Grey Man is the Caretaker (area 13) who kept a journal of the experiments he carried out on "the Demon" (journal is in area 14) and used to flay living creatures in the cells to north of this cavern.

The chains are, indeed, magical and have kept the creature alive, though starving, these many years. They are **Manacles of Sustaining**, a magical device intended to keep prisoners alive so they can be tortured endlessly. The Manacles will magically regenerate the wearer, but only to remain at a single hit point.

## Appendix

### The Curse of the Baron's Tower:

**The Source of the Curse:** In his despair, Baron Ogg threw himself in the well, weighted down with stones, to his demise. His rage and grief were fully absorbed into the magical, spirit-infused paints, and cursed the tower.

Anything taken from the ruined keep curses the taker. Any item that spends at least one day in the environs of the keep ruins is cursed. From the moment the item is taken, any injury or wound contracted by the victim will not heal properly, becoming infected and decreasing the victim's maximum hit points by 1 permanently (for each wound or injury).

Remove Curse stops the continued effect of the Curse, provided that the item taken from the ruins is no longer with the victim, with healing returning to normal (though maximum hit points will still be diminished). Restoration or similar powerful magic will restore permanently lost hit points.

For game purposes, a wound or injury occurs on a "per encounter" basis. That is, a combat where a PC loses 3 hp, then 2 hp, then 3 hp is still considered "one encounter" and a single injury/wound that reduces maximum hit points by 1 permanently. In addition, a fall down the stairs that results in 1 hp of damage is considered "one encounter" and does the same.

Some items that might be removed from the ruins:

- Treasure (of course)
- Blood spatter from the Bonepicker, Stone Crawlers
- The artist's paints from the poisoned well
- The party camps within the ruins overnight... and become carriers of the curse themselves...

**To Lift the Curse:** Remove Curse, Bless, Purify Water or Dispel Magic will lift the curse long enough for the party to escape (maybe – 10 minutes per caster level). Removing the corpse from the water and giving it a proper burial (or consecrating it with a Bless spell) and somehow purifying the water (Purify Water spell, obviously, but more creative solutions can be applied) will permanently lift the curse.

### The Bonepicker:

The Bonepicker is a Wyvern which has fallen under the weight of the Curse of the Baron's Tower.

The Wyvern is still an 8 HD creature for the purposes of combat, but its normal 34 maximum hit points have been reduced to a maximum of 17, with a number of festering, pus-filled wounds lacing its body (a few encounters with large predators in the area as well as a few accidental injuries).

In addition, the Bonepicker's left wing is damaged and it doesn't fly well. NOTE in the Highlands, Wyvern poison is save vs. poison or become paralyzed (for 1d10 rounds).

### The Sketch Map:

The sketch map (next page) is a tie-in for the larger **Upon the Face of the Deep** campaign. It leads to the ruins of the **New Temple To The Old Gods**, deep in the heart of the Highlands, a future adventure installment in the campaign.

### The Projection of Algerus the Historian:

Algerus is presented as a potential source of information for the party, a pleasant mystery perhaps. He is a Fey creature, an immortal from before the foundations of the world, who keeps the history of the world. At times he breaks into the mortal world either to observe firsthand some obscure historical events or to subtly guide mortals down a certain path.

Algerus' projection which appears in the upper levels of the Greenstone Monument is something akin to an illusion with substance. That is, PCs can physically interact with the projection and the various items that Algerus imagines in these rooms, but they are not truly there. If a parchment is taken from the rooms, for example, disappears when Algerus disappears. The information, however, can be retained (either from having read or copied it).

If Algerus is attacked, he will not defend himself. He can take 9 hp of damage before his projection "dies" in a horribly acted, overly dramatic way.

### Verdant Portal:

Just a curiosity in this adventure, the Verdant Portals were fashioned by disciples of the Old Gods centuries ago. Verdant Portals are "grown" in place from bits of all the elements of creation (in the Highlands there are 8 – the physical elements: earth, air, fire, water and the intangible elements: light, darkness, life, death). The portals are teleporters, sending a being from one Verdant Portal to another, provided the correct incantations are known, one for the origin portal and one for the destination portal. There are dozens (perhaps hundreds) of Verdant Portals throughout the Highlands, though only a few are in use by the Old Gods.

### Manacles of Sustaining:

Fashioned by a wicked, sadistic being in a lost era, these chains keep a prisoner from dying. Any creature bound by these manacles will survive torture, dismemberment, starvation, etc. as long as the manacles remain in place. Body parts reattach (or the stump scars over), blood flow is staunch. The catch is that the one bound by these manacles remains constantly just at death's door, with a single hit point, and once released from the manacles must spend ten times the normal amount of time healing. Beings dismembered while wearing the manacles will "fall apart" once released from the manacles (if the body part reattached), the starving victim must eat voraciously while healing, the torture victim will still bear every scar.



