

BONE IDOL

THE SPOOKY ROLEPLAYING GAME FOR SKELETONS

By PJ Stanley

YOU ARE DEAD.

DON'T WORRY- THIS IS PERFECTLY NORMAL.

IT HAPPENS TO ALL OF US.

BUT WOULDN'T IT BE NICE IF WE COULD BE *NOT* DEAD?

I DON'T MEAN UNDEAD.

NOT DEAD.

ALIVE.

DO YOU THINK IT'S POSSIBLE?

CALLING ALL SKELETONS

The mists are rolling in. The crows are squawking nervously in quivering trees. A chill descends over the Graveyard of the Restless. It can only mean one thing: the Dreadball is upon us!

Welcome to **BONE IDOL**, the roleplaying game about a group of skeletons who try to come back to life by entering a competition at an undead funfair.

This tome contains everything you need to embark on your spooky adventure, including a new custom class, monsters, locations, story, characters, and more.

YOU'RE INVITED!

You and your skeleton friends will embark on an adventure to the Dreadball, the legendary undead party hosted by our Lady-in-Black, Lyra the Mourner.

Dance like there's no tomorrow at the Masquerade. Try your luck at the Wheel of Misfortune. Challenge your friends to a game of tombstone parkour. Win fabulous prizes.

And if you are feeling lucky enough, the Tournament of the Undying is waiting to crown a new Champion. None have yet bested its devilish challenges, but those who succeed will be granted the ultimate reward: a second life!

WHAT IS THE DRESS CODE?

There isn't one. You don't wear clothes. You are a skeleton.

It is very, very important to remember that you are a skeleton.

All you will need is a set of gaming dice, a pencil, and a copy of the Player's Handbook from the World's Greatest Roleplaying Game.

WHAT TIME DOES IT START?

The Dreadball starts at Dusk and lasts approximately 4-6 hours. Any longer than that and things start to get a bit... weird.

It's recommended that once you enter the Dreadball you try to enjoy the party in one sitting- readmittance is not recommended.

LET'S BEGIN

If you will be attending the party, you can RSVP by heading to page 2 and reading up to page 5.

If you are a dungeon master and want to host your own Dreadball, you'll need to read the complete tome to make sure your party is in accordance with Lyra's wishes.

We can't wait to welcome you all to the Dreadball, and hope to see you at the Tournament of the Undying.

Yours spookily,

Redorik the Devious, Master of Ceremonies

THE SKELETON OF AN ADVENTURE

BONE IDOL has been designed with Dungeons and Dragons Fifth Edition in mind, but is easily adapted to other RPG systems. This is a game where atmosphere and characters are the main event, so go wild with other systems. It's your party after all!

MAKING A SKELETON

You are a spooky skeleton. You've been laying in a cold grave for too long. But now that the Dreadball is upon us, and the Tournament of the Undying is accepting new entrants, your luck may be about to change.

WHY PLAY A SKELETON?

You are dead. You have no choice in this matter. You are a pile of bones. A raggedy, dusty, shambolic pile of bones. Why are you even asking this?

MISSING A FEW BONES

Your best days are behind you. When you create a skeleton character, your starting level is 1 and you cannot gain xp. You gain no ability score bonuses when rolling your stats, and do not select a background.

SIX FEET UNDER

Laying in a coffin for generations has stiffened your joints, but at least you're not afraid of the dark anymore.

Your walking speed is 20 and you have darkvision up to 60 feet. When not wearing armour, you have an AC of 13.

WHO DID YOU USED TO BE?

When creating your skeleton character, you can roll on the **Skeletal Origins** tables to determine your past life, motive, and secrets. Or you can decide for yourself!

SKELETON CLASS

Level	Proficiency Bonus	Memento Mori	Features
1st	+2	5	Already Dead, Almost Magic, Not Just A Pretty Face

CLASS FEATURES

Each skeleton gains the following features:

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + your Constitution modifier

PROFICIENCIES

Armor: None.

Weapons: Simple weapons.

Tools: None.

Saving Throws: CON, STR

Skills: None.

