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GARDEN OF BONES



Gold
& Glory





Garden of Bones

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The Garden of Bones is a legendary place covered in mystery and peril, full of dark wonders and incredible treasures.

Sages have talked about it for centuries but very few have ever discovered its location.

But now an expedition to this mystic place is being organized.

This dungeon adventure features unique rewards and a very dangerous environment, and might prove too much of a challenge for Novice heroes.



Garden of Bones

The Story So Far



The Garden of Bones was created by a powerful necromancer to be given as a present to a love interest of theirs. Once the gift was rejected, the necromancer turned the garden into a place of nightmares and horrific creations they built to externalize their frustration. It fell into obscurity after the ages passed away, and it became a myth.

Now, a scholar with sinister interests has located a map they believe to lead to this mythical garden and desires to be taken there to admire the garden and possibly collect the legendary Ghost Lotus.

The player characters might get involved being hired by this scholar, or by finding information about the mysterious Garden of Bones themselves in another adventure or dungeon expedition. There are many things that could interest them in this ominous place.

If you plan to use this scenario in a wider fantasy campaign, powerful items such as the Ghost Lotus (see **Magic Items**), the Blood Fountain and the Throne of the Dead (see **Special Features #18 and #19**) may very well be a turning point in your campaign.

Rumors

Each character is allowed one **Networking** roll. Each success means one of the following rumors is acquired. Roll a d6.

- 1 The Garden of Bones may seem like a place of death, but it's actually infused with life. But it's a strange life, that is capable of reviving any bones left in the place, creating, sometimes, beautiful things, sometimes terrifying abominations.
- 2 Not everything there is made of bones. There is gold, silver and platinum shaped like skulls, rib cages and other osseous matter. The individual who created that monstrous place had a very peculiar taste, but was very rich nonetheless. Some pieces might be worth a lot to more eccentric collectors.
- 3 The necromancer left a guardian in the garden. A creature capable of changing its shape and mixing up the skeletons of many different beings all at once. It always possesses the head of a three eyed goat though.
- 4 A group of foreboding monks have erected a monastery in the gardens and tend to its sinister environment. They worship the necromancer like a god and are always looking for living beings to offer to their patron in bloody sacrifices.
- 5 There is a flower known as the Ghost Lotus that only blossoms in the Garden of Bones. It's a powerful ingredient, capable of being turned into an elixir of life, restoring any deceased individual to the prime of its life.
- 6 The Death Cultist who visit the garden daily identify one another with a series of gestures. If you can discover these and perform them in front of one, they will not attack you. Failure to do so, however, can lead to deadly encounters.

Books and Chronicles

Characters who research old libraries for information about the Garden of Bones can discover one of the following pieces of information on a successful **Research** roll. Roll a d8.

- 1 The Ghost Lotus is a supernatural flower found in the Garden, that can be toxic to anyone touching it. Those who want to pick them up to study and experiment with it should be certain to never let it touch their skin.
- 2 The necromancer, being rejected by their love interest, constructed an abomination with parts of many individuals to be their companion. This creature still inhabits the Garden of Bones, ready to protect it from looters and any others who would destroy the place.
- 3 The spirit of the necromancer never departed and still tends to the Garden of Bones, like a sinister gardener. They water the bone plants with the blood of the innocent that are brought to them by their undead minions and cultists that do a pilgrimage to the legendary garden.
- 4 To destroy the guardian left by the necromancer, one must shatter the skull that is the only constant in its ever changing form. Beware, however, for it will attack relentlessly anyone who damages his skull, which stores its demonic essence.
- 5 The Garden is under the effect of a displacing magic, which makes it float between our reality and another plane of existence, meaning that once inside it's easy to lose the way out.
- 6 There is an evil vampire queen hidden in the gardens. She was the necromancer's lover and will try to convince anyone she is an innocent princess in need of rescue. Beware of her words, they are sweet but poisonous.
- 7 The necromancer built a throne that allows to communicate with the deceased.
- 8 A fountain inside the Garden has incredible healing powers.

General Appearance



The Garden of Bones is located in an extensive valley hidden by deserted rocky hills in a cold, mountainous region. The ground is completely covered by loose bones that rattle when walked upon, making it extremely difficult to move silently (-2 to Stealth rolls while moving).

