

Boneworld

A Lost Souls Supplement

By Richard Sanders

Boneworld by Richard Sanders is licensed under a
Creative Commons Attribution-Noncommercial-Share Alike 3.0 United States License.
Visit www.hauntedattic.org/hauntedattic.org for more information.

Email HauntedAttic at: freeRPGs@comcast.net

Boneworld

by Richard Sanders

Look in through the eyes of long-dead Golgoth and ye shall find the Boneworld, the realm of dead flesh and living bone.

— *The Manuscript of Korth*

Background

In the Void between the Realm of Shadows and the Plane of Silence there is a skull. On a cosmic scale, it is minute, but as skulls go, it is vast. This skull is what remains of the god Golgoth, who once walked the young Earth and left to seek other worlds long before humankind appeared.

Millennium passed, and Golgoth grew weary of traveling the vast distance between the stars. He resolved to travel farther and faster, unfettered by his physical body. He went to the Void, one of the in-between places of the universe, and allowed his body to float in the nothingness while the spark of his mind took flight. Eons passed, and the passage of time weakened Golgoth's enormous Will to Live. At last he returned to reclaim his body, seeking the rejuvenation of the flesh, only to find that time and the scavengers of the Afterworld had left him little . . . only his skull. Golgoth's spirit reentered his skull, and it dwells there still.

The Journey to Boneworld

Traveling to Boneworld requires the utterance of a ritual incantation. The words are in Latin, and are recorded only in a few rare tomes of magic. The

ritual requires one hour of uninterrupted concentration. At the end of the ritual, the character must sacrifice a point of Karma and make a Good Languages roll; failure means the time and Karma are expended for nothing.

With a successful roll, the speaker and any other beings he is touching will find themselves standing in the middle of the enormous circular tunnel that is Golgoth's right eye socket. One end opens onto a swirling mist, while the other narrows to a 100 foot-wide circular opening. Bright light beckons from the smaller tunnel.

Those who journey into the mist must make a Passable Will roll; failure means the character is lost to the Void. A successful Will roll means the character scrambles back to the eye socket before the sucking mist of the Void can claim him.

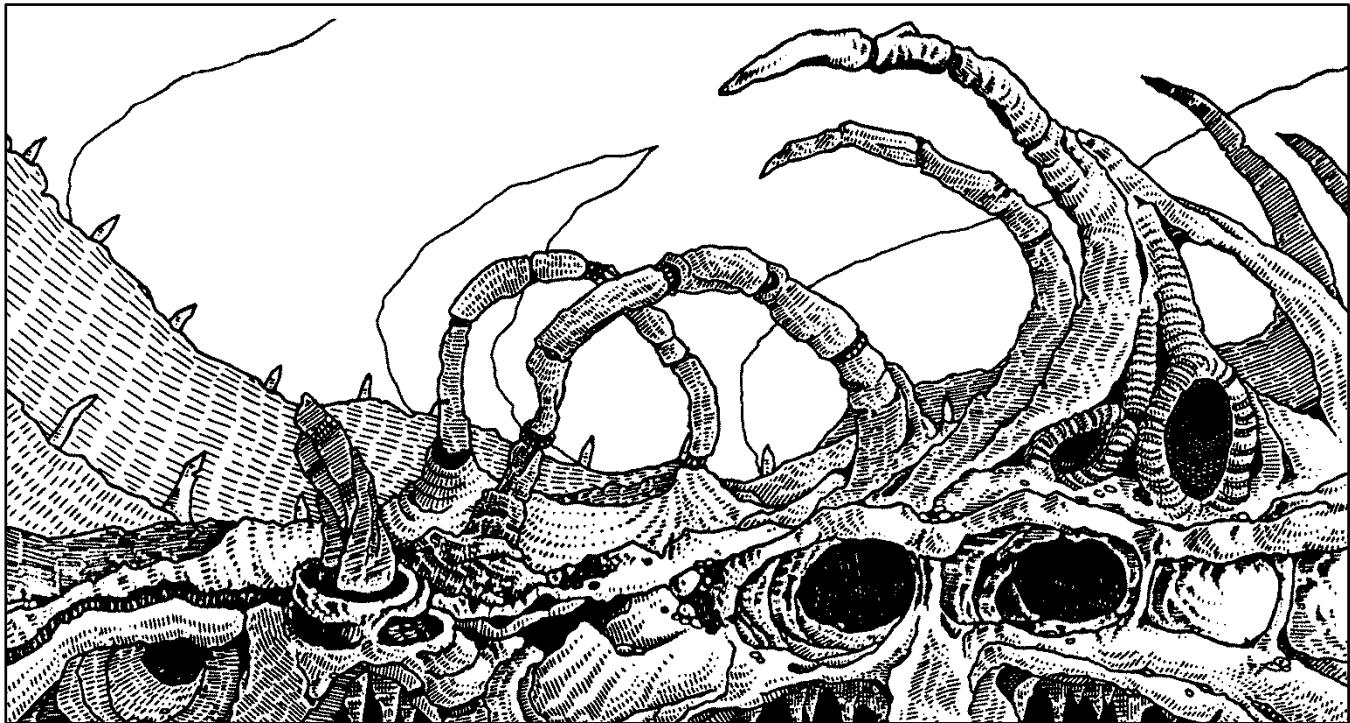
Entering the smaller opening, a stark white vista meets the visitor. Masses of rock-like bone form organic-looking slopes that lead to a dusty valley floor. A domed roof, also of bone, arches into the sky. Hovering over the valley is a huge ball of white light. There is no color anywhere, and no sound at all.

Welcome to Boneworld.

Existing in Boneworld

Boneworld is a semi-material plane. Physical beings who travel to Boneworld assume a semi-material consistency, which allows them to interact with lost souls. Even in their semi-incorporeal form, living beings still require air, food, and water, all of which are in limited quantities in the world inside Golgoth's skull.





Within Boneworld, and extending into its outer sockets, is a thin atmosphere that can sustain living beings for a number of days equal to their Stamina scores. A living person who dies within Boneworld will quickly rot, his flesh sloughing from his bones, and within a few hours he will rise as a mindless skeleton.

Boneworld possesses a gravity field that approximates that of Earth, with the underside of the skull being down. A six inch layer of bone dust and skin particles covers the floor of Boneworld. Occasional breezes stir up the dust, blinding travelers and causing those who still need to breathe to gag.

The temperature remains constant at approximately 70 degrees Fahrenheit, the warmth radiating from what is often mistaken as the sun. It is, in actuality, Golgoth's spark of life that blazes in the center of his vast skull.

There is no color in Boneworld. Everything appears in black, white and shades of gray. Even objects coming from the outside are leeched of their colors as long as they remain within Boneworld.

The landscape is dotted with caves, tunnels, and spires of bone. The primary landmarks of Boneworld are the Orbita of Entry, The Wastes, and

Ossia, the fortress where the Brotherhood of Golgoth study.

