

CLASSIC FANTASY ADVENTURE

# BONE MOUNTAIN

For Character Levels 4 to 6



by RC Pinnell

Legends speak of a mountain rich in treasure, where gold nuggets lie on the surface of the ground just waiting to be picked up and claimed. Where a crystalline lake is filled with chilled water imbued with magical powers. And a place where no one that has gone has ever returned. How these tall tales have come to be, no one knows. And you have come into possession of a map while buying supplies at the local trader, that seems to suggest *someone* must have discovered its location and lived. But do you and your friends have the nerve to journey the distance and find out if the stories are true?

## BONE MOUNTAIN

### For 5 to 9 characters levels 4th to 6th

#### INTRODUCTION

This adventure is written to accommodate the majority of the current and out-of-print fantasy role playing game systems available; Holmes77 rules specifically. While some may not as easily lend themselves to adapting this work into their mechanics, others will find it quite simple and easy. Whichever system you, the Dungeon Master, are currently using, it will be up to you to do the tinkering necessary to make the adventure work.

Bone Mountain is designed for a party consisting of 5 to 9 adventurers ranging in levels from 4th to 6th. Magic-users should not have the ability to "dimension door" or otherwise be able to teleport away from the mountain. Clerics should have access to curing spells that restore greater amounts of hp than a mere Cure Light Wounds; scrolls can offset a cleric's inability to actually cast from prayer the more complex spell/s. Dwarf fighters will benefit a party more than usual, and such is explained later in the text, while elf fighters/fighter-magic users will have immunities to some indigenous creatures encountered. Thieves will find little to keep them occupied, as the bulk of the adventure is done in the outdoors, and requiring little of their service/s.

#### NOTES TO THE DUNGEON MASTER

Several unique features are incorporated into the adventure that do not, normally, appear in the rules you might be using. Some will be described as they appear chronologically in the text, while others will be found in this section. It is imperative that you implement these throughout the playing of this scenario.

Bone Mountain is a unique location, inherent with guards and conditions that distort normal actions and abilities of the characters. The foremost being the following.

1. All Clerics Turn Undead at 3 levels lower than their actual level of ability.
2. Protection From Evil/Good spells do not function.
3. All skeleton-monsters suffer no damage from cold or fire based attacks (including spells!)
4. Sharp edged/pointed thrusting weapons (dagger, spear, etc) do only 1 point of damage vs. skeleton-monsters;

slashing types (swords, pole axes, etc.) do 1/2 damage; and blunt weapons can do up to full damage.

5. Fly, illusion, levitate and phantasm spells do not function on the mountain.

6. All skeleton-monsters have set amounts of hp according to their Hit Dice.

And, as normally encountered, all skeleton-monsters are immune to Charm, Hold, Sleep, Slow and Suggestion spells.

Along with the previous monster-related issues, there are other things about the mountain that are detrimental to the characters in one way or another.

1. For each day spent on the mountain 1 month will pass in the world outside. While this will have no great ill effect upon the characters personally once they leave the mountain, it might very well cause lots of strange things to occur that will await them upon their return to civilization. You will have to work out and determine all the ramifications this phenomenon will have upon the characters.

2. All gold coins carried onto the mountain will begin to transmute into worthless iron slugs after 1 day, at which point for every day cumulative thereafter a gold piece will become an iron piece (1 on the 2nd day; 2 on the 3rd day; 3 on the 4th day, etc.)

3. For each day spent on the mountain, there is a 1% cumulative chance that a character will become insane and never wish to leave. This must be rolled by the players at the end of each day. Those that fail will not appear to behave drastically different, except for becoming possessed with the notion of picking up as much loose gold laying about as they can find and hoarding it away somewhere in a secret location. They will refuse to leave should the others decide to, and only a *remove curse* or *dispel magic* spell cast upon them will cure the effect they suffer. **Note: Elves are immune to this effect.**

4. Those that resist becoming insane (see 3 above) have a similar (cumulative) chance each night of experiencing horrifying nightmares and actually being visited in the astral or dream state by a demoness that will either attempt to seduce them or attack the person asleep; either case allows a save throw and if successful, the demoness is repelled back to the abyss. If the player fails, his or her character's soul has been snatched from its body and stolen away.

## BACKGROUND

Whatever the myths and legends suggest about it, no mortal being truly knows the secret of Bone Mountain. Though some may speculate it is a place of great evil it is, in fact, not so malicious as that.