All around, there can be seen trees, bushes, statues, fountains, gazebos and other typical sights of gardens, but they are all made with bones from a variety of living beings, although there seem to be a large concentration of human bones, especially skulls and rib cages. There is, however, some actual vegetation growing too. Dark purple vines that cover most of the structures, and, of course, there is the rare Ghost Lotus.

The air in the garden is stiff and a lingering odor of rot and death permeates the air. The place is preternaturally silent as well, as if any sound could be heard at any moment. Strangely, creatures can approach anyone almost as if they had just materialized out of thin air.

Walls: In general, there are no walls. A constant greenish cold fog covers the garden throughout the day, getting thicker in the night. There is rarely any wind in there to disperse it, but people seem to see tendrils coming from the fog and trying to entangle their arms and legs, even though this has no real effect. Such fog plays the same role of the usual dungeon walls, blocking line of sight and even muffling possible sounds: when you determine how big an area is, that really represents how much the party can see around them, as the fog appears to shun them as they move.

Doors: There are no actual doors in the garden (see **Exploration** in Special Rules)

Special Rules

Exploration

As the group wander through the garden, passage is free from one area to another, in any direction they choose, but the group still can't see what's in another area unless they pass through the thick greenish fog.

The Everchanging Garden

A strange force works against the heroes to keep them trapped and lost in its depths. As soon as the entrance is no longer visible to the group, the garden expands and rearranges itself, so that crossing the "entrance" no longer leads out, but simply to another, new random area. Once the entrance is no longer visible to the group, there are only two ways to leave: destroying (or *banishing*) the Shadow of the Necromancer, or being lucky enough to find another exit point (see [Special Features #20](#)).



Wandering Monsters

Every time the group lingers in one place in the garden, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

Garden of Bones



Hazards

- 2 A strange bush of spiked bones. It begins vibrating if a living creature approaches within 2" (4 yards). If a character comes within 1" (2 yards), it explodes, throwing sharp bones in a MBT, causing 2d8 damage (Agility roll to halve).
- 3 The fog thickens and it begins to suffocate anyone in the area. Unless the group has a means to filter the air, apply Drowning rules to any living creature who doesn't immediately leave the area. The fog also causes -2 to Notice rolls and ranged attacks. It dissipates after 10 minutes.
- 4 Several bone legs form around the group and entrap them in a giant cage (Hardness 9, immune to piercing) that begins to get smaller and smaller. Athletics roll to escape, or suffer 1d6 damage every round (+1 per round, cumulative).
- 5 D4+2 Bone Spiders (see Bestiary at page 16).
- 6 Undead Vermin Swarm (see Bestiary at page 20).
- 7 D4+2 Skeletons (see Savage Worlds; add hand weapon, Str+d6). After they are destroyed, roll a d4. On a 1 they rise again!



8 D4+2 Crazy Lost Adventurers (see Bestiary at page 17).

9 1d6+2 Bone Cultists (see Bestiary at page 14).

Unique, roll 1d4 or choose.

1

Unique.

The Monster Bride (see Bestiary at page 17). She's asleep but holds a Ghost Lotus on her hands. If anyone touches it or her, she awakes and is furious.

2

The Bone Guardian (see Bestiary at page 15).

10

3

Unique. The Death Flower (see Bestiary at page 18), posing as the **Ghost Lotus**. When they are close enough, it attacks.

4

The Shadow of the Necromancer (see Bestiary at page 19). He is looking for the Ghost Lotus and will attack anyone carrying it. If the group hasn't found the flower, he mocks them and then disappears, and can be met again.



Treasures

- 2 A bone bush with a dozen silver small roses, worth 1 LT.
- 3 A bone tree decorated with d4 small skulls made of silver, worth 1 LT each.
- 4 A skeleton hand made of ivory and threads of gold, worth 1 LT
- 5 A sack of loose coins left by a previous group of adventurers, worth 1 LT
- 6 A small skeleton cherub statue made of gold, worth 2 LT.
- 7 Various bone plant arrangements with golden flowers, worth 2 LT.
- 8 A golden skull from where various bone vines come out, worth 3 LT.
- 9 The ancient tome of bone gardening, worth 3 LT to the right buyer.

