

Amid the Reaper's Scattered Bones

TELL A STORY of high fantasy using the elements on this page.

This sandbox adventure draws upon most of the figures from Reaper Miniatures' 2012 Bones kickstarter. Click the boldface words to view a linked figure. Raise the game to epic proportions using the "Epic Addition" ideas listed within each area, which point to figures available as kickstarter add-ons.

FINGER OF DEATH: Legends say that the barbarian demigod Zaris gained his immortality long ago during a battle with Death himself when he sliced the impudent Grim Reaper's pointing finger clean off with *Vampire*, his enchanted war axe. The finger bones were lost over time, but if reassembled, they grant the power to spread death at will. (GM: Select three widely separated sites for the finger bones. Suggested power of the assembled finger: owner may sacrifice one of his or her own fingers to cast *finger of death*.)

THE SLEEPY VILLAGE OF ENTDON

Adventure lies in every direction.

V1. The Joyful Giant is staffed by **Chedriv** the bartender, **Arieha** the serving wench, **Drista** the performer, and a tavern **cat**. Drista is well acquainted with the crew of the *Screaming Knave* and will spill her secrets for a price. **Ceissa**, a young gnome, frequents the tavern. She can tell visitors that a party of female warriors were in town recently asking about dragons. She directed them to Aldaglon the sage.

V2. Prowling the back alleys at night is a **courtesan** who is actually a lust demon named **Rivina**. If her true self is revealed and defeated, she may beg for her life, hinting about the fiends who plot the village's doom within the Torrid Fissure.

V3. The Temple of Truth is a small but opulent church of Law. High Priest **Raldabahn** is aware of the threat lurking in the nearby Crypts and has sent his paladins against it.

V4. Dorby, the town's gravedigger, has seen robed figures coming and going from the old Crypts beneath the cemetery. He can lead adventurers to the entrance for a price.

V5. The blacksmith, **Bry Darroth**, buys ore from the dwarves. If questioned, he can tell of Daen Axehandle's quest to rid Kobaraad of orcs.

V6. Gorwenidd the crone claims that her son, daughter-in-law and grandchildren have disappeared. Those who investigate find clues that the family was abducted. (GM: Choose the culprits: pirates, goblins, kobolds, dark elves, death cultists, or half-devils; add the **sacrificial altar** to the appropriate locale; and allow heroes the chance to rescue the **man, woman, and children**, who are also guarded by the child's **animated doll**.)

V7. Vorrad of Garil the pack-merchant is hawking wares in the square. Heavier items like tools are attractively priced, as he hates to carry them around.

V8. Tsaraesh the warlock resides in a crumbling tower. He knows much lore of the Forest of Abysselm and the hated Dark Elves who dwell beneath.

V9. Aldaglon the sage knows a great deal about dragons and can give details of the Torrid Fissure, where he recently sent a group of amazons to loot the lair of a young red dragon.

Epic Add-on: Aldaglon is actually a **shadow dragon** in league with the Dark Elves.

A COMPANY OF BANDITS lays in wait outside the town for unwary travellers. They include the archers **Azalno** and **Krista**, the swordsmen **Santhan**, **Felmost** the berserker, and their hulking leader **Gorald**. They will ambush parties they think they can quickly defeat or frighten into surrendering. Only Gorald and the berserker will fight to the death; the rest flee if any of their number are slain.

THE GROTTOS OF TERYX are misshapen slime-coated caverns pock-marked with inky-black pools and treacherous chasms, all crawling with the minions of Ashaneera the Dark Elf Queen.

G1. Large spiders and spider swarms infest these areas.

G2. Outcast elf **Radawoef** seeks a way to return to the queen's favour. Given the chance, he may feign hatred of the dark elves and offer to lead intruders to the queen's court, but then betray them to try to regain his role as consort.

G3. A bridge of sticky webs hinders intruders, while Dark Elves and their spider minions pass without trouble.

G4. The court of **Ashaneera** the Dark Elf Queen is defended by her consort **Tawngrimm**, Spider-Priestess **Etrleriadei**, **Ellia Dwmmerlaik** the sorceress, and **Shalaz** the assassin.

G5. The slavering Beast of Eyes was driven mad by exposure to the **Font of Chaos**.

Epic Add-on: Those who touch the Font of Chaos become amorphous horrors. If the font is destroyed, the star spawn trapped within is released.

Epic Add-on: If the Queen or Spider-Priestess are slain, the **Spider Goddess** and her half-spider servitors show up to exact revenge.

