

# Bone of Contention

A SWIFT-d12 One Shot Adventure for Saga of the Goblin Horde

Old Mother Heller, went down to the cellar,  
To fetch her poor dog a bone;  
For that crazy old broad, had a skeleton horde,  
Concealed under her home.

The Bonediggers are the smallest of the goblin tribes, but they are led by a cadre of vicious necromancers who fill out their ranks with animated corpses. A Bonedigger by the name of Frump Gnarlyskull has recently fled his tribes' territory after a failed coup, and set up a base of operations in an old abbey, where he's using his dark magic to assemble a skeleton army.



A few days ago a goblin scouting party belonging to the Redfang tribe encountered the intruder on the outskirts of their territory, and several of them were killed in the ensuing battle. The chief considers this insult unacceptable, and has hastily dispatched several gangs to capture the pariah and bring him back alive.

In this adventure the players take on the role of the goblin gang leaders, seeking to capture the trespasser. The story begins with the goblins standing at the edge of the overgrown graveyard surrounding the abbey.

## Graveyard Shift

The abbey where the nasty little Bonedigger has holed himself up was abandoned many years ago by human civilization. Only the former abbess still lives there, and she's as mad as a hatter, so the Redfang tribe usually try to steer clear of the area.

Unfortunately it seems that the crazy old woman is now in league with the goblin fugitive, who has used his necromancy to animate the bones of many of the deceased nuns, infusing them with a measure of their former skills. As the nuns were a martial order, this makes them more formidable than one might expect.

Each gang boss traversing the graveyard must make a Perception check. On a success the boss spots the hidden skeletons before they can ambush him, while on a double success he turns the tables, automatically winning initiative and receiving +2 to his actions for the first round. On a failure the boss is so surprised that he automatically loses initiative, and begins the battle Stunned.

**Reward:** Each boss who *fails* their Perception check receives a Karma Point as compensation.

## Skeleton Crew

As the goblins advance through the graveyard, the skeleton nuns spring out from behind the trees and gravestones, throwing shuriken and lashing out with fists and feet in a stunning display of acrobatic martial arts. This scene is resolved as a standard combat, and there are three nuns per player.

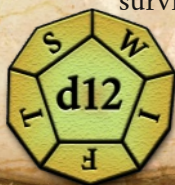
**Reward:** Each boss earns another Karma Point for surviving the battle with the undead nuns.

Bone of Contention SWIFT-d12 One Shot Adventure.  
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## Nun Shall Pass

After passing through the graveyard, the goblins find themselves at the abbey door. Although the building is in a state of disrepair, it is well constructed, and the door is solidly built and securely locked. The three obvious means of bypassing the door are as follows:

**1. Brute force:** A successful Muscle check at -2 will smash the door open; on a double success the door is kicked off its hinges, slamming into the abbess and inflicting 2d6+Strength damage, as well as knocking her Prone. If the check fails, the character eventually breaks down the door, but the abbess is alerted and prepares an ambush; she attacks the moment the door opens, automatically winning initiative.

**2. Subtlety:** A successful Dexterity check at -2 will pick the door's lock; on a double success the character also automatically wins initiative for the fight against the abbess. On a failure the rusty lock jams up, and an alternative solution must be found to bypass the door.

**3. Climbing:** A successful Climb check at -2 lets the character climb into the abbey through an open upper window. On a failure the character slips, and suffers 2d6 falling damage, but they can always try again. This solution does not alert the abbess, and bosses on the upper floor may make opposed Stealth checks against her Perception to try and sneak up on her (this check replaces the Wits check for determining initiative).

**Reward:** The first boss who successfully enters the abbey earns a Karma Point.

## Kicking the Habit

Once the goblins are through the door, they have to deal with the abbess and her old dog. Although she is heavily outnumbered by the goblins, Mother Heller is a ferocious fighter, and she makes short work of any foe foolish enough to come within reach of her flying fists. Resolve this scene as a regular combat encounter.

**Reward:** Each gang boss earns a Karma Point for surviving combat with the abbess and her wolfhound.

## Bad to the Bone

The goblins make their way down into a vast crypt, just as the nasty little Bonedigger completes his ritual. Eldritch energy arcs throughout the huge chamber, engulfing hundreds of sarcophagi with necromantic power. Frump takes one look at the goblin crew, and runs away screaming!

The crypt is huge, so those wishing to catch Frump must act quickly. Resolve this scene using the Chase rules, however if Frump hasn't been knocked out or pinned by the end of the fifth round, the skeletons burst from their sarcophagi and attack.

Some of the goblins may wish to try disrupting the ritual. Frump dropped his grimoire before he fled, and it could be used to undo the spell. Resolve this as a five round simple Lore check with a -2 difficulty penalty. The character needs at least five successes, otherwise the skeletons animate and attack.

Should the skeletons rise up while the goblins are still inside the crypt, the outcome looks grim. There are well over 300 skeletons, so the only realistic way the characters can survive is by running for their lives. Resolve the escape as a three round opposed Reflexes check for each boss; they need three success to escape unscathed; for each success below three, the boss loses a gang member and suffers 3d6 damage.

## Enemy Combatants

Listed here are the foes the players will face.

### Skeleton Nuns

**Abilities:** Agility +2, Endurance +2, Cunning -1

**Speed:** 30; **Resilience:** 7

**Feats:** Natural Weapons, Quick Draw

**Gear:** Shuriken (Range 15 feet; -1 damage)

**Special Abilities**

- **Fearless:** Immune to Intimidate checks.
- **Unarmed Attack:** +0 damage.

### Mother Heller

**Abilities:** Agility +2, Endurance +1, Instincts +1

**Skills:** Brawl +2, Diplomacy -2, Vitality +4, Wits +2

**Speed:** 30; **Resilience:** 6

**Flaws:** Hideous (Major), Wrathful (Major)

**Feats:** Berserker, Greater Riposte, Natural Weapons, Serendipity, Whirling Attack

**Special Abilities**

- **Unarmed Attack:** +0 damage.

### Mother Heller's Wolfhound

**Abilities:** Strength +1, Endurance +1, Combat +1

**Speed:** 40; **Resilience:** 6

**Special Abilities**

- **Bite:** +0 damage.

### Frump Gnarllyskull

**Abilities:** Agility +1, Cunning +1, Magic +1

**Skills:** Intimidate -2, Lore +2, Stealth +1, Survival +1

**Speed:** 30; **Resilience:** 4

**Flaws:** Foible (afraid of fire), Cowardly (Major)

**Feats:** Sorcerer (Death), Necromancer

**Gear:** Bone shovel (-1 damage)

**Special Abilities**

- **Spell Techniques:** Blessing, Compulsion.
- **Darkvision:** Ignore darkness penalties (60 feet).
- **Short:** About 3½ feet tall; -1 Resilience.