ALREADY DEAD

As a skeleton, you are impossible to kill by normal means. Your limbs might fall off or you might forget where you left your skull, but you'll keep on rattling along. Eventually these unnatural occurrences will start to take a toll on your mind, however. And without your mind, what is left?

You have a number of **Memento Mori** points as listed in your class table. Whenever your hit points are reduced to zero, you may immediately spend two Memento Mori points to regenerate back to full hit-points. Doing so will cause you to make a roll on the **Spooky Occurrences Table**, as your mind comes to terms with the fact that it should probably be dead.

If you are reduced to zero hit points and you do not have enough Memento Mori points to regenerate, your mind finally accepts its mortality and leaves your body for good. Your adventure is then over!

ALMOST MAGIC

As an undead, you play by different rules than the living.

Whenever you make an attack roll, saving throw, or ability check, you may expend one Memento Mori point to immediately re-roll the check, keeping the new result. You must then make a roll on the Spooky Occurrences Table.

NOT JUST A PRETTY FACE

When you create your skeleton at level 1, you may choose two feats from the **Skeleton Skills** list.

Additional feats may be obtained through certain rolls on the Spooky Occurrences Table.

SKELETON SKILLS

Sure, you're a walking pile of bones, but that doesn't mean you can't have a bit of personality.

Choose two of the following abilities when you create your skeleton character.

FUNNY BONES

You may be dead, but at least you've got a sense of humour about it.

You gain proficiency in performance and may re-roll effects on the Spooky Occurrences Table.

COLD AS THE GRAVE

You just can't seem to warm up, no matter how hard you rub your bones.

You learn the Chill Touch cantrip using Intelligence or Wisdom as your spellcasting ability. Its range for you is 5 feet.

MR NO BODY

Even for a skeleton, you are exceptionally unremarkable. You might just be the most boring skeleton ever to exist.

You have advantage on sleight of hand and stealth checks when enemies are not actively searching for you.

DROP DEAD GORGEOUS

Even in death, you scrub up well. Other skeletons remark on your amazing cheekbones.

You gain proficiency in persuasion and learn the Friends cantrip.

THRILLER

You're an old-school skeleton who likes to get spooky.

You learn the Cause Fear spell and can cast it once per short rest with a spell save DC of 12.

INDIANA BONES

Now that you're a skeleton, you can indulge in some classic tomb raiding.

You gain proficiency with whips, and have advantage on saving throws to avoid traps.

BAD TO THE BONE

You're a simple skeleton who just wants to crack some skulls.

You gain proficiency in intimidation and may add 1 to all melee attack rolls.

STENCH OF DEATH

There's no hiding it: you smell like a rotting corpse and even the skeletons without noses can tell.

You have disadvantage on all Charisma checks and you learn the Infestation cantrip using Constitution as your spellcasting ability.

SPOOKY OCCURENCES

You have done something that shouldn't be possible. You're beginning to spook yourself.

Roll a d20 to determine the outcome.

- 1 You gain proficiency in lances and animal handling, and develop a sudden urge to joust.
- 2 You teleport up to 120 feet to an unoccupied space of your choice that you can see.
- 3 You may select an additional Skeleton Skill.
- 4 Your Dexterity score increases by 2 and your Charisma score decreases by 2.
- 5 You cast Leomund's Tiny Hut centred around yourself.
- 6 All flammable objects within 10 feet of you spontaneously burst into flames.
- 7 You lose the ability to speak until you take damage or reduce a creature to zero hit points.
- 8 You gain an additional Memento Mori point and a four leafed clover appears in your hand.
- 9 All skeletons within 60 feet of you fall desparately in love with you for 30 seconds.
- 10 You gain advantage on your next ability check. If it fails, you must roll on the Spooky Occurrences table.
- 11 You take 1d4 psychic damage and are knocked prone.
- 12 For the next 60 seconds, enemies have advantage on attack rolls targeting you, and you have advantage on attack rolls against enemies.
- 13 You lose one Skeleton Skill and gain proficiency in cartographer's tools.
- 14 Your name is now Bonebob Bonepants. If it was already Bonebob Bonepants, take 1d10 psychic damage.
- 15 You gain a swim speed of 40ft and can speak Aquan.
- 16 One of your legs falls off and rolls 20 feet away from you. Your speed is now 5 and you have disadvantage on dexterity saving throws. Obtaining the limb and using an action to reattach it ends this effect.
- 17 You gain 2d4 temporary hit points. While you have these hitpoints, your Strength and Dexterity scores decrease to 1.
- 18 You learn the Thaumaturgy cantrip and can speak Abyssal.
- 19 You cast the Fireball spell.
- 20 Your skull twists round to face the wrong direction. You have disadvantage on all attack rolls and cannot be surprised. You can use an action to twist it back into position, but must roll again on the Spooky Occurrences Tables if you do.