THE CRYPTS OF THE ANCIENTS is a gloomy maze of catacombs known to be cursed with undead.

C1. Intruders disturb a **bat swarm** (day) or find carion-eating **scorpions** (night).

C2. Five **human zombies**, an **ogre zombie**, and a **ghast** lurk in the upper crypts.

C3. This floor is crumbling. If it falls, access to the lower crypts is opened.

C4. **Usiarr** the skeletal sergeant guards the stairs to the lower crypts, along with his legion of six **skeletons**.

C5. Three mummies (**Khadath**, **Noskefra**, and **Khari**) watch over the tomb of **B'neswen II**, who awakens if all of his guardians are destroyed.

C6. A death cult led by the vampire **Djasu** meets here to plot the overthrow of the town. Cultists include **Gloon** the gravetknight, **Drakspur** the bonepriest, his acolyte **Ebon**, **Alkem** the necromancer and his **stab-happy familiar**. If it appears he will lose a fight, Djasu flees in **bat form** to his coffin, while the others fight to the death (given the chance, Djasu will call up the dead cultists' spirits and send them against his foes as **wraiths**, **spectres**, **spirits**, **ghosts**, etc.).

C7. Djasu's **coffin** lies in a deep chamber accessible through a narrow chasm passable only by small creatures. **Zamtelia**, his vampire bride, shares the lair.

Epic Add-on: The death cult has recently animated a **giant's skeleton**.

Epic Add-on: If **B'neswen II** is destroyed, his spirit-ifuse is activated. The following night, **Xal'kandra** the **deathless dragon** will burst from the ground to seek vengeance.

FOUR PALADINS from the Temple of Truth are wandering the crypts, looking to banish the evil therein. Their leader is the flametongue-wielding **Raalman the Good**. His cohorts are **Chasree**, **Dalpin**, and **Fraini**.

THE SCREAMING KNAVE is a small sloop crewed by **Cap'n Carnamati the Red** and his band of bloodthirsty pirates. Carnamati sent his first mate to negotiate with the Black Spear orcs. Pirates remaining aboard the ship include **Bo'sun Faelnia**, **Nise**, **Grumblerage** the dwarf, and **Zeyretina** the vermin-mage (known for her fondness of rats and **rat swarms**). The wardrobe in the captain's cabin hides a secret panel to a treasure room, but one of his three **treasure chests** is actually a vicious pet **mimic**.

Epic Add-on: A raiding party of evil fishmen have been watching the ship, waiting for the right moment to strike.

A CADRE OF AMAZON DRAGON SLAYERS

recently defeated a young red dragon that laired nearby, and may be wandering the Torrid Fissure or surrounding hills. Their leader, **Danique**, is arrogant and combative. Her comrades are **Charay**, **Shyne**, **Inarilia**, and **Sirtta**.

Epic Add-on: They are battling a second red dragon when encountered.

THE TORRID FISSURE is a volcanic rent in the earth that spews hot ash and poisonous air. Among its undiscovered sites is a dragon's lair and crumbling ruins once inhabited by a clan of fire giants.

F1. **Kobold** warrens dot the hills south of the village, where **swarms of fire beetles** are raised. The kobolds revere **Fiamette**, a fire mephit trapped within a magic circle. If freed, she can lead explorers safely through the ancient giant lair.

F2. A **rust monster** lurks along this rocky trail.

F3. A secret tunnel guarded by **fiery traps** and a **clay golem** leads from the deepest Grottos to chambers beneath the Fissure.

F4. The rotting remains of a dragon lie in this lair.

F5. A planar rent at the heart of the Fissure allows **fire elementals** to wander freely here.

F6. **Ivelti** the half-devil and her **hellhound** lurk near the entrance. Trapped **candelabra** warn her of intruders.

F7. The half-devil blackguard **Thaveol** and his insidious mate, **Sessani**, lounge amid broken statues of fire giants, awaiting orders.

F8. The leader of the half-devils, **Daenim**, has already summoned a snake demoness and will call more powerful beings soon.

Epic Add-on: A mature red dragon, **Jyotika**, will go on a rampage when she returns to her lair to find her offspring dead.

Epic Add-on: Daenim completes the ritual to summon **Tauroshur** and **Raanmog**, a pair of wickedly powerful arch-devils.

Epic Add-on: The fire giant king and queen, along with their retinue, have returned to reclaim their ancestors' halls.

THE TEMPLE OF FOUR WINDS is a massive mountain-top structure of doric columns and marble slabs shrouded in mist and hidden from the ground below.

