

# BONE COLLECTOR'S DOMAIN

*The Bone Collector's Domain is a perpetually twilight realm, a labyrinth of crumbling gothic halls choked with the scent of dust and decay. Twisted, bone-strewn corridors wind through a landscape warped by the Resonance Pools' psychic echoes, where spectral wolves and skeletal warriors flicker in and out of existence, guarding the Collector's morbid progress.*

## HOOKS & RUMORS

- The Silent Wardens have intercepted a fragmented prophecy detailing the Collector's intent – to use the 'Perfect Echo' to shatter the barrier between worlds, leading to an endless spectral storm.
- A local shepherd claims his flock vanished near the largest Resonance Pool; he swears he heard the bones singing a mournful song before the disappearance.
- A disgraced Warden scholar, exiled for questioning the Order's methods, seeks a player's assistance to sabotage the Collector's ritual, believing the Echo is a prison, not a creation.
- Whispers circulate of a corrupted Resonance Pool producing increasingly powerful duplicates—a monstrous hydra composed entirely of animated bone fragments now stalks the deeper levels.
- Recovering a lost journal of a previous Warden expedition reveals detailed instructions on neutralizing the Resonance Pools, but also a chilling warning about the Collector's obsessive nature.

## RANDOM EVENTS (D6)

1	Phantom Choir	Echoing Corridors: A chorus of spectral voices erupts, reciting verses of sorrow and regret, disorienting the party. The voices fade after a minute, leaving behind a lingering sense of unease.
2	Resonance Cascade	The Weeping Gallery: A sudden, uncontrolled surge of psychic energy floods the room, causing the carousel to spin wildly and animating the bone horses. Players must quickly find a way to stabilize...
3	Warden's Vision	Warden's Bastion: Brother Silas experiences a vivid vision of the Collector's future actions, revealing his plan to fully unleash the Echo's power. The vision grants him temporary insight but leave...
4	Spectral Bloom	Echoing Corridors: A cluster of luminous fungi rapidly expands, releasing spores that induce hallucinations and paranoia. Players must resist the effects or risk succumbing to madness.
5	Lost Soul's Plea	The Weeping Gallery: The faint echo of a woman's voice, desperate for release, pleads for help. Responding to her plea momentarily weakens the Collector's control over the Echo.
6	Echoing Tremor	Climax Room: The room shakes violently as the Echo attempts to fully materialize, threatening to collapse the chamber and unleash a catastrophic wave of psychic energy.

## LOCATIONS

### The Weeping Gallery

A vast, circular chamber dominated by a colossal, bone carved carousel frozen mid rotation.

### Echoing Corridors

Twisted bone strewn corridors radiate outwards from the central chamber, choked with swirling psy...

### The Warden's Bastion

A small, circular chamber constructed from reinforced bone, acting as a temporary outpost for the...

### The Echo Chamber

The room pulsates with a sickly green light, reflecting off the polished bone walls.

## ENCOUNTERS (D6)

1	Guardian Golem	The golem activates when the lever is pulled, blocking the exit. It's vulnerable to water damage from the dripping stalactites. Players can use the pillars for cover or try to disable it by breaking the rune on its back. If defeated peacefully, it reveals a hidden passage.
2	Warden Patrol	Two Wardens, Brother Silas and Sister Lyra, are investigating a surge of psychic energy. They're focused on neutralizing the source and are wary of intruders. Players can attempt to sneak past or engage in a dialogue, offering assistance if they can prove their intentions. Combat is highly discouraged until they are fully engaged.
3	Spectral Wolves	Three spectral wolves, remnants of the Collector's failed attempts at containment, attack the party, drawn to the Resonance Pool's energy. They are vulnerable to radiant damage and can be temporarily banished with a focused prayer. Tactical considerations involve utilizing the carousel horses for cover and exploiting the wolves' limited range.
4	Resonance Surge	A sudden, powerful surge of psychic energy erupts from the Resonance Pools, animating a swarm of skeletal hands. Players must quickly find cover or risk being overwhelmed by the spectral duplicates. The surge temporarily amplifies the Wardens' ritual, increasing their damage output.
5	Silas's Paranoia	Brother Silas, convinced the party is a threat, attempts to ambush the players. He utilizes a hidden crossbow and a vial of blinding powder. Players must react quickly to avoid the initial volley and subdue the paranoid Warden through diplomacy or restraint.
6	Collector's Echo	The unfinished Echo attempts to seize a player, attempting to drag them into its form. The Echo is resistant to physical attacks, requiring players to disrupt the Resonance Pools to weaken it.

## TREASURE

**Resonance Shard** — A fragment of a Resonance Pool, radiating a faint, luminescent glow. When held, it grants a temporary bonus to psychic resistance but slowly drains the user's sanity.

**Warden's Amulet** — A silver amulet depicting a stylized eye, providing a minor resistance to psychic attacks. Found within the Warden's Bastion, it was crafted by the Wardens to protect against corrupting influences.

**Collector's Diary** — A leather-bound journal filled with the Collector's obsessive notes and sketches. It details his process of creating the Echo and reveals his tragic backstory, offering a glimpse into his motivations. Contains a hidden compartment with a small, perfectly preserved lock of hair.

**Spectral Lantern** — A lantern crafted from solidified Resonance Pool fluid, emitting a soft, blue light. It provides illumination in dark areas and weakens spectral entities, but its use drains the surrounding psychic energy.

**The Silent Blade** — A perfectly balanced dagger crafted from a single shard of bone. It steals the life force of any creature it cuts, slowly healing the wielder. The blade is cursed each use permanently reduces the wielder's empathy.

## NPCs

**Grandmaster Valerius:** A grizzled veteran of the Silent Wardens, radiating an aura of stoic resolve. He seeks to understand the Collector's motives and ultimately destroy the Echo, believing it represents a corruption of the afterlife. He offers guidance but is skeptical of outsiders.

**Brother Silas:** A young Warden, plagued by paranoia and haunted by past failures. He's overly cautious and prone to impulsive actions, making him a valuable ally if calmed or a dangerous liability if provoked. He's deeply devoted to the Wardens' code.

**Elara, the Dream Weaver:** A spectral figure, once a servant of the Collector, now trapped within the Resonance Pools. She offers cryptic warnings and insights into the Collector's madness, seeking redemption for her past actions. She can provide clues about the Collector's goals but is inherently unstable and prone to fits of despair.

**Kaelen the Warden:** A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

**Corvus, the Echo's Voice:** The fragmented consciousness of the Collector's wife, trapped within the Echo. He attempts to lure players to join him, promising reunion and an end to his eternal sorrow. He speaks in distorted whispers and offers tempting illusions.

## PLOT RESOLUTIONS

The adventurers could attempt to sabotage the Collector's ritual, aligning with the disgraced Warden scholar and risk...

The adventurers might choose to destroy the "Perfect Echo," triggering a catastrophic Resonance Surge and potentially...

The adventurers could negotiate with Corvus, the Echo's Voice, offering him solace in exchange for disrupting the rit...

The adventurers might attempt to neutralize the Resonance Pools, utilizing the Warden scholar's journal, earning the...

The adventurers could choose to confront and subdue Brother Silas, exploiting his paranoia and potentially gaining va...

