

Saga of the Goblin Horde Player's Guide



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Introduction

For time immemorial, goblins have been mercilessly hunted down and killed by the so-called “civilized” humans, slaughtered in droves for the entertainment of bloodthirsty adventurers. But everyone has their limits, even the underdogs.

The pathetic goblins who eke out a living near the human lands are weak and timid, the aggression bred out of them through generations of culling, with only the most cowardly among them managing to survive. But the feral goblins of the western tribes are another matter entirely, as the rapidly encroaching scourge of human civilization is about to discover.

Human Error

On the border between the goblin and human lands, the goblins are scattered and disorganized, and mostly consist of small families huddled together in caves. Bands of humans frequently attack these underground warrens, stealing whatever they can carry and leaving a pile of corpses in their wake. In their ignorance, the humans have come to assume that these tame and sniveling goblins are representative of the entire race.

Driven by their insatiable greed and bloodlust, the humans have pushed ever deeper into goblin territory, and the tribes have finally taken notice.

Saga of the Goblin Horde is a setting that focuses on a fairly small geographical area. The campaign follows a great war between humans and goblins, described from the goblin perspective.

The players take on the role of goblinoid bosses, leading their gangs into battle against the human scourge, but as the story unfolds the stakes keep rising, and some surprising secrets are revealed.

This setting requires a copy of Savage Worlds.

Factions at War

Four major factions dominate the region in which this campaign takes place: goblins, humans, beastfolk, and ogrekin.

Goblins

Beyond the border of the human lands, goblin tribes fight aggressively to protect their territory, both from each other and from rival races. Until recently they’ve only had to contend with beastfolk and ogrekin, but now the tribes are facing a far bigger threat: humans.

Although there are also countless smaller tribes and independent bands, most of the territory is claimed by the six biggest tribes: Redfang, Icerunner, Nightsworn, Bonedigger, Longknife, and Stonefist.

Individuals from other goblinoid breeds can also be found among the tribes, but they are much rarer than the common goblins.



Humans

Although they can vary significantly in height, most humans are roughly as tall as a hobgoblin, but any resemblance to that fearsome goblinoid breed ends there. Human heads are hilariously tiny in proportion to the rest of their bodies, with small beady eyes and squashed features crowded onto their shrunken faces. Their jaws are delicate and narrow, while their teeth are blunt and flat like those of a plant-eater. Human skin tones range from pale pink to dark brown, without even a hint of the lustrous green hues found among the tribes.

Despite their much-vaunted claims of civility and honor, humans are an extremely vicious race, possibly as a side-effect of having such small heads. While the tribes sometimes fight each other over territory or to establish dominance, human warbands exterminate entire goblin dens simply for the fun of it. They call this activity “adventuring,” and view it as the height of entertainment, showing not even a shred of remorse for the piles of hacked-up corpses they leave behind.

Of the four different human breeds, town humans are probably the most dangerous, mainly due to their highly expansionist nature, and they can be found in large numbers on the eastern side of Hightree Ridge. The forest and mountain humans are very dangerous individually, but rarely leave their territories in the Great Forest and Longtooth Mountains respectively. Hill humans are physically the smallest and weakest of the four human breeds, and also the most delicious, but unfortunately they prefer to settle in hilly areas far away from the goblin lands.

Adventuring parties are often made up of a mixture of different human breeds, united by their sociopathic urges, but other than that the various breeds usually avoid each other.



Beastfolk

While the encroaching humans are certainly the latest and greatest threat to the tribes, they are not the only danger faced by the goblin horde. Nomadic bands of feral beastfolk wander the land, looting and pillaging wherever they please, and the bestial savages have no respect for tribal territory.

There are many different breeds of beastfolk, some more common than others, but they all share a similar appearance – humanoid bodies with the features and mannerisms of an animal. The truth of their origin has long been lost to the annals of time, but their violent nature suggests that they were originally bred for war.

Although some beastfolk are loners, most of them prefer to band together with others of the same breed. While these bands tend to be much smaller than the goblin tribes, a stampeding herd of minotaurs is still a terrifying sight to behold, and a sneaky pack of ratling cutthroats can prove a deadly threat when they catch their foes by surprise.

The most common of the beastfolk are the ratlings, most of whom live in underground nests deep below Northside Plateau and the Longtooth Mountains. The catfolk and minotaurs are somewhat rarer, although marauding herds of minotaurs are sometimes found wandering the plains, as are the occasional pride of catfolk. The frogfolk and porcupine people are rarer still, living in small forest communities.

Other beastfolk have also been sighted on occasion. Pods of orcafolk can sometimes be seen swimming in the Endless Ocean, although they usually try to avoid the sea goblins. Former members of the Treebiter tribe also speak of a beastfolk king, who apparently lives deep in the Great Forest, where he rules over all manner of exotic breeds.



Ogrekin

The ogrekin are the last of the major factions, and are divided into two breeds, ogres and orcs. Orcs organize themselves by clan, and live in small villages along the northern coast, while the ogres form extended family groups reminiscent of goblin bands, and prefer living deep within their mountain caves.

Both breeds of ogrekin have green skin and brutish features, and many of them sport tusks. Orcs tend to be slightly bigger than hobgoblins, usually around six and a half feet tall, while ogres stand at least a full head taller than even the towering bugbears, and frequently reach heights of over ten feet.

Although the ogrekin generally maintain a neutral stance toward the goblin tribes, territorial conflicts do still occur from time to time. Fortunately the orcs are primarily a seafaring race, and show very little interest in expanding their territory within the goblin lands, while the ogres usually seem content to live in their caves along the edge of the goblin territory.

The ogrekin have a rather unique status as the only creatures the sea goblins will allow to travel through their territory unmolested. The reason for this special arrangement is unknown, but it has allowed the orcs to spread out across the Endless Ocean to other lands.

Most ogres seem to show little interest in sea travel, but orc captains will usually recruit a handful of their larger kin as extra muscle.

Other Threats

In addition to the four major factions, there are also some other creatures worth mentioning.

First and foremost are the dark slimes, gelatinous blobs that absorb and digest organic matter, although they are strict carnivores and appear unable to absorb plants. Dark slimes are often found in Blacktear Lake, but will sometimes ooze onto land in search of prey. Rather mysteriously, these voracious predators almost always ignore goblinoids and ogrekin.

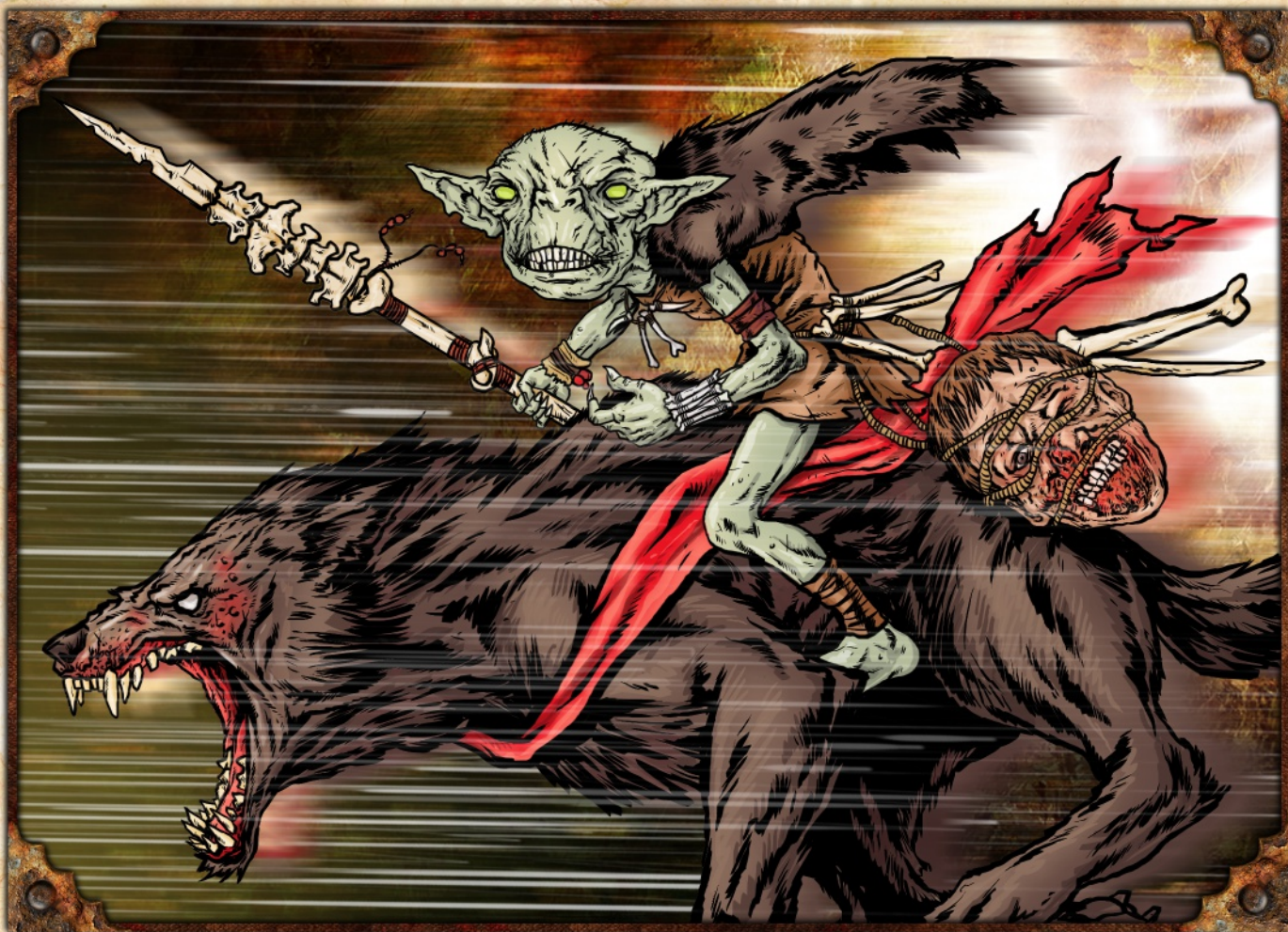
However in very rare cases a dark slime has been known to absorb a goblinoid, and when this happens they undergo a metamorphosis, transforming into a flesh wraith. This new form is still amorphous, but has a flesh-like texture, and it sprouts numerous eyes and fang-lined mouths. Flesh wraiths are very aggressive, and will actively hunt and devour any source of meat they can find, including goblinoids. If left to feed, flesh wraiths eventually undergo a second metamorphosis, turning into a troll – a near-unstoppable juggernaut of unbridled fury.