The Wastes

Spires and cliffs of bone make travel through Boneworld arduous at best. The main geographical danger is the area known as the Spongy Medulla. This is a region of deep, smooth-sided pits in the valley floor that fill with bone dust, making them incredibly hard to notice. Detecting a pit requires an Alertness or Danger Sense roll of Good or better. Any being, incorporeal or material, stepping into a pit will sink straight to the bottom within 2 turns. The pits average twenty feet in depth. A Good Climb roll is required to escape the pit. Material beings will suffocate within (Catastrophic vs Stamina) x 2 turns.

Denizens of Boneworld

Boneworld is home to assorted creatures that dwell there on a more or less permanent basis. The more intelligent of these may have some type of lair established in one of the thousands of bone



caves. Anyone traveling through Boneworld is likely to encounter one or more of the creatures listed on the Common Foes in Boneworld table.

The number of creatures encountered should vary at the narrator's discretion according to the strength of the player character party.

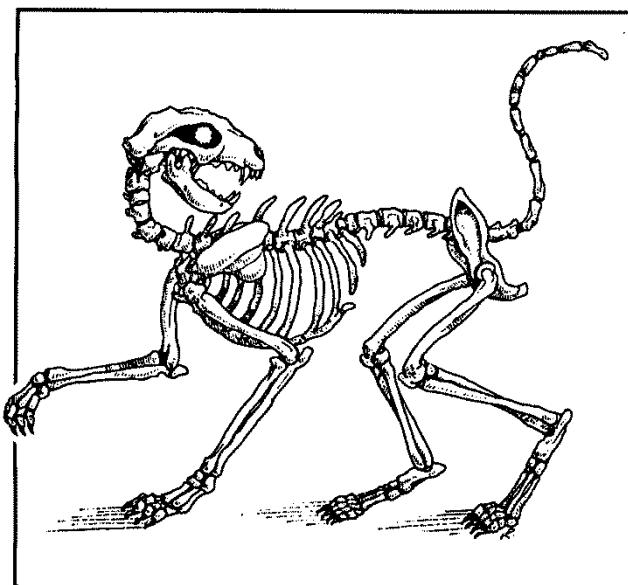
The evil dragon Ropotou is said to have a lair within Boneworld. The absence of its ultimate fear, water, is an appealing aspect of the realm. See Lost Souls for more about Ropotou.

Common Foes in Boneworld

Chain rattle
Dybbuk
Gremlin
Hell Hound
Night Hag
Skeleton (see Mutant Skeleton table)
Skeletal Warrior of Count Monterrant

Boneworld Skeletons

It is rumored that a microscopic fragment of every dead skeleton in the universe appears on Boneworld. The fragments of animal skeletons form the mountains, canyons, gorges, and buttresses that slope downwards from the sides of the skull. The fragments of humanoid bones slowly coalesce into new skeletons that gradually emerge from the dust. When fully formed, they break free



of the surface, shake off their covering of dust, and rise to roam the valley, with no memory of their past lives. They exist only to fight any non-skeletons they encounter in their wanderings.

All skeletons in Boneworld are semi-material, which allows them to affect and be affected by lost souls. They have Passable Defense and do (Defense vs Poor) x 2 damage with their two bony claws. Mutations are common among the skeletons. Roll on the Skeleton Mutation table for more information on an individual skeleton.

Skeleton Mutation

d100 Mutation

01-50	Normal skeleton (see Lost Souls). Skeletons on Boneworld do not carry weapons or shields. They attack twice with their claws, each doing (Defense vs Poor) x 2 damage.
51-60	Four-armed skeleton. Receives four attacks per turn, each doing (Defense vs Poor) x 2 damage.
61-65	Alligator tail. Gains an additional tail-whip attack against anyone to the rear or flank for (Defense vs. Poor) damage.
66-75	Bull skull. Gains an additional gore attack for (Defense vs Poor) x 3 damage.
76-80	Centaur form. Gains an additional hoof attack (Defense vs Poor) x 3 damage and Great Speed.
81-85	Gorilla arms. Claw attacks inflict (Defense vs. Poor) x 4 damage.
86-90	Two-faced skull. Gains Awesome Alertness, and can never be surprised.
91-00	Wolf skull. Gains an additional bite attack for (Defense vs Poor) x 3 damage.

The Skeletal Legion of Count Monterrant

Count Monterrant and his roving bands of skeletons are an ever present danger in Boneworld. In the middle ages, Count Monterrant was a reviled warlord who preyed upon plague victims. Faced by the wrath of the heavens, his flesh seared by lightning, Count Monterrant willed his soul to the only sanctuary he knew. Rather than risk reincarnation, he cast a spell no longer known to man, and let his spirit be drawn to Boneworld.

There, he gained dominion over the wild skeletons of Boneworld, gathering strength for his ultimate return to the world of the living. He constantly moves his camp from one area of the



wastes to another, never settling long enough to be discovered.

The story of Count Montarrant is a chilling study in evil, and its undying perseverance.

Background

Buried with my own hands five of my children in a single grave. I pray it was the dogs that dug them up and devoured them. No bells. No tears. This is the end of the world.

— Quote from a plague-year diary

Into the agony of the plague ravaged French countryside marched another nightmare. In the spring of 1350, Count Louis Montarrant scoured the region, exhuming the bones of plague victims from their mass graves. The peasants, already terrified by the specter of the black death, dared not stop the mad Count in his desecrations.

Word of the Count's defilements spread across the land, carried by refugees fleeing the worst of the pestilence. And on the heels of the rumors came the plague, and with it a growing army of Montarrant's soldiers. They marched through the south of France, pillaging villages at will, killing those unfortunate enough to survive the scourge, leaving only a few half-mad witnesses to attest to their atrocities.

One night in the autumn of 1350, the remnants of a peasant militia gathered against Count Montarrant's forces, making their stand outside the small village of Fraise. As the legions advanced, the stench of the grave came with them. From out of the darkness issued the first of the soldiers, his face bloated and blotched by the plague. The peasants routed in fear. Most died with their backs to the enemy, but a few escaped to the chapel of St. Rochus. Huddled within the church, they threw aside their weapons and clenched their hands in prayer, beseeching St. Rochus to protect them from the blasphemies that gathered outside.

The door to the chapel burst open before the boot of Count Montarrant. He stood revealed in the candlelight, his sword bloodied from tip to pommel. Between the tombstones of the church graveyard, his troops swayed in the darkness like stalks of wheat.

As he stepped across the threshold, a roar of thunder split the night. Count Montarrant wheeled

to stare at the night sky, his face growing pale beneath streaks of gore. A shriek broke from his once grinning lips as he stumbled away from the sanctuary.

Lightning lanced from the heavens, illuminating the stained glass windows with rainbow colors. The peasants sheltered inside the church covered their heads, the thunder all but deafening them. They did not dare leave the church until dawn.

As they crept out of the church the next morning, the villagers found that the gravestones were upturned, and the ground was pocked with still smoldering patches of grass and animal fat. Yet of Count Montarrant and his troops, they found no sign. The plague soon subsided, and Count Montarrant was never again seen by a living soul.