The world in which this adventure takes place has many names; it will be different according to each DM. For some it may simply be called--Earth, and for others it may be the name of the setting in which they run the adventure. But in each case the purpose of the mountain is the same, and any attempts to withdraw from it its secrets will be met with the same resistance.

Unlike humans and the other character races in the world, animals and creatures do not possess souls. Their *SPIRITA* is connected to the world itself, and when they die, their essence returns to the earth. When new generations are born, the spirita is collected and distributed into the unborn vessels and through which will it will reenter the world. This is the cycle of natural life.

Bone Mountain is one of the depositories of the spirita. And is, itself, a guardian being whose function is protecting the spirita. Thus, it manifests in various shapes and forms in order to prevent intruders from desecrating the remains of the spirita it has gathered beneath it.

This process causes the earth to move, shift, expand, as it draws the remains-essence of the deceased to the location of the mountain. This constant, yet slow, movement causes precious metal ores to rise to the surface. Thus, the legends of fist-sized gold nuggets are true, though difficult to claim, as the mountain guards its treasure as well as the spirita.

## GETTING STARTED

The party of characters should be a group of seasoned explorers, having adventured together before; this provides the cohesive background for the players that usually assists in group actions being worked out and understood well ahead of actual need. It also creates the bond that ties them all to common goals and desires. If such is not the case, you will have to allow the players some "before time" so the characters can meet, get to know each other, and develop whatever understanding/s they need in order to take on the scenario.

Play should actually begin in a small city or large town. It can be one the group is familiar with, or one they just happen to be passing through. In either event, upon buying some supplies at the local trader, one of the members will come

into possession of a strange map--either folded and hidden in a secret pouch within a backpack, or in a tubular scroll holder. Unfolding this will reveal a tattered, stained and faded parchment. Roughly drawn in the center of this will be a mountain; its actual location will only be hinted at by the map itself--suggesting somewhere to the west, in the uncharted frontier.

At some point upon finding this, the characters might decide to ask around, either directly about the mountain or discreetly seeking information from the local residents. When they do you can use the following table to supply legends, myths and rumors to the players.

## TABLE OF LEGENDS, MYTHS AND RUMORS

- 1.(F) There's no such place. Likely you just found some old rag someone intends as a joke.
2. There was a group, gosh--better than 2 year ago--that went searching for some mountain as I recall. Don't know if they ever found it--their leader, some priestess named ALORA, was the most clumsy thing I ever saw. Doubt she could find her own shoes without help!
- 3.(F) Sure. I heard of such a place, where giants live!
4. The western frontier has never been fully explored. I know a fellow who said he saw a strange looking set of mountains once, and slept at their foot. He said he had terrible dreams all night, and didn't want to linger about come sun up.
5. I heard of such a place. Supposed to be gold nuggets as big as a man's fist just laying about. I never put much truth to such talk--I mean, why would they be laying around if someone came upon them? Wouldn't they all be taken?
6. Yes, I've heard of it. I also heard that priests don't fair too well up there. They don't call it "Bone" Mountain for nothing!

(F) (Indicates a false legend-myth-rumor)

Once you have become familiar with the scenario and the mountain, you can expand the table, delete things and modify it any way you wish.

## JOURNEY TO THE MOUNTAIN

The trip to the mountain can take any number of days--and nights--you wish. It should be far enough (deep)into the frontier wilderness as to be at least 3 weeks from the nearest large community; roughly 330 miles. En route it is possible that the group will encounter an array of beings and creatures. If you desire to conduct the journey as part of the overall adventure, then you should consider creating the encounters and events necessary that might occur along the way.

For the purpose of this adventure, you may keep it very simple and implement 3 of the following encounters (1 per week) on the journey to and from the mountain. (Naturally you may modify this table according to your own preferences)

## ENCOUNTERS TO &amp; FROM THE MOUNTAIN

Die Roll	Creature/s Encountered
1	BUGBEAR, 2-16
2	BUGBEAR, 1-8 + OGRE/S, 1-4
3	DRAGON, WHITE (young adult) 1-2
4	GIANTS, HILL 1-4
5	HIPPOGRIFF, 1-4
6	SPIDER/S, 1-10 L-- or 1-8 H --or 1-6 G

Only encounters 1, 2 and 4 might include nominal treasures. Check with the appropriate Monster Manual to determine what amounts these might be.

Once the party is within 20 miles of the mountains they will be able to visually guide themselves to the location as indicated on their map.