Trolls are fortunately very rare, as they're extremely difficult to kill. Most of them live within Darkmire Swamp, although that could just be because they followed Darkmire Rapids out of Blacktear Lake. Trolls, like dark slimes and flesh wraiths, try to avoid salt water when possible, although it doesn't appear to harm them directly. However this does at least keep them out of the ocean.

Yet the Endless Ocean is no safe haven. The waters teem with sea goblins, aggressive brutes who attack almost anyone entering their territory. These aquatic savages serve as a natural barrier against attempts by the humans to enter the goblin lands by boat.

Finally, there are numerous animal predators that hunt the forests, and are hunted in turn by the tribes, who prize them for their pelts, teeth, claws, and meat.





Goblinoid Breeds

There are technically five different types of goblinoid, including the half-human crossbreeds, although there is also considerable variation within each breed.

Bugbears

Physically the largest and strongest of the goblinoids, bugbears are usually seven to eight feet tall, and have a thick coat of shaggy fur. These vicious creatures are widely feared by most other races.

Goblins

The most common and diverse of the breeds, goblins are usually three to four feet tall, and have green skin, yellow eyes, and large heads. There are many variants of goblin, such as the amphiblins, barghests, canitaurs, psioblins and troblins.

Gremlins

Gremlins are physically almost indistinguishable from regular goblins, but they tend to be far more arrogant, intelligent and destructive, and many of them have a driving passion for constructing and experimenting with dangerous mechanical devices.

Half-Humans

The rare crossbreed of human and goblin, these vile outcasts are rejected by both races. Feared by humans and taunted by other goblinoids, they strive long and hard to find their place in the world. Some manage to find grudging acceptance among the humans, while others carve a place for themselves among the tribes.

Hobgoblins

At five to six feet in height, hobgoblins resemble large goblins. However they are also physically the toughest of the breeds, and tend to be extremely aggressive and warlike in mentality.

Goblin Society

An extended family of goblins is called a “band,” and each such band operates as an independent social unit, with around 50-100 individuals. When multiple bands merge together they form a “tribe,” with the strongest of the family heads declaring themselves chieftain, and the others forming the council of elders.

Over time the chieftain and elders may be replaced, but this occurs through challenges rather than lineage. Technically any member of the tribe can challenge for rank, but open duels are heavily stacked against those of lower social status, therefore it’s far more common (and even expected) for goblins to rise in rank through trickery and deception; the tribes far prefer cunning leaders over honorable ones.

Although goblins are very prolific, they also have a high mortality rate. Therefore most tribes are eager to recruit and absorb any smaller groups they encounter, including minor tribes and independent goblin bands as well as the occasional gremlin, hobgoblin, bugbear, and even half-human.

All goblins are usually treated with an equal amount of sneering disrespect by their leaders, regardless of their breed and gender, with the exception of half-humans – who are only half goblin, after all, and can therefore be only half trusted. Some half-humans even attempt to live among human society, only to discover that the humans don’t trust them either.

Population Count

Around 100,000 goblins belong to the six major tribes, although there are many more independent bands and smaller tribes. No one really knows exactly how many goblins there are, as most of them lay low and prefer to avoid confrontations whenever possible, but rough estimates place the total goblin population at anything between 250,000 and 500,000 individuals.

The other four goblinoid breeds are invariably far less common. There are an estimated 10,000 bugbears, most of whom either live alone, or in small packs with their kin. Gremlins are rarer still, numbering only a few thousand, with most of them living among the goblin tribes.

Hobgoblins are more numerous, but they are still relatively uncommon, with an estimated population of around 25,000 individuals.

Finally, there are currently fewer than a hundred half-humans living among the tribes, with perhaps the same number again believed to be living among the town humans.

Tribal Rank

Approximately a quarter of the goblins in each tribe belong to a gang, and these gangs undertake a variety of duties, ranging from scouting to hard labor. A gang typically consists of 5-6 members and is led by a boss, who earned their rank by demonstrating a blend of deadly skill, raw ambition, and utter ruthlessness.

Sometimes a chieftain or an elder will assign several different gangs to a particular job, in which case a “big boss” might be ordered to lead the crew, receiving all the credit if the mission succeeds, and all of the blame if it fails.

Above the big boss comes the overseer, who leads a posse of perhaps 100-200 goblins, and is expected to act on their own initiative. Overseers are often given long-term missions, such as guarding a border, raiding a certain area, or recruiting new goblins.

Next up are the honchos, each of whom lead a troop of around 600-1200 goblins, depending on the size of the tribe. Each honcho is responsible for an area of the tribal territory, and they report directly to the chief.

Finally there are the elders, who primarily serve as advisers to the chief. Each elder is expected to have an area of specialty, such as arcane knowledge, military expertise or priestly status, and this will traditionally determine what role they serve. However in practice, most elders are just as ruthless and ambitious as any other goblin, and frequently pursue their own private goals and agendas.

Major Tribes

Many noteworthy tribes have come and gone over the years, like the ill-fated Dogboys, and the aptly-named Cliffjumpers, but there are currently six major tribes dominating the goblin lands.

Redfang

The Plot Point Campaign in *Saga of the Goblin Horde* follows the trials and tribulations of the Redfang tribe, with the pint-sized antiheroes gradually uncovering the secrets of the other tribes as the story progresses.

Although the size of each tribe fluctuates from day to day, Redfang is always the biggest, with upward of 25,000 members at any one time. Their size is at least partially due to their equal opportunity recruitment policy; they will recruit anyone, regardless of breed, gender, competence, or actual willingness to join the tribe. Failing to outrun a cudgel blow to the back of the head is considered acceptance of their offer.



Bonedigger

At around 6,000 members, this is the smallest of the six major tribes. However it is led by a cadre of vicious little necromancers, who pad out their goblin ranks with animated corpses. These tireless undead fodder allow the tribe to punch well above its weight.

Icerunner

This tribe first appeared only a few years ago, heading down from the peaks of the Longtooth Mountains to claim its place among the major tribes. Many of the tribe members sport a rather frosty appearance, which is assumed to be a recent mutation.

Longknife

Particularly sneaky even by goblin standards, most of the Longknife tribe populate a vast network of caves under Westside Plateau. These goblins are particularly well known for their dirty tricks, favoring ambushes and assassinations over direct confrontation.

Nightsworn

The leaders of this tribe are devout worshipers of the Shadow Queen, and Nightsworn goblins can often be encountered on pilgrimages, walking from their home in Darkmire Swamp to the Dome of Shadows, at the north-west end of the Obsidian Valley.

Stonefist

Despite their proximity to the Icerunner goblins, there is practically no interaction between the two tribes, because the Icerunners live up on the mountains while the Stonefist tribe makes its homes in the extensive cavern networks running through the mountains.

Treebiter

Once the seventh major tribe, the Treebiters claimed a small area of territory to the south of the Redfang tribe, on the edge of the Great Forest. The Treebiter tribe was destroyed several months ago by the forest humans, wiped out in the first blow of the war.



Characters

The player characters in *Saga of the Goblin Horde* are vicious gang bosses from the Redfang tribe, seeking to prove themselves as they strive against the relentless tide of humanity.

Making Characters

Character creation works as described in the *Savage Worlds* rules, but the recommended sequence of steps is slightly different.

Step 1: Concept

The first and most important step is to visualize your character concept. You don't need to finalize anything at this stage, but you should have at least a rough idea of the type of character you'd like to play, whether it's a towering bugbear brute, a sneaky goblin assassin, an insane gremlin artificer, or whatever else your twisted imagination can come up with! Take a look over the concepts in the next section for inspiration, but think big; goblin gang bosses are a cut above the average.

The concept can be refined and polished as you go through the character creation process, but the initial seed should be planted before writing anything down.

Step 2: Race

There are five different races available to the players in *Saga of the Goblin Horde*: Bugbear, goblin, gremlin, half-human and hobgoblin. Each of these races has its own advantages and disadvantages, described later in this chapter, and you should read over each of them carefully before deciding which of the races best fits your character concept.

Step 3: Hindrances

You may select one Major Hindrance and two Minor Hindrances, representing flaws and disabilities central to your character concept. Although they are optional, it is strongly recommend that you take your full quota.

A Major Hindrance is worth 2 bonus points, while the Minor Hindrances are worth 1 bonus point each, for a total of 4 points. These points can be spent later to buy Edges, and to raise attributes and skills.



Step 4: Edges

Edges represent the special gifts and abilities that help a goblin boss stand out from the rest of his gang.

You don't start with any free Edges (unless you're a half-human, in which case you begin with one), but you can buy Edges for 2 bonus points each.

Try to choose one or two Edges that are important to your character concept, and make a note of their attribute and skill requirements, so that you know which traits you need to raise in the next step.

Step 5: Traits

Your character begins with d6 in one attribute, as determined by race, and d4 in the others. You then have 5 points to divide among your attributes, each point increasing an attribute by +1 die step. If you've chosen any Edges with attribute requirements, raise those attributes first, with any remaining points being distributed as you see fit.

Most of the races begin with a free d6 in one or more skills, but you also have 15 skill points to assign. It costs 1 point to take a new skill at d4, or to raise a skill below its linked attribute by +1 die step, and 2 points to raise a skill above its linked attribute by +1 die step. If you have selected any Edges with skill requirements, those skills should be raised first, with any remaining points being distributed as you see fit.

Any bonus points left over from Hindrances should be used now. You can raise attributes at the cost of 2 bonus points per +1 die step, or raise skills as if each bonus point were actually a skill point.

Traits cannot be raised higher than d12, unless an Edge or racial ability explicitly allows it.

Skills

Saga of the Goblin Horde uses all of the skills except for Boating, Driving and Piloting; whenever one of these skills would normally be used, roll Agility instead.