Count Louis Montarrant

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Great

WTL: 50

Abilities: Superior Brawling, Superior Bully, Good Intelligence, Great Ride, Good Strength

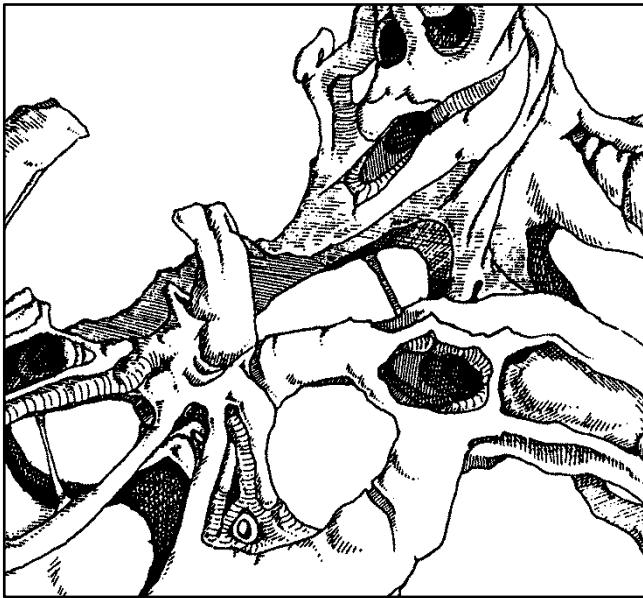
Appearance: Count Louis Montarrant is a mature warrior with black hair and wild green eyes. He wears a red cloak, a battered breastplate, and a chain shirt. He rides an elaborately harnessed nightmare.

Personality: The Count suffers from megalomania (he doesn't really suffer — actually, he enjoys it) and shrieks in frustration at any perceived setback in his plans. He delights in cruelty and giggles at the sufferings of others.

Motivation: To gain access to the gate at the Foramen Magnum so he may return, with his troops, to Earth. To date, the Brotherhood of Golgoth has prevented him from entering the fortress of Ossia where the gate is located. They would rather keep him in Boneworld, where he can do less harm. See below for more information on Ossia, the Brotherhood, and the Foramen Magnum.

Combat: The Count prefers not to demean himself by engaging in physical combat; instead, he lets his troops do the fighting. If challenged personally, he will agree to single combat. His weapon of choice is a richly decorated long sword,





which does (Defense vs Great) x 4 damage. Despite his protestations that he is a man of honor, he will use every nasty trick possible to win.

Powers: Count Monterrant is surrounded by a Plague Aura. Each turn, all beings (except his skeleton minions) within thrown range of Monterrant must make a Great Stamina roll or else lose 1 WTL. Twice per day, Count Monterrant can put up a Power Shield, which protects him from all supernatural powers for 9 turns. He also has the power to control the wild skeletons of Boneworld, turning them into his skeletal warriors.

The Skeletal Legion

The Count has eighty skeletal warriors, divided into twenty archers and sixty foot soldiers. Normally, the skeletons travel in bands of about six warriors and two archers, searching the wastes for wild skeletons to bring to Count Monterrant. They mindlessly attack any unwary lost souls they may come across.

Attacks by the Legion are generally straightforward. The archers fire as soon as the enemy is in range, reserving their ratskull arrows for the most powerful-looking targets. After a turn of shooting, the foot soldiers run in from as many sides as possible to crush the survivors with their bonefist maces. The skeletons will flee if they take losses of more than 20%.

Skeletal Warrior

Type: Evil Entity

Consistency: Semi-material

Defense: Passable

WTL: 20

Abilities: Good Agility, Passable Strength, Feeble Intelligence, Great Dexterity

Appearance: Your typical animated skeleton.

Personality: Not much fun at parties.

Motivation: To capture wild skeletons, and to kill most everyone else.

Combat: Skeletons with bonefist maces do (Defense vs Passable) x 5 damage. Those who use bone daggers do (Defense vs Passable) x 2 damage. On the sixth hit with a bone dagger, it shatters, doing (Defense vs Passable) x 4 damage.

Archers use bonebows for (Defense vs Passable) x 4 damage. Each archer has four ratskull arrows, which do x5 damage when launched from a bonebow. Contact with an animate target causes the skull to assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

Bone Weapons

Bonefist Mace

Consistency: Dual

Karma Cost: 6

The bonefist mace looks like a leather-wrapped skeletal forearm, the hand clutching a blunt-headed spike of iron. It does x5 damage and adds +1 to the wielder's Brawling skill.

Bone Dagger

Consistency: Dual

Karma Cost: 1

Like a standard knife, this weapon does x2 damage and adds +3 to Brawling. It invariably shatters after six successful attacks. On the attack that it shatters, it does x4 damage instead of x2.



Bonebow

Consistency: Dual

Karma Cost: 10

This weapon is a longbow constructed of leg bones, with a tendon bowstring. Arrows fired from the bow can be made incorporeal or material at the user's whim. The bow does x4 damage and adds +0 to the wielder's Aim. Its undead nature allows it to unhinge its limbs and walk along with its owner. Tapping the bonebow on its handle causes it to change from walking to firing mode and back.

