

# THE BONE PIT

An Advanced Fighting Fantasy adventure for 4-6  
low-experienced adventurers in the Blackmoor Living World

For Directors' eyes only!



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CHIMERÆ



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We welcome your feedback about your Advanced Fighting Fantasy adventures in the Blackmoor Living World and about this humble publication. That is the main thing that pushes us to publish more and, if we can, better.

Please contact us at: [chimeraehobbygroup@yahoo.it](mailto:chimeraehobbygroup@yahoo.it)

This adventure is dedicated to Dalia, Lodewyck and Julian.

This adventure is designed for the Blackmoor Living World campaign and is suitable for four to six low-experience adventurers, i.e. adventurers with 1-300 XPs.

Typical Blackmoor Living World adventures take a single gaming session of approximately two to four hours to be played and this adventure is not an exception.

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## ADVENTURE BACKGROUND

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This adventure takes place in Tiledhouse, a small village founded a couple of years ago in the New Lands, where the Wurmwood reaches the Wurm River, not far from Bosero's Tower. Like many new villages, Tiledhouse is not a very remarkable place. It is a community of farmers and lumberjacks, and its main building is Corby's Inn (whose tiled roof gives the name to the village), home of its founder, Corby Mason, a veteran of the Afridhi Wars.

Not far from there is the Bone Pit, about 12 km north in the direction of Bosero's Tower. People shy away from the place due to the creeps it gives and because the site is often covered by malignant fog. It is a mass grave dating from the time of the Mage Wars, according to hearsay. A few months ago, a tribe of goblins discovered the powerful magical energies emanating from it, and have been excavating the site since then, convinced that they can manage to seize the power of the Pit.

See more information about Tiledhouse and its inhabitants in *Appendix 1*.

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## ADVENTURE HOOKS

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*You decided to go adventuring around Tiledhouse, a village off the beaten path, where the weather is slightly warmer and there aren't well-known adventurers raising the level of competition. The only inn and tavern of the village is Corby's Inn, so you meet the few adventurers staying in this village and, as customary in Blackmoor, you decide to join your forces and face whatever is out there as a single group. The only adventurer that is in the inn and doesn't want to join you is an injured and strange elf that needs to rest some more time before taking on new adventures.*

Please have each PC deducting two pieces of gold to cover the expenses they have made in the inn so far (accommodation and food). The PCs can purchase

equipment in the smithy and in the general store at standard village prices if they want to.

If the PCs do not come from the same place, this is the good opportunity for them to get to know each other, as they are the only adventurers in town (no matter how inexperienced they may be), besides Kardras (see *Appendix 1*). Other customers in the inn are farmers, lumberjacks or hunters.

Asking around (see a number of suitable local NPCs in *Appendix 1*), the PCs can easily learn the local news detailed in the follow up paragraphs. They can accept one or more quests and start with an investigation in the village (see *Questions and Answers* chapter, below) or they may want to start directly taking action (see *Scene 1*, further below). Alternatively, the PCs may decide that they are not interested in what is proposed and go to *Conclusion A*.

### The lost children

A couple of days ago, two kids, Nall and Karn Fogle, disappeared from home without any notice. They have not returned since then, and their desperate father, Abeel Fogle, has gone to Corby's Inn in search of someone to help him find them. Abeel does not have much money, but he is willing to give what little he has as a reward. Corby has decided to help him, and anyone who helps Abeel find his children will be rewarded with free food and lodging (for one tenday), in addition to the gratitude of the good people of Tiledhouse. Elune Mairlis, an elf who sells wild flowers in the town square, thinks she saw them playing near the Bone Pit one or two days ago. The two kids, in fact, discovered the Bone Pit and decided to explore it without letting anybody know.

### The Stone Mask

Kardras, an elven bard who recently came from Thonia (or so he says), is looking for a legendary Stone Mask believed to possess magical powers and related to the mysterious Temple of the Frogs. His research indicates that the mask is buried in the Bone Pit, but due to an unfortunate accident he injured his leg and can't continue with his quest for a while. He is willing to pay a reward to those who can provide him information about the mask, or better yet, to bring him the object if possible. As it may be expected, Kardras minimizes the importance of the mask to not have to pay its true value. If the PCs talk to him, Kardras will not mention the magical nature of the mask, saying only that it is a piece of art. He will pay up to 50 pieces of gold for any valuable information that turns out to be true (only once, and for all the characters), and up to 200 pieces of gold to anyone who hands him over the mask.