T1. A **griffin** hunts along the approaches to the mountain here. It will attempt to knock one or more travellers to their death, if possible, then feast on the body.

T2. A **stone golem** guards the door at the top of the stairs and will slay all who fail to order it otherwise. The golem obeys commands given it in the tongue of Giants.

T3. The temple's majordomo is a harpy witch named **Aeolo**. If alerted to intruders, she will assume **human form** and welcome them to the temple, offering them sustenance and healing. Meanwhile she sends her **hawk familiar** to alert her mistress, Lyphema. Once her guests have dropped their guard, Aeolo will use her beguiling song from hiding. If all else fails, she will attack with Lyphema.

T4. Access to Lyphema's floating tower is across a thin marble bridge with nothing below but a thousand foot drop to the ground below. Sudden gusts of wind test the balance of creatures walking across it.

T5. In this grandiose high-ceilinged chamber seemingly unsupported from below lives **Lyphema**, a cloud giant sorceress. She has been gathering forces... If she is challenged and close to defeat, she can beseech aid from the **Avatar of the God of Storms**.

Epic Add-on: A powerful earth elemental serves Lyphema as bodyguard.

THE FALLEN HALLS OF KOBARAAD were once the proud home of a clan of dwarves. For decades now they have been the home of the Black Spear orc tribe led by a clever half-orc warlord.

K1. Nine **goblins** lurk amid the broken stones of the ruined entrance. Their allegiance to the orcs is weak, and they can easily be bribed, threatened, or scared off.

K2. Two troops of six **goblins**, led by an **orc spearman** or **swordsman**, guard the outer halls here.

K3. The tribe's warlord, a half-orc named **Vaahn**, accompanied by his massive bodyguards **Arkvhog** and **Arganros**, is currently meeting with the pirate **Ellek** and the dark elf **Dreadlin**. Given the chance, these last two will flee at the first opportunity, while the orcs fight to the death. Vaahn is secretly under the thrall of a beguiling cloud giantess named Lyphema.

K4. A secret stair winds its way up to the Temple of Four Winds atop the mountain.

Note: If the tribe's lair is invaded, a hunting party will be assembled to track down the intruders, consisting of an **orc hero**, **archer**, and **stalker**, along with Vaahn's surviving bodyguards, if any.

Epic Add-on: Vaahn is merely the **lieutenant** of an etin chieftain named **Kornok** and **Kog**, whose personal guards include an **ogre** and a **gnoll**.

Epic Add-on: The metal dragon statue in the great hall of Kobaraad is actually a clockwork automaton. Daen Axehandle carries the missing piece to animate it.

A TROUPE OF DWARVES led by **Daen Axehandle** may be encountered in the abandoned halls, trying in vain to reclaim their lost homeland. His fellow adventurers include **Jafae**, **Bleiya**, **Lhake the Wizard** and his **clockwork guardian**.



THE DARK WOODS OF ABYSELM

are said to be magical. Roll 4d for encounters in the forest.

1. A hungry **wolf** can be befriended if fed. Otherwise, it shadows travellers, hoping for an easy meal.

2. A malicious **fairy** plays tricks on travellers until it tires of them.

3. A **woodling** is glimpsed withdrawing into a hollow tree. If coaxed out with Elvish or the language of plants, it may tell what it has seen in the woods.

4. An **owlbear** attacks on sight.

Epic Add-on: If attacked, the woodling's tree guardian animates to protect it.

THE ELF-LORD'S SCOUTING PARTY

may be encountered in the forest. They are reluctant to speak or trade, but if made friendly, they indicate that their people are at war with the dark elves who lair below the earth, and their current mission is to locate a rumoured entrance to the under-realm here in the dark forest. Only **Elf-lord Lanleaf Pathsinger** knows the true mission: to destroy an evil site called the Font of Chaos.

With him are **Rathadrion Blackshade**, **Inquel the Just**, **Ienna the Ranger**, **Zebron Moontree**, **Iannior the Wizard**, **Leviria the Innocent**, **Ladlane Farsee**, **Eltysye the Sorceress** and her faerie dragon.

BOGMIRE SWAMP

is a foetid maze of moss-strewn trees and quicksand. A nocturnal **swamp troll** stalks this area after dark.

S1. A medusa named Xania lairs in a hut here, with her **snakeman** husband.

S2. Three **lizardmen** stand guard over the entrance to this lair.

S3. The lizardman chief lives here. He is currently meeting with the snake-cultist **Sinleyn the wizard** and his **flying snake**.

Epic Add-on: The lizardmen serve a black dragon named **Hateborn**, who lairs nearby.