Ratskull Arrow

Consistency: Dual

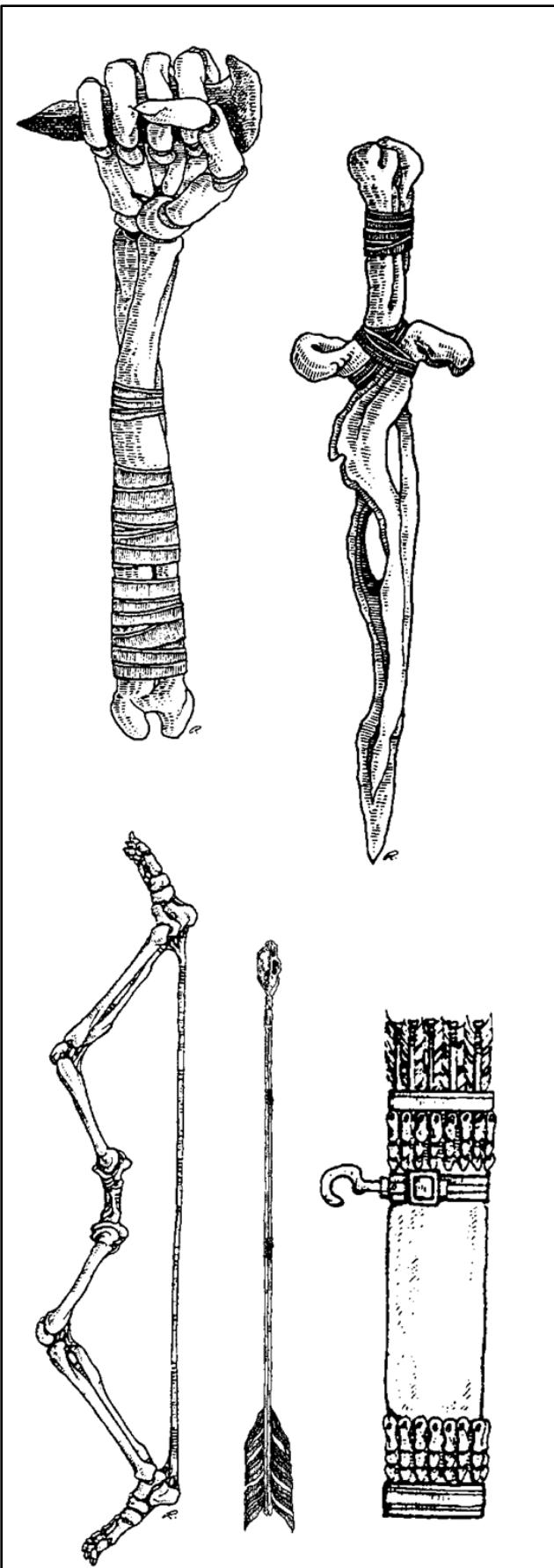
Karma Cost: 3

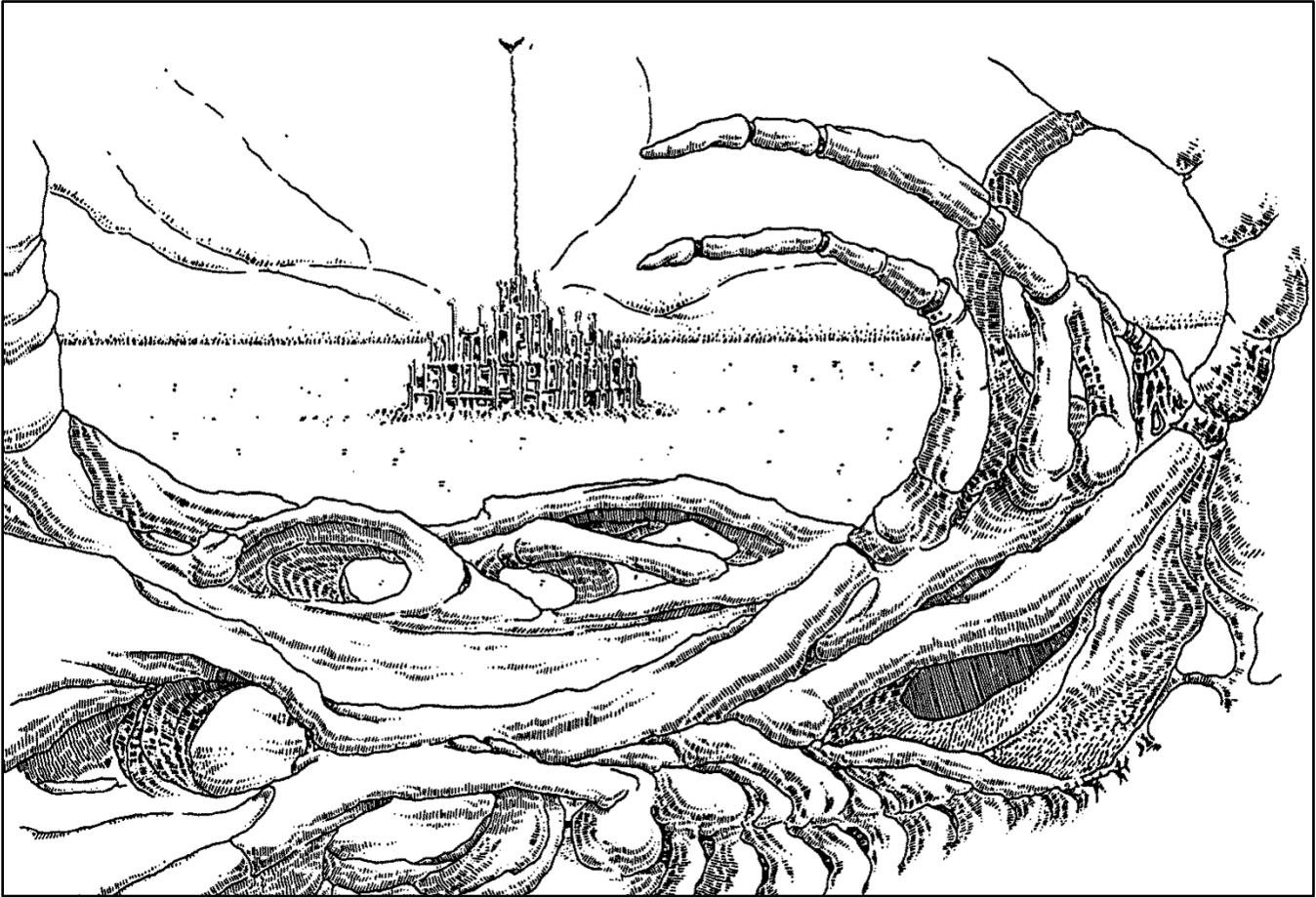
Count Monterrant created a special missile for use with the bonebow. He welded the skull of a black rat (all too common in plague-infested Europe) to a bone shaft, which was then fletched with crow or vulture feathers. The ratskull arrow increases the damage of a bow by a factor of one; so when fired from a bonebow it does x5 damage. Contact with an animate target causes the skull to assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

Ossia

At the center of Boneworld is a huge monastery called Ossia. It rests on a flat plain at the mouth of a vast pit known as the Foramen Magnum. The circular pit is almost a mile across. A stockade of bone pillars and towers surrounds both Ossia and the Foramen Magnum.

The monastery is a grotesque pile of bones laced by a warren of cell-like rooms. Tunnels burrow into the spongy material of the skull itself, opening into domed, naturally occurring chambers and pockets.





The Brotherhood

The Brotherhood of Golgoth made Ossia. They number over two hundred, and dwell within the labyrinths of the monastery. The Brothers frighten most visitors at first, for they are all skeletons. But unlike their wild brethren, these skeletons possess intelligence and uncanny wisdom.

Visitors are always welcome in Ossia, and are invited to use the educational opportunities for as long as they choose; unless they threaten harm to the Bone Brothers, or to Ossia . . . then they are forced to leave Ossia and forbidden future entry. At any time, there are a dozen sojourners within the walls of the monastery. The only request is that visitors spend a few hours a day speaking to a Bone Brother who will memorize the details of the visitor's travels.

The Bone Brothers have the statistics of normal skeletons, except they are semi-material and their Intelligence ratings are Good or above.

They speak in rasping whispers and wear hooded brown robes made of dry skin. They also wear bone-link belts which hold a variety of bone mallets, knives, chisels and other tools. The Bone Brothers have their names, in Latin, carved onto their foreheads. In combat, they have Passable Defense, and do (Defense vs Poor) x 3 damage with their tools.

The Brotherhood is a loosely-organized group of scholars and builders, basking in the light of Golgoth. Their purpose is to learn from the spirit of Golgoth and from visitors, and to extend the structure of Ossia until it fills the valley, raising all inhabitants of Boneworld closer to Golgoth's light. Most of the Brotherhood spend their days in the mountains, harvesting slabs and pillars of bone and adding them to the city walls. Others act as guards for the bone-gatherers, defending against raids by Count Montarrant's legions.

None of the Brothers dares to venture too far from the monastery walls. Skeletons outside Ossia quickly lose their intelligence and revert to their wild state, while wild skeletons who stay within



the walls for one year gain sentience. This amazing transformation is credited to the proximity of the city to the spirit of Golgoth, which hangs brilliant in the sky overhead.