SKELETAL ORIGINS

You can use the tables below to quickly generate some background information about your skeleton. Or you can use them as inspiration and invent your own!

WHAT WERE YOU BEFORE YOU WERE DEAD?

d8 Past Life

- 1 Undertaker
- 2 Children's entertainer
- 3 Priest
- 4 Beekeeper
- 5 Gravedigger
- 6 Pirate
- 7 Fashion icon
- 8 Sword swallower

WHY DO YOU WANT TO RETURN TO LIFE?

d8 Motive

- 1 To take revenge on the one that killed me
- 2 To warn others about the fragility of life
- 3 To finish writing my novel
- 4 To confuse the gods
- 5 To go on one more adventure
- 6 To start a new religion
- 7 To win a bet
- 8 To visit my own gravestone and pretend I'm a time traveller

WHAT SECRET DID YOU TAKE TO THE GRAVE?

d8 Secret

- 1 An oracle once prophesised my death in perfect detail
- 2 I made a deal with a devil and now they have my soul
- 3 I annoyed a genie by wishing for more wishes
- 4 I'm absolutely terrified of skeletons
- 5 I pretended to be a wizard by spending all my money on spell scrolls
- 6 I have seen ghosts since I was seven
- 7 I've never said the word 'Beetlejuice'
- 8 I spent ten years trying to turn paper into gold

THE ADVENTURE BEGINS



Everything went dark. There was nothing, no-one. Just a desperate, hollow emptiness at the end of it all. For an eternity, we waited in our solitude. But now, something stirs beneath the earth. Spirits awaken. The dead rise from their graves. And they are ready to party.

GET THIS PARTY STARTED

BONE IDOL begins with all skeleton players waking in their resting places on the eve of a great carnival: the legendary Dreadball.

Lyra the Mourner (cursed by Her memory) has raised all creatures of the under-earth to join in this celebration of the fickleness of death. For one night only, under the light of the blood moon, the dead will dance, revel, and get spooky like there's no tomorrow.

And at the centre of it all, the highlight of this unholy bacchanal, is the Tournament of the Undying, a competition whose prize is nothing less than resurrection and a chance at a second life. This is the players' destiny, and the focus of our story.

WARNING. The following information contains full spoilers for BONE IDOL and is for dungeon masters' eyes only. Reader beware!

WHAT YOU NEED TO KNOW

As the dungeon master, you will guide players through a low-level adventure that mixes social shenanigans, time-limited exploration, and moderate combat.

Your players are all level 1 with extremely limited access to skills and spells, so the focus of the adventure is in embracing the silliness and campiness of the setting and being quite forgiving with challenges early on.

You will guide the players towards the Tournament of the Undying, which like all good fantasy tournaments contains 3 trials: the Trial of Wits, the Trial of Resolve, and the Trial of Champions. Before each trial, the players are free to explore the rest of the Dreadball, meeting characters, finding information, and uncovering secrets that may help them in the competition.

It is recommended to set a time-limit on each exploration phase to keep the story moving.

In the following pages, we'll look at the different locations within the Dreadball, followed by details of each trial and story moment, and finally some extra information on encounters and characters.

LOCATIONS

GRAVEYARD OF THE RESTLESS

After awaking in the **Graveyard**, the players will hear the sounds of eerie music from a nearby forest. Think classic gothic here: rolling mist, wolves howling, church bells ringing. Lay it on thick.