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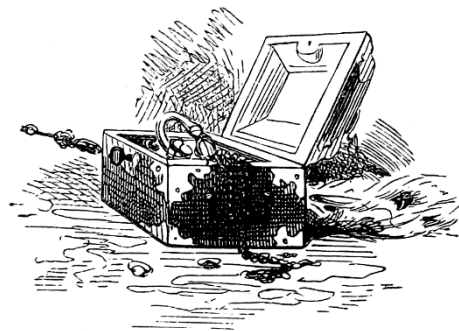
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# Bonepicker's Tower

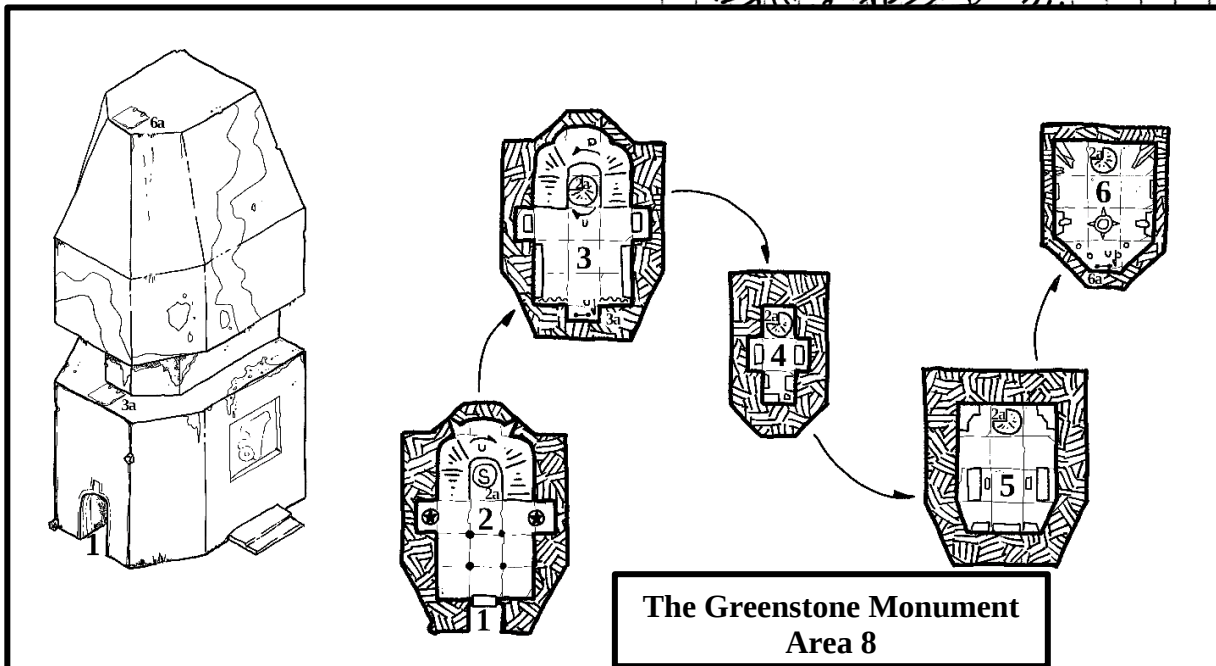
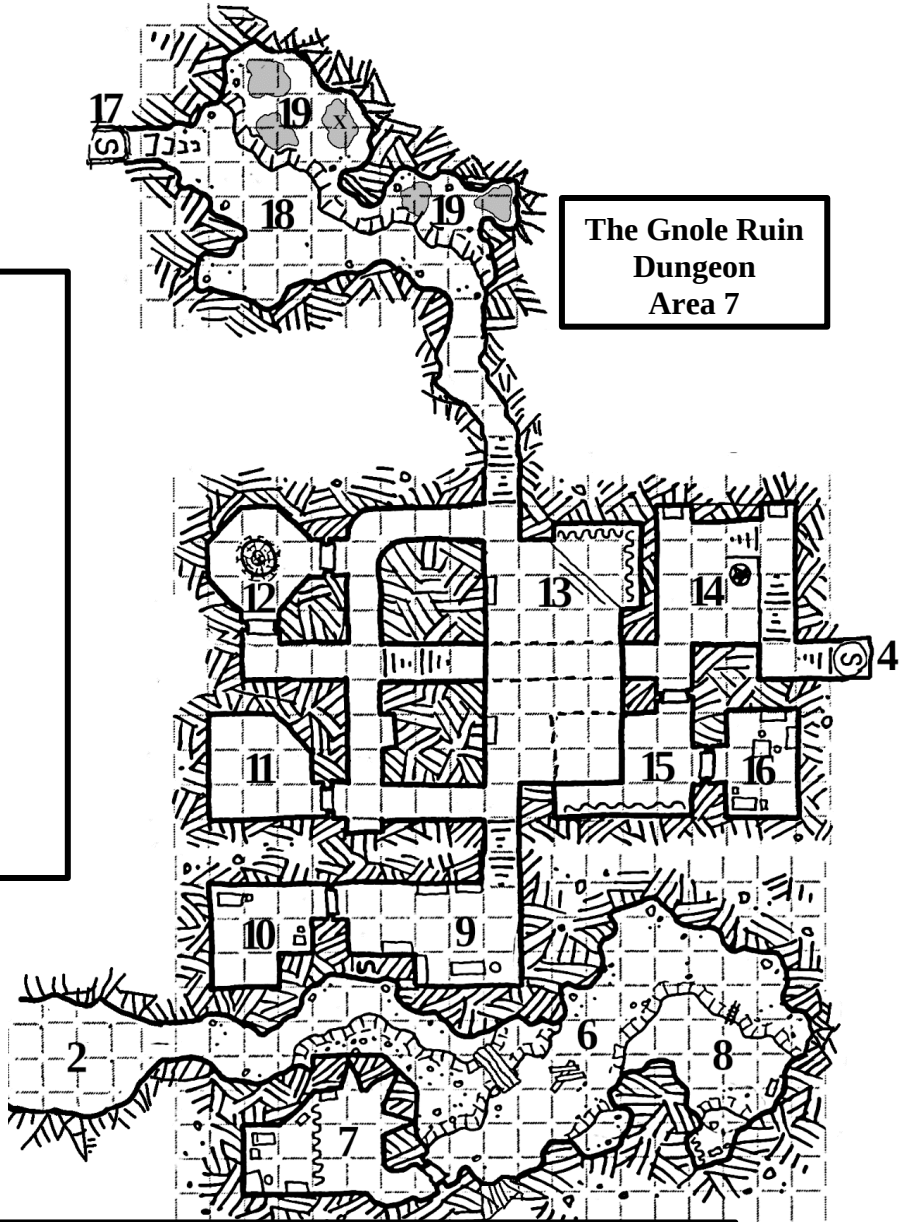
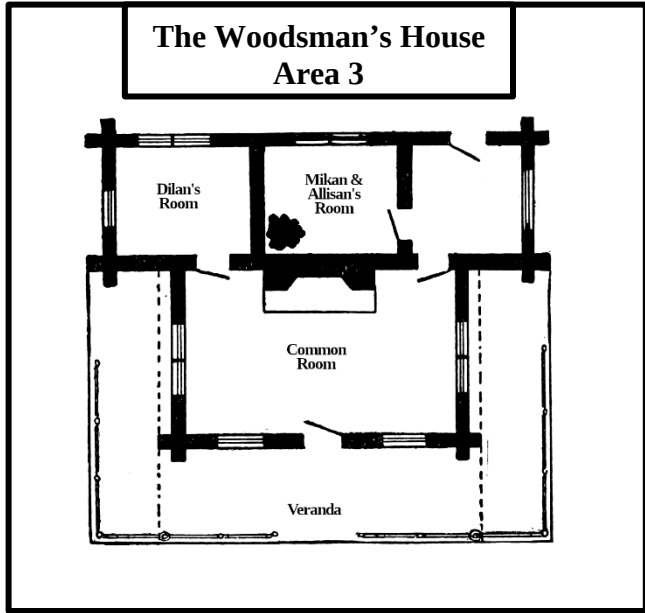
## Combined Monster Statistic Table