Pilus the Gatekeeper

Type: Good Entity

Consistency: Semi-material

Defense: Passable

WTL: 18

Abilities: Poor Brawling, Great Knowledge, Superior Intelligence, Superior Interrogate

Appearance: A skeleton wearing a bone-link girdle. A strand of black hair still clings to his yellowed skull. His name is carved in his forehead.

Personality: Talkative and inquisitive. Though generally genial, he will go into a rage if anyone should try to pluck the hair from his head. He is unduly vain about the air of distinction he thinks it gives him.

Motivation: Pilus is stationed at the single, forty foot tall gate to the monastery. It is his duty to greet new arrivals, to answer their questions, and show them their quarters. He also tries to keep newcomers out of trouble.

Combat: Pilus carries a bone hammer, which does (Defense vs Poor) x 2 damage.

The Spine of Ossia

A few Brothers are allowed to climb to the platform at the top of Ossia's central spire, the Spine of Ossia. This structure is made of hundreds of vertebral columns, bound together, reaching nearly a mile into the air. At the top of the column is a small platform. It is here that the Brothers come to commune mentally with the spirit of Golgoth, and to share his knowledge. The Brothers learn of the wonders of the Universe, discovered by Golgoth in his travels, and they, in turn, share the knowledge they have gained from travelers passing through Ossia.

Golgoth may communicate with visitors to Boneworld, if they are brave enough to climb his spine. Climbing the spine requires a Passable Climb roll at each quarter-mile mark. If asked, a Brother will climb with the visitor, adding +2 columns to

the Climb rolls, but he will have to remain on the platform during the communication with Golgoth, and will, of course, give a full report to the other Brothers. Golgoth cannot predict the future, and only has Great Knowledge of Earthly events, but has Inhuman Knowledge of astronomical subjects and the afterlife, including supernatural artifacts.

The Library of Skulls

When a member of the Brotherhood has gleaned all of Golgoth's wisdom on a particular topic, he may ask to be installed in the Library of the Skulls. This is a large, circular room in the center of Ossia, filled with bone pedestals and the endless murmur of voices. On top of many of the pedestals are skulls with glowing eye sockets. When a scholar feels he is ready, he is brought to this room and his body is dismantled with great reverence before his skull is placed on a pedestal. His bones are saved to be added to the walls of Ossia. The skulls whisper to one another constantly, endlessly conversing and debating. Each skull is an authority on a particular topic, and visitors will be directed to the proper skull by the Brotherhood's librarian, Liber, who is constantly on duty.

Near the center of the room is, amazingly enough, a flash of color: a red skull. The skull is not quite whole — two large fragments are missing. According to Liber, this is the skull of Diabolus, an evil otherworldly man-demon, who was venerated by a necromantic cult known as the Children of the Red Skull. As centuries have passed, and the skull has decayed, it has gradually disappeared from its home plane and reappeared, piece by piece, on Boneworld. At a rare directive from Golgoth, the Brotherhood has diligently sought the pieces of the red skull as they have appeared. The pieces are placed in the library for safekeeping — to prevent them from falling into the hands of evil beings.

Visitors and even members of the Brotherhood are forbidden from attempting to communicate with Diabolus. The skull has not yet spoken, but a strong aura of ancient power and corruption emanates from the red bones. Liber fears some day he will hear the skull murmuring, and he dreads the evil he knows it will speak.



The Foramen Magnum

The main reasons for visitors to journey to Ossia is the permanent Gate at the bottom of the circular pit called the Foramen Magnum.

The Brotherhood limits access to the Foramen Magnum, allowing groups of no more than ten beings to descend at any one time. They have no desire to become a way-station for invading forces of any sort. Golgoth has made it clear that the Gate exists by his will, and he will destroy it before allowing it to be misused.

Climbing down the spiral path within the Foramen Magnum is a tiresome, five mile trek. Near the bottom of the pit, bits of Golgoth's Medulla Oblongata still cling to the bony walls. Anyone, material or incorporeal, brave enough to eat this weird substance will instantly regain all their Will to Live.

At the bottom of the Foramen Magnum is a perfect circle of dead-black nothingness. A traveler has only to state his destination aloud and step into the Gate, and transport is instantaneous.

The Brothers know Count Monterrant wants to send his legions through the Foramen Magnum to invade Earth, and it is their pledge to keep him safely imprisoned in Boneworld. It is every Bone Brother's duty, and the responsibility of all visitors, to defend Ossia against any attack by Count Monterrant.

Uses for Boneworld

Boneworld can serve many purposes in a Lost Souls campaign. Its numerous caves offer a relatively safe home base for groups of characters. The spirit of Golgoth and the Brotherhood's Library are comprehensive sources of information on the supernatural world. Combat-oriented players can wander the dusty valley and find many strange creatures to fight. The Gate within the Foramen Magnum offers players a reliable mode of planar travel. And what's the story with that red skull?

The Bone Demons

"...and as the years pass, even the light of Golgoth's wisdom cannot halt the pervasive evil of Diabolus. His hideous mutterings corrupt the learned skulls of The Library, and even members of the Brotherhood have fallen under the sway of the crimson bones. Steps must be taken, and soon, to cleanse Ossia of this menace, or other worlds than this will suffer..."

—From the journal of Liber, custodian of The Library of Skulls, Ossia, Boneworld

Despite the best efforts of the Brotherhood of Golgoth, the skull of the man-demon, Diabolus, although still incomplete, continues to gain strength, sending its influence beyond the boundaries of Boneworld, once more summoning evil to the Earth. In the endless sterility of The Abyss, the voice of Diabolus whispers to the ranks of demonkind, tempting them with new, powerful forms, and the freedom to walk again in the Upperworld. Many demons, of all kinds, have succumbed to Diabolus' promises of power and have pledged their obedience to this distant master.

All bone demons under the yoke of Diabolus are evil entities, single-mindedly obeying his commandment to inflict harm upon the forces of Good – living beings or lost souls.

The Bone Demons are a diverse breed, and may haunt a variety of environments – inner city, desert, forest, etc. – yet all are united in their service to Diabolus. In addition to small (or large) homogeneous groups, it is easy to imagine a combined demonic assault force, with the more powerful or intelligent demons commanding squads of Chickenbone or Wolfbone Demons, perhaps preparing the way for an all-out fiery attack by a Redbone Demon.