Grumash, a goblin from a tribe that is enemy to the one that is in the Bone Pit, is also looking for the mask. Grumash is not in town for obvious reasons, but will approach the PCs as soon as possible. Like Kardras, Grumash will not mention the magical powers of the mask, saying instead that it is a ceremonial relic of his people. He will pay the PCs with a ruby worth up to 100 pieces of gold in the market for any useful information about the fate of the mask, and with three similar rubies, in addition to the eternal gratitude of his tribe, if they deliver the Mask to him.

#### **Goblin issues** (side quest)

The goblins that invaded the Bone Pit have been causing several problems to the good people of Tiledhouse. If the PCs bring evidence that they have eliminated all of them (for example, the head of their leader or the ears of all of them), Captain Patro is willing to pay up to 30 pieces of gold.

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## QUESTIONS AND ANSWERS

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Here are a few potential questions that the PCs may want ask to know more about the Pit (if they value their lives), along with their possible answers. Feel free to modify the answers as you wish or to provide this information in a different way if it suits your needs.

#### **What can you tell us about the Bone Pit?**

**Corby:** *Oh, the Pit? It is north of the town, on the way to the Tower of good Bosero, may the gods have him in their glory. But nobody in their right mind goes there, it's very dangerous! The place is full of zombies and ghosts! If what Elune says is true, I hope that the Gray Dragon is watching over those children and they are safe and sound.*

**Eilian the Elder:** *I'm telling you, that place is cursed. They say it was built during the Mage Wars to bury those damned sorcerers, and the place got filled with unstable magical energies. The dead rise from the grave and roam around that place, alongside more dangerous creatures. If you know what is good for you, do not go near that Pit.*

**Kardras:** *The Bone Pit is supposedly a burial site that dates from the era of the Mage Wars according to some records, but I do not know if that legend is actually true. Much older legends, of which I have found reliable records at the University of Mohacs, say that the place is the tomb of a dragon, or a temple that goes back to the time before the colonization of Blackmoor. I do not know any more about it, unfortunately.*

Actually, Kardras knows more than what he said (such as the existence of the tomb of Ogre King or the true nature of the Bone Pit), but he will not say anything for fear of raising suspicions (unless the Director wants otherwise; in such instance, he will reveal such information if the PCs demonstrate they can be trusted).

#### **What happened to Lord Bosero?**

**Corby:** *We do not know what happened to him. One day he went adventuring with his brother and he just did not come back. Some believe he has died, but I refuse to believe that. He was very skilled, I assure you. Don't go near his Tower, if you care for your life. Learned folk talk about a mysterious yellow mist that surrounds these lands. It is quite dangerous.*

**Eilian the Elder:** *Ahh, the good Lord Bosero, may Odir hold him in his glory! They say he went adventuring with his brother and they both died. What a tragedy! His Tower is cursed, possessed by that yellow fog. The best thing is to do is not to get caught by that fog. I've heard that the people who breathe it are never the same again.*

**Kardras:** *Just between you and me, there are rumors that Lord Bosero and his brother died during an expedition to the City of Gods, a strange ruin located to the south, but I can't say it with certainty. Lord Bosero and his brother were famous for their skill, so perhaps they maybe are still out there, adventuring. I am intrigued by the Yellow Mist that comes from Bosero's Tower, by the way. I wonder if it is a spell that went out of control...*

#### **What can you tell us about the lost children?**

**Corby:** *They are the children of Abeel, the carpenter, a good and trusty fellow. They are so young; the oldest is only 13, almost the same age as my daughter. For the love of the deities, I beg you to find them!*

**Eilian the Elder:** *Ahh, the children of poor Abeel. They are little devils, if you allow me to be daring. Although the youngest, Karn, is quite intelligent. Most likely they are playing a joke on their parents. Heavy hand is what they need!*