Languages

Languages are handled as Knowledge focuses; see the Knowledge (Language) Table in *Savage Worlds* for the proficiency levels. Ogrekin and beastfolk converse in the same language as goblinoids, albeit with their own dialects, and even town humans speak a variant of the same tongue. However the forest, mountain and hill humans each speak their own languages.

Step 6: Equipment

Calculate your starting knick-knacks (see the Might Makes Right setting rule), and select your starting gear from the Equipment Table on page 29.

Step 7: Derived Stats

Calculate your Charisma, Pace, Parry and Toughness, as described in *Savage Worlds*. Don't forget to apply any modifiers from weapons, shields and armor.

Step 8: Final Touches

Add the finishing touches to your character concept, which you should have been polishing and refining throughout the earlier steps, adding any background information that hasn't yet been finalized.

You must also name your character. Goblins of rank (such as bosses) have descriptive compound surnames, usually including a body part, such as "Longnose" or "Earslicer" (see the Goblin Surname Table on page 24). These aren't family names, but are instead symbols of prestige among the tribes, awarded by the chief or an elder in recognition of the character's status.

Concepts

The tribes consist of a variety of strange and quirky individuals. Included here are examples of the sort of goblins that might achieve the rank of gang boss. Full characters can be found in the archetypes book.

Barghest Whelp

These ferocious shapeshifters can transform between goblin, wolf and hybrid forms at will, diving fearlessly into combat and fighting with fang and claw. You are a rising star in the tribe, and have proven your worth in battle on many occasions.

Bugbear Brute

Bugbears are the largest and strongest of the goblinoid breeds, and those who join the tribes frequently rise to positions of power. You might not always make the best decisions, but very few of your smaller goblin kin are brave (or stupid) enough to question the wisdom of your actions.

Canitaur Crossbowman

Goblins are an extremely prolific race, and prone to unusual mutations. You are a canitaur, a particularly rare type of goblin with the lower body of a canine, and you've learned to use your mutation to dominate the battle field, outmaneuvering your enemies while raining death upon them from a distance.

Goblin Priestess

Most of the Redfang tribe prays to the Shadow Queen and the Sleeping God, who slumbers within the Spire of Flame. According to prophecy, the Sleeping God shall one day awaken, and rain fiery death down upon those who threaten his children. As a devout priestess, you eagerly await the return of your progenitor.

Goblin Psionicist

Although the vast majority of goblins have green skin, those with strong psionic gifts often have a distinctive blue coloration. Such individuals are both prized and feared by the tribes, and frequently rise to at least the rank of gang boss. You always knew you were special, and that your gifts granted you a significant advantage over your green-skinned brethren.

Goblin Psychonaut

Goblins prefer eating meat, such as fish, insects, and sometimes even each other. However their population density combined with their deep hatred of vegetables means they need to supplement their diet with other nutrients. You grew up on a vast underground fungus farm, and the constant exposure to the spores has left a permanent mark upon your psyche.

Goblin Pyromancer

Elemental magic is fairly common among the tribes, and pyromancy is very popular among the sorcerers of the Redfang tribe. You're always eager to set fire to your enemies, and you take great pleasure in watching human settlements burn to the ground.

Goblin Scout

You grew up in the Great Woods to the south, near the territory of some forest humans. These fearsome foes are competent hunters, and unlike town humans, they have excellent night vision. Fortunately you're a fast learner with superb reflexes, and were able to adapt and even thrive in the hostile environment.

Goblin Thug

Some goblinoids undergo a stage of disproportionate growth during their adolescence, leaving them with a grossly oversized body part, such as a limb, nose, or even their torso. You had the fortune of undergoing a particularly beneficial growth spurt, your right hand and arm swelling to enormous proportions, and this "war fist" gives you a significant advantage in combat.

Goblin Wolf Rider

Although they are very prolific, goblins have a rather high mortality rate, and most of the tribes aggressively recruit any smaller groups they encounter. You were once a gang boss for the Wolfboys, a particularly small tribe of wolf riders who were ambushed by a posse of Redfang recruiters, and bludgeoned with cudgels until they agreed to join the larger tribe.

Gremlin Saboteur

According to ancient legends, gremlins and goblins originated from a distant empire, where the citizens were divided by caste; gremlins are descended from the intelligent and powerful overlords, and the goblins are descended from the uneducated commoners. Like most gremlins, you're clever and destructive, with a passion for deadly mechanical devices.

Half-Human Berserker

Along the borders of the human lands, timid goblins cower in their caves. Bloodthirsty human adventurers frequently raid these underground lairs, killing and looting with impunity, and such displays of strength and virility will sometimes catch the eye of a young goblin maiden. You are the hideous offspring of such a union, and have turned to a life of excessive savagery in an attempt to prove your worth.

Hobgoblin Marauder

Larger and tougher than regular goblins, hobgoblins revel in the thrill of battle, and often travel the human lands in small warbands. Occasionally they even work for humans as mercenaries, but more often they take to banditry. Attaining the rank of gang boss was as easy as taking candy from a child, and now you have an unlimited supply of goblin cannon fodder.

River Goblin

Born in the rapidly flowing waters of the Northern River, you proved your ambition and ferocity at an early age by devouring your littermates. As you grew into adulthood you continued to eliminate your rivals, for only the strong deserve to survive.

Troblin Rat Handler

Your incredible regenerative abilities lend credence to the rumors of troll blood running through your veins, and you feel at home in the swamps, preferring the company of giant rats over that of your own kin.

Races

There are five different races available to the players in *Saga of the Goblin Horde*.

Bugbear

Bugbears are the biggest and strongest of the five goblinoid breeds. They are usually seven to eight feet tall, and are covered with a thick coat of shaggy fur. Exceptionally cruel and vicious even by goblin standards, the bugbears are greatly feared by the human scourge.

- **Strong:** Bugbears are usually extremely strong. They start with a d6 in Strength instead of a d4, and can increase their Strength to d12+2 with normal advances. Their great prowess increases their carrying capacity by 1½ times (round up), or double if they also have the Brawny Edge.

- **Towering:** Most bugbears are well over seven feet tall, increasing their Size (and therefore their Toughness) by +1. However their sheer size makes it difficult for them to use gang members as cover; when using the Meat Shield setting rule, bugbears still suffer half damage from the attack (round down), and they don't receive any protection at all against area-effect attacks.

- **Goblinoid:** Bugbears begin with a free d6 in Stealth, their Darkvision lets them ignore all penalties from darkness with a range of 12", and they also suffer a -4 penalty to Charisma when dealing with humans.

- **Vicious:** Bugbears take considerable pleasure in hunting, torturing, murdering and devouring their victims, particularly humans, and often collect trophies from those they kill, such as ears, fingers, hands, or sometimes even entire heads. Humans seem to view this behavior as a personal affront, and perceive the bugbears as a more serious threat than the other goblinoid breeds. Whenever the Game Master rolls the dice to determine at random who a particular human enemy decides to attack, the human is twice as likely to target the bugbear than they are another goblinoid character.





Goblin

By far the most common goblinoid breed, goblins are usually between three and four feet tall, with green skin, yellow eyes, and bulbous heads.

- **Agile:** Goblins are quick and agile. They start with a d6 in Agility instead of a d4.
- **Goblinoid:** Goblins get a free d6 in Stealth, their Darkvision allows them to ignore all penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Survivor:** Goblins tend to be natural survivors. They begin with a free d6 in Survival.
- **Diminutive:** Goblins stand three to four feet tall, giving them a Size of -1 and reducing their Toughness by 1. They cannot increase their Strength above d8, and cannot take the Small Hindrance.

It should go without saying that other fantasy races are not usually appropriate for Saga of the Goblin Horde, as most of them would be viewed as enemies and killed on sight. While a creative Game Master might justify an allied ogrekin or perhaps even one of the beastfolk working with the goblin tribe, it's unlikely they would ever achieve much influence.

Gremlin

While they may resemble goblins physically, gremlins tend to be more intelligent and destructive, and most of them have a passion for mechanical devices.

- **Brainy:** Gremlins are clever and cunning. They start with a d6 in Smarts instead of a d4.
- **Goblinoid:** Gremlins get a free d6 in Stealth, their Darkvision allows them to ignore all penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Savvy:** Gremlins have a natural affinity for devices and begin with a free d6 in Repair.
- **Diminutive:** Gremlins stand three to four feet tall, giving them a Size of -1 and reducing their Toughness by 1. They cannot increase their Strength above d8, and cannot take the Small Hindrance.

Half-Human

The revolting offspring of a human and goblin, these unfortunate outcasts are accepted by neither race. Feared by humans and mocked by goblins, they strive long and hard to find their place in the world.

- **Versatile:** Half-humans are highly versatile due to their human heritage. They begin with one free non-Legendary Edge of their choice, although they must still meet all of its requirements other than rank.
- **Resolute:** Half-humans start with a d6 in Spirit instead of a d4, as only those of particularly strong will are able to survive in a goblin tribe.
- **Outsider:** Half-humans are looked down on and distrusted by both humans and goblins, suffering -2 Charisma when dealing with either race.
- **Unpopular:** Half-humans are considered soft and ugly by the tribes, who treat them like second-class citizens. Half-human bosses don't gain any additional gang members from their rank.

Hobgoblin

Standing at around five to six feet tall, hobgoblins are far bigger and tougher than regular goblins, and tend to be extremely aggressive and warlike.

- **Tough:** Hobgoblins are tough and resilient. They start with a d6 in Vigor instead of a d4.
- **Goblinoid:** Hobgoblins gain a free d6 in Stealth, their Darkvision allows them to ignore penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Militant:** Hobgoblins are very aggressive and love battle. They may ignore the rank requirement of one Combat Edge if they buy it during character creation.
- **Proud:** Hobgoblins are proud creatures, and suffer a -2 penalty to resist Taunt.

New Hindrances

Arrogant and Bloodthirsty are not used in *Saga of the Goblin Horde*, as they are considered the norm among the tribes; those rare individuals who act differently should take Humble or Soft Hearted. All of the other Hindrances from *Savage Worlds* are permitted.

Compulsive Cannibal (Minor)

Goblinoids are primarily carnivores, and find the taste of vegetables disgusting, but some take their craving for meat to the extreme. This greedy chap loves eating his greens, and he's not talking about cabbages.