The Chickenbone Demon

Consistency: Unnatural

Defense: Poor

Skills: Feeble Strength, Feeble Intelligence, Good Alertness

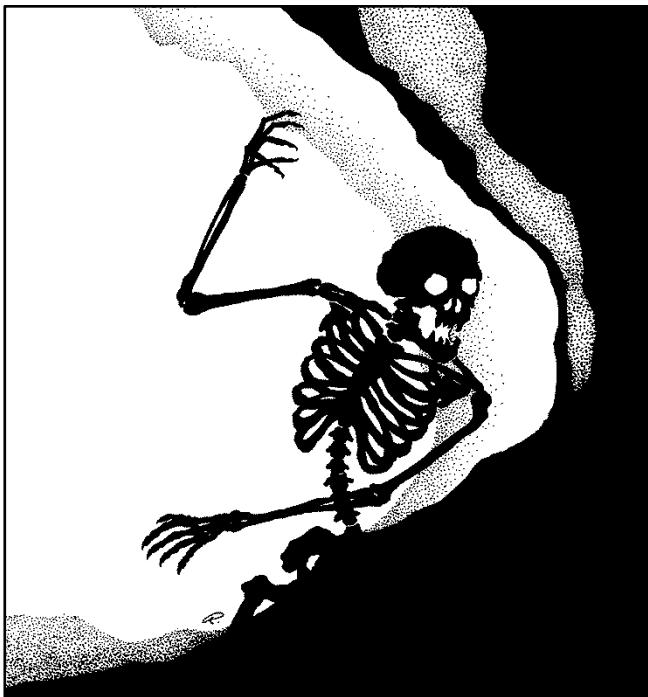
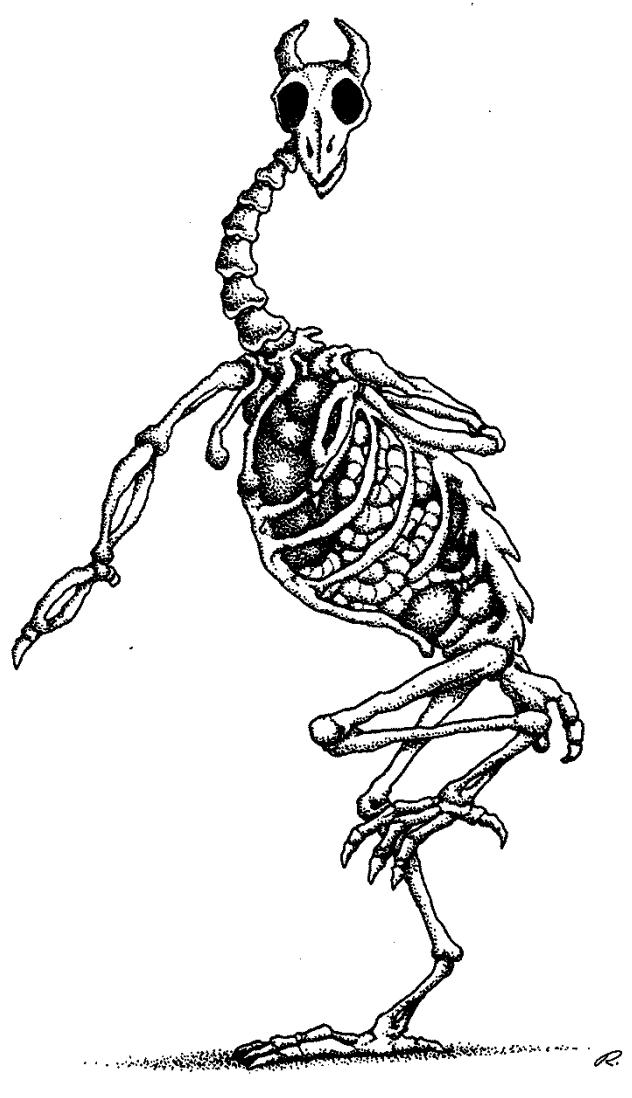
Appearance: These creatures are formed from the multitudinous by-products of the world's poultry industry. They are upright chicken skeletons, approximately 2 and $\frac{1}{2}$ feet tall, with horns, internal organs, and extremely sharp "wings".

Personality: Stupid and cruel

Combat: These demons are never encountered alone. Usually they emerge from garbage piles and dumpsters in squawking flocks of no fewer than twenty, and sometimes as many as two hundred, attacking in a mass, often overwhelming any target through sheer numbers. Each Chickenbone Demon attacks three times per turn, with beak and wing-spikes for (Defense vs Poor) x 1 damage per attack.

They are terrified of flames, real or ectoplasmic, and will flee from such for (Intelligence vs Poor) x 2 turns.

Powers: Due to their habitat and state of decomposition, these demons give off a sickening stench. Any being within Brawling range will be at



-1 column on all actions for (Will vs Poor) x 2 turns.

The Shadowbone Demon

Consistency: Incorporeal, vaporous

Defense: Passable

Skills: Passable Strength, Passable Intelligence, Superior Stealth

Appearance: These vampiric creatures are humanoid skeletons constructed of darkest shadow, formed from the essences of the cities' unmourned dead. Their only color is a sickly green glow that issues from eyesockets, nasal cavity, and mouth.

Personality: Vicious and fiercely territorial



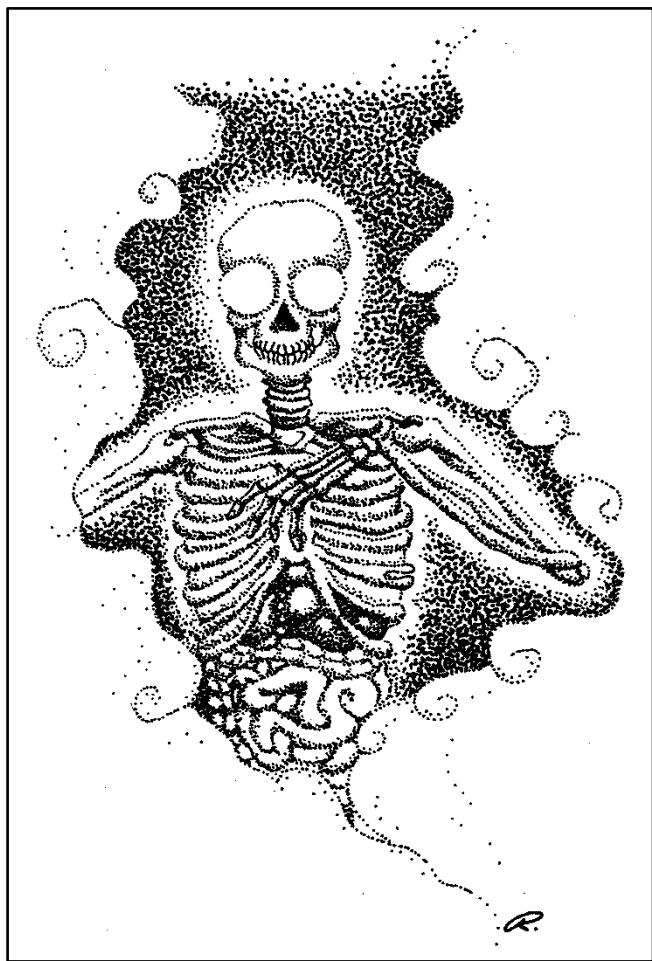
Combat: Forgotten neighborhoods and back alleys of the urban sprawl are the lairs of these demons, who prey upon those who foolishly or accidentally stumble into their midst. The Shadowbone Demons attack twice per turn with their clawed hands for (Defense vs Passable) x 2 damage. If both attacks from a demon succeed in a single turn, the victim will be paralyzed for (Will vs Poor) turns, losing 1 WTL per turn automatically.

Sunlight: Sunlight is a special hazard, causing twice as much damage to Shadowbone Demons as to other ectoplasmic beings. For this reason, they are never encountered before sunset.

