



Bone of Contention

A Savage Worlds One Sheet 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 an 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.

Traversing the graveyard requires a Notice roll from each player. On a success the character spots the hidden skeletons before they can ambush him, while on a raise he manages to turn the tables on them, beginning combat on Hold with the Drop. On a failure the character is caught off guard and can't act in the first round, while on a critical failure he's so surprised that he also begins the battle Shaken.

Reward: Each player to *fail* their Notice roll earns a Benny as compensation.

Skeleton Crew

As the characters advance through the graveyard, the skeleton nuns spring out from behind the trees and gravestones. They hurl their cross-shaped shuriken at the goblins, then lash out with boney fists and feet in a stunning display of acrobatic martial arts.

Resolve this scene as a standard combat encounter against three skeleton nuns per player.

Reward: Each player earns a Benny for the battle.

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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 Strength roll at -2 will smash the door open, while on a raise the door is also kicked off its hinges, slamming into the abbess and inflicting Str+d6 damage, as well as knocking her Prone. If the roll fails, the character eventually breaks down the door, but the abbess is alerted and prepares an ambush; she begins combat on Hold, and attacks the moment the door opens.

2. Subtlety: A successful Lockpicking roll at -2 will unlock the door, while on a raise the character also begins combat on Hold. On a failure the rusty lock jams up, and an alternative solution must be found for bypassing the door.

3. Climbing: A successful Climbing roll at -2 lets the character climb into the abbey through an upper window. On a failure the character slips, suffering 1d6+1 falling damage, but they may try again. This solution does not alert the abbess, and characters on the upper floor may make Stealth rolls opposed by her Notice to try and sneak up on her.

Reward: The first player to successfully enter the abbey earns a Benny.

Kicking the Habit

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

Reward: Each player earns one Benny for surviving the fight.

Bad to the Bone

The characters descend into a vast crypt just as the Bonedigger completes his ritual. Eldritch energy arcs throughout the huge chamber, engulfing hundreds of sarcophagi with necromantic power. Frump takes one look at the characters and runs away screaming!

The crypt is huge, so those wishing to catch Frump must act quickly. Resolve this as a standard five-round Chase; 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 Dramatic Task using Smarts with the standard -2 difficulty penalty; should any of the characters have Knowledge (Arcana), they can use it instead of Smarts, without the -2 penalty. On a failure the characters are too slow, and the skeletons animate and attack.

If 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 will survive is if they run for their lives. Resolve this scenario as another five-round Chase, making a Group Roll for the skeletons (no more than two can attack each player each round). Fortunately these skeletons don't have any ranged weapons!

Enemy Combatants

Listed here are the foes the players will face.

Skeleton Nuns

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d6, Throw d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Acrobat, Improved Martial Artist, Quick Draw

Gear: Shuriken (Range 3/6/12; Str+d4 damage)

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots inflict no extra damage.

Mother Heller

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Notice d6

Charisma: -10; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Outsider, Ugly

Edges: Acrobat, Berserk, Brawny, Elan, Improved Counterattack, Improved First Strike, Improved Frenzy, Improved Martial Artist, Luck, Quick, Sweep

Frump Gnarlyskull

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Spellcasting d8, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Phobia (Fire), Yellow

Edges: Arcane Background (Magic), Power Points

Gear: Bone shovel (Str+d4)

Special Abilities

- **Spells:** Frump has 15 Power Points, and knows *fly*, *speed*, and *zombie*.
- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** About 3½ feet tall; -1 Toughness.