## ASCENDING THE MOUNTAIN

Checking with their map, the party will see 3 trails all converging upon the mountains. Let them choose which they want to use. One is from the north and 2 from the south; as a river separates the southern entries, you can assume they will be on the eastern trail as they begin their ascent, unless they notify you otherwise. Horses and mules cannot be ridden on the trails, but may be pulled along by members of the party.

Movement will be according to the group's desire, vs. the constantly varying slopes and terrain over which they will pass. Along the trails, assume that they can move at least half (50%) of their normal rate (480' per turn) on steep inclines, and better where the trails level out (roll 5d10 % and add to the half amount). Make sure the group rests for 1 turn after 2 spent moving. Going down a slope is tricky and as dangerous as climbing one, so use the half move rate in such instances.

## OFF THE TRAILS

Each square on the map is equal to 120'--that is, 120' x 120' x120'x120'. This amounts to 14,400 square feet. Laying atop and just beneath yet protruding up through the surface of each square the characters will easily see nuggets of gold,

and bones. The nuggets range in size from that of a large marble, to the size of a man's foot; with the majority being about fist-size. If the party ventures off the trail to gather any nuggets, you must first determine how many they can visually see and count before they do so. To do this, roll two d12s x12 to determine how many there are in a given square (24-288). One (1) in 288 will be large (as in a man's foot) and twenty(23) in 24 will be small (marble size); leaving the remainder at large, fist size. While this is raw ore, the value of each piece will vary as follows. For small nuggets, roll a d6, with each pip representing a GP value of 1. For fist size ones, roll a d6, representing each being of 100 to 600 GP value. For the largest, roll a d6 with each pip representing a GP value of 1000, or 1000-6000 GP. While this might at a glance seem too lucrative, keep in mind that 10 small nuggets equal 1 lb encumbrance; fist sized ones being 10-60 lbs encumbrance, and so on. Besides the encumbrance factor involved, the mountain will take steps to protect these nuggets by assembling guards from the multitude of bones laying about. This is discussed next.

## DEM BONES DEM BONES

Off the trails and found within the same square footage of the gold ore nuggets are bones, bones and more bones. Skulls, femurs, fingers, toes, ribs, arms, spines, pelvic, and horns. All sizes and shapes, from human, to dwarf, to elf, to wolf, to ogre, to cougar, to hawk... All and each of them are constantly moving, but so very slowly, as to appear still and motionless to the eye at a glance. If the party should stop to investigate and search about, the bones will suddenly speed up, appearing to rush together to join and form various shapes. Once formed they will attack to repel intruders and violators of the mountain.

3-12 skeletons will each become a shape in 2d6 rounds, with each round determining the distance times 10' away from the party that the creatures will appear--2 R equal 20', etc. All will take one of the following forms.

## SKELETONS OF THE MOUNTAIN

1. Bipedal, smaller than man-size
2. Bipedal, man-size
3. Bipedal, larger than man-size (ogre, owl bear)
4. Quadra pedal, crawling (giant lizard like)
5. Quadra pedal, walking (wolf to small horse size)
6. Quadra pedal, walking--large (bear/Chimera)
7. Non-pedal, snake-like
8. Winged, flying type (giant hawk/owl size)
9. Winged, flying type--large (dragon size)
0. Other, conglomerate abomination

CHARACTERISTICS BY SKELETON TYPE

Type	AC	Attack HD/hp	DAM	Move	DEX	AL
1	4	2(6)	1-4	60'	11	N
2	3	2(6)	1-6	90'	9	N
3	2	4(12)	1-8	120'	7	N
4	2	4(12)	2-7	90'	10	N
5	3	5(15)	2-12	100'	8	N
6	4	6(18)	2-18	120'	6	N
7	5	2(6)	1-4	40'	12	N
8	6	3(9)	2-5	20*	9	N
9	7	7(21)	2-20	30*	7	N
0	9	5(15)	1-10	50'	5	N

\* Winged types do not fly

The skeletons-guardians of the mountain do not use man-made weapons, or things manufactured. They will use their bony claws, teeth and beaks--whatever their natural form of attack was in life; or reasonably similar to such. They are immune to all the things previously mentioned in the opening sections of the adventure. And once destroyed, they will reform in 2-6 rounds, as long as the characters remain in the area; the skeletons do not leave the square they originate in, not even to pursue fleeing intruders. After their area is clear/free of living beings, they will disassemble in 1-6 rounds, falling back to the ground.

