

The Stone Bone Mound by Dan Sumption



Outside the village stands the Stone Bone Mound: a perfectly smooth grass-covered hill made of strange dark stone speckled with mystery bones. Inside the hill is a labyrinth. Most folks avoid it. But Anthea Genn, an obsessive collector of pebbles, has disappeared, and was last seen walking in the direction of the mound.

The mound has a diameter of around 750 feet, and the tunnel of the labyrinth is around 50 feet wide and 25 feet high. The walk to the centre of the labyrinth is around 3000 feet, taking about ten minutes at standard walking pace.

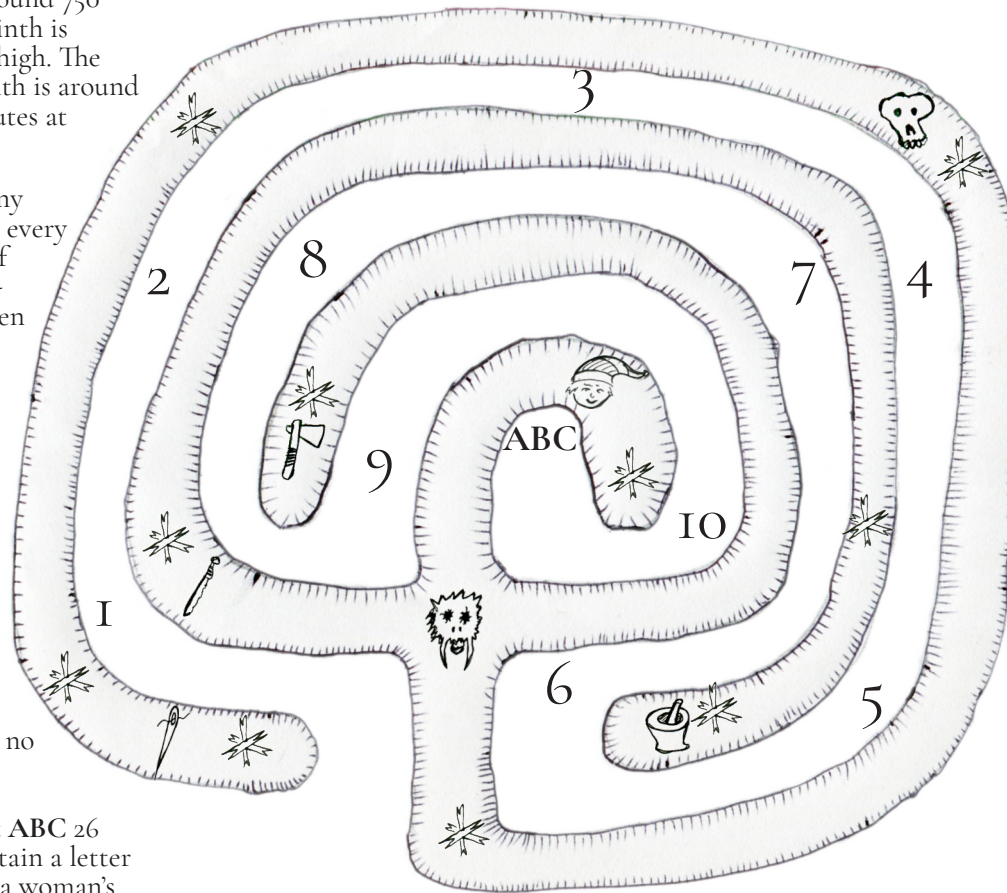
Inside the labyrinth is an uncanny stillness and silence, punctuated every few minutes by localised gusts of wind and the whispering of not-quite-audible words. There are ten inscriptions along the tunnel floor:

- 1: in, in, in
- 2: destination in
- 3: space outer
- 4: press on
- 5: inner space
- 6: space empty space
- 7: place everywhere place
- 8: on is in
- 9: place digits place
- 10: down no up no left no right no destination on and in

At the centre of the labyrinth at **ABC** 26 depressions in the wall each contain a letter of the alphabet. Below, half of a woman's footprint can be seen on the floor, the remainder of it is under the wall.

Pressing the first letter from each of the ten inscriptions, in order, gives everyone stood in the tunnel the ability to walk through its walls:

i - d - s - p - i - s - p - o - p - d



Anthea Genn is fast asleep but has found some fascinating pebbles.



Stone Bone Demon: AC 15 / HP 44 / DMG d12 - sucks out a bone on max damage



d12 bone shard imps: each AC 10 / HP 2 / DMG d3

The mound was once the tomb of tribal leader Gerd Theng. Gerd's skull and prized possessions can still be found here, buried in the walls. Each is worth 1,000 coins. The complete set is worth 10,000 coins.



An elongated humanoid skull. When anointed in blood, it slowly tells Gerd's autobiography.



An axe made of globular red flint, with a corroded copper handle. It always returns directly to the hand of anyone who throws it.



A white flint knife, used to part molecules



A pestle & mortar of smooth, tactile, cool, black gneiss. Used to break apart atoms. .



A yellowed bone needle. When used with the pestle, mortar and knife, this allows the skilled user to, very slowly but surely, reconfigure reality.

Roll a d6 every minute when walking through walls. On a roll of one, roll 2d6 and consult the table below:

- 2. One or more of your bones grows or shrinks by 50%
- 3. Arthritis reduces your movement permanently by 10%
- 4. Small spines emerge from beneath your skin
- 5. Your eyes weep sand: 1d4 dessert spoons per minute
- 6. Your finger and toenails grow at twice normal speed
- 7. You panic and flee in a random direction, not stopping until you reach the open air. You must rest d4 minutes before re-entering the labyrinth
- 8. You itch all over. For the next d4 minutes, all rolls are at disadvantage
- 9. One of your finger or toenails thickens by d6+1 times
- 10. Your hair starts to fall out
- 11. You become double-jointed
- 12. Your skin becomes bony and hard, +1 armour