



Can of Wyrms

A Savage Worlds One Sheet for Saga of the Goblin Horde

Nobody likes me, everybody hates me,
Going to the crater to eat wyrms!
Big fat juicy ones,
Eensie weensy squeensy ones,
See how they wiggle and squirm!

Last year, a crew of Redfang goblins stole a clutch of dragon eggs from a large band of hareborn hunters, and Chief Bignose dined on the finest omelettes he'd ever tasted. Now he's learned of a new opportunity to sate his craving for dragon eggs, and so he's decided to send some gangs on another egg hunt!



Another Kick at the Can

The bosses gather in the chief's tent, where he's trying to drink wine from a human skull. Unfortunately the wine keeps pouring out of the eye sockets, and the chief eventually throws the skull away in frustration before turning his attention to the characters.

"Ah, good, there you are! I have a vital mission for you!"

"There have been several sightings of a large red dragon on the Longtooth Mountains. It seems the old wyrm visits a dormant volcano there every few decades to lay her eggs."

"The Stonefist tribe found the lair years ago, but it proved inaccessible. Dragons can fly in through the crater on the mountain peak, but goblins can't fly. At least, not until now!"

"The insane gremlin inventor, Hunchy Flatface, recently designed a winged contraption capable of gliding on winds and thermals, and large enough to carry an entire gang. He plans to launch aerial attacks against the humans, and has already built several prototypes, so I have decided this would be a good opportunity to give his devices a test run."

"Your mission is to fly into the crater while the dragon is away, steal her eggs, then get out of there before she returns. The Stonefist tribe claim a thermal column rises up from the crater, presumably from a steam vent, and it should be possible to make your escape by riding the hot air on your winged contraptions. What could possibly go wrong?"

"Hunchy's flying devices are stationed on Hightree Ridge, on the peak above the Redstone cavern. I've already sent a messenger to tell him to get everything ready, so just head up there, and Hunchy will teach you how to fly."

The chief dismisses the bosses with a rude gesture.

Bragging Rights

The first day involves hiking through Twilight Wood and making camp at the base of Hightree Ridge. The goblins sit around the campfire boasting about their past achievements. Resolve this as an Interlude.

That night, while they sleep, the goblins are attacked by a pack of dracohounds. These predators look like feral dogs, except for their draconic heads and orange skin. They fight like wolves, but can also breathe fire. It's unusual for them to attack a crew of goblins, but it was a harsh winter, and they're ravenous. Resolve the fight using the Quick Combat rules.

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Ornithopter Run

When the characters finally reach the peak, they meet Hunchy, who grudgingly shows them how to steer his flying contraptions. The trip to the crater takes about 12 hours, and there are 12 challenges – each must be resolved by one boss (the players should take turns):

1. When you launch from Hightree Ridge, the wing mechanism freezes! Roll Agility at –2, on a failure you crash through the treetops before pulling up; all future challenges and flying rolls suffer a –1 penalty.

2. You glide above Hightree Ridge, and try to show off by weaving between treetops. Roll Agility at –2, on a failure you get a bit too close to the trees, and one of your gang members is impaled on a branch.

3. You fly low over Twilight Wood, and get a bit too close to a family of porcupine people living in the top of a tall tree. Roll Agility at –2 to evade their volley of quills, on a failure you suffer 3d6 damage.

4. One of the ornithopter's mechanisms jams. Roll either Smarts at –2 or Strength at –2 to free it. On a failure you suffer a –2 penalty to all further challenge rolls for the remainder of this scene.

5. The harness holding one of your gang members wasn't secured, and the little guy falls out! Roll Agility at –2 to grab him before he plummets to his death.

6. While flying over the High Falls, you get too close to the waterfall, and the spray obscures your vision. Roll Notice at –2 to avoid clipping the cliff, otherwise future challenges and flying rolls suffer a –1 penalty.

7. The biting wind numbs your fingers, making it difficult to steer. Roll Vigor at –2, on a failure your ornithopter nearly flips over, and one of your gang members is catapulted from the vehicle.

8. While flying over the Longtooth Mountains, your ornithopter is attacked by a griffin! Roll a combat skill of your choice at –2. On a failure, the griffin grabs one of your gang members and flies away with them.

9. You spot the dragon flying away in the distance! Distracted, you fly too high, and the sun starts melting the wax holding the feathers onto your ornithopter's frame. Roll Notice at –2 to react in time. On a failure, future challenges and flying rolls suffer a –1 penalty.

10. The journey has been long and tiring, and your muscles aren't used to this sort of workout. Roll Vigor at –2, on a failure you suffer a level of Fatigue.

11. While searching for the crater, your ornithopter is spotted by a gang of goblins on the ground, and they try to pick you off with their bows. Roll Notice at –2 to find the crater before the goblins can get off a shot, on a failure you suffer 3d6 damage from an arrow.

12. As you swoop down into the dormant volcano, you find yourself flying through the crater at a rather awkward angle! Roll Agility at –2, failure indicates a hard landing; you suffer 3d6 damage.

Nest Egg

The characters already saw the dragon flying away, so they fly straight into the crater, and land on the rocky ground. Inside the dormant volcano they discover lots of steam vents, with eggs clustered around them, and many broken egg shells! A pack of hungry hatchlings charges straight at the goblins.

Resolve the scene as a combat encounter, with four hatchlings per player, and one Wild Card hatchling.

After slaying the hatchlings, the goblins can collect the remaining eggs and escape on their ornithopters.

Burning Bridges

The dragon returns, gliding into the crater just as the goblins depart, a look of shock crossing her face as the intruders fly past. Her shock turns to rage as she sees her dead children, and the goblins hear a tremendous roar reverberate within the mountain behind them.

Black smoke jets up from the crater as the volcano rumbles, and moments later the dragon bursts from the smoke, flying straight for the goblins. Resolve this final scene as a 5-round Chase, the goblins use Agility for the maneuvering trait rolls, and their ornithopters have Pace 16 with Climb 1, and Toughness 12 (2).

Enemy Combatants

Listed here are the foes the players will face.

Dragon Hatchlings

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

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Special Abilities

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Size –1:** Reduces Toughness by 1.



Old Dragon

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+5, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d10

Pace: 8; **Parry:** 8; **Toughness:** 23 (6)

Edges: Improved Frenzy, Strong Willed

Special Abilities

- **Armor +6:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Breath Weapon:** Exhale a long, narrow jet of flame with range 12/24/48, inflicting 2d10 damage.
- **Flight:** Flying Pace of 24" and Climb 0.
- **Size +9:** Increases Toughness by +9.
- **Huge:** Medium-sized foes receive +4 to attack.