Touching a bone before it has formed into a skeleton is a bad thing to do. Any character doing so must make a Save vs. Death Ray or suffer the following results. **Note: dwarves have a +4 bonus against this effect. But should they make their save, they suffer no ill effect/s; only if they fail, do they receive the effect listed for others that make their save (dwarves never suffer the more "serious" effect listed)**

Die Roll	Character makes Save	Character fails Save
1-5	takes 3-24 points shock	lose 1 level
6-8	lose 1 point DEX	suffers form of insanity*
9	lose 1 point CON	suffers form of insanity*
10	lose 1-8 hp permanently	suffers form of insanity*

\* forms of insanity can be derived from various sources. In Advanced D&D Dungeon Master's Guide, there is a table on page 83, with descriptions that follow. You may use this to determine the type of insanity, or find other manuals and resources to assist you. (It is suggested that only the milder, less serious forms be considered)

Permanent loss of 1-8 hp is means that these hp, once lost, cannot be replaced by normal Cure spells. Thus, the character will forever be minus these should he suffer this fate. (A *Wish* spell notwithstanding)

SET ENCOUNTERS MATRIX

The following 9 encounters are designed to challenge the players' characters as they explore the mountain. You can add others as you desire, or include wandering encounters if you wish. If you do the latter, it is recommended that you do not include living creatures unless they are connected to magic or some extra plane of existence.

Elevation lines designate a rise of 120 vertical feet, relative to the "surface elevation" at areas A, B and C.

1. THE NORTH GORGE

Laying at the southern end of this gorge is a large pile of bones. The bones themselves are of huge size, for they are the remains of a **dragon**. As soon as the party reaches a point in the trail (A) parallel to this location, the dragon will animate and rush to attack. AC2 Move 9" Attack as 8 HD (24 hp) ATK 3 D 1-6/1-6/3-18 INT- non, Neutral, Large For Turn Undead purposes, it is treated as a Spectre. Oddly, stuck on the end of one of its wing spars is a magical **ring of fire resistance**.

2. THE LAKE

Fed by a stream cascading down from a higher location (9) a large body of shallow water sits here. Approximately 250' from east to west and 190' north to south at its greatest span, the lake is only 9' deep at its center, crystal clear with a bluish tint, and a stream exiting from its south bank.

Drinking water directly from the lake can be beneficial or detrimental depending on whether the character makes a Saving throw vs. Poison or not. (See table below)

Die Roll	Save throw made	Save throw failed
1-3	gain 1 pt CH	If LG/E character becomes CG/E
4-5	gain 1 pt DEX	If CG/E character becomes LG/E
6	gain 1 pt CON	If N character becomes LG(1-2) LE(3), CG(4-5) CE(6)

Removing water from the lake removes its powers, leaving behind clear, fresh water that--when drunk while atop the mountain-- will increase a character's natural regeneration of daily hp by 1-3 (only once per day). If taken away from the mountain this effect is lost.

In addition to the lake's magical water, it harbors a great treasure. In the deepest water lies a giant turquoise pearl 2 feet in diameter. It has a value of 5000 GP in the market place of any large city. Guarding it, however, are 3 **Lake Sirens**. They are natural elementals of the plane of water, and take the shape of beautiful and seductive female elves. Their only attack is by luring their victim to within reach, where they deliver a debilitating result. This touch causes the victim to lose all his Intelligence, becoming an idiot with a score of 3.

Only males are affected by the luring ability of the sirens. Those males that make visual contact with the form must make a Save vs. Spell at -1 or will immediately drop everything and rush to embrace the figure.

Victims of the attack are allowed a Save vs. Turned to Stone at a -1 penalty; elves receive a +1 bonus against this attack. The victim must be touched by the siren, which requires an attack roll. Once this occurs the effect cannot be removed by anything except a Dispel Magic cast by a level 7 cleric or higher; magic users casting the spell have no effect.

Lake Sirens cannot be attacked while underwater. If they are on the surface, only blunt weapons will disrupt their form should they lose their hp; they can reform in 1 to 6 hours. For purposes of combat consider the following. AC1 Move 120'/turn (in water) Attack as 3 HD (9 hp ea.) DEX 15 D none(see above) INT--extremely (16+) Neutral, Man size.

### 3. THE GIANT SKULL

Approximately 15 feet high, with eye sockets about 4' across this huge object rests on the ground, its teeth digging into the mountain as its lower jaw is absent. It is the skull of a god from ages past, and is easily accessible to halflings, dwarfs and elves; large humans must remove backpacks and such but can eventually squeeze through the eye sockets as well.



Once inside the skull, characters are safe from attacks by the monsters of the mountain. No other bones are present in this zone (square), as its magic still drives back mountain

creatures to a radius of 120'. Remaining inside for 1 day or night will add a bonus of 1-3 hp to a character's natural regenerative abilities.