Roll 1d8 or choose. Note results 6-8 are **NOT** Unique!



Unique.
The platinum crown of a princess decorated with diamonds, worth 7 LT.



Unique.
A translucent and shadowy skull made of some shiny crystal. See **The Black Diamond Skull**.

10



Unique.
A bone formation on top of a marble pedestal. See **The Bone Heart**.



Unique.
An ancient tome explaining the procedure required to implant **The Bone Heart**.



5

Unique.
An ancient tome explaining the procedure required to prepare a resurrection elixir from an intact **Ghost Lotus**



6

A translucent flower that seems to be floating in the air above the bones. See the **Ghost Lotus**.



7

A box made from a skull, contains platinum coins worth 6 LT.



8

A small lockbox full of ancient coins worth 5 LT.

d12 or
d20

Special Features

Roll a d12 for narrow passages

Roll a d12 and a d20 for larger areas

Special: If you roll a Unique result that has already appeared, treat it as either another Unique result of your choice, or as Feature #20.

- 1 A three feet wide, three feet tall fountain, pouring clean water.
- 2 Sharp bones on the ground may damage characters passing by: 1 on trait/run die means they may suffer Bumps and Bruises.
- 3 D6 columns of large bones.
- 4 Floral arrangements made with bones in various shapes.
- 5 A 3 feet tall fence made of dried bushes crosses the area.
- 6 Skeleton statues enacting common scenes, such as playing chess, having tea, holding hands and other similar activities.
- 7 A bone gazebo, 4" (8 yards) diameter. Breaking a column (Hardness 8, immune to piercing), has a cumulative 20% chance of causing the gazebo to collapse: 2d8 damage to anyone underneath.
- 8 A 3 feet tall, fanged skull, with a small fire burning inside it.
- 9 An altar of bones and obsidian, dedicated to unknown gods and unholy patrons.
- 10 D6+1 of bone cages where the remains of former explorers and adventurers lie, being consumed by vermin.
- 11 Dozens of blood red flowers with bone stems that actually drip blood from the petals.
- 12 A crushed skeleton under very thick dark vines.
- 13 Seven blackened skulls, with red runes of blood painted on them, forming a magic circle: +2 to Spellcasting rolls, and -2 to Faith rolls within the area.
- 14 A large petrified tree. Corpses hang with chains from the branches.

- 15 A deep pool of dark water. Roll a d6. 1-2: it's empty; 3-4: contains a skeletal fish Swarm (see Undead Vermin Swarm, below); 5: contains gold coins for 1LT; 6: contains both the Swarm and the coins.
- 16 **Unique.** Elishin, a young adventurer who's been hiding for days. His comrades have perished and he begs the group to take him out of the Garden. Same statistics as Crazy Lost Adventurer (see below). If taken out, rewards the group with 1 LT.
- 17 **Unique.** The Staring Skull. A giant skull made of obsidian with ruby eyes (3 LT each) stares intently at each hero. Each character must roll against Fear or become Shaken and roll on the Fear table. Success against Fear, however, grants a Benny. Hardness 10. The first attempt to destroy the skull (or try to take the rubies) summons the Bone Guardian.
- 18 **Unique.** Blood fountain. A fountain made of bones with a statue of a grinning robbed skeleton, from where blood spills out. In an ancient script, one can read "from life, to death". Drinking from the fountain heals all Wounds, removes Fatigue, cures diseases and even heals permanent Injuries. This effect, however, can only happen once per person, ever. Drinking a second time immediately kills the drinker! A successful Notice roll right before drinking a second time allows the character to have the impression that the statue is, somehow, smirking.
- 19 **Unique.** The Throne of the Dead. Anyone sitting on it can communicate with the dead casting *divination* and rolling Spirit, Occult or Spellcasting as the arcane skill (their choice). The user must remember the dead individual or hold a personal item of theirs. Destroying the Throne (Hardness 11) is the only way to permanently destroy or *banish* the Necromancer, who appears immediately if someone tries to damage the Throne (unless he's been destroyed or banished after the most recent sunset).
- 20 An tunnel-like passage appears through the green mist. The rocky valley outside the Garden can be seen through the passage. As soon as it is no longer visible to the group, the passage disappears disappears.