Here they will meet **Ossian**, another skeleton who is heading to the forest to enter the tournament himself. He'll help the party when they're stuck, and will be more than happy to accompany them to the...

ENTRANCE TO THE FOREST

There is a small tollbooth on the edge of the forest, next to a winding path that leads into the forest centre. Here we will meet the **Gatekeeper**, who will demand payment in order to allow entrance to the ball.

The players won't have any money at this point, so they'll either have to persuade their way in or borrow money from Ossian. They can also attempt to sneak into the forest from a different angle, but may run into a **Vine Blight** if they do.

Once inside, they'll come to a large clearing where an enormous party is taking place. Welcome to the Dreadball.

THE DREADBALL

The Dreadball has many different areas to explore, and dungeon masters are encouraged to add their own for flavour. The main attractions are:

THE FORTUNE TELLER

A small tent where skeletons can have their fortunes told, or hear postmonitions of their own deaths. The **Fortune Teller** is an excellent source of information about the trials.

THE MASQUERADE

A secluded part of the forest where ghosts and skeletons dance and mingle, their long-decomposed faces hidden behind gorgeous masques. This is where skeleton nobility come to be seen. Players might come here to look for access to the **Restricted Area**.

SKULL PAINTING TENT

Visit this tent to get your skull painted to look like an animal of your choosing. Or to fashion a disguise!

GAMBLER'S FOLLY

A wooden shack near the entrance to **The Pit** where players may bet on winners and losers in the trials (including themselves). A place where much coin can be found, if players are slippery enough to pocket some.

TEST YOUR STRENGTH!

A game where skeletons compete to pull a sword out of a stone. It is almost impossible, but those who put on a good show might be rewarded with a toy wooden sword, or some advice.

THE WHEEL OF MISFORTUNE

Spin the wheel and face a challenge! Games include 'guess the number of bones in the bag', 'tombstone parkour' and the classic 'three-legged race' (additional legs not included).

DEAD POET'S CORNER

A small glade on the outskirts of the Dreadball, skeletons gather here to engage in the vicious sport of slam poetry. Players may compete with **Grimoire No-Tongue** in a best-of-three performance challenge to obtain the Vicious Mockery cantrip.

THE DREADBALL (CONTINUED)

THE TREE OF WAILING

Skeletons come to this gnarled old tree to sing the saddest laments their dusty voiceboxes can manage. Players may listen to some bad skeleton karaoke or perform themselves. The star attraction, however, is **Malady the Melody**, a bard whose songs are said to be visions of the near future.

POTION'S ELEVEN

Skeletons sadly cannot drink, but the next best thing is a visit to **Dr Li's** emporium of potions and magical elixirs. The good doctor is happy to mix up some draughts that, when poured over one's bones, at least approximate the feeling of quaffing wine. And there are more specialist concoctions available here too, for the right price.

TOURNAMENT REGISTRATION

A rickety little shack where **Harkon the Administrator** registers would-be Champions for the competition. The tournament runs a lottery to determine which competitors will get first crack at the trials, with names being drawn out of a witch's hat. Luckily, our players will be called first. Harkon will send messengers to fetch the players when it is time for each trial.

THE RESTRICTED AREA

The skeleton equivalent of a VIP area. Players will gain access to this area after completing the second trial, or sooner if they can pay, persuade, or disguise their way in.

Here **Lyra the Mourner- Lady in Black and Patron of the Undying**- can be found, along with **Redorik the Devious**, who designs the trials.

The currency here is secrets, and players who trade their own stories may be rewarded with valuable information.

THE PIT

A makeshift arena constructed around a pit at the centre of the Dreadball. The first trial takes place here, while onlookers peer down at the contestants from rickety stands around the edge of the pit. If players scout this area in advance, they will notice that the bottom of the pit is decorated in a checkerboard pattern.

THE HALL OF MIRRORS

The location of the second trial, the Hall of Mirrors is accessed by reciting an incantation given to the players by Harkon after the second exploration phase.

It is an abandoned church, gothic in style, filled with smoke, mirrors, and visions of the past. Here our players will come into combat with spectral versions of themselves.

