

ONE-SHOT WONDERS



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CROSSED BONES

👤 SPOOKY 🔍 INVESTIGATION 🏠 HAUNTED GRAVEYARD

During a visit to a historic battlefield, the party find that one fallen soldier is no longer resting in peace. They must work with a local friar to help the warrior's soul find rest before the haunting presence disrupts an upcoming ceremony of remembrance.

→ Starting the Adventure

"The sun has long since set when you arrive at the small border town, leaving no warmth to cut through the brutal chill in the air. Tomorrow evening, you will attend the remembrance ceremony for the fallen of the Battle of Verglas — a skirmish that happened at a nearby battlefield. But for tonight, you must take shelter in town. The wind whips loudly at your travelling clothes as you attempt to locate an inn amongst a handful of stark buildings."

The battlefield that the party are due to visit is being haunted by the skeletal remains of Sir Alawin van Trafford and other fallen soldiers. The local friar hasn't had luck with permanently banishing the undead, so she asks the party for their assistance before tomorrow's remembrance ceremony. The locals are unaware the haunting has been caused by a misguided tavern owner disturbing the grave of the fallen warrior.

Important Characters

VICTOR MILLS

HUMAN, MALE, 44 (COMMONER)

The affable owner of the Crossed Bones unwittingly awoke the Skeletons by picking up displaced bones.

"His warm smile seems out of place amongst the morbid decor that dominates his premises."

FRIAR MWILA NELL

HUMAN, FEMALE, 60 (PRIEST)

The priest of the local chapel is shaken because her attempts to banish the Skeletons have all failed.

"She wraps her flowing vestments around her like a cloak, her shiver seeming to come from more than the mere cold."

SIR ALAWIN VAN TRAFFORD

SKELETON, MALE, DIED 150 YEARS AGO (SKELETON)

A fallen soldier, longing for rest. Some of his bones were mistakenly taken from his grave by Victor.

"Arrows riddle the rider's back, making his cause of death clear. He and his horse both wear frost-covered, metal armour."

Suggested Story

Set the scene, describe the Crossed Bones, let the party discuss rooms with Victor, then continue:

UNDEAD VISITOR

- Friar Nell staggers inside and shakily reports that the undead have returned. She tells the party about the hauntings and begs them to investigate.
- Victor says he will stay behind to take care of Nell, but gives the party directions to the battlefield.

GRAVE MATTERS

- At the battlefield, the party see a Skeleton riding a Warhorse Skeleton. The rider is Sir Alawin van Trafford, who attempts to lead the party to the graveyard. If attacked, he will not strike back.
- At the graveyard, the party are attacked by three Violet Funguses. Nearby, the party find scattered bones and clues that suggest Victor is involved in the disturbances somehow.

BONE TO PICK

- Victor's footprints lead back to the inn. He explains he gathered bones to use as decoration, but didn't realise they had come from a soldier's grave. Nell insists any human bones in the tavern must be identified and returned to the disturbed grave.
- Back at the graveyard, the party must dig a hole, bury the bones, and cover them with soil. As the party start to dig, three irate Skeletons burst from the soil and attack them. Each step takes a round of combat to complete.
- With the bones buried, the disturbances cease. Nell thanks the party and Victor expresses his regret. The ceremony goes ahead as planned.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (bat behind bar)
Priest	13	27	+0	Healing abilities
Skeleton	13	13	+2	Cannot speak
Violet Fungus	5	18	-5	Inflicts necrotic harm
Warhorse Skel.	13	22	+1	Bony hooves

Key Locations

THE CROSSED BONES INN

"You quickly learn how the tavern got its name. Bones of varying sizes cover every surface of the small inn. The space directly behind the dark, wooden bar is adorned by two huge, crossed bones."

Most of the bones at this macabre tavern belong to wild animals.

Four have been collected from the graveyard, causing the battlefield to be haunted by Sir Alawin.

OLD BATTLEFIELD

"The wind seems to howl with the voices of all of the lives lost on this battlefield. There is a commemorative plaque, marking the site, but it is iced over, just like the ground."

Battle standards set up in advance for tomorrow's ceremony whip around violently in the wind.

Sir Alawin waits impassively on the battlefield, sat atop his Warhorse Skeleton companion.

MILITARY GRAVEYARD

"Headstones stretch in long rows; a visible reminder of the toll of battle. The crunch of snow beneath your feet echoes through the night air."

Violet Fungus plants border the graveyard, disguised by thick frost.

A yew tree shields Sir Alawin's grave from fresh snow, revealing Victor's boot prints leading back to the inn. He has also dropped a monogrammed handkerchief.

Secrets and Clues

1. The Crossed Bones is due to host a reception after the remembrance service tomorrow.
2. Victor has been busy cleaning and redecorating in preparation for the big, upcoming event.
3. Sir Alawin and his fallen comrades first appeared two nights ago; they roam from dusk until dawn.
4. Nell has tried blessing the battlefield and asking local guards to fight the Skeletons, to no avail.
5. Even if defeated, the Skeletons keep returning on following nights, seemingly unaffected.
6. On his regular walks, Victor often picks up the bones of wild animals to add to his collection.
7. Violet Fungus roots have been disturbing the graves and pushing bones to the surface.
8. Victor mistook the soldier's displaced leg and rib bones for those of a deer.
9. Victor has one bandaged hand after being injured by a Violet Fungus in the graveyard.
10. Sir Alawin's bones are hung from the tavern's chandeliers, and have candles affixed to them.