**Elune Mairlis:** *I pick wildflowers north of town, and sometimes I get close to the Bone Pit. I've seen quite strange goblins meeting there lately, but nobody in the town believes me. A few days ago, I saw those two little ones playing near the Pit. I hope they have not got into trouble.*

### Are there goblins nearby?

**Corby:** *Those damned goblins! \*spit\* Those disgusting ruffians are becoming bolder and bolder! They have not stopped giving us problems lately. I've asked the Baron of Newgate for help, but nobody seems to take us seriously. I wish someone could get rid of that vermin.*

**Eilian the Elder:** *Ahh, the goblins... They have been giving us problems for several months. Nothing that our militia can't take care of, I assure you. Please, focus on looking for those little devils.*

**Freg Patro:** *So you're interested in our goblins, huh? No, they are not ours, to tell you the truth. But they have settled down to live at our expense. If possible, I would like you to get rid of them. I'll pay you a modest reward if you are up to the task.*

### When Kardras goes to the PCs to talk about the Stone Mask:

**Kardras:** *As you are interested in going to the Bone Pit, I would like to ask you a favor. I am a scholar of the University of Mohacs, the capital of the Empire. I have been tracking down a series of objects that belonged to a civilization that lived in Blackmoor before the Thonian colonization. According to my research, the Bone Pit may be the site of a temple of that civilization. If so, I'm quite interested in a stone mask that could be stored there. I think it was a decorative mask, perhaps with ceremonial significance, an effigy of a frog's face. It is simply a work of art, but it would be a great object of study to understand the art of the ancients. As you can see, I'm not in a position to go to the Pit. I would be quite interested in any information you could give me about it. I will be willing to pay you for it.*

At this point, for a reason or another, the PCs should either abandon all proposed quests (go to *Conclusion A*) or go to the Bone Pit (go to *Scene 1*).

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## SCENE 1: THE AMBUSH OF THE GOBLIN BANDITS

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When the PCs are on the way to the Bone Pit for the first time, use this encounter.

*The climate is still cold but reasonably pleasant, and the ground in front of you is flat and covered in high grass, although there are dense bushes near the trees and some isolated rock. Suddenly, creatures that were hidden in the bushes assault you with spears. They are goblins!*

### Enemies:

Goblin Henchmen (as many as the PCs): SKILL 5 STAMINA 5 armed with spears and clubs.

Goblin Warriors (2): SKILL 6 STAMINA 6 armed with short swords and shields.

Goblin Sniper (1): SKILL 6 STAMINA 4 armed with a crossbow.

**Tactics:** The goblin warriors and sniper will let the henchmen attack first (one for each PC), as soon as their spears are in range, then they will fight with their clubs. As soon as the PCs close the distance to melee range, the goblin warriors will try surprising, isolating and overpowering the PC that looks more dangerous in melee, by attacking in two against one. In the meanwhile, the goblin sniper will stay under cover as much as he can and will attack whatever PC will try spoiling the plan of the goblin warriors. If the sniper is discovered, he will try to position himself in an optimal position to use his crossbow while staying also under the protection of the warriors. The goblins will fight to the death because they have instructions not to let anyone approach the Bone Pit under pain of death.

If the PCs fall in combat, go to *Conclusion B*.

### And now what?

Once the PCs defeat the goblins, Grumash will approach them (while always trying to keep the distance, as wizards often do). He has been watching the battle from a distance and became interested in the PCs (if they won, that is). Grumash will approach the group while making it clear that his intentions are peaceful in an accent-less common (Thonian). If a PC attempts to attack, Grumash will try to use a spell to disable the attack without harming the PC (for example, *Ward* or *Counterspell*), while insisting on peaceful parley. If the PCs insist on attacking, Grumash will use a teleportation spell and leave. In that case, add to the PCs' sheets the note *Enemy of the Skullkickers*.