THE DEEP

A dark, overgrown section of the forest, and the location of the third trial. Players will come here to fight the **Demon of the Deep**. Inaccessible until the third trial.

CARNIVAL TOKENS

There are plenty of skeletons in the Dreadball who will be happy to pry money out of your cold dead hands. With your consent, of course.

The Dreadball uses Carnival Tokens as its temporary currency, which players can use to buy favours, equipment, and souvenirs.

After registering with Harkon the Administrator, the party will be given 2 Tokens to spend as they wish (courtesy of our most benevolent benefactor Lady Lyra). They will receive an additional 2 Tokens after completing the first and second trials.

There are various ways to obtain more tokens, from betting at Gambler's Folly (on yourself), picking the pockets of any skeletons wearing trousers, trading items, and 'persuading' people to support your tournament effort.

In general, expect the party to amass roughly 10 Tokens over the course of the adventure.

I WANT A CUDDLY TOY

Below is an example list of purchasable items, their cost in tokens, and their location.

Item	Price and Location
Mage Armor Scroll	2, Potion's Eleven
Burning Hands Scroll	1, Potion's Eleven
Potion of Climbing	1, Potion's Eleven
Potion of Healing (2d4+2)	2, Potion's Eleven
Warhammer	2, Test Your Strength
Lance	3, Mercenary outside The Pit
Shield	2, The Restricted Area
Spooky Mask	1, The Masquerade
Skull Painting	1, Skull Painter
Dagger	1, Skull Painter
Cuddly Toy	5, Wheel of Misfortune

Dungeon masters are encouraged to add their own items and even new vendors!

THE TRIALS

Each trial is a combat encounter that can be made easier if the players obtain information, items, and weapons ahead of time. Keep an eye on your players' Memento Mori scores: if they are running low, you may need to nudge them towards certain clues or items to make each encounter fairer.

TRIAL OF WITS

The first trial takes place in The Pits, where the players will find themselves on a large checkerboard floor facing an army of knights. The knights **all look identical**: ghostly, animated suits of armor with large shields and maces.

If the players have uncovered enough information, they will know that this encounter is actually a game of chess. The objective is to **kill the King** who is viciously defended by the Queen, the strongest enemy soldier.

The other enemies in this encounter are extremely weak and slow. The players will have a hard time taking on all the enemies at once, however, and their best bet is to try and kill the King immediately.

Once the King is defeated, the remaining pieces crumple to the ground, and the checkerboard rises magically to the surface of the pit. The crowd goes wild.

SETTING UP THE BOARD

The chessboard arena is made up of 8x8 10ft squares, alternating white and black, with walls along all 4 edges of the board. The King will be positioned somewhere in the back row, adjacent to the Queen. A DC12 insight or intelligence check will determine whether a piece is the King.

INFORMATION IS KING

Malady the Melody, the Fortune Teller, Redorik the Devious, and Ossian can all provide hints regarding how to beat the Trial of Wits. Players may also scout The Pits ahead of time to determine its nature, or eavesdrop on speculative conversations in the Masquerade.

TRIAL OF RESOLVE

The second trial is accessed by reciting an incantation provided to the players by Harkon. Upon doing so, they will immediately be transported to the **Hall of Mirrors**, an apparently abandoned gothic cathedral.

After some initial exploring, the players will arrive at an altar at the far end of the church. On the altar is an illusory sword that will vanish if touched, only to reappear on the altar moments later. Around the altar are a number of large mirrors equal to the number of players. The first time a player uses a weapon or touches either the altar, sword, or the mirrors, the next encounter will be triggered.

SMOKE AND MIRRORS

There are three traps in this trial:

Rune of Confusion: Placed in front of one of the mirrors

Rune of Panic: Activated by touching the altar

Rune of Hypnosis: Activated by touching the illusory sword

Details for each can be found in the Encounters section.

A number of **spectral figures** equal to the number of players will appear out of thin air. If the players have been gathering information effectively, they will know that the spectres are **mirror-images** of themselves: inflicting damage on the spectres will also damage the attacking player.