Bestiary

BONE CULTIST

Cultists of death and skeletons. They're partly undead and consider their condition a blessing.

Attributes Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills Athletics d6, Fighting d6, Notice d6, Stealth d4

Pace: 6; Parry: 5; Toughness: 8

Edges

Gear Sickle (Str+d6). Dark, tattered robes.

Special Abilities

- **Corrupting Touch:** On a successful Touch Attack, the victim must roll Vigor or suffer one level of Fatigue (recovered in one day of rest). This effect only works against a Wounded victim, and can kill.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.



BONE GUARDIAN**WILD CARD**

A demon bound in bones. The Bone Guardian can change its shape, assuming the appearance of other features in the garden or one of its four forms: a skeletal warrior, a bone scorpion, a giant two-headed hound and a giant octopus.

Attributes Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills Athletics d8, Fighting d10, Intimidation d10, Notice d8, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Edges**Special Abilities**

- **Armor +2:** Bone plates.
- **Bound:** Its essence is bound to Special Feature #17. If the Bone Guardian is destroyed, it's greenish soul floats back to the skull and can be met again as a result of the Hazards table. If the giant skull is destroyed, it becomes a Unique encounter.



Bone Octopus: Tentacles (4), Str+d4, Reach 4, Bite (Str+d6, PA 2).



Bone Scorpion: Two Claws (Str+d6), Tail spike (Str+d4, AP 4). May attack once with each at no multi-action penalty.



Skeletal Warrior: Bone blade (Str+d10), Improved Counterattack, Improved First Strike, Improved Sweep; extra bone plates for a total of Toughness 15 (5).



Two-headed Skeletal Hound: Pace 8 and d8 running die, Bite (Str+d8), may attack once per head at no multi-action penalty. Size +2: Large as an Ogre, or a grizzly bear.

- **Multiform Horror:** The Bone Guardian may assume one of 4 shapes. Roll a d4 or choose.
- **Size +2:** Large as an Ogre, or a grizzly bear.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.

BONE SPIDER

6 ft wide spiders made of sharp bones that shoot sticky blood from their mouths.

Attributes Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d6

Pace: 8; Parry: 6; Toughness: 7

Edges

Special Abilities

- **Bite:** Str+d6.
- **Blood Web:** Can cast webs from their mouth, the size of Small Blast Templates. This is a Shooting roll with a Range of 6 . A hit means the victim is Entangled, or Bound with a raise.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.
- **Wall Walker:** Moves at full Pace across vertical or inverted surfaces.



CRAZED LOST ADVENTURER

Adventurers that have come here before and got lost in the Garden of Bones. Now they hate the living and the sane.

While they probably belong to different races, for the sake of simplicity they all have the same game statistics.

Attributes **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills **Skills:** Athletics d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Edges

Gear Bone club (Str+d6), thrown stones (3/6/12, Str+d4). Ragged armor (+1).

MONSTER BRIDE**WILD CARD**

Beautiful woman without a soul. She consumes youth and warmth. Obsessed with the ghost lotus.

Attributes **Athletics** d8, **Fighting** d8, **Intimidation** d10, **Notice** d6, **Stealth** d10

Skills **Fighting** d8, **Intimidation** d10, **Spellcasting** d10, **Notice** d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges

Special Abilities

- **Life Drain:** On a successful Touch Attack, the victim must roll Vigor or suffer one level of Fatigue (recovered in one day of rest), and Very Young victims become Young; Young victims lose the Hindrance; victims with no age-related Hindrances gain Elderly; Elderly victims must roll Spirit or turn to dust. This effect only works against a Wounded victim.
- **Obsessed with Ghost Lotus:** +4 to Tests made by opponents showing her the Ghost Lotus.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.

THE DEATH FLOWER

WILD CARD

A plant monster that expel spores to disorient victims and vines that will entangle and lacerate them to be consumed later.