The first time each scene that this character has the opportunity to eat a helpless goblinoid, and doing so wouldn't put him in immediate danger (such as during combat), he must make a successful Spirit roll to resist the urge to gorge himself on delicious green meat.

Fortunately cannibalism is fairly common among the tribes, and most goblins don't really care as long as they're not the ones on the menu.

Funny Voice (Minor or Major)

This fellow has some sort of speech impediment that other goblins find humorous, such as an exaggerated stutter or lisp, slurred speech, a squeaky voice, or even a funny accent. As a Minor Hindrance the character suffers a -2 penalty to any Persuasion or Intimidation roll that requires speech. As a Major Hindrance, the goblin's impediment is so pronounced that the penalty increases to -4.

Gullible (Minor)

There is one born every minute, the saying goes, and it certainly holds true among the tribes. This goblin is very gullible, and easily tricked or conned. She suffers a -2 penalty to resist Smarts tricks, and a -2 penalty to any rolls related to bartering.

Hallucinations (Minor or Major)

Goblins prefer eating meat whenever it's available, but they also cultivate vast underground fungus farms to supplement their diet. Those who spend too much time among the spores suffer bizarre hallucinations, which can sometimes last for the rest of their lives.

This goblin sometimes acts strangely, seeing things that don't exist. As a Major Hindrance, these spore-induced hallucinations often trigger violent episodes, endangering the character and those around her.

The Game Master is encouraged to make up strange and surreal descriptions for things the character sees, so that even the player is never quite sure what is real.

Humble (Major)

Your misguided goblin doesn't think he's the best, and would never dream of suggesting otherwise. Even if he is exceptional at something, he prefers to downplay his abilities, giving credit to underlings for their own achievements rather than passing off their work as his own. This makes it rather difficult to gain status in the tribe, as the goblin's superiors view him as something of a dimwitted underachiever.

Light Sensitive (Minor)

Goblinoids can see exceptionally well in the dark, and some spend their entire lives underground. However a lack of exposure to sunlight during their formative years can lead to light sensitivity in adulthood.

This individual suffers a -1 penalty to all trait rolls in normal lighting, increased to -2 in bright lighting. This penalty can be avoided by wearing appropriate protection over the eyes, such as dark goggles.

Loner (Major)

This goblin "boss" has no gang of her own. Even if she recruits new members, they are not under the player's control, and will disappear at the earliest opportunity. Perhaps other goblins are terrified of the character, or maybe she snacks on them when nobody is looking. Fortunately this has no real impact on the character's promotion prospects, as long as she achieves results.

As compensation for working alone, this character gains a free Edge, but she must meet its requirements.

Obsession (Major)

Your goblin is driven by an overwhelming obsession that frequently places him in danger. Perhaps he's an adrenaline junkie who enjoys risks, a pyromaniac who loves burning things, a glory hound who cares nothing for the cost of battle, or a social climber who will do anything in the pursuit of power. This character won't hesitate to risk his life or sacrifice the lives of others if it helps him achieve his heart's desire.

Picky Eater (Minor)

This goblin is very selective about who and what she eats, and won't consume food that's been gathered or prepared by others unless she's truly desperate.

Poor Taste (Minor)

One man's trash is another man's treasure, but this goblin's treasure is mostly just trash. He has a habit of collecting the sort of junk that even other goblins consider worthless, and has real difficulty recognizing the true worth of the few valuables he accidentally stumbles across. The character suffers a -2 penalty to any rolls related to looting or bartering.

Pungent (Minor or Major)

Your goblin has a very ripe and overpowering body odor, or perhaps he suffers from extreme flatulence. This makes it much easier for enemies to detect him, particularly if they are standing downwind or have an acute sense of smell.

As a Minor Hindrance the whiffy character suffers a -2 penalty to Stealth rolls against those close enough to smell him (usually 6"). As a Major Hindrance the stench is so potent that the penalty increases to -4.

Reckless (Minor)

This rash individual is always leaping into dangerous situations, heedless of the consequences. For obvious reasons, a Reckless character cannot also be Cautious.

Slime Bait (Minor)

Dark slimes generally ignore goblinoids, but for some unknown reason they often follow this goblin around, and occasionally try to attack her. She has learned to avoid them as much as possible, and always keeps an eye out for them.

A character with the Slime Bait Hindrance cannot also take the Slime Charmer Edge.

Snobgoblin (Major)

This character constantly sucks up to her superiors while looking down on everyone else. She suffers -2 Charisma when dealing with goblins of equal or lower status, and has many rivals eager for the chance to teach her a lesson. Even her own gang members hate her, and would love nothing more than to replace her with someone (anyone!) else.



Soft Hearted (Major)

This sentimental deviant often treats prisoners with mercy and even kindness, unless he is under the direct supervision of a superior. This can result in frequent difficulties with other goblins, who view the character as weak willed and easily manipulated; he suffers -4 Charisma when dealing with those who know of his soft civilized ways, and he has to constantly watch his back around his more ambitious kin.

Swamp Skin (Minor or Major)

This individual has spent so much time living in the swamp that his body has started to adapt. His skin has lost some of its lustrous green hue, and he reeks of decaying vegetable and animal matter.

The character suffers a -2 penalty to Charisma, but receives a +1 bonus to Stealth rolls when in a swamp environment. He also receives the same drawbacks as the Pungent Hindrance (either Minor or Major).

Tasty (Major)

This unfortunate goblinoid looks succulent and smells absolutely delicious. Should she ever be incapacitated or otherwise rendered helpless, any other goblins in the vicinity will attempt to devour her unless they are busy fighting (resolve this as a Finishing Move).

Other player characters may choose to resist the temptation, but earn a Benny if they take a big bite!

Thin Skinned (Minor)

This huffy individual is very sensitive to criticism and insults, and is easily upset or offended by spiteful jokes and comments. She suffers a -2 penalty to resist Taunt checks.

Turncoat (Minor)

This treacherous fellow used to belong to one of the other major goblin tribes, but he either deserted, or was kicked out for doing something utterly heinous. This character suffers a -4 penalty to Charisma when dealing with members of his former tribe.

Warty (Minor)

This hideous fellow's entire body is covered with thick warts, making him repulsive even by goblin standards. He suffers a -2 penalty to Charisma, and a -2 penalty to resist any Taunt checks that mock his appearance. However the warts also grant him 1 point of natural armor on his torso; this doesn't stack with any other natural or worn armor.

This Hindrance is particularly common among the Stonefist tribe, as many of the underground-dwelling goblins sport rock-like warty protuberances on their chest, back and shoulders.

New Edges

All of the standard *Savage Worlds* Edges are available to the players in *Saga of the Goblin Horde*, except for Ace, Linguist and Filthy Rich, however the following Edge works slightly differently:

Rich: This character begins play with three times as many knick-knacks, and earns an extra knick-knack every game session (the Game Master decides when).

Background Edges

These new Edges represent hereditary abilities, and they can only be taken during character creation.

Giant Schnozzle

Requirements: Novice

This character has an exceptionally large nose which dominates her face, granting a +2 bonus to Tracking rolls, and to any Notice rolls that could benefit from her acute sense of smell. She is always considered an active guard for Stealth checks, except against things that have no scent.

Iron Nails

Requirements: Novice

Some goblinoids have long, sharp finger nails, which they can use like claws in close combat. Such nails are treated as natural weapons that inflict Str+d6 damage; the character is not subject to the Unarmed Defender rule as long as she has at least one hand free.

Troblins may also take this Edge during play.

Nocturnal Heritage

Requirements: Novice, Half-Human, Agility d8

Either the goblin blood runs particularly strong in the veins of this half-human, or else they are the unusual offspring of a forest human. Whatever the reason, this hybrid has excellent night vision, and moves with the stealthy grace of a natural predator.

Choose either Darkvision or Low Light Vision, and start with a free d6 in Stealth.

Some goblinoids undergo a stage of rapid and disproportionate growth, usually during their early life, ending up with a grossly oversized body part. The War Fist, Giant Schnozzle and Swollen Head Edges are examples of useful growths, but other characters might instead take Hindrances like Bad Eyes or Lamé with the trapping of an oversized eye or leg, or even Obese to represent a swollen torso.

Swollen Head

Requirements: Novice, Smarts d6

This goblin's head is particularly large and impressive, even by goblinoid standards, making her smarter (and even more big-headed) than most of her kin. Increase her Smarts by +1 die step, she can now increase her Smarts to d12+2 with regular advances. Learning new skills now costs the same as raising a skill below its linked attribute (i.e., she can learn two new skills, or learn one and raise another, for one advance).

War Fist

Requirements: Novice, Strength d6

This mutant has one enormously oversized arm and hand. He can wield a two-handed melee weapon in his large hand without suffering the standard -4 penalty, and inflicts +2 damage if he uses his big hand to wield a one-handed weapon or make an unarmed attack.

The War Fist is too clumsy to provide any bonuses to ranged attacks.



Combat Edges

These Edges reflect the violent and aggressive nature of the goblin horde.

Crossbow Fetish

Requirements: Novice, Agility d8

When using a standard crossbow, this character can reload as a free action, although she is still limited to one reload action per round.

When using a repeating crossbow, she can use the Double Tap maneuver (consuming 2 bolts per attack), or increase the Rate of Fire to 2 (consuming 4 bolts per attack and incurring the standard -2 penalty for autofire), but cannot do both the same round.

Gloom Stalker

Requirements: Novice, Fighting d8, Stealth d8

Many goblins prefer living in the shadows, and some of them learn to use the darkness as a weapon against their enemies. When attacking a foe who is suffering a visibility penalty due to bad lightning, this character may add his opponent's visibility penalty as a bonus to his own attack rolls.

Hammering Strike

Requirements: Seasoned, Strength d10

Once per round, after hitting her opponent with one or more raises on a Fighting attack roll, this character may knock her enemy back 1" per raise. If this causes the opponent to collide with an obstacle, add +d6 to the damage roll.

Intimidating Prowess

Requirements: Veteran, Strength d8, Intimidation d8

When performing an Intimidation roll, this fearsome goblin may use his Strength for the Wild Die, up to a maximum of d12. Furthermore, once per round after incapacitating or killing a foe, the character may make an immediate Intimidation roll as a free action against one of the foe's allies.