The spectres start with a very high AC, but shattering each mirror (AC 5, 1hp) will reduce the AC of a corresponding spectre and remove its mirror-image damage effect. Destroying all the mirrors will also turn the illusory sword into a usable shortsword and disarm its rune trap. The sword provides advantage on attacks against the spectres.

When the spectres are defeated, the players themselves fall unconscious and awake moments later in the **Restricted Section**.

TRICKY TRAPS AND SLIPPERY SWORDS

This trial can be made easier with some advance planning.

Malady the Melody and the Fortune Teller know about the traps on the altar and sword respectively. If asked by the players about the traps, Dr. Li will provide a Scroll of Dispel Magic to the players for free.

Redorik the Devious will provide hints about how to damage the spectres if persuaded out of earshot of Lyra. The facepainter at the Skull Painting tent will tell a story about face-stealers and the danger of mirrors. If asked about rare weapons, the Test Your Strength host will tell the players about a sword that hides in glass.

INTERLUDE

After the second trial, the players awake in the **Restricted Section** and are invited to an audience with Lyra.

Lyra congratulates the players on their journey so far, and offers her blessing for the final challenge. Players may receive either the **Blessing of the Grave**, **Curse of the Abyss**, or **Haunting of the Ether**.

Blessing of the Grave will give 1d4+4 temporary hit points and proficiency in martial weapons.

Curse of the Abyss teaches players the Produce Flame cantrip, using Intelligence or Wisdom as their spellcasting ability.

Haunting of the Ether gives players an additional Memento Mori point.

Lyra then informs the players that their final trial will be to defeat the **Demon of the Deep**. They return to the Dreadball to prepare.

THE TRIAL OF CHAMPIONS

The third trial begins with Harkon and Lyra guiding the players and a crowd of spectators into The Deep, an overgrown section of the ancient forest. There they find an enormous stone circle demarcating the final arena.

The arena is dotted with trees and undergrowth providing half and full cover. Sections of thick roots and vines add difficult terrain. There are two **Vine Blights** hidden in the arena.

When the players enter the stone circle, **Lyra the Mourner** congratulates them on their courage and wishes them luck in the battle ahead. Everything goes dark, and then:

Lyra stands before the players, armed with a scythe. She is the final trial. She is the Demon of the Deep.

LIKE A BOSS

Lyra cannot be pacified or persuaded to end the battle early. This is a fight to the death!

If players recovered the Illusory Sword from the Hall of Mirrors, it confers advantage on strikes against Lyra.

Whenever players roll of the Spooky Occurrences Table during this battle, Lyra must make a DC14 Charisma saving throw. On a failed save, the next attack targetting her deals maximum damage on a hit.

The Vine Blights in this fight are neutral: they will attack anyone who gets too close.

YOU'VE GOT A FRIEND IN ME

If players helped Ossian in his quest to enter the Restricted Area, he will watch the battle from the sidelines. At the start of the third combat round, he will remove one of his legs and hurl it in the general direction of Lyra (+2 to hit). If the attack hits, Lyra takes no damage but has disadvantage on her next attack. Ossian will repeat this at the start of round 4 (arm) and 5 (leg).

If a player completed Grimoire No-Tongue's quest, at the start of the second round they will get the crowd to chant the player's name, providing them with a bardic inspiration die (D6).

THE FINAL CURTAIN

If all players are defeated during the encounter with Lyra, the Defeat ending occurs. If at least one player survives the battle, the Victory ending occurs.

DEFEAT

There is the sound of whispered voices and the crunch of a shovel in earth. The players open their eyes to find themselves where they began, resting in open graves whilst Lyra, Harkon, and a crowd from the Dreadball watch on.

Harkon slowly shovels dirt over the players. Dr. Li pours a soothing elixir into their graves to ease their passing. Lyra tells them not to fear, for to be a master of death is not a blessing, but a terrible curse.

Everything fades to black for a final time. The last sound the players hear is a tolling bell and the sound of a restless crow.

VICTORY

Lyra is defeated! From beneath the earth, dozens of skeletal hands shoot upwards to catch her as she falls. The hands slowly drag her down into the ground for a restful sleep at last.

The stones that encircle the arena emit a pulse of energy, and the crowd of onlookers vanishes into the air.