In case the PCs decide to deal diplomatically with Grumash, he will say the following:

*Greetings, travelers. I come in peace. You have fought with great courage, and have done the Skullkickers a favor by killing that scum of the Howlers. We will never forget it! You will be praised among my people. My tribe, the Skullkickers, is in fact enemy of those damned Howlers who have invaded the Bone Pit, and we have no intention of doing anything against the good people of Tiledhouse, unless we are provoked. I'd like to ask you a big favor, if I can be so daring, and you will be*

*handsomely rewarded if you help me. I'm looking for an object that belonged to my ancestors, a ceremonial stone mask that has sculpted the face of a frog with three handles on the sides. It is an object that has great sentimental value for my tribe. You will be generously rewarded for helping us, as well as having the eternal gratitude of the Skullkickers.*

The PCs can decide whether or not they want to help Grumash. If they decide they do not want to help him, Grumash will say goodbye politely and without a fight, but he will be discouraged. In that case, add to the character sheets the note *Enemy of the Skullkickers*.

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## SCENE 2: EXPLORING THE BONE PIT

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The Bone Pit is much larger than what will be shown in this adventure, but due to a landslide accidentally caused by the Howlers while digging, access to the other sections is sealed. The PCs can laboriously dig a path to other chambers of the Pit if they want, but those chambers are beyond the scope of this adventure. In the swamp area surrounding the Bone Pit there is nothing worth exploring beyond the central ruins mentioned below.

### General Details:

**Doors:** In the center of the Bone Pit there is a small hidden crypt. Its doors are made of solid stone placed in frames 1 m wide by 2 m high. They are about 10 cm thick and very heavy (2 points of penalty for moving them with a Strength roll). They were built to rotate or pivot in place. The doors are not locked anymore: the magic that was used for that vanished a long time ago.

**Visibility:** The part on the surface is lit by daylight or, if the PCs arrive at night, with torches. The underground chambers are well lit with torches (put there by the Howlers goblins).

### Description:

The Bone Pit is a shallow, swampy pit and is not very large (less than 10 square meters). Dark trees populate the swamp, and its waters are full of bones that are preserved in fairly good condition despite their age, due to the magic that permeates the area. In the center of the Pit there is a small stone crypt hidden by vegetation. Those are chaotic ruins that are too old to be dated. This crypt is the entrance to an underground dungeon.

When the PCs approach, read the following:

*A poorly camouflaged path leads through the trees and ends in a mass of white rock ruins. The area is dotted with complete skeletons, or individual bones scattered everywhere (skulls, ribs, femurs and other types of bones). The path continues to a large effigy of a huge frog with its mouth open, carved in one of the walls that are still standing. Behind the "door" there is a large courtyard with overgrown dark grass.*

The path that enters the ruins is a ruse. The road leads directly to the overgrown yard that has a trap: a pit to an underground chamber, about 6 m deep. The trap, consisting of stone slabs supported by wooden boards that no longer support weight, hidden in the undergrowth (Awareness test to detect it), consists of an area of 6 m by 12 m. The trap will activate once three creatures of normal weight (for a human) are on top of the stone slabs.

The goblins use the real entrance, hidden in the wall opposite the effigy of the frog (Awareness test to detect it). The door leads to a stone staircase that is in a surprisingly good condition and descends about 3 m going straight and then makes a curve to descend another 3 m in the opposite direction, ending in the same underground chamber below the trap.

Take a test of LUCK and, on failure of even a single PC, they will meet with a guard patrol while they are investigating the ruins. If the PCs are too careless while they are investigating, or if the trap is activated, the patrol will run to the entrance to see what happened.

The patrol is made of:

Goblin Henchmen (as many as the PCs): SKILL 5 STAMINA 5 armed with spears and clubs.

Goblin Warriors (2): SKILL 6 STAMINA 6 armed with short swords and shields.

Their tactics are the same as those of the previous encounter (see *Scene 1*). If all the PCs fall in combat at some point, go to *Conclusion B*.

### The Yellow Mist

Every 10 real-life minutes that the PCs spend exploring the Bone Pit or the ruins, they have to test for LUCK and, if all of them fail at the same time, the PCs will be suddenly surrounded by the Yellow Mist that emanates from Bosero's Tower. In case the PCs are caught by the Mist, go to *Conclusion C*.



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## SCENE 3: EXPLORING THE UNDERGROUND STRUCTURE

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### Underground room

Whether the PCs reach this camera by falling into the trap or going down the stairs, they will come face to face with a contingent of guards protecting the entrance to the underground crypt.