Attributes Agility d6, Smarts d4 (M), Spirit d6, Strength d10, Vigor d12

Skills Athletics d6, Fighting d8, Notice d4, Stealth d10

Pace: -; **Parry:** 6; **Toughness:** 7

Edges

Special Abilities

- **Mimic:** Can magically mimic other types of bush plants, including the Ghost Lotus. Notice roll opposed to Stealth to see through the illusion.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Size -1:** Three feet tall; Toughness -1.
- **Spore Spray:** the Flower can spray its toxic spores once per turn as a free action. Treat as a Breath Weapon, inflicting no damage. If the Flower's Athletics roll is successful, victims within the Template area must roll Vigor or become Distracted.
- **Fearless:** Immune to fear and Intimidation.
- **Tentacles (3):** Str+d6, Reach 5.

THE SHADOW OF THE NECROMANCER

WILD CARD

The ghostly shadow of the old necromancer who wanders the garden of bones, protecting their creation from the envy and greed of adventurers.



Attributes	Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d10
Skills	Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d12, Notice d10, Occult d12, Persuasion d8, Spellcasting d12, Taunt 12
	Pace: 5; Parry: 6; Toughness: 9
Special Abilities	<ul style="list-style-type: none"> ■ Ethereal: Can become invisible and immaterial at will, and can only be harmed by magical attacks and weapons. ■ Fear (-2): Ghosts cause Fear checks at -2 when they let themselves be seen. ■ Lord of the Garden: +4 to resist banish power while within the Garden. If destroyed or banished, an archway appears through the mist, leading out of the Garden. Even if destroyed or banished, the Shadow of the Necromancer returns again at the following sunset, unless the Throne of the Dead is destroyed (see Special Feature #19). ■ Obsessed with Ghost Lotus: +4 to Tests made by opponents showing her the Ghost Lotus. ■ Undead: +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.

UNDEAD VERMIN SWARM

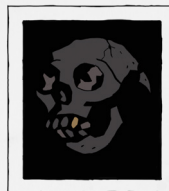
A very large swarm of centipedes, cockroaches, rats, beetles and other undead vermin that devour flesh.

Attributes	Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d8
Skills	Notice d6
	Pace: 10; Parry: 4; Toughness: 8
Edges	
Special Abilities	<ul style="list-style-type: none"> ■ Bite: Inflicts hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune). ■ Split: Begins as a Medium Burst Template. Reduce the template one size after a Wound; Small swarms are destroyed. ■ Swarm: Parry +2. Cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. ■ Undead: +2 Toughness, +2 to recover from Shaken, ignore Wound modifiers, disease, poison, and extra damage from called shots.

Magic Items

The Black Diamond Skull

A repository of spirits the user can call upon to perform services and answer questions. When a living humanoid is killed within 1" (2 yards) of the Black Diamond Skull, the user can attempt to trap its soul into the skull with an opposed Spirit roll. Once entrapped, the ghost can be called upon to perform one task or answer one question, but before obeying it may attempt a Spirit roll at -4 to break free, with a cumulative +1 to the roll for everytime it has been summoned before. If it fails the roll, the spirit must obey one order or answer one question, then is sucked back into the skull, which can only hold one spirit at a time. If the spirit successfully breaks free, it will either attack the owner of the skull, or leave the material world (usually 50%/50% chance). Use Ghost statistics (see Savage Worlds), or tweak them to represent specific individuals.



The Bone Heart

Powerful necromantic artifact that can grant eternal life to someone... if they can rip their own heart out and replace it with the Bone Heart. The procedure requires that a "surgeon" successfully rolls Healing, then Occult, then Healing again. A failure on any roll inflicts one Wound to the recipient, and the procedure is failed and must start over. A critical failure on either Healing roll inflicts d4 Wounds to the patient, while a critical failure on the Occult roll destroys the Bone Heart!



If successfully implanted, the Bone Heart makes the character immune to natural and magical aging, as well as to Bleeding Out. They also gain the Brave, Combat Reflexes, and Strong Willed Edges, as well as the Mean and Overconfident Hindrances.

The Ghost Lotus

A rare flower with many alchemical properties related to life, youth and health. Eating one petal heals all Wounds, Fatigue, disease and poison, but also makes the individual eager to eat more: the character must roll Spirit or eat one more petal, and so on. Each flower has 3d6 petals. A whole, intact flower can be used to prepare an elixir with the resurrection power, to be cast with a Healing or Occult skill roll (with just -2 to the roll instead of the standard -8 modifier applied to the resurrection power). Due to its enormous power, a Ghost Lotus can be sold for 6 LT.





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