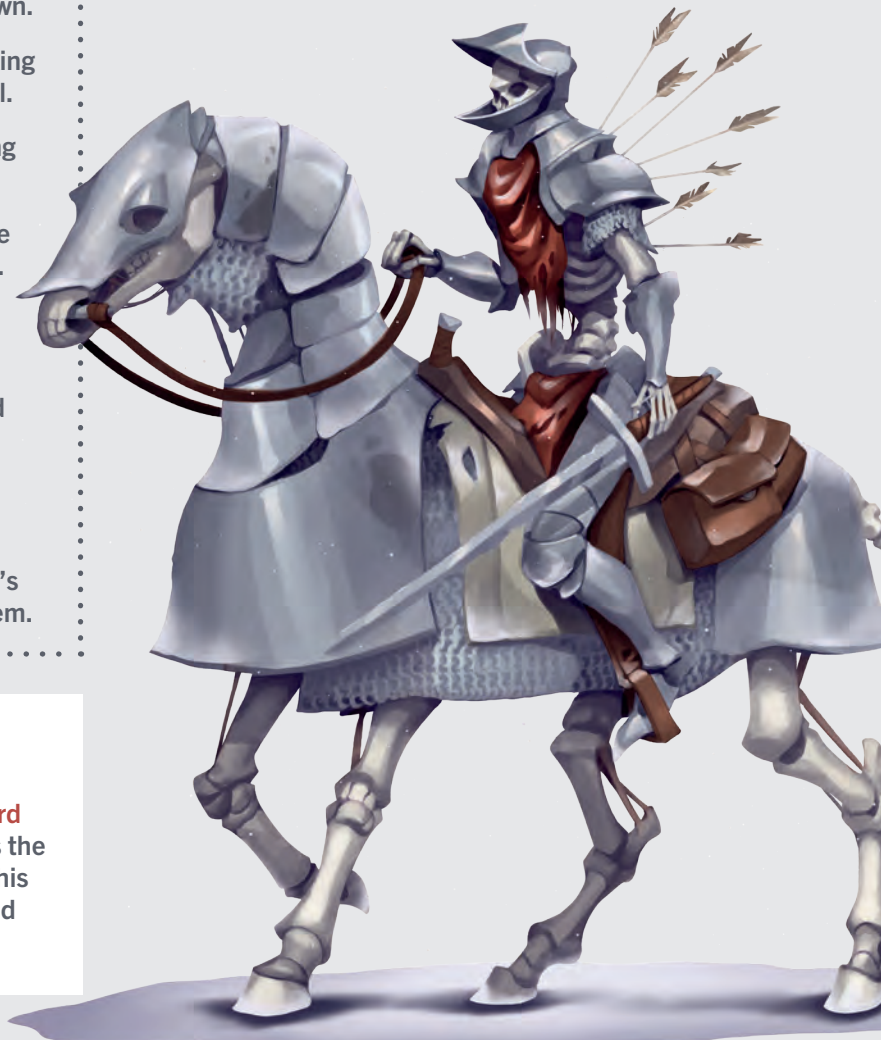
★ Quest Rewards ★

Victor offers the party **two nights room and board** if they can assist Friar Nell. On discovering he is the cause of the problem, Victor upgrades them to his finest rooms. Friar Nell pays the party **100gp** and offers **Restorative Ointment** if they are injured.

Level ① - ② Adventure

HARDER: The three Skeletons who rise in the final battle could be aided by three Warhorse Skeletons.

EVEN HARDER: You could replace the Skeletons with three Wight soldiers. The party could also encounter a Shambling Mound in the graveyard.



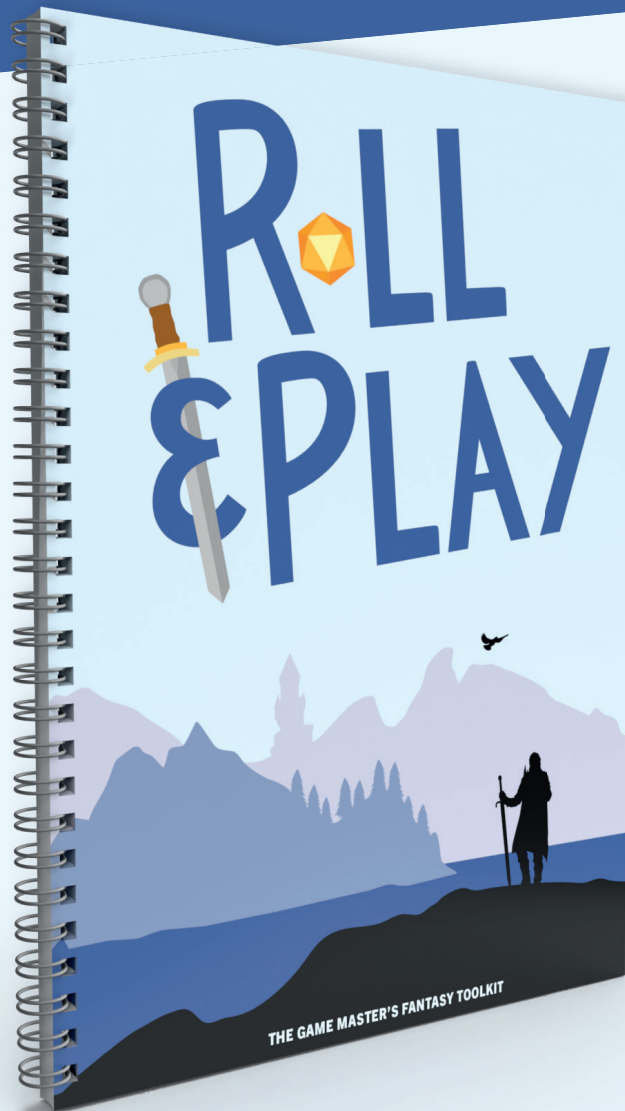


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