Creature	Statistics
<b>Anguished Spirit</b>	HD 4+3; AC 4[15]; Atk chains/lashes (as whip 1d4/1d4); Move 9; Save 13; CL/XP 5/240; Special: Anguish
<b>Avenging Spirit</b>	HD 8; AC 9[10]; Atk: 1 (2d8); Move 9; Save 8; CL/XP 9/1100; Special: Paralyzation, regeneration, Constitution drain
<b>Bear, Brown</b>	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
<b>Beetle, Giant Slicer</b>	HD 6; AC 2 [17]; Atk Bite (3d8); Move 9; Save 11; CL/XP 8/800; Special: Critical Bite
<b>Boar, Wild</b>	HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.
<b>Caryatid Column</b>	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
<b>Centipede, Giant</b>	HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.
<b>Coyote</b>	HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None
<b>Crawling Horror</b>	HD 1hp; AC 9[10]; Atk bite (1hp); Save 18; CL/XP A/5; Special: swarm
<b>Crooked Dwarf, Fey Creature</b>	HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible
<b>Crow, Giant</b>	HD 1+1; AC 6[13]; Atk peck (1-3), claw (1-2); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: none.
<b>Desecrated Corpse</b>	HD 2; AC 6[13]; Atk 2 claw (1d4/1d4) or weapon; Move 6; Save 14; CL/XP 3/100; Special: None.
<b>Doppelganger</b>	HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.
<b>Dryad, Fey Creature</b>	HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).
<b>Firbolg, Giant-kin</b>	HD 12+1d6 hp; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; CL/XP 13/2300; Special: Spell like powers
<b>Flayed Corpse</b>	HD 1; AC 6[13]; Atk 1 claw or bite (1d6); Move 9; Save 17; CL/XP 3/60; Special: Disease, victims animate as Flayed Corpses
<b>Forsaken One</b>	HD 3; AC 3 [16]; Atk 2 strikes (1d4) twice per round; Move 12; Save 14; CL/XP 4/120; Special: Heat Metal
<b>Ghoul</b>	HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch
<b>Giant, Fomorian, Goblin-kin</b>	HD 9; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.
<b>Gnole</b>	HD 2 + 2; AC 1 [18]; Atk sword or spear (1d8+1 or 1d6+1); Move 12; Save 16; CL/XP 2/30; Special: none
<b>Gnole Raider</b>	HD 3 + 2; AC 1 [18]; Atk sword or long bow (1d8+1 or 1d6+1); Move 12; Save 15; CL/XP 2/30; Special: none
<b>Gnole Chief</b>	HD 5; AC 1 [18]; Atk sword or spear (1d8+2 or 1d6+2); Move 12; Save 13; CL/XP 2/30; Special: none
<b>Goblin, Goblin-kin</b>	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
<b>Grey Ooze</b>	HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons
<b>Haunt</b>	HD 5; AC 2[17]; Atk possession; Move 12; Save 12; CL/XP 5/240; Special: Possession.
<b>Hostile Spirit</b>	HD as in life or 4; AC 6[13]; Atk touch (1d3 CON); Move 12; Save 11; CL/XP 5/240; Special: Constitution drain, Enraging Touch.
<b>Lycanthrope</b>	Werebear: HD 7+3; AC 2[17]; Atk Bite (2d4); Move 9; Save 8; CL/XP 8/800; Special: Lycanthropy
<b>Oozing Black Death</b>	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
<b>Rat, Giant</b>	HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased
<b>Rats, Normal</b>	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
<b>Ratman</b>	HD 1; AC 9[10]; Atk 1 bite (1d6+poison) or weapon; Save 17; Move 12; CL/XP 2/30; Special: Diseased bite, Thief Skills.
<b>Raven, Giant</b>	HD 3; AC 5[14]; Atk 1 bite (1d8); Move 2 (Fly 20); Save 14; CL/XP 4/240; Special: None.
<b>Skeleton</b>	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
<b>Skin Spirit</b>	HD2; AC 3 [16]; Atk Smother (1d4); Move 6; Save 16; CL/XP 2/30; Special: Smother
<b>Spectre</b>	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.
<b>Spider, Giant</b>	HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.
<b>Spider, Giant Greyback</b>	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: paralyzing poison, webs.
<b>Sprite, Fey Creature</b>	HD 1; AC 6[13]; Atk 1 (dagger 1d4 or arrow 1d3); Move 9/18; Save 15; Special: Magic abilities, magic arrows.
<b>Stirge</b>	HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.
<b>Stone Crawler</b>	HD 1hp; AC 9[10]; Atk bite (1hp); Save 18; CL/XP A/5; Special: swarm
<b>Treeman (Leafbeard)</b>	HD 11; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 4; CL/XP 11/1700; Special: Control trees.
<b>Vexed Corpse</b>	HD 3; AC 6[13]; Atk bony claw (1d8); Move 9; Save 15; CL/XP 4/120; Special: Immunities, corpse dust.
<b>Wolf</b>	HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
<b>Wyvern</b>	Wyvern: HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: Poison sting (paralyzing)

