



Back to the Roots

A Savage Worlds One Sheet for Saga of the Goblin Horde

If I could bomb a windmill.
a windmill, a windmill.
If I could bomb a windmill.
That is what I would do.

The goblins gather in Chief Bignose's tent, where he's been carefully skinning half a dozen catfolk prisoners, each in exactly the same way. He growls in frustration, then glances up as the bosses enter.

"Ah, there you are! About time you lot showed up!"

"Last year, the humans discovered that we goblins hate the taste of vegetables, and one of their druids replaced their delicious warhorses with some disgusting war horseradishes! I sent a crew to kill the druid, but they missed his stash of seeds, and now the humans have planted a whole new crop."



"Visit Hunchy Flatface up on Hightree Ridge. The insane gremlin's latest flying machines are ready for action, and he has already loaded them with explosives and large barrels of 'special sauce' pesticide. Your mission is to fly east over to the humans' farm, spray their fields with pesticide, and then bomb their massive windmill."

"Of course the humans will come after you for revenge, and I don't want you leading the small-headed morons into Redfang territory, so when you return I want you to land on Hightree Ridge, and set an ambush in Blacksand Cave. I've sent Numpty Bigbelly over there to recruit some borderland goblins and rig up a load of traps, so head over there once you've dealt with the fields and the windmill."

"Now, I know Numpty doesn't have the best reputation among the tribes, and admittedly that's partially his own fault. We all heard how he was banished from the Stonefist tribe for eating their gangs, and exiled from the Bonedigger tribe for eating that necromancer and his zombie minions. But Numpty has promised he's a changed man, so let's give him the chance to prove himself, and not get too caught up in all those pesky little accusations of rampant cannibalism. I'm sure you can count on him to rig up a few traps!"

"Well, what are you waiting for? Get moving! Those fields aren't going to spray themselves!"

Hunchy's House on the Hill

It takes the goblins a couple of days to reach Hunchy's workshop. They make camp the first night, and while they are sat around the camp fire, the bosses attempt to establish their pecking order by telling tales of their great accomplishments. Resolve this as an Interlude.

When they finally arrive, they see Hunchy cursing and waving at them. He storms off after a few choice insults, gesturing rudely for the characters to follow.

He leads the goblins to a sheltered platform where several ornithopters are lined up, and starts explaining how to steer them. His instructions are pretty vague and confusing, like "pull this lever and turn this wheel to the left, but don't forget to press this peddle first, or else the wings fall off." He concludes with "as long as you remember everything I said, it's a piece of cake!"

Everyone has to make a Smarts roll. Those who fail suffer a -2 penalty to their first roll in the next scene. Those who succeed with a raise earn a Benny.

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Winging it

The ornithopters roll down the ramp and drop off the end, then start gliding toward the human lands. Each player must make a trait roll to overcome a challenge they face on the journey. Here are some examples:

1. As you roll down the ramp, a gang member slips off the front of your ornithopter. Make an Agility roll at -2 to grab him before you roll over his head.

2. As you glide between the trees, a hydra lunges at you! Roll Strength at -2 to yank a lever with enough force to evade; failure means the hydra bites off the tip of your ornithopter's tail, giving you a -2 penalty to all trait rolls for the rest of this scene.

3. One of your mechanisms jams. Roll either Smarts at -2 or Strength at -2 to free it. On a failure, suffer a -2 penalty to all trait rolls for the rest of this scene.

4. As you fly above the trees, several hidden archers fire arrows at you! Make a Notice roll at -2 to spot the ambush, on a failure you suffer 3d6 damage.

5. You get a bit too close to the treetops. Make an Agility roll at -2, on a failure one of your wheels is ripped off, giving you a -2 penalty to land.

6. Heavy winds buffet your ornithopter, knocking a gang member over the side. Make an Agility roll at -2 to grab him before he falls to his death.

When they reach the windmill, the goblins see it is surrounded by freshly planted fields (one per player), and several guard towers. Releasing the pesticide is a matter of intuition; each player rolls Spirit, spraying one field on a success, or two fields on a raise.

After releasing the pesticide, the bosses should drop their bombs. Each boss rolls Smarts at -2 to plan their approach, on a success they cause some damage to the windmill, while on a raise they destroy it.

Each player must then make one more trait roll for a challenge faced on the journey back, for example:

1. A windmill blade sweeps up as you fly overhead! Roll Notice at -2 to spot and evade it, or else it knocks one of your gang members off as it clips your wing.

2. A hail of arrows shoots from a watchtower as you stray too close. Make a Strength roll at -2 to yank the steering mechanism with enough force to evade the arrows, otherwise you suffer 3d6 damage.

3. You glide up high to avoid the watchtowers, and the sun begins melting the wax on your ornithopter's frame. Roll Notice at -2 to react in time. On a failure, you lose altitude, and will suffer a -2 penalty to land.

4. A cord snaps, catapulting a hapless gang member out of his harness! Make an Agility at -2 to grab him before he plummets to the ground far below.

5. You're getting pretty tired from fighting with the ornithopter's controls. Roll Vigor at -2, on a failure a lever slips from your fingers and you go into a barrel roll, hurling one of your gang members to his death.

6. You glide down between two large trees as you approach Blacksand Cave. Make an Agility roll at -2, on a failure you lose a wing just before you reach the ground, and suffer a -2 penalty to land.

When the ornithopters finally land, each boss must make an Agility roll. On a success they have a bumpy landing, while on a raise it's a perfect landing (earning them a Benny). On a failure they crash-land, suffering 3d6 damage (which can be redirected as usual).

Numpty Dumpty

Outside the cave, they notice a dozen goblins roasting on spits, and a pile of bones nearby. An enormously fat Numpty sits alone on a stone wall beside the cave entrance, and he waves at the characters with a pudgy paw as they land their ornithopters.

When the bosses approach, Numpty admits that he hasn't yet set any traps, but he *has* prepared a splendid feast to fortify the characters for the battle ahead! He is full of excuses, but the simple fact is he's been sitting here eating borderland goblins and even his own gang members, instead of completing his mission.

The bosses can kill or ignore Numpty, but he will be of no further help to them. They will need to explore the cave themselves, and they don't have much time.

Use the Ambush Cards from *Saga of the Goblin Horde* to determine what the characters find. Players should take turns drawing Ambush Cards and making Notice rolls, writing a modifier in the box on the card based on their roll: -2 for a failure, +0 for success, and +2 for a raise. The players should describe what they find in-character, not just read out the mechanics.

Once everyone has finished exploring (i.e., all twelve Ambush Cards are drawn), *then* the players can discuss their cards, and also exchange cards if they wish.

Tunnel Defense

When the humans reach the cavern they immediately rush inside, seeking vengeance. There are five soldiers and one Wild Card knight per player (see *Saga of the Goblin Horde*, page 107). The bosses should take turns playing their Ambush Cards and narrating the horrors they inflict: they kill one soldier on a success, while on a raise they earn a Benny and kill either two soldiers or one knight (player's choice). On a failure the boss suffers 2d6 damage (3d6 damage on a critical failure), although this can be redirected as usual.

Grand Finale

The characters will need to deal with any remaining humans once they reach the main cavern. Resolve this final scene as a regular combat encounter.