

## Artifacts and Bone Demons for the *Lost Souls* RPG

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### ARTIFACTS

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#### *The 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 re-activate 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 Mahlbros. 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*.

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## THE BONE DEMONS

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*“...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.*

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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.

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### *The Chickenbone Demon*

Type: Evil Entity

Consistency: Unnatural

Defense: Poor

WTL: 15

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 ½ 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*

Type: Evil Entity

Consistency: Incorporeal, vaporous

Defense: Passable

WTL: 20

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 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*

Type: Evil Entity

Consistency: Incorporeal, luminous

Defense: Passable

WTL: 20

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*

Type: Evil Entity

Consistency: Unnatural

Defense: Good

WTL: 22

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*

Type: Evil Entity

Consistency: Unnatural

Defense: Superior

WTL: 30

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 Thrown 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*

Type: Evil Entity

Consistency: Dual

Defense: Great

WTL: 25

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 taloned 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.

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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.