Me and Myself

Requirements: Seasoned

Most goblins are pretty arrogant, but this fellow really takes the cake. His ego is so large that it actually gives him a +1 Gang Up bonus, although this cannot exceed the normal maximum of +4.

Opportunist

Requirements: Veteran, Alertness, Fighting d6

When attacking a foe against whom she receives a Gang Up bonus, this individual may add half her Gang Up bonus to her damage roll (rounded up), or her full Gang Up bonus if she hit with a raise.

Precision Shooting

Requirements: Novice, Shooting d10

When firing a weapon while using the Aim maneuver or the Marksman Edge, the Innocent Bystander rule only applies to this fellow on a critical failure, and he may either halve the penalty for a called shot, or halve the penalty for cover (rounding down).

Savage Maw

Requirements: Novice, Canitaur, Fighting d8

Unlike most canitaurs, this fellow's bite is much worse than his bark. His mouth becomes a natural weapon that inflicts Str+d4 damage, and when his bite attack hits with a raise, he automatically targets his foe's least armored location.

Shield Mastery

Requirements: Veteran, Fighting d8

When using a target shield, this character receives +1 Parry and +1 armor vs. ranged attacks. Furthermore, once per session he can spend a Benny to redirect all damage from a single attack to his shield rather than an allied goblin, however this automatically destroys the shield (or causes it a wound, if it's a magic item).

Thick Fur

Requirements: Novice, Barghest or Bugbear

This goblinoid's fur is particularly thick and heavily matted, providing her with 1 point of natural armor, and granting her a +2 bonus to Soak rolls.

Barghests only benefit from this Edge while in their wolf or hybrid form.

Throwing Expertise

Requirements: Seasoned, Throwing d10

This goblin can draw and throw one-handed weapons in a single action. The range of her thrown weapons is also increased by +1/+2/+4, and if she has Frenzy, its benefits now extend to Throwing attacks.

Vorpal Blow

Requirements: Heroic, No Mercy

Whenever this character uses a Benny to reroll lethal damage, he can turn his attack into a called shot to the head, ignoring the normal -4 penalty to attack. If this attack incapacitates the victim, they are decapitated.

Weapon Finesse

Requirements: Novice, Agility d8

If this character get a raise on her Fighting roll while using a light weapon, she may roll Agility (maximum of d12) instead of a d6 for the bonus damage die. This Edge can only be used with a cutlass, hatchet, human dagger, living metal blade, shiv/shank, or tiger claws.

Mutation Edges

These Edges are only available to goblins, and can only be taken during character creation. No character may take more than one Mutation Edge.

Amphiblin

Requirements: Novice, Goblin

Some goblins have physically adapted to life in the rivers and lakes that scatter the land. Their skin serves as a secondary respiratory surface, while their finned backs and webbed extremities allow them to glide effortlessly through the water.

This character cannot drown in fresh water, moves at his full Swimming skill, and starts with a free d6 in Swimming. When in salt water, he must make a Vigor roll every hour, and he suffers a level of Fatigue on a failure, with incapacitation leading to death in 3d10 minutes. Each level of Fatigue earned in this way can be recovered by spending an hour fully immersed in fresh water.

Barghest

Requirements: Novice, Goblin

Much like the lycanthropes of human society, there are numerous theories and legends about the origin of barghests. But one thing is known for certain; a goblin cannot become a barghest, he must be born as one.

These rare and fearsome shapeshifters are able to assume three different forms: goblin, wolf, and hybrid. The transformation requires a successful Spirit roll as a normal action, and only affects the barghest's own body, not their equipment.

While in wolf form, barghests gain a +2 bonus to Pace, a d10 running die, a Str+d4 bite attack, and the Go for the Throat ability. However they cannot talk in this form, nor use tools, weapons or armor.

While in their hybrid form, barghests increase their Strength by +1 die step, Size by +1, and gain Str+d6 claws and fangs. However any wielded weapons used in this form are considered improvised (-1 to attack and Parry), shields give no benefit, and it is difficult to maneuver in armor; apply any worn armor bonus as a penalty to all Agility and Strength rolls, as well as to any skills linked to either of those two attributes.

Canitaur

Requirements: Novice, Goblin

Canitaurs look like regular goblins from the waist up, but they have the lower body of a dog or wolf, which connects at the withers to their goblin torso. Their four canine legs grant +2 to Pace and increase their running die by +2, as well as granting +2 to Jumping rolls and doubling their carrying capacity. However they also suffer a -2 penalty to Climbing rolls.



Psioblin

Requirements: Novice, Goblin, Smarts d8, Arcane Background (Psionics)

While most goblins are green, some individuals born with particularly strong psionic gifts have a distinctive blue hue to their skin. These "psioblins" are widely feared, and their unusual coloration can make them an obvious target in battle.

This character gains a number of additional Power Points equal to half his Smarts die, and may ignore the rank requirement on one of his starting powers. He also begins with a free d6 in Intimidation, but is twice as likely to be targeted by an enemy in combat.

Troblin

Requirements: Novice, Goblin, Strength d8

Troblins look like regular goblins, however they are very strong, and have highly accelerated regenerative abilities. Some tales claim that troblins have traces of troll blood in their ancestry, others suggest that their mothers drank troll blood during pregnancy, but none of these tales have ever been substantiated.

This character can make a natural healing roll once per hour, as long as the wounds weren't caused by fire. Troblins can also increase their Strength to d12 with normal advances.

Mutation Edges are designed to spice up and diversify the basic goblin race, as goblins are far more common than the other races.

Player characters are supposed to represent exceptional individuals, so these options give them another way to help stand out from the rest of the horde.

Professional Edges

Goblin bosses always stand out from the rank and file gang members, and frequently possess special talents.

Trapmaker

Requirements: Novice, Gremlin, Smarts d8

Most gremlins have a passion for mechanical devices, and some of them apply that drive to the construction of vicious traps.

Once per round, this character can spend a Benny to interrupt an opponent during their movement, and describe how they have just triggered one of his traps. The gremlin must have reasonably had an opportunity to set the trap, even if the justification is tenuous, such as having been in the area recently (this is left up to the Game Master's discretion).

Place a Small Burst Template centered on the victim and make a Repair roll; everyone in the area can try to evade with an opposed Agility roll. Failure results in 2d6 damage, or 3d6 if beaten with a raise.

Wolf Rider

Requirements: Novice, Goblin, Riding d8

When riding a wolf this goblin receives a +2 bonus to Riding rolls, and can use his mount as a Meat Shield. This Edge also grants a loyal wolf mount; if killed, the beast can be replaced the same way as a gang member.

Wolf Rider, Improved

Requirements: Veteran, Wolf Rider

The benefits of Wolf Rider now apply to dire wolves as well as regular wolves. The goblin may also replace her wolf with a dire wolf mount.

Social Edges

Goblins are very direct in their social interactions, and prefer to inspire fear rather than loyalty.

Birds of a Feather

Requirements: Heroic, Amphiblin or Canitaur

As the idiom goes, "birds of a feather flock together." Like attracts like; amphiblins and canitaurs sometimes seek out powerful leaders who share their lineage.

All of this character's gang members have the same Mutation Edge as him.

Braggart

Requirements: Novice, Taunt d8

This shameless loudmouth loves to boast about his achievements, while humiliating and belittling others. He gains a +2 bonus to Taunt, and once per session he can shoot his mouth off: this requires several minutes, and is resolved as an Interlude (earning him a Benny).

Extreme Inspiration

Requirements: Seasoned, Intimidation d8

Sometimes a leader needs to set an example in order to properly motivate his lackeys. Once per session as a free action, your character can execute one of his own adjacent gang members in a spectacularly violent and gruesome manner, while loudly ranting about how they have failed him in some way.

Make an Intimidation roll: On a success, all of your character's remaining gang members within earshot of the tirade receive a +1 bonus to their trait rolls for the remainder of the scene, while on a raise the bonus increases to +2. On a failure the terrified underlings become Shaken, while on a critical failure they panic and flee for their lives, and this brutal boss will need to recruit some new gang members.

Lead the Pack

Requirements: Novice, Barghest or Wolf Rider

This boss's gang members are all mounted on wolves, although these wolves are loyal to their riders rather than the boss. Any wolves that are killed are replaced between sessions, in the same way as gang members.

The gang members' wolves don't make attacks, but they still provide a Gang Up bonus as normal.



Weird Edges

Most goblins are pretty weird, but some are definitely weirder than others.

Psychonaut

Requirements: Novice, Danger Sense, Spirit d8

This goblin regularly consumes hallucinogenic fungi, granting her occasional flashes of insight into future events. One per session, at the end of your character's turn, you can restart your turn as though it had never happened – because it *didn't* really happen, it was just a premonition.

When used outside of combat, this Edge allows the player to “roll back” the last six seconds.

Rat Lover

Requirements: Novice, Spirit d8

This character has a natural affinity for swamp rats, an aggressive breed of rodent that can grow to enormous size. Most swamp rats view the goblin as a dominant alpha, and act submissively in his presence, although the occasional rodent may decide to issue a challenge.

The rat lover receives a loyal swamp rat minion that is automatically replaced when killed, in the same way as a gang member. He can also substitute swamp rats for gang members if he wants to control a larger pack, for example a rat handler who normally has five gang members could have up to six swamp rats instead.

Only gang bosses with Rat Lover can divert damage to swamp rats using the Meat Shield rule.

Relic Attunement

Requirements: Novice, Luck

This character is the exceptionally lucky owner of a living metal weapon or suit of armor, an ancient relic of a bygone era which has become magically attuned to him. This relic cannot be destroyed, and if lost, the owner can sense its distance and direction. It cannot be attuned to anyone else until the current owner dies.

If this Edge is taken during character creation, the individual begins with a living metal weapon or armor of their choice. If taken during play, this Edge attunes the goblinoid to a relic they already possess. If not attuned, the character cannot wear living metal armor, and treats a living metal weapon as improvised.

Slime Charmer

Requirements: Novice, Spirit d8

This character has a psychic bond with dark slimes. As a full round action she can take control of a dark slime within 12" by making a successful opposed Spirit roll.

The goblin maintains control of the slime until she is Shaken or takes a non-free action, or until she and the slime move more than 12" apart.

Legendary Edges

Some goblins become the stuff of legend.