### 4. THE ICY COPSE

A large cluster of withered, gnarled trees dominates this location. The leafless sentinels stand between 10 to 20 feet in height, but are unusually thick in the trunk; the smaller ones being about 1 foot with the taller ones being as much as 3 in diameter. All appear relatively sparse of limbs, having very few to speak of--2 large main ones and no more than 3 smaller ones total. Many of the tops appear split, and sawed off. Black and snake like roots slither away from the base of the trunks, cracking through the ground and crawling along the surface in places. The bark of them all appears to be burnt, but not as if from without, but more like from within! For a faint scent of rotting flesh emanates from each and is noticeable from as much as 10 foot away; closer than that, and a piercing cold stabs through the characters' clothing and protection, biting at them.

The temperature in this area is noticeably cooler than anywhere else on the mountain; it is always about 55F degrees here (see circle on map of this zone). Unless some kind of magic is used to fend off the chill, characters that remain in the area (circle) for more than 3 hours will begin to take 1 point of damage per hour thereafter. Should the characters attempt to harm the trees in any way, the Copse Guardian will appear in 1 round and attack them. It is called *Bone Tree*. AC1 Move 60'/turn Attacks as 8 HD monster (40 hp) 2 attacks D 1-12/1-12 Neutral INT--very (14) Large. Icy blue flames radiate away from it, creating a zone of freezing cold all around it up to 10' radius; any living being within this suffers 1d10 points of damage per round, or half if a Save vs. Breath is made, per round. Blunt weapons will only do 1 point of damage and any magical plus against it; piercing/stabbing attacks (dagger, spear, etc) do the same. Slashing blade attacks (swords, axes, etc) do full damage and any magical pluses. Fire, cold, lightning, poison have no effect upon it; nor do mind-based, illusion or phantasm spells. It can see invisible objects or beings.

If Bone Tree is killed, it will fall to the ground and be sucked into the earth and disappear. But left at the spot will be a large, blue diamond worth 5000 GP in the market of any large city. The stone is also magical, and will prevent its owner from suffering any fire/cold damage at all, even from a dragon! It will freeze water if touched to the liquid, at a rate of 1 cubic yard per round.



##### 5. SADDLEBACK RIDGE

A winding steep trail leads the characters up the side of the hill to this location. From here they can see the higher peaks (7-9) that rise up like reaching fingers into the sky. But nestled here between two nubs is a small flat zone, and an unusual sight awaiting them. A cylindrical cage with a door in the front stands on the ground here. The bars appear wide enough for a halfling or small elf to wiggle through to get in or out of. A seat cushioned with lush fabric fills most of the interior. Atop the cage is attached a long tubular perch and on it sits a **Giant vulture**. The creature's talons curl around the perch, as its heads shifts from side to side, apparently busy looking in all directions. As the party approaches its head will snap around, its eyes focused upon them, as it opens its mouth as an eerie sounding voice issues forth:

*ONLY THE WISE WILL KNOW WHAT TO SPEAK  
ONLY THE BRAVE WILL KNOW WHAT TO SEEK  
ENTER THE CAGE AND SOON YOU WILL SEE  
THE TREASURE OF AGES THAT AWAITS THEE*

It is a trap. Anyone that enters is doomed. Only one will be accepted at a time, and when any character enters, the gate door will close, and the vulture will flap its giant wings, lifting off into the sky and carry the cargo for miles to a distant volcano where a boiling hot springs awaits. Upon reaching the location the vulture will hover above the spring and release the perch, dropping the character and cage into the boiling water below. The scalding liquid immediately causes 3-36 points of damage, and 1-10 for each round thereafter (There is no Save against this). The vulture will then land nearby, where other such cage-transporters await. It will grasp the closest perch and lift off, returning to Bone Mountain (a trip of about 2 hours).

Victims in the hot springs are consumed by the creature that resides there. It is a demon from the aquatic plane known as the **BALRETTI**. As it is impossible for a party of the levels involved to defeat this creature, obviously even one, should the victim manage to exit the pool, does not stand a chance. Simply consider the character dead for all practical purposes. You can, of course, design this creature and flesh it out fully if you wish to have the party challenge it. You may also do the same with the vulture.

Should any character question the "invitation" allow them to roll an ability check vs. their Wisdom score. If the result is equal or less, then they will suspect that the invite is not on the "up and up."