If one or more PCs fall in the trap, read: *The ground suddenly gives way and you feel a terrible vertigo. You fall for a moment and crash on the floor of a large room lit with torches.*

The PCs suffer 6 meters of falling damage: see AFF2, page 49 for detail.

Regardless of where they come from, once the PCs enter the underground room read the following:

*The room rises sharply to the west. At the top of the slope there are several goblins hidden by a series of statues of humanoid creatures with frogs' faces the size of a dwarf. The goblins prepare their spears as soon as they see you.*

### Enemies:

Goblin Henchmen (as many as the PCs): SKILL 5 STAMINA 5 armed with spears and clubs.

Goblin Warriors (2): SKILL 6 STAMINA 6 armed with short swords and shields.

Goblin Snipers (2): SKILL 6 STAMINA 4 armed with a crossbow.

Wild Dogs (4): see OotP, pages 38-39.

### Tactics:

In the first round, the goblin henchmen will throw their spears at the first PC they have in their sights. Immediately afterwards, they will release the dogs to attack the PCs at the bottom of the slope. The henchmen and the warriors will start a melee with the PCs that manage to climb the slope, protecting the snipers, who will look for a favorable position to shoot at the PCs that are in range. When the first warrior dies, one of the henchmen (if there is one that has survived by that point) will flee to warn their leader of the intruders. The other goblins will fight to the death.

If all the PCs fall in combat at some point, go to *Conclusion B*.

Once the PCs have defeated the guards, they can explore the underground chamber. A 3 m wide corridor leads to some stairs that descend even deeper underground, until reaching a corridor that is 10 m north of the entrance chamber.

While the PCs are walking down the corridor, read:

*This passage of well-kept tiles ends abruptly on some stairs in the north. The stench of putrefied flesh arises from an arcade near the west side of the passageway. A stone door closes another room to the east.*

When the PCs check the western room, they will see several corpses of goblins in a very advanced state of decomposition and many skeletons. Apparently, the Howlers had to face the living dead in the dungeon and had heavy losses.

The eastern chamber contains nothing important except for a humanoid statue of stone 2 m high that stands on a small marble dais, covered by a layer of dust and clay, making it difficult to identify. This implies that the statue was recently unearthed. Written in clay there are some words in Goblin language (meaning "Ogre King" in Thonian), and around the statue there are some offerings (see below). If the PCs take the time and clean up the statue (something that can take about an hour), they will see that it is the effigy of an ogre with a threatening aspect. Among the offerings are several clay necklaces of rather curious design, dry and moldy bread, and a few bottles of strong liquor.

If the PCs killed all the goblins in the entrance room, then they can explore the rooms of this sector at ease. Otherwise, take a test of LUCK and, on failure of at least two PCs, they will have to face a patrol of goblins that has been sent to kill them (similar to the patrol that was in the outside of the ruins).

In the north, the corridor becomes another staircase that continues down another 6 m more until you reach double stone doors. After these, there is the camera that the goblins were using as a temporary home.

When the characters enter, read:

*This goblins den is full of dirt and excrement. There are a few rough objects scattered around the chamber, like piles of hay, that serve as beds, and flimsy and unstable tables. On the south wall there are a lot of debris that include pieces of broken statues, weapons and rusty armor and accumulated clothing.*

Among all the garbage there is good supply of old and moldy food, beer and liquors, two rolls of rope of 15 m each, a silver statuette (more or less worth 20 pieces of gold in the market), and a Stone Mask with the face of a frog, like the one that Kardras and Grumash seek.

Another staircase, this time to the south, descends another 6 meters underground to the final depth of the underground dungeon.

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## SCENE 4: FACING RAGASH

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Once they finished exploring the previous corridor, the PCs can continue down the stairs until they reach a domed chamber much larger than the previous ones. When the PCs arrive, read:

*To the east, under the light of large torches, you see an entrance to another corridor like the one you used to enter, blocked by an avalanche of rocks. A female goblin with a tattooed body is standing next to the entrance, with a look of frustration on her face.*

The lost children, Nall and Karn Fogle, are bound and gagged in a corner. Their faces look terrified and dirty from so much crying. If the last patrol was not sent to attack the PCs, it will be in this chamber as well. They are arguing with the tattooed goblin (anyone who can understand Goblin will hear them arguing about the intruders and their leader's decision to not send them to fight).