Azure Paragon

Requirements: Legendary, Psioblin

This gifted individual has learned how to tap into the deepest recesses of her mind. The Psioblin Edge now grants this character a number of Power Points equal to her Smarts die.

Greater Barghest

Requirements: Legendary, Barghest

Unlike common goblins, barghests continue growing after they reach adulthood, and can eventually become as large as a hobgoblin.

This barghest gains +1 Size in all forms, and all her natural weapons (including Iron Nails if she has them) have their damage increased by +1 die step.

Meat Grinder

Requirements: Wild Card, Legendary

Most goblin gang bosses are pretty ruthless, and think nothing of using their lesser kin as living shields, but this individual chews his way through gang members like a meat grinder.

This character doesn't need to spend any Bennies to redirect damage using the Meat Shield setting rule.

Renowned Boss

Requirements: Legendary

Goblins clamor to join the gang of this infamous boss; he receives two additional gang members. This Edge may be taken multiple times.

Saline Swimmer

Requirements: Legendary, Amphiblin

This amphiblin has adapted to the sea, and no longer makes Vigor rolls when swimming through salt water. He can withstand the crushing pressure of the ocean's depths, and gains a +1 bonus to Toughness.

Top Dog

Requirements: Legendary, Canitaur

This character gains +2 to Charisma, Intimidation and Taunt when dealing with canitaurs, barghests, and any creature with animal intelligence. Regular animals will not attack this character, and usually flee if provoked.

Trollkin

Requirements: Legendary, Iron Nails, Troblin

This troblin has grown, and taken on a more troll-like appearance, with long claws and sharp teeth. Her Size increases by +1, her maximum Strength is now d12+2, and she gains the Hardy ability.

Arcane Backgrounds

All of the Arcane Backgrounds in *Savage Worlds* are available in *Saga of the Goblin Horde*.

Arcane Background (Magic)

Elemental mages are common among the tribes, as many goblinoids seem to possess latent magical talent that can be trained and honed through practice, and some of them demonstrate an intuitive knack for the arcane arts that develops naturally.

Pyromancy is particularly popular among Redfang sorcerers, although river goblins almost always favor aquamancy instead, while goblinoids recruited from other tribes often bring their arcane knowledge with them. However it is very rare to find a necromancer outside of the Bonedigger tribe, or a geomancer who has left the Stonefist tribe.

Characters with this Arcane Background may learn any power except *greater healing*, *healing*, and *succor*.

Arcane Background (Miracles)

Most goblinoid shamans in the Redfang tribe worship the Shadow Queen or her consort, the Sleeping God, however there are a small minority who pray to other deities, such as the Beast of the Lake, or the Obsidian Heir. There are even those who drew their power from animal spirits, particularly among the bugbears, however such individuals should always take Arcane Background (Magic) rather than (Miracles).

Characters with this Arcane Background may learn any of the powers available to their chosen deity.

Arcane Background (Psionics)

Psionic abilities are not uncommon among goblinoids, although the blue-skinned psioblins are considered to be the true masters of the psychic arts, and they are considerably rarer. The tribes view "mind magic" as just one more flavor of sorcery, and only true practitioners recognize it as a separate discipline.

Characters with this Arcane Background may learn any of the powers other than *greater healing*, *healing*, and *succor*.

Arcane Background (Super Powers)

While they are not spellcasters per se, there are some goblinoids who develop a single magical talent, which they perfect over time through a combination of experience and intuition. These one-trick ponies are often highly proficient with their singular talent, although they lack the versatility of a true sorcerer.

Characters with this Arcane Background may start with one power as usual, but if they later wish to learn additional powers, they must be able to justify them through trappings as representing an alternate use of the original power.

Arcane Background (Weird Science)

Most gremlins are clever and highly destructive, with a passion for dangerous mechanical devices. But some gremlins learn to combine their innate mechanical genius with arcane knowledge, and these individuals are responsible for constructing some truly terrifying devices, which they wield with reckless abandon.

Only gremlins may take this Arcane Background, and they can learn any power.



Goblin Surname Table

If you need inspiration for your goblin's surname, draw two cards and refer to the tables below, combining either a prefix (from the first table) with a body part (from second table, using the pluralized name if one is given), or a body part (using the singular name) with a suffix (from the third table), whichever you prefer. If you don't like the result, you can swap the two cards, redraw one or both cards, or simply choose a combination that you like. If you draw a Joker, use the other card for both tables – unless you draw two Jokers, in which case draw another card.

Table 1: Surname Prefix

2♣ bent	2♦ flat	2♥ naughty	2♠ spiky
3♣ big	3♦ foul	3♥ nasty	3♠ stiff
4♣ bird	4♦ freaky	4♥ odd	4♠ stinky
5♣ bold	5♦ funky	5♥ proud	5♠ stout
6♣ chunky	6♦ funny	6♥ rocky	6♠ strong
7♣ cold	7♦ furry	7♥ round	7♠ thick
8♣ crispy	8♦ gnarly	8♥ scraggy	8♠ tiny
9♣ crooked	9♦ half	9♥ sharp	9♠ weak
10♣ dog	10♦ hard	10♥ short	10♠ weird
J♣ fat	J♦ harsh	J♥ small	J♠ wide
Q♣ firm	Q♦ hot	Q♥ smelly	Q♠ wild
K♣ fish	K♦ kinky	K♥ soft	K♠ wobbly
A♣ flaky	A♦ limp	A♥ solid	A♠ worm

Table 2: Body Part (combine with either a prefix or a suffix, but not both!)

2♣ ankles/ankle	2♦ ears/ear	2♥ jaw	2♠ shoulders/shoulder
3♣ arms/arm	3♦ eyes/eye	3♥ knees/knee	3♠ snout
4♣ back	4♦ face	4♥ knuckles/knuckle	4♠ spine
5♣ belly	5♦ fingers/finger	5♥ legs/leg	5♠ skin
6♣ blood	6♦ fists/fist	6♥ lips/lip	6♠ skull
7♣ bones/bone	7♦ feet/foot	7♥ mind	7♠ snout
8♣ brain	8♦ groin	8♥ mouth	8♠ thighs/thigh
9♣ brows/brow	9♦ hair	9♥ nails/nail	9♠ thumbs/thumb
10♣ buttocks/buttock	10♦ hands/hand	10♥ neck	10♠ toes/toe
J♣ cheeks/cheek	J♦ head	J♥ nipples/nipple	J♠ tongue
Q♣ chest	Q♦ heart	Q♥ nose	Q♠ teeth/tooth
K♣ chin	K♦ heels/heel	K♥ nostrils/nostril	K♠ wit
A♣ digits/digit	A♦ hips/hip	A♥ shins/shin	A♠ wrists/wrist

Table 3: Surname Suffix

2♣ banger	2♦ gnasher	2♥ scratcher	2♠ thumper
3♣ basher	3♦ gorger	3♥ shaker	3♠ thrasher
4♣ beater	4♦ grazer	4♥ slapper	4♠ thruster
5♣ bender	5♦ humper	5♥ slinger	5♠ tickler
6♣ biter	6♦ lasher	6♥ smasher	6♠ toucher
7♣ blower	7♦ nosher	7♥ spanker	7♠ tugger
8♣ breaker	8♦ peeler	8♥ splitter	8♠ twirler
9♣ chomper	9♦ picker	9♥ stabber	9♠ twister
10♣ chopper	10♦ plucker	10♥ stamper	10♠ whacker
J♣ clouter	J♦ pounder	J♥ stroker	J♠ whipper
Q♣ cracker	Q♦ puller	Q♥ swinger	Q♠ wiper
K♣ crusher	K♦ puncher	K♥ tapper	K♠ wrencher
A♣ cutter	A♦ ripper	A♥ tearer	A♠ yanker



Equipment

The tribes utilize a variety of weapons and armor, but most of it is stolen or scavenged. Described here is the sort of gear they can commonly be found using.

Melee Weapons

- **Barbed Axe:** This infamous blade represents the pinnacle of goblin engineering, and serves as a prime example of why human and gremlin-forged weapons are so highly prized among the tribes. Many pieces of sharp and pointed metal are bolted onto a crude axe head, which is then fitted onto the end of a wooden shaft, resulting in a weapon that is terrifying to behold as well as to wield.

- **Battle Bracer:** A battle bracer is highly specialized defensive item. Worn like a vambrace but used like a buckler, the battle bracer provides protection without hindering movement. The wearer only benefits from the battle bracer while their hand is free.

- **Battle Hammer:** These simple weapons typically consist of a heavy block of stone strapped to a wooden shaft. They are crude yet effective, although only the strongest of goblins can wield them.

- **Chopper:** This savage weapon has a serrated blade that widens to a heavy axe-like head at the tip, making it extremely effective for rending flesh and chopping through bone.

- **Cudgel:** This simple weapon is usually little more than a sturdy wooden stick, but it is quick and easy to make, and can often be found among the goblin gangs. Some goblins like to carve terrifying images into their cudgels, while others leave them unadorned.

- **Cutlass:** A curved single-edged saber with a hand guard, the cutlass is a very popular weapon among the seafaring ogrekin, and a number of these blades have been appropriated by the tribes.

- **Falcata:** This curved human-forged blade pitches forward toward the tip, combining the cutting edge of a sword with the power of an axe. The hook-shaped grip curves around the wielder's hand to form a semi-enclosed hilt.



- **Hatchet:** A popular weapon among the tribal elite, the hatchet has a blade on one side and a hammer on the other, allowing it to be used for either chopping or smashing. It makes a good melee weapon, can also be thrown, and serves as a useful survival tool. It can cut and splint wood, and can be used to light a fire through sparks and friction.

- **Human Dagger:** Weapons forged by humans are prized for their quality and durability, and daggers are particularly popular for their balance and versatility.

- **Human Sword:** These swords come in a variety of shapes and lengths, but most of them are far superior to goblin blades, and they make popular war trophies.

- **Living Metal Blade:** These ancient self-repairing weapons gleam like polished silver, and inflict horrific injuries, as slivers break off in the wounds and slowly worm their way into the victim's flesh. Any creatures other than goblinoids and ogrekin who are killed with living metal weapons will gradually begin to dissolve into pulsating puddles of ooze, transforming into dark slime over the next few hours.