The "test" here is to teach players not to be so gullible and greedy. There is no reward, expect their lives, for doing the smart thing--leave the area at once!

##### 6. NIPPLE ROCK

Upon reaching this locale the characters will see a white, chalky liquid oozing out of an oddly shaped formation; after a moment's look it will become obvious that the rock is in the form of a large, woman's breast. If the liquid is gathered up in containers and then used to coat weapons, blade types such as swords (even arrow and spear heads) will not suffer the penalty vs. skeletons normally experienced. The coating will only last 1-6 hours (6-36 turns) after it leaves the nipple and/or once it is applied to a weapon. Thus it is important to gather the liquid into a vessel first (a flask, vial or other container) to transport it.

Gathering the magical liquid is not without risk. Atop the second highest peak of Bone Mountain dwells a strange creature called a **COCKATRICE**. This combination rooster, serpent monstrosity is only concerned with guarding Nipple Rock. Immediately upon seeing beings approach the formation it will take flight to intercept and attack the invaders (See 8 below).

Laying about the general area is (at least) a dozen pieces of stone shapes that appear to resemble fingers, hands, feet, ears, etc.

### 7. THE CHIMERA'S PEAK

Like the creature at the second tallest peak just to the northeast, the resident of this location is a living creature. How it fits into the scheme of Bone Mountain is not quite clear; it is not a skeleton, or other form of Undead. Perhaps the fact that it guards the cave from which a running spring emerges and empties into the lake, it is allowed to remain. But whatever the reason, the enigma is not likely to ever be unraveled by the characters.

Residing atop the peak is a **Chimera**. AC4 Move 120'/turn (180' flying) DEX 10 9HD (36hp) Attacks 5 D 1-3x2/claws, 2-8 x2(goat/lion head bite) 3-12(dragon head bite) INT--low (7) Chaotic Evil, Large. It also breathes fire like a dragon, 3 times per day, but only for 3d8 damage, or half if a Save is made. It is allowed by Bone Tree to keep any treasure that it gets from killing intruders; at best it will have an incidental amount (type F)

### 8. THE COCKATRICE'S PEAK

As mention before, this creature serves as guardian to the strange peak to the southeast. It will immediately take flight upon seeing intruders approach Nipple Rock and attack. (See 6 above).AC6 Move 90'/turn (180' flying) DEX 13 6HD(24hp) Attacks 1 D1-6 INT--non, Neutral, Small. Its touch/attack will turn opponents to stone unless a Save throw is made. It has no treasure.

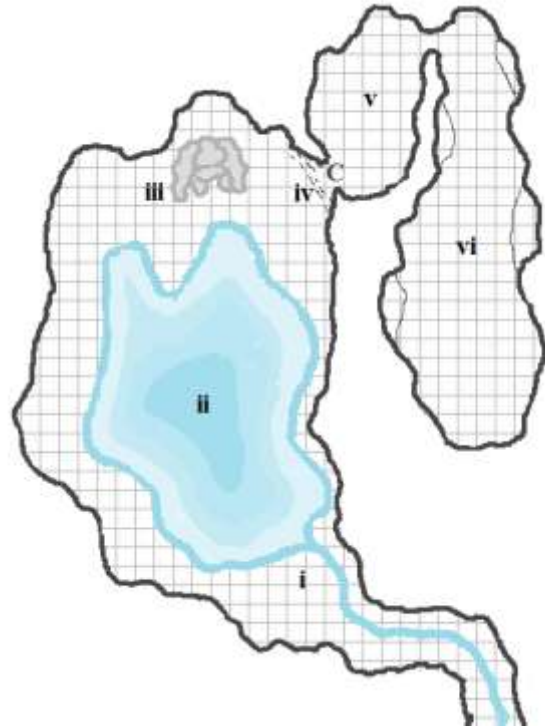
### 9. THE CAVE OF BIRTH

As the characters follow the stream uphill they will come to a cave in the mound northwest of the largest peak, and where the stream enters and appears to originate from. Upon entering the will find a large cave with a crystal clear pool in the center (see map)

The fountainhead of the stream begins at location I (see above) The pond itself (II) is fairly deep--around 6' in its center--but filled with very clear water. Moving about within this are 3 **giant transparent worms** that cannot be seen casually--treat as being invisible until they attack. It is from these magical creatures that magic users gather material components to manufacture potions of invisibility, or to use in the making of rings that render invisibility upon the wearer.