Around the players, the twisted vines and knotted roots begin to recede, revealing a beautiful forest glade dappled with the first promises of dawn. There is the sound of birdsong.

The players are no longer skeletons but people again, reborn in whatever image they desire. The dungeon master asks the players to describe themselves to each other as if seeing each other for the very first time.

And then:

Where do you want to go next?

THE END

ENCOUNTERS



etailed below are the various monsters and traps found in this adventure. Encounters are balanced for a party of 4 skeletons, and dungeon masters may wish to adjust the difficulty as necessary.

PAWN

Medium construct, true neutral

Armor Class 8

Hit Points 5

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	4 (-3)	14 (+3)	2 (-4)	10 (0)	1 (-5)

Damage Resistances Poison

Senses passive Perception 10

Languages None

Tactical Upgrade If a pawn unit reaches the far side of the chessboard from where it began, it can use its action to turn into a Queen unit at full hit points.

Actions

Puny mace attack. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit:* 1 bludgeoning.

QUEEN

Medium construct, true neutral

Armor Class 11

Hit Points 30

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	13 (+1)	14 (+2)	10 (0)	7 (-2)

Damage Resistances Poison

Senses passive Perception 20

Languages None

Grandmaster When an enemy unit within 10 feet hits a King unit with a melee attack, the Queen may use its reaction to move 5 feet towards the attacker and take all damage from the attack instead of the King.

Actions

Hammer of Gasparov. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 1d4+4 bludgeoning.

KING

Medium construct, true neutral

Armor Class 8

Hit Points 10

Speed 5ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	4 (-3)	14 (+2)	2 (-4)	10 (0)	1 (-5)

Damage Resistances Poison

Senses passive Perception 10

Languages None

Check If an enemy unit is within 5 feet, the King must use its action to dash directly away from it. If doing so would bring it within 5 feet of another enemy, it instead uses the dodge action.

Castled Ranged attacks against this unit have disadvantage.

Actions

Ceremonial mace attack. *Melee Weapon Attack:* +0 to hit, reach 10ft., one target. *Hit:* 1 bludgeoning

SPECTRE

Medium undead, neutral evil

Armor Class 9
Hit Points 10
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (0)	10 (0)	13 (+1)	7 (-2)

Condition Immunities Poisoned
Senses passive Perception 14
Languages Common

Mirror Mirror Each spectre is linked to a corresponding mirror. As long as the mirror remains intact, they gain the Shield of Glass and Deadly Reflection abilities.

Shield of Glass The spectre adds +7 to its AC.

Deadly Reflection Each time an enemy inflicts damage on a spectre, the spectre may use its reaction to inflict 1d4 psychic damage onto the attacker.

Actions

Illusory strike. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 1d4+1 psychic damage

LYRA THE MOURNER

Medium humanoid, neutral good

Armor Class 13
Hit Points 37
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	10 (0)	13 (+1)	14 (+2)

Senses passive Perception 18
Languages Common, Abyssal

Has Seen Death Lyra has advantage on saving throws against being frightened.

Unholy Magic Lyra is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

She has the following cleric spells prepared:
Cantrips: Toll the Dead, Thaumaturgy, Resistance
1st level (4 slots): Command, Bane
2nd level (2 slots): Hold Person, Blindness/Deafness

Actions

Demon Blade. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 1d6+2 piercing

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12
Hit Points 11
Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+3)	5 (-3)	10 (0)	13 (-4)

Condition Immunities Blinded, Deafened
Weaknesses Fire
Skills Stealth +1

Senses blindsight 60ft
Languages Common

False Appearance While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* d6+2 bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

RUNE OF PANIC

Affects all targets within 5 ft. DC 11 CHA save or take 1d10 psychic damage (half on save).

RUNE OF HYPNOSIS

Affects all targets within 10 ft. DC 11 WIS save or become incapacitated for 1d4 rounds.

RUNE OF CONFUSION

Affects all targets within 10 ft. DC 11 INT save or become confused (phb 224) for 1d4 rounds.

CHARACTERS

What good is a party without any guests? The Dreadball is full of weird and wonderful characters for the players to befriend, betray, and challenge to a game of skeleton strip poker.