Powers: Twice per day, a Shadowbone Demon may use the substance of any nearby shadow to open a shadowgate, summoning more of its kind – (Intelligence vs Passable) x 1 demons.

The Graybone Demon

Consistency: Incorporeal, luminous



Defense: Passable

Skills: Passable Strength, Good Intelligence, Superior Aquatics

Appearance: These water-fiends are misty skeletal forms, with bones and viscera that give off a faint gray glow. Their eyesockets are like foglamps, huge and full of white light. The reek of ancient fish surrounds these demons like a cloud, and their voices gurgle out of lungs choked with rotted seaweed.

Personality: Cold and calculating

Combat: Created from the bones of the drowned, the Graybone Demons lurk in the fog-shrouded corners of docks, beaches, and ships, awaiting the arrival of the unwary. Their attack form depends upon the consistency of their chosen victim. Material beings are subject to their siphoning touch, which dehydrates the victim, draining (Defense vs Passable) x 3 WTL. On incorporeal targets, the demons use a bolt of semi-material water, fired from their palms, which inflicts (Defense vs Passable) x 4 damage. This attack form can be used at both Brawling and Thrown ranges, once per turn.

Powers: Graybone Demons are constantly surrounded by a cloud of mist that provides them a degree of protection. All non-area effect attacks are at -1 column. The demons may also, once per day, shine a brilliant beam from their glowing eyes, blinding all targets in the local area for (Quickness vs Passable) turns.

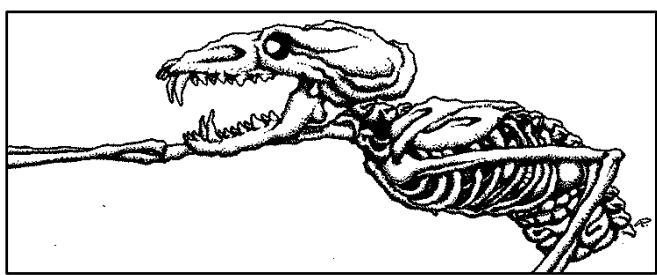
The Wolfbone Demon

Consistency: Unnatural

Defense: Good

Skills: Good Strength, Great Cunning, Superior Track

Appearance: Denizens of the timberlands, these predators are a fusion of people and animals that died alone in the wild – usually a



humanoid skeleton (complete with heart, lungs, and other organs) surmounted by the skull of a wolf, bear, or other large carnivore. Oversized, slavering fangs gleam wickedly, and hungry yellow light shines deep within the skull's eyesockets.

Personality: Predatory, eager for the chase

Combat: It is an unfortunate soul who feels the hot animal breath of the Wolfbone Demon on the back of his or her neck. Once they have picked up a likely victim's trail, they are relentless, yet do not move in for a quick kill. They will follow a pattern of hit-and-retreat tactics until the terrified victim can run no farther, then will attack in earnest. The forest-devils possess no claws, but attack by biting for (Defense vs Good) x 3 damage. This bite is doubly dangerous since all Wolfbone Demons are carriers of a supernatural form of rabies that affects even incorporeal beings. This disease impedes mental functions, causing the victim to perform all actions at -1 column, with a further column lost for each of the (Will vs Good) days of the duration of the disease. The GM may also require role-playing of progressive dementia and hydrophobia (fear of water) on the part of the victim. The progression of ability loss can be halted by use of the Healing Hands power, or, if the victim is a lost soul, a return to Limbo, but there will be at least a -1 column loss for the run of the illness.

Powers: Used to add a degree of challenge to the hunt, the bestial growls and howls of the Wolfbone Demon cause all beings in the local area to flee for (Sanity vs Passable) x 2 turns.

The Stonebone Demon

Consistency: Unnatural

Defense: Superior

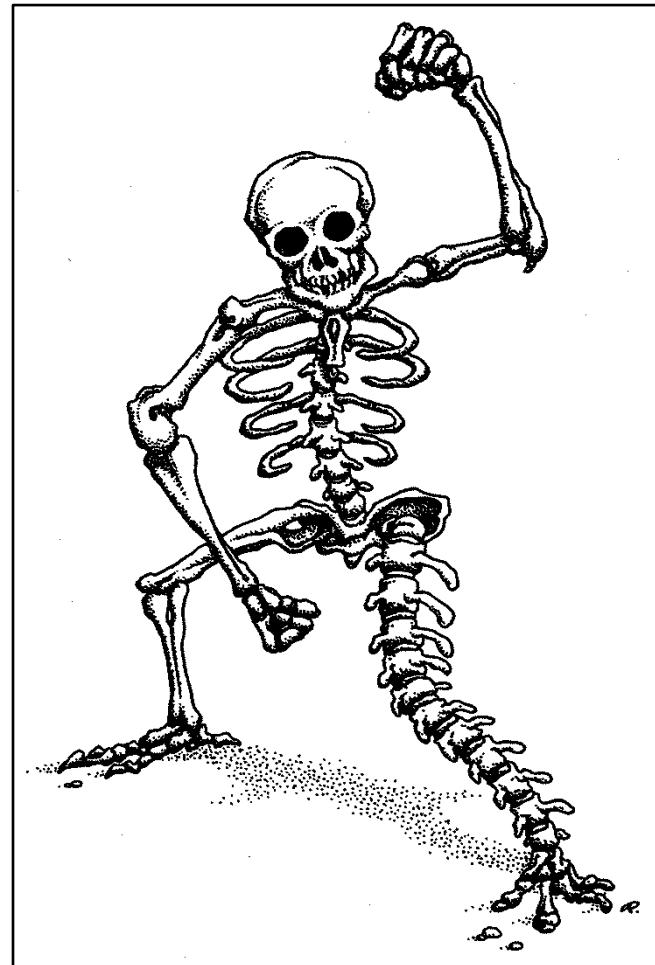
Skills: Superior Strength, Passable Intelligence, Feeble Agility

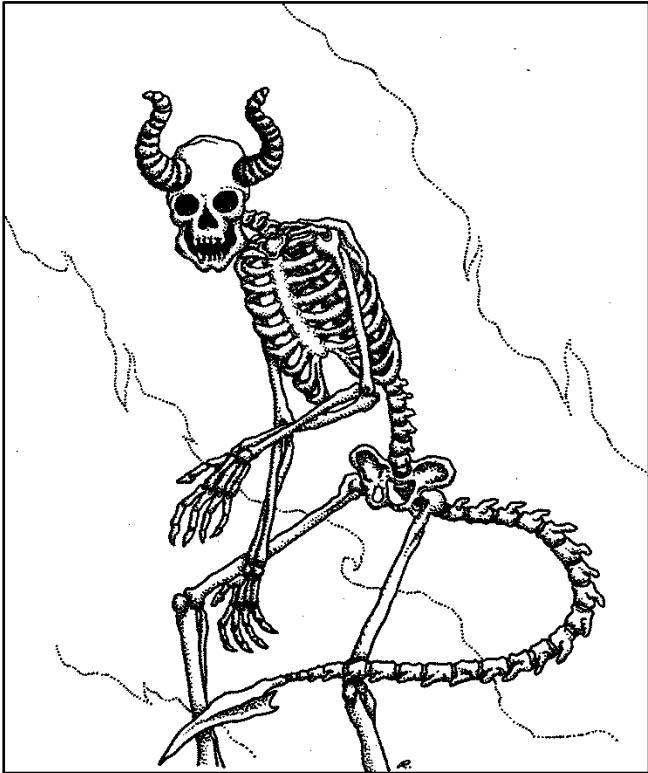
Appearance: The physical form of the Stonebone Demons varies greatly, since they are made up of an amalgam of fossilized bones, gathered into an approximation of human form. Their eyesockets are dark and empty; their voices are the rasping whisper of sand blowing in the wind.