Their only offense is to coil around a victim and squeeze, causing 1d8+1 hp damage per round. To do so the worm must roll an attack of 8 or better and, if done, it will encircle

the victim within 1 half round and not let go until it or its victim is dead. The creatures have 12 hp each and are considered to have 2+1 HD for experience purposes, plus bonus points. Only magical blade weapons will damage the worms, blunt ones will have no effect. The creatures have a DEX 14, can move 90'/turn in water, are non-intelligent, large (15' long) and Neutral.



Magic users will pay up to 3000 GP for one, but the creature must be alive upon delivery. To take one alive, characters must follow the "Subdue" process described for dragons. But once the creature is subdued, it must be transported in a vessel filled with the water of its birth or it will die in 1-6 days. Once dead, it becomes visible and loses all its magical essence and worth.

Protecting the worms is a giant man made of earth (III). This **Earth Spirit** is bipedal, and appears very similar to a hill giant in size and shape, save that its features are smoothed and flattened. Should the characters molest or enter the water it will animate and move to attack. AC5 Move 60'/turn, DEX 9 5+3HD (30 hp) Attacks 2 D1-10/1-10 SA if both attacks hit the same victim, it will pull the person into its body, grasping tightly with its arms and attempt to suffocate the victim. The attack literally pins the victim's arms to his side, rendering him unable to counterattack, cast spells, or attempt to use items. Each round he must make a Save vs. Turn to Stone or begin to suffocate, taking 1d8 damage per round until the creature is killed or he is. Once the creature has grasped a victim it cannot attack another, and is very

susceptible to damage, taking +2 from all blade type weapons (blunt weapons do not harm it at all!) When it is thus engaged it is considered AC9, and any attacks on it have a 10% chance of striking anyone held as well, as the creature lunges about.

Material from this creature can be used by Magic Users in the casting of Pass Wall, Transmute rock to Mud and Wall of Stone spells. One (1) jar of it is worth 500 GP in the marketplace of a large city. Unfortunately, once the creature is destroyed, the bulk of it will melt into and be absorbed by the earth, leaving behind only enough to fill 2-20 jars.

In the northeast corner of the chamber the wall (IV) is very thin, being a facade to hide the doorway/passage beyond (C). And elf might notice something odd about this area if it makes its "detect secret doors" roll; and in this instance, any dwarf will detect something amiss about the wall on a roll of 1-4 in 6.

A small middle cavern (V) lies beyond the fake wall. In it are dozens of large broken and open casings--egg sacks. These are very old, dry and brittle and so many that to step between them without them crunching under foot, the characters must move slowly (10'/round) and make a DEX check each round. Failing to do this will result in one putting his foot down in the wrong place and crushing the casing, thus making a very loud cracking sound. Should this occur the residents in the chamber beyond (VI) will be alerted.

The last cave is arguably the most potentially lethal, for within it dwell 4 strange creatures and their offspring. These are known as SIRACHNID, and are a combination of a female siren and a giant spider. Their upper torso is identical to that of a beautiful female, complete with long flowing hair and enticing eyes and lips. The lower half of their bodies become an eight legged abdomen the size of a small pony, with legs 4' long. They do not have the bite and poison attack of a spider, but can spit a highly toxic saliva up to 30' that will blind and paralyze its victim/s unless a Save vs. Poison is made; it can launch this attack 3 times per day. Anyone failing his or her Save is blinded and paralyzed for 3-12 turns (or until removed by some magical means.) Those paralyzed are eaten. For purposes of combat, they are considered AC4/8 for the spider body, Move 120'/turn (90'/climbing walls) DEX12 5HD (25,24,23,22 hp) Attacks 1/spittle D See above INT-very (13-14) Neutral, Large. The floor of the cavern is filled with over 3 scores of tiny versions of these creatures, but have only 1 hp each and are AC9 and non-combatant. (These will rush to the south end of the cave upon intrusion)

Four ledges are located within this cavern, each about 11 feet up from the floor; the arched ceiling extends 9 feet beyond these. Upon these the creatures have gathered and

keep the minimal treasure from past victims. Over 10000 coins can be collected from all 4 shelves, but all are now worthless--having long turned into iron. Upon one shelf is a +1 *shield*, on another a +1 *magic hammer*, upon another is a *Staff of Healing*, and on the last is a +2 *dagger*.

This ends the adventure module *BONE MOUNTAIN*.