The tattooed goblin is the leader of the Howlers, the shaman Ragash.

RAGASH

SKILL 7 STAMINA 10 MAGIC 6 LUCK 9

Relevant Special Skills: Magic – Priestly (Gorrim) (3), Sneaking (3), Hiding (3), Con (3), Axes (3)

When Ragash sees the PCs, read the following:

*The goblin's eyes open wide while she asks demandingly: "Who are you!? How did you come here!? You're on sacred ground, go away right now!"*

The shaman is willing to negotiate depending on how the PCs approach her; if there are other goblins in the chamber, Ragash will order them not to attack the PCs. Ragash is a practical person, and she will not sacrifice her life foolishly. Even if the PCs reveal they have killed the rest of her tribe, she will not attack them, since she deduces that if the PCs killed the rest of her people, they could kill her as easily. However, if she sees that she has no other alternative, Ragash will pick up her axe and with any other goblin left alive in the chamber, she will fight the PCs to death.

Assuming the PCs decide to speak with Ragash, she may reveal the following information:

**What are you doing here?**

**Ragash:** *This crypt is a sacred place for our ancestors. It is the tomb of the legendary Ogre King who ruled these lands before the arrival of the pink skins. My goal is to make him walk again among us mortals.*

**Who is the Ogre King?**

**Ragash:** *The Ogre King is more than a mere ogre. He is a bearer of the divine spark. He has great and amazing powers.*

**How do you plan to resurrect the Ogre King?**

**Ragash:** *Listen well to what I say, pink skin. I never said that I would resurrect him, only that I would bring him back to the World of Mortals. The Ogre King is a divine being, he can't die. And he gave me the spells to achieve my goal, but now it will be impossible, because his grave is beyond my reach, behind those damn rocks...*

**What are you going to do with these children?**

**Ragash:** *Oh, your young ones... we were thinking about killing them, actually. But if you want to take them, you can. They are not worth the effort, truth to be told, and you already took revenge by killing almost all my tribe, so we can have this deal. Go ahead, free them yourselves.*

When Ragash says "pink skins" she is referring to humans. Feel free to devise other offensive nicknames if you want, or if the PC talking with her is not a human.

After answering all the questions the PCs may have, Ragash kindly asks to be let go (alongside any other surviving goblin), saying that they will not return to this land at least for some time. They need to get the right tools to remove the debris, which will take months to gather, leaving the people of Tiledhouse alone for a long time. It depends on the PCs if they want to fight against Ragash or if they prefer to let her go.

If the PCs let Ragash go, or if they fight against her and win, go to *Conclusion D*. If the PCs are defeated in combat, go to *Conclusion B*.

If the PCs made a deal with Grumash, he will wait impatiently outside the Pit. If the PCs decide to give the mask to him, Grumash will gladly give them the promised reward once the mask has been delivered (not before, no matter how much the PCs insist; if the PCs insist on cheating or attacking him, go to the next paragraph), and once he will have the mask in his possession he will teleport away. Add the notes *Favor of*

the *Skullkickers* and *Despisal of the Bard* to the Character Sheets.

If, on the other hand, the PCs decide they do not want to give him the mask, Grumash will feel very frustrated and he will go away shouting threats, but he will not fight. If the PCs decide to attack him, he will teleport before they can reach him. In that case, add to the Character Sheets the note *Enemy of the Skullkickers*.

It is assumed the PCs rescued the children, and they will be celebrated as heroes by the people of Tiledhouse if they did it. If they couldn't, however, the people of Tiledhouse will assume the goblins killed the two brothers before the PCs reached the Bone Pit, and will blame the evil goblin for their cruelty. There will be no celebration, but the PCs will be considered heroes nonetheless. Even if heartbroken, Abeel and his wife will be grateful with the PCs for having avenged their sons (they assume the PCs killed the goblins, even if they didn't).

If the characters made a deal with Kardras, he will be waiting impatiently for them when they return to the village. If the PCs decide to give him the mask, Kardras will gladly give them the promised reward (Kardras is not as suspicious as Grumash, he will trust the integrity of the PCs), and he will leave town the next day. Add the note *Praises of the Bard* to the character sheets.