Personality: Patient and deliberate

Combat: Dwellers in deserts and badlands, the Stonebone Demons lurk under the sand, waiting for victims to wander into their desolate hunting grounds. When prey is detected, the sand-fiends rise ponderously from their hiding places to attack, swinging rock-like fists for (Defense vs Feeble) x 6 damage. They may also attack from a distance, spitting small, dual-natured pebbles (stored in the hollow of their skulls) to Throw range for (Defense vs Good) x 1 damage. Only one attack of either type may be made per turn.

Powers: If a potential victim's escape seems imminent, the Stonebone Demon may slam its massive fists into the ground, causing a violent earth tremor. All beings standing on the ground in the local area must make a Passable roll vs Agility or fall down. Stone bone Demons are immune to this effect.





The Redbone Demon

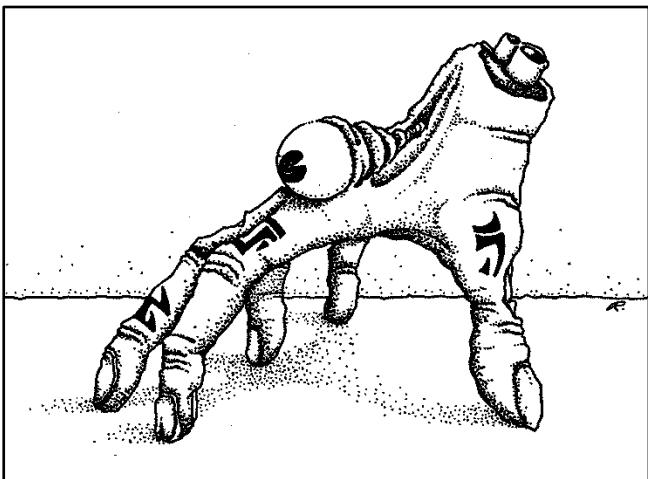
Consistency: Dual

Defense: Great

Skills: Good Strength, Poor Intelligence,
Superior Jump, Superior Quickness

Appearance: A Redbone Demon (only one will
be found in a given area) is a humanoid skeleton

with fangs, claws, a pair of curving horns, and
a long, powerful tail. Its bones glow like hot coals,



with an angry light.

Personality: Driven by childish rage, often
alternates between howling in anger and sulking in
frustration.

Combat: One of the favorite creations of
Diabolus, formed from the bone-dust of cremated
corpses, the Redbone Demon is unleashed only to
destroy. It is eminently suited for this task, with
talon hands that each inflict (Defense vs Great) x
3 damage, and a powerful jaw that bites for
(Defense vs Great) x 4. Its blade-tipped tail can also
lash opponents located to its rear for (Defense vs
Good) x 2. Worse, all creatures that come into
Brawling range are subjected to this creature's
intense body heat - (Defense vs Good) x 1 damage
per turn, and Defense is -2 columns vs this attack.

The Redbone Demon is totally immune to fire-
based attacks, material or supernatural, but is
vulnerable to water- or cold-based attacks (-2
columns on its Defense).

Powers: Once per day, a Redbone Demon can
radiate a blast of explosive, dual-natured flame.

This explosion causes (Defense vs Good) x 5
damage to all non-fire-proof objects and beings in
the local area.

Artifacts

The following artifacts are not exclusive to
Boneworld. They can be discovered on any plane,
including the material world.

Dead Man's Hand

Consistency: Semi-material

Karma Cost: 6

Defense: Good

Skills: Great Dexterity, Feeble Strength

Powers: Fly (at Good Speed)

WTL: 10 (Damage to the Hand can be
repaired with the "Healing Hands" power.)

Description: This companion/item is
apparently the amputated hand of a long-dead
human, complete with broken fingernails and
rotting skin that reveals tendons and weathered
bones. Even worse, a jaundiced eyeball sprouts

from the back of the Hand, its optic nerve burrowing into the ancient flesh.

Despite its rotted appearance, the Hand moves very fluidly (and seemingly with intelligence, though it has no real will of its own) – performing tasks at the mental direction of its wielder. The wielder is considered to be the last being to touch the Hand and speak a command word, which is usually spelled out in runes tattooed on the fingers.

The Hand cannot wield a weapon, nor carry any objects weighing over one pound, but it can point, push small objects, and fly at targets as a fist (its normal Brawling skill is 2, but if the wielder performs no other actions during the turn, the Hand can attack with the wielder's Brawling skill). The controller can see through the Hand's eye (which has normal vision, even in complete darkness) in a 60-degree arc, to a range of thirty feet.

Controlling the Hand requires some effort. While concentrating on the Hand, the wielder can perform any normal actions, but any task requiring a skill check, including combat, is performed at -2 columns. No ghostly powers may be attempted. The Hand will become inert if it moves (or is moved) more than 200 feet from the wielder, and the command word must be spoken again to reactivate it.

The Eye of the Storm

Consistency: Dual

Karma Cost: 1 (or 2 WTL)

Description: This object is one of the remaining fragments of the hideous, Cyclopean storm-demon known as Mahlbro. The Eye is a 1" diameter crystalline sphere, swirled with

constantly-shifting patterns of gray and black. A small flash of white light will occasionally show through the murky interior. Merely holding the item allows the user, no matter what his or her consistency, to stand fast against wind and/or rain of any intensity, including tornadoes and hurricanes. The sphere's greater power is activated if it is inserted into an empty eyesocket. The sphere will expand to fit the host, and will convey the power to Fly, with no Roll Required, up to four times per day. Once the sphere is used in this fashion, it cannot be removed until the host dies (or is reincarnated), and the host loses 2 WTL permanently.

The Teeth of the Storm

Consistency: Dual

Karma Cost: 2 (or 3 WTL)

Description: These four teeth, the size and shape of human canines (as opposed to incisors), are formed from a silvery metal and are inscribed with many tiny runes. They, too, are part of the demon, Mahlbro. Possession of any of the Teeth allows the owner to regenerate the damage from one bite attack per day per Tooth. The effects of any venom or other agent that might accompany a bite, however, are not negated. As with the Eye, an additional, greater power is activated if all four Teeth are properly implanted in one being's jaw. The Teeth will, once per day, generate a stroke of dual-natured lightning – (Defense vs Aim) x 8 damage. Once the Teeth are implanted, they remain in place until death or reincarnation. Upon the first summoning of the lightning, the owner of the Teeth loses 3 WTL permanently.