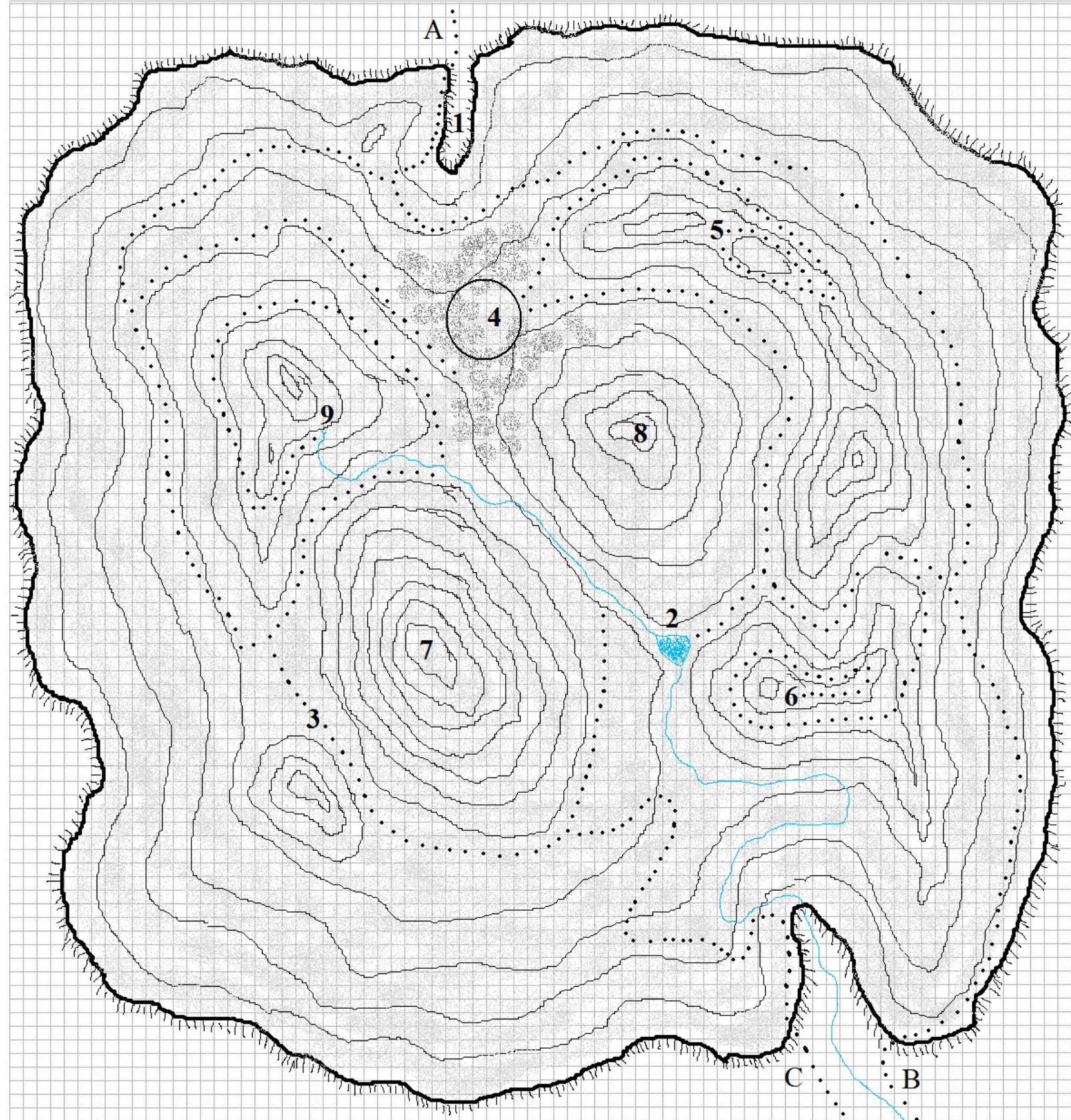
#### AFTERWORD

As this adventure is designed for characters above 3rd level you, the Dungeon Master, will be required to implement rules and guidelines from various sources in order to conduct the encounters. Several Out-Of-Print manuals can be gleaned for information regarding the levels in mind. These might include, but are not restricted to: Expert Dungeons & Dragons '81(Cook-Marsh), or '83(Mentzer). If you decide to utilize these, make sure you adjust the creatures within this module by replacing the d6 system for generating their hp, to that found in those works. In addition, it is recommended that you consult the Classic '77 Expanded Rules booklet (based on Holmes77) as this (and Holmes77) are the prime source of monster information found within the module. Both of these works are available free as PDF downloads at the following site:

<http://stores.lulu.com/worldofthorkhammer>

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# BONE MOUNTAIN



one square equals 120'

elevation lines equal + 100'