If on the other hand, the PCs decide not to give the mask to Kardras, either because they already gave it to Grumash or because they want to keep it for them, or if they decide to cheat him, taking the money first and then not giving him the mask, Kardras will create a scandal. The good people of Tiledhouse will ask Captain Patro to kick the PCs out of the village (or Kardras, if the PCs are hailed as heroes), and he will be glad to comply. In that case, add to the Character Sheets the note *Despisal of the Bard* (if they don't have it already).

If the PCs decide to keep the Stone Mask for themselves, add the note *Destiny of Blood* on the Character Sheets.

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## CONCLUSIONS

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### Conclusion A

*You decided that the events in Tiledhouse were not of your concern and went your way. Sometime later you hear of the exploits of a group of adventurers called the White Griffons, who vanquished the goblins from the Bone Pit before they launched an invasion against Tiledhouse. Maybe in the future your paths will cross again, but, for now, you can't help feeling that the White Griffons won the first round.*

The PCs win 0 XPs. Add the following notes to the character sheet: *Bad Start* and *Bested by the White Griffons*.

### Conclusion B

*Life in Blackmoor wilderness is hard, and not all who become adventurers can survive the countless dangers... Eventually, more skilled adventurers took the place of the fallen and triumphed where those failed.*

The PCs have died. Players can generate another group of PCs and try again, if they wish. Alternatively, players may decide to start another adventure, in which case the White Griffons will be the Saviors of Tiledhouse as in *Conclusion A*.

### Conclusion C

*You were caught by the Yellow Mist, and you do not remember anything that happened after that. You woke up several days later in Tiledhouse, under the care of Sister Linora. She reveals to you that you were saved by the White Griffons, a heroic group of adventurers who defeated the goblins from the Bone Pit before they launched an invasion against Tiledhouse. Maybe in the future your paths will cross again, but for now, you can't help feeling that the White Griffons have won the first round.*

The PCs win 15 XPs. Add the following notes to the character sheet: *Bested by the White Griffons* and *Magic Weakness*.

### Conclusion D

*You prevailed against all the dangers, and finally returned to Tiledhouse as heroes, saving the two little Fogle brothers from a grim fate. There was a big party that night, and your heroic deeds will soon be sung by all the bards of Blackmoor...*

The PCs earn 25 XPs (+10 if they killed all the goblins; +10 if the Director decides that the roleplay was good). Add the following note to the character sheets: *Gratitude of Tiledhouse*.

All surviving characters, whatever conclusion they reached, can restore their LUCK, STAMINA, MAGIC and MAGIC POINTS scores to their initial levels before taking on new adventures.

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## CHARACTER SHEET NOTES

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Here are the consequences of each note added to the character sheets.

### **Gratitude of Tiledhouse:**

The people of Tiledhouse consider you a hero. You will always be welcome there, you will be considered a trustworthy man, and this reputation has been extended to other places (+1 level of social status). Besides that, old Corby will allow you to eat and sleep for free at his inn until the end of this tenday and for another one as well, until the people get bored of you (as long as you do not do anything stupid during that time, of course.)

### **Bad Start:**

You ignored an adventure and that cost the lives of two innocent children. Even if you don't care about that, in Tiledhouse people consider you not worthy, not trustable, and that reputation is spreading to other towns (-1 point of social status)... All your future social interactions in this town have a penalty of 2 points.

### **Bested by the White Griffons:**

On an occasion well known to the good people of Blackmoor, you were bested by a group of adventurers called the White Griffons, and this was quite humiliating.

### **Magic Weakness:**

On a specific occasion you were affected by a rather unique magical effect. This has made you more susceptible to being affected by magical effects. For next four tendays, any magical effect with a negative effect on you has a bonus point to succeed.

### **Favor of the Skullkickers:**

Once you did a favor to a member of the Skullkickers tribe. The Skullkickers are very proud and do not like to owe favors to anyone. Someday, they will return that favor.

### **Enemy of the Skullkickers:**

On one occasion you harmed a member of the Skullkickers tribe. The Skullkickers are very proud, and what you do to a member of that tribe is as if you had done it to every one of them. From that moment, members of the tribe have been looking forward to kill you. You have an enemy for life...