- **Ogre Sword:** These huge double-edged swords are forged for the ogrekin, and they are far too heavy for mere goblins to wield in combat, although particularly strong bugbears have been known to use them on rare occasions.

- **Rock Glove:** Used almost exclusively by warriors of the Stonefist tribe, this savage weapon consists of a spiked stone club that fits over the hand and forearm.

- **Shivs and Shanks:** The typical goblin weapon is generally little more than a crudely fashioned blade. Shivs are designed mainly for stabbing, while shanks are primarily intended for cutting, but in practice the terms tend to be used interchangeably.

- **Spear:** A simple wooden shaft with a pointed tip, spears come in a variety of shapes and forms. Goblins will often create their own improvised spears by tying a shiv or dagger to the end of a straight stick.

- **Spiked Gauntlets:** These tough leather gloves are fitted with various studs and spikes, serving to protect the wearer's hands while also allowing them to inflict terrible injuries on their foes.

- **Target Shield:** Typically made from two layers of light fibrous wood, reinforced with leather or metal, the target shield is a popular choice among defensive-minded goblins. Many shields have a metal boss in the center of the face, sometimes fitted with a spike.

- **Tiger Claws:** Designed to fit over the knuckles, tiger claws look similar to knuckledusters, except with curved blades extending from the front of the weapon. They are particularly good at deflecting and catching enemy blades, making them a good choice for defense.

- **War Axe:** A large and fearsome weapon, the war axe is far too big for a regular goblin to wield, but is a favored weapons of bugbears and strong hobgoblins.



Ranged Weapons

- **Barbed Javelin:** This light spear is intended for throwing, although it can also be used in melee. It has a barbed head, making it very difficult to remove from the victim without causing significant tissue damage.

- **Blowpipe:** This simple weapon consists of a small tube, often made from river cane. The user can fire a dart or pellet by blowing into the tube. Against larger foes, the darts can also be dipped in poison.

- **Bolas:** This throwing weapon consists of a length of cord with a weight on each end, and is usually used to entangle a victim's legs.

- **Chakram:** This circular weapon has a sharpened outer edge, allowing it to be twirled around the finger before being thrown with a flick of the wrist. Skilled users can also ricochet a chakram off solid surfaces, striking the enemy from unexpected angles of attack, and some can even catch the weapon when it returns.

- **Crossbow:** These mechanical weapons consist of a horizontal bow mounted on a stock. Unlike bows they can be fired while mounted or prone, and they shoot bolts rather than arrows.

- **Fire Bottle:** Brewed by gremlin alchemists or the occasional goblin pyromancer, these fragile bottles are designed to shatter on impact, releasing their volatile contents. The liquid can be ignited with the smallest spark, and not even water can extinguish the flames.

- **Hunting Bow:** Some of these weapons are made from a single piece of wood, either straight or recurve in shape. Others are fashioned from horn, wood and sinew, and such composite bows have greater power.

- **Marbles:** Originally just a human-made toy, these small glass spheres were first utilized as weapons by the borderland goblins, and then later adopted by the tribes. They are relatively easy to produce, and many goblins find marbles aesthetically pleasing, collecting them as general knick-knacks. However their shape also makes them ideal for use as sling bullets, or they can simply be thrown, or even rolled along the floor in front of a charging foe in the hope of tripping them.

- **Repeating Crossbow:** Designed and constructed by gremlin smiths, this robust mechanical weapon has a lever that allows bolts to be loaded from a magazine and then fired, all in one single motion. Although it lacks the range and penetration of a regular crossbow, the repeating crossbow has a much higher rate of fire, particularly when used by a trained crossbowman.

- **Throwing spikes:** These thin metal darts can be easily concealed within hair or clothing, and quickly drawn and thrown at unsuspecting foes, making them dangerous weapons in the hands of a skilled assassin.



Armor

- **Crude Armor:** Many goblins wear some form of crude patchwork armor, often scavenged from forays against humans. Crude armor is frequently made from bone or leather, but this category of armor might also represent partial protection, such as a thick belt and heavy shoulder guards.

- **Decent Armor:** Decent armor is very difficult for most goblins to obtain, but it can provide much better protection for those fortunate enough to find it. This armor could take the form of a rusty old breastplate, a studded leather jerkin, or perhaps a tattered chainmail shirt looted from a human adventurer.

- **Feathered Cap:** In the days of old, goblin warriors would add a feather to their cap each time they slew an enemy in battle. This custom has mostly been lost to the annals of time, but a few goblins still practice it, and these staunch traditionalists wear their feathered caps with pride.

- **Headband:** It is very rare for goblins to use proper helmets, but some of them like to wear headbands of leather or hide, often decorated with fangs or feathers.

- **Heavy Stompers:** Most human-forged armor is a poor fit for goblins, but one notable exception is their boots; human feet tend to be similar in size to those of a goblin, and goblins love wearing a good pair of metal boots for stomping on their fallen enemies.

- **Helmet:** Human-forged helmets are usually much too small to fit large goblinoid heads, but half-humans can sometimes wear them. These looted helmets are frequently decorated with horns and fangs, and they are sometimes marked with tribal symbols, or painted with crude and offensive imagery.

- **Living Metal Armor:** This rare and highly-prized armor provides its wearer with exceptional protection on the torso, and can be telepathically commanded to cover the limbs and head, with dark lenses forming over the eyes as the living metal reshapes itself around the wearer's body. While fully covering the wearer, the armor becomes completely sealed, protecting against area-effect attacks.

- **Spiked Armor:** Most goblins like blades, but some take it to the extreme, attaching numerous blades to their armor. This can serve as a useful deterrent, as anyone who makes an unarmed attack against the wearer suffers 2d4 damage if they miss with a natural 1 on their Fighting die, while anyone who is foolish enough to try and grapple the character automatically suffers 2d4 damage. But the wearer also tends to get stuck to things, and must make a successful Strength roll (as a normal action) to stand up from being Prone.



Equipment Table

Melee Weapons

Type	Damage	Weight*	Cost*	Notes
Barbed axe	d8	2	1	Requires an Agility roll to ready
Battle bracer	d4	1	2	+1 Parry as long as hand is free
Battle hammer	d8	3	1	AP 2 vs. rigid armor, requires an Agility roll to ready
Chopper	d8	2	2	AP 1, requires an Agility roll to ready
Cudgel	d4	–	–	
Cutlass	d6	1	2	Durable (Toughness 12)
Falcata	d8	2	4	AP 1
Hatchet	d6	1	2	Can be thrown with a range of 3/6/12
Human dagger	d4	–	2	Can be thrown with a range of 3/6/12
Human sword	d8	1	2	Durable (Toughness 12)
Living metal blade	d6+2	1	N/A	Improvised weapon if you don't have Relic Attunement Victims suffer –2 to Soak wounds from this weapon
Ogre sword	d12	6	5	2 hands, very durable (Toughness 15)
Rock glove	d6	1	2	AP 2 vs. rigid armor
Shiv/shank	d6	1	1	
Spear	d6	1	1	+1 Parry, Reach 1, 2 hands, throwing range 3/6/12
Spiked gauntlets	d4	1	2	Wearer is still considered to be an Unarmed Defender
Target shield	d4	2	2	+1 Parry, +2 armor against ranged attacks
Tiger claws	d4	1	2	+1 Parry
War axe	d10	3	4	AP 1, 2 hands, durable (Toughness 12)

Ranged Weapons

Type	Damage	Weight*	Cost*	Range	Notes
Barbed javelin	Str+d6	1	1	4/8/16	
Blowpipe	2d6	–	1	3/6/12	The damage is from poison on the darts
Bolas	Str+d4	1	1	3/6/12	Entangles on a raise (roll Strength to escape)
Chakram	Str+d6	1	2	3/6/12	Automatically returns when thrown, unless you roll a natural 1 on the Throwing die
Crossbow	2d6	2	5	15/30/60	AP 2, 1 action to reload.
Fire bottle	2d6	1	1	2/4/8	Fills a SBT, Agility roll at –2 to evade
Hunting bow	2d6	1	2	12/24/48	Quiver and arrows count as “minor items”
Marbles	Str	–	1	3/6/12	Price is for a bag of half a dozen marbles
Repeating crossbow	2d6	2	5	12/24/48	1 action to reload a magazine of 12 bolts
Throwing spikes	Str+d4	–	1	3/6/12	Might also be a crude throwing knife

Armor

Type	Armor	Weight*	Cost*	Notes
Crude armor	+1	2 (3)	2 (3)	Protects the torso (+1 weight/cost to protect limbs too)
Decent armor	+2	4 (5)	4 (5)	Protects the torso (+1 weight/cost to protect limbs too)
Headband	+1	–	1	Protects the head
Heavy stompers	+3	1	2	Protects the legs, kicking now inflicts Str+d4 damage
Helmet	+3	1	2	Protects the head, can only be worn by half-humans
Feathered cap	+1	–	1	Protects the head, +1 to Intimidation, –1 to Stealth
Living metal armor	+3	2	N/A	Requires Relic Attunement Edge to wear this armor
Spiked armor	N/A	1	+1	Spikes can be added to crude or decent armor

* Weight is in “major items” (see Simple Encumbrance), while cost is in “knick-knacks” (see Might Makes Right).

Knick-Knack Table

Goblins don't use coins, instead they barter with trinkets, which they call "knick-knacks." The application of these knick-knacks is explained in more detail in the "Might Makes Right" setting rule.

Characters occasionally discover knick-knacks during play, and the Game Master can use the following table to determine what they find: simply draw a card and apply the result. On Clubs, the knick-knack takes the form of a weapon or suit of armor, chosen from the previous page. On a Joker, draw two cards and apply both results.

To avoid repetition, the Game Master can swap one or more words when they generate a knick-knack. For example a wooden peg-leg might become an iron peg-leg, or a wooden hand, or even an iron hand. A long iron key might become a small silver key, a tarnished silver disk could become a shiny gold disk, a dried lizard might become a petrified gerbil, and so on.