OSSIAN DEMARCO

The first character the party meet, Ossian is a friendly skeleton off to try his luck at the Tournament of the Undying.

He is happy to lead the party to the Dreadball and answer any questions about the event. He will also pay the party's entry fee if they fail to persuade the Gatekeeper. If he does so, he will later approach the party and ask them to sneak him into the Restricted Area as a favour.

THE GATEKEEPER

The Gatekeeper makes sure all undead are vetted and have paid the correct toll in order to enter the Dreadball. An ancient skeleton, she is very strict in her duty and will chase away ne'er-do-wells if necessary. She is armed with a whip and will not part with it willingly.

Players may persuade the Gatekeeper to let them enter by appealing to her sense of duty and lawfulness: for example by volunteering to root out tournament cheats and spies. Otherwise, players may attempt to sneak past her, intimidate their way inside (very difficult), or borrow money from Ossian.

HARKON THE ADMINISTRATOR

Harkon runs the tournament, and the players will need to approach him to sign up for the first trial. He will fetch them when it is time for each challenge, and clarify the rules.

Harkon is highly skeptical of the players' abilities, and may grow suspicious that they are cheating, although he cannot prove it. He is a rival of Redorik the Devious, whom he competes with for Lyra's favour.

LYRA THE MOURNER

The Lady-in-Black, The Mourner, The Cursed Queen. Lyra is the god of graves and mourns for those that have been forgotten in death. She is patron of the Dreadball and can be found in the Restricted Area, where the skeleton nobility petition her for favours in the few hours they have left before returning to their graves for another hundred or so years.

She is always veiled and dressed in black. If the players are perceptive, they will notice that she is human.

Unbeknownst to many, Lyra has grown tired of her weeping vigil, and longs to end her duty to the dead. The Tournament of the Undying is her attempt to face a worthy death so that another can bear the burden of eternal life.

DR. LI

In life, Dr. Li was a great healer who was able to cure everyone but herself.

She can provide players with potions and elixirs in exchange for carnival tokens, and is knowledgeable about the arcane and beasts of the forest.

If asked by players about magical traps, the doctor will provide them with a free Scroll of Dispel Magic.

MALADY THE MELODY

A bard of great reknown among the trendy undead youth, Malady has the ability to sing songs of events that have not yet come to pass. Before each trial, her songs give clues as to the challenges ahead: before the first trial she sings about murdering a king; before the second she sings of a wedding where the bride collapsed at the altar; before the third she sings of a child who went wandering in the woods and was eaten by a tree.

THE SKULL PAINTER

The skull painter has the rare distinction of being beloved by children and assassins alike.

Players can ask the painter to disguise them as someone else, in order to gain access to the Restricted Area. Possible modifications include drawn-on moustaches and eye-socket liner.

The painter knows details about the mirror spectres in the second trial, and is quietly suspicious about Lyra's true intentions with the Tournament.

GRIMOIRE NO-TONGUE

Grimoire can be found at Poet's Corner, entertaining crowds with gothic slam poetry. Players may compete in a best-of-three performance challenge with Grimoire to win over the crowd and claim the title of Tongue of the Ball.

Grimoire has a performance modifier of +3. If defeated, they will teach one player the Vicious Mockery cantrip, using Charisma as their spellcasting ability.

FORTUNE TELLER

The fortune teller can aid players by relaying information about each upcoming trial, although her advice can be frustratingly vague. If players speak to the fortune teller after encountering Lyra, she will remark that they have already met their final foe.

REDORIK THE DEVIOUS

Redorik is the architect of the trials and confidant to Lyra. He is completely in love with himself, and cannot help boasting about the ingenious ways in which he has designed each trial. If players spend enough time in his company, they are bound to pick up on details that will help them, as he continues humble-bragging about what a good job he did designing this whole thing.

THE MYSTERIOUS OTHER

There is always room for more guests at the party, so why not invent some extra characters for our brave skeletons to meet!

You now have all the information you need to throw your very own Dreadball. Good luck dungeon master, and take care of your skeleton friends!