### **Praises of the Bard:**

Once you did a favor to a bard, and he made you well known for your integrity and honesty in the inns and taverns that he visited after that occasion. All your social interactions in taverns and inns in the Barony of Newgate have 1 bonus point.

### **Despise of the Bard:**

Once you harmed a bard, and he decided to make well known your impudence and dishonesty in the inns and taverns that he visited afterwards. All your social interactions in taverns and inns in the Barony of Newgate have a penalty of 1 point.

### **Destiny of Blood:**

You have a mysterious Stone Mask that has magical properties. Each night, its power influences your mind so that you put it on and release the beast that is inside you...

You get the following magic item (one per group):

Stone Mask: A stone mask that has the face of a frog. While you are 5 meters away from the mask at night, you must test for LUCK (with no recovery of LUCK for each night you are close to it; if you move more than 5 meters away from it for one night, and then get close again to it in a following night, LUCK is reset to initial). In case of failure, the mask will force you to use it and you will become a human / frog hybrid with a very powerful compulsion to go to the Temple of the Frogs to worship your blasphemous "deities"... (the curse can be removed with a Banish spell cast by a Priest with a DEVOTION of at least as many points as your SKILL + your highest Special Skill).

## Appendix1: The village of Tiledhouse

**Population:** 258 inhabitants (approx.), mostly Humans (Thonians) and halflings.

**Leader:** Corby Mason is the village sheriff, assigned by Lord Bosero before his disappearance. He is the founder of the village and owner of the only inn. He is a cheerful and good-natured guy, but very respectful of the law and an ardent follower of King Uther. His wife, Cliel, is ten years younger than him. She is an excellent cook. They have a 12-year-old daughter named Fara, who is distinguished from the other children of the town by the unusual violet color of her eyes.

### Other important NPCs:

**Eilian the Elder:** An old farmer who is a frequent client at the Corby's Inn. He knows a lot about the region and he likes to talk about old times a lot. Like Corby, he is a veteran of the Afridhi Wars and a loyalist of the crown. It is a good source of information for the PCs.

**Nordu Grubumd:** A taciturn dwarf who is the village smith. If given enough time, he can make basic weapons and armor, as well as repair the PCs' equipment when they need it.

**Jigimy Hudan:** A halfling merchant from the distant city of Booh. He is the owner of the town's general store, where the PCs can find various common objects at standard village prices.

**Elune Mairlis:** A Cumasti elf who sells wild flowers in the village square. She loves to talk about Tiledhouse and the surrounding region if given the opportunity. She is a good source of information for the PCs.

**Freg Patro:** The captain of the village militia, and a veteran of the Afridhi Wars. He is also the administrator of the Warriors' Guild, a space where soldiers can train and interested villagers can go to learn the basics of combat with weapons. He spends his spare time at Corby's.

**Sister Linora:** She is the priestess of the village, who attends a small chapel located in the square. The chapel is dedicated to all the gods of the north, although Sister Linora is a devotee of Hersh, the deity of Luck.

**Kardras:** A "High" elf bard coming from Thonia (or so he says). He is looking for information about a stone mask with mysterious magical powers that may be buried near Tiledhouse, but due to an accident on the road he has to take a break for a while. He is a good source of information for the PCs.

**Grumash:** A goblin woken that is camping about 10 km north of Tiledhouse, near the Bone Pit. Like Kardras, he is looking for the Stone Mask, believing it to be a sacred object related to the ancient frog deities of the chthonic era.

SKILL 5 STAMINA 8 LUCK 8 MAGIC 6 MAGIC POINTS 20

Relevant Special Skills: Magic – Wizardry (4), Hiding (2), Sneak (2)

Known Spells: Darkness (1), Fear (1), Flash! (1), Ward (1), Counterspell (2), Fog (2), Mirror Selves (2), Command (4), Invisibility (4), Teleport (6)





*You decided to go adventuring around Tiledhouse, a village off the beaten path, where adventurers seldom go. What adventures will you find?*

*Part one of the "Legacy of the Stone Mask" story arc.*