# Bonepicker's Tower



# Bonepicker's Tower



# Bonepicker's Tower

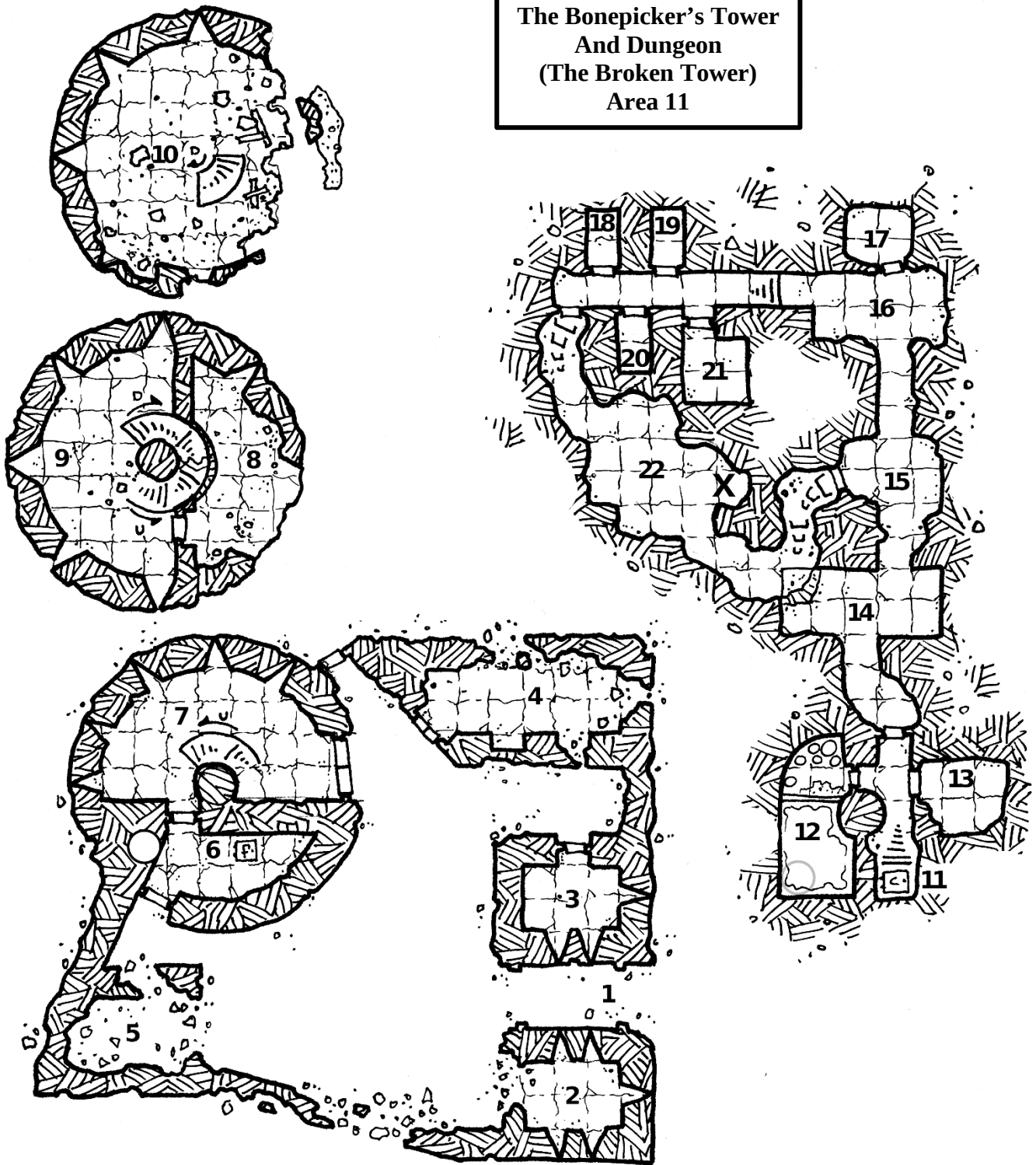
The Gnome  
Ruins  
Area 7





# Bonepicker's Tower

The Bonepicker's Tower  
And Dungeon  
(The Broken Tower)  
Area 11



# The Rosewood Highlands

An adventure in the **Upon the Face of the Waters** Campaign for characters Levels 2-4



They say the old baron went mad.  
They say he killed his lover.  
They say those ruins where once  
stood his opulent castle are haunted.

Most people avoid the Broken Tower  
high on Eagle Peak, haunted or not.  
Bad things have happened up there.

But some winged demon has been  
terrorizing Glynn Rock and the trade  
road to Newtown and something has  
to be done. They say the demon has  
been seen roosting on the crumbling  
crenelations of the Mad Baron's Tower.

And then there's the bones...

Bonepicker's Tower is an adventure  
suitable for characters levels 2-4.  
The adventure is set in the Rosewood  
Highlands and is one of the adventures  
in the **Upon the Face of the Deep**  
Campaign.