Card Knick-Knack Description

2♦	A length of sturdy cord, with a small grappling hook fixed to each end.
2♥	A soft leather wineskin, half-filled with a sweet-smelling amber liquid.
2♠	A shrunken human head with a hilarious expression on its stupid face.
3♦	A finely crafted bone comb, with a couple of the teeth missing.
3♥	A lucky rabbitfolk's foot fixed to the end of a leather cord, designed to be worn around the neck.
3♠	A fine scroll, carefully rolled up and wrapped in a brightly colored ribbon, with a wax seal.
4♦	A lucky metal crescent, ripped from the foot of a delicious plant-eater.
4♥	A large glass jar filled with several pickled eyeballs.
4♠	A tarnished silver disk, with a goblin head stamped on one side, and strange runes on the other.
5♦	An embroidered pouch containing several polished stones.
5♥	A large and exceptionally shiny brass button, with a small hole for threading twine.
5♠	A dried lizard with the tail bitten off.
6♦	A decorative phallic-shaped cudgel of human design.
6♥	A deck of playing cards illustrated with lewd pictures of humans.
6♠	A silver tinderbox engraved with a sequence of symbols.
7♦	A beautiful obsidian knife with a razor-sharp blade and a skull motif on the hilt.
7♥	A voluminous pair of ogre-sized underpants.
7♠	A metal flask with a strange runic symbol engraved on the front.
8♦	A fine leather pouch containing a set of bone dice.
8♥	A twine necklace strung with animal feathers, teeth, and bone beads.
8♠	A small hand mirror, with pink flowers painted around the frame.
9♦	A beautifully carved wooden peg-leg, engraved with various symbols.
9♥	A golden ring with tiny human symbols carved around the inside.
9♠	An old pair of wire-frame spectacles, one lens is cracked.
10♦	A magical metal needle that always spins around to point north.
10♥	A long iron key with a strange floral design.
10♠	A large pewter tankard, finely engraved with symbols and an animal motif.
J♦	A very cute goblin-sized bonnet of human design, decorated with embroidered flowers.
J♥	A rolled-up poster depicting an anatomically improbable illustration of a naked bugbear.
J♠	A wooden yo-yo, skillfully carved, and carefully painted with strange symbols.
Q♦	A small glass vial half-filled with pale blue pungent-smelling liquid.
Q♥	A beautifully polished human skull, with a gold tooth in the jawbone.
Q♠	A silver locket containing a funny picture of a human face.
K♦	A silk pouch filled with an assortment of shiny metal disks.
K♥	A small leather-bound book containing human writing and illustrations of plants.
K♠	A framed painting of a human warrior riding a plant-eater.
A♦	An old diary filled with sordid descriptions of romantic conquests.
A♥	A human-sized leather belt with a heavy brass buckle.
A♠	A sturdy leather satchel filled with dried grasshoppers.



Setting Rules

Saga of the Goblin Horde is intended to be a dark but humorous setting, with protagonists who often have runs of exceptional luck.

Use **Joker's Wild** from *Savage Worlds*, as well as **Like a Boss**, **Meat Shield**, **Might Makes Right**, **Overland Travel**, **Quick Skirmish**, **Shenanigans**, and **Simple Encumbrance**, as described in this chapter.

Like a Boss

The players start the campaign as goblin bosses, each leading their own gang of pint-sized cutthroats. Each boss has a number of gang members equal to half their Spirit die, plus one per rank (except for half-humans, who don't add their rank). These gang members aren't particularly loyal, but will usually do what they're told, and can be controlled by the player during combat.

Outside of combat, the gang members just tag along, and are generally treated as an extension of their boss. They don't usually make their own rolls; for trait rolls like Stealth or Notice, assume they succeed when their boss succeeds, and fail if their boss fails. Even during Chases, gang members don't usually make their own attacks, instead they just run alongside their boss and provide cover (and comic relief).

The players and Game Master can roleplay the gang members and describe their antics, but the little guys should mostly be kept in the background.

Lost gang members are generally replaced between adventures, although players may also recruit during a game, at the Game Master's discretion.

If a boss is killed, the player can turn one of their remaining gang members into a Wild Card, and take control of the rest of the gang. After the session, the player should create a new character as normal.

Statistics

Goblin gang members all have the same stats, and do not gain experience. Only bosses with the Rat Lover Edge can have swamp rats.

Gang Member

Most Redfang gang members are armed with a spear, although at the Game Master's discretion the boss can pay the price difference to arm them with alternative weapons.

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

Skills: Fighting d6, Notice d6, Riding d6, Stealth d6, Survival d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 4

Gear: Spear (Str+d6; Parry +1; Reach 1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Swamp Rat

Bosses with the Rat Lover Edge receive a loyal swamp rat minion, and may also substitute gang members for additional swamp rats if they wish.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Climbing d10, Fighting d6, Notice d6, Stealth d10, Swimming d10, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str+d6; Go for the Throat.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Size -1:** Around three feet long; -1 Toughness.

Meat Shield

Goblinoids are extremely vicious and utterly ruthless, and possess absolutely no compunctions about using their own kin as living shields, or even shoving each other into the way of incoming attacks.

Once per round, any character who suffers one or more wounds from a single attack may spend a Benny to redirect all the damage to an adjacent allied goblin Extra of their choice, even if the unfortunate fellow belongs to another gang.

Damage from sources other than attacks may also be redirected, at the Game Master's discretion.

Against area-effect attacks that also target the meat shield, the character may spend a Benny to halve the damage (round down). This doesn't add any additional damage to the meat shield, but it does prevent them from evading the attack.

Due to their size, bugbears cannot redirect damage from area-effect attacks, and they suffer half damage from other attacks (round down for the bugbear; the meat shield still takes the full damage).



Might Makes Right

Goblins don't use cash, they just barter for what they want, or simply take it if they're strong enough. Each player character starts with a number of knick-knacks equal to half their Strength plus two. If the character has Intimidation or Taunt, they receive an additional number of knick-knacks equal to half the skill die (if they have both skills, just use the highest).

Knick-knacks represent anything that might catch a goblin's eye, such as a wooden peg-leg, a purse of gold coins, an embroidered hat, or a polished skull; goblins don't assign the same value to things as humans. If the player doesn't wish to track individual knick-knacks, they can simply write down how many they have.

Knick-knacks can be traded or bartered, and at the Game Master's discretion may be sacrificed for a one-off +2 bonus to a Trick, Test of Will, or a Streetwise or Persuasion roll. Only one knick-knack can be used for each such roll, the decision must be made before the player rolls, and they should also be able to plausibly incorporate the knick-knack into the narrative for the action. The character automatically loses their knick-knack after using it, either discarding it with the Trick or Test of Will, or giving it away as a bribe.



Overland Travel

The *Saga of the Goblin Horde* territory map (found at the end of the Gazetteer chapter) is divided into hexes, each of which represents an area about 8 miles across. Characters can move a number of hexes per day equal to half their Pace; most goblinoids can travel 3 hexes per day, while canitaur and wolf riders can travel 4 hexes. Movement speed is halved if walking through swamps or hiking over mountains.

This assumes the boss spends about a third of each day traveling, a third sleeping, and a third sat around the campfire, bragging about their achievements.

If the goblins are willing to sacrifice some of their sleeping time, they can push themselves to travel an extra hex each day, but every time they use this option they must make a Vigor roll (make a roll for the boss, and a Group Roll for their gang). Failure results in a level of Fatigue, and it requires a full day of rest to recover the Fatigue level.

Swimming

Amphiblins have the option of swimming along rivers, across Blacktear Lake and through Darkmire Swamp: they can swim a number of hexes per day equal to half their Swimming skill.

When swimming along a river, they travel an extra hex each day when swimming with the current (i.e., toward the ocean), and 1 fewer hex when swimming against the current (i.e., away from the ocean).

Rafting

Characters can also construct rafts to travel by water. Building a raft requires a successful Repair or Survival roll, and counts as 2 hexes of movement, reduced to 1 hex on a raise; this represents the time and effort that goes into assembling the raft. There is assumed to be enough space on the raft for one boss and their gang.

The main advantage of rafting is that the boss can put her feet up and relax, while her gang take turns at the oars, rowing around the clock. This allows the raft to travel 6 hexes per day upstream, 12 hexes per day downstream, and 9 hexes per day over Blacktear Lake or through Darkmire Swamp.

Goblins who are reckless enough to attempt rafting on the ocean can move 6 hexes per day, however they must draw an action card for each hex they travel; on Clubs, a group of sea goblins have spotted the raft, and move in to attack. This usually involves them tearing the raft apart, and then eating the crew.

Quick Skirmish

Combat in *Savage Worlds* is pretty fast, but it can still take a while to resolve, and the Game Master may not wish to play out every single fight using the standard combat rules. Sometimes the session needs to be sped up because it's running behind schedule, other times a combat scene might be there solely for story purposes, or to set the scene for a bigger encounter, and that's when the abstract Quick Skirmish rule is useful.

The Game Master can assign a modifier of between +2 and -2 depending on the relative competence of the foe, and another modifier of between +2 and -2 if one side has a significant tactical advantage.

The number of enemies is represented as a pile of Victory Tokens, typically 3-5 per player. This is only an abstract representation of the challenge, and should take into account the scenario objective – it could indicate how many foes are still alive, or still fighting, or it might represent how many more opponents the characters must defeat before they can break through the enemy lines and make their escape.

Each round, each player draws an action card for initiative, and makes a skirmish roll on their turn. On Clubs they suffer a complication: -2 to their roll, and failure results in 4d6 damage rather than 3d6.

The player can choose which trait they use for each skirmish roll. This is usually a combat or arcane skill, but other traits are permitted as long as they fit the scene, and can be justified with appropriate narrative. The Game Master can also award a situational bonus of +1 or +2 for a particularly creative and inspiring description of the character's actions.

Failure: The character suffers 3d6 damage, or 4d6 if they are acting on Clubs.

Success: Either the character or one of their gang members suffers 2d6 damage, and the player takes one Victory Token.

Raise: The player takes two Victory Tokens.

Shaken characters make their Spirit roll to recover before making the skirmish roll each turn. If they are Shaken, they must still make a skirmish roll, but they suffer a -2 penalty.

The Game Master can also set milestone benefits for earning a certain number of Victory Tokens. For example a character who earns five tokens might be allowed to escape early, leaving the rest of the party to fend for themselves.

Once all the Victory Tokens have been taken from the pile, the final objective has been reached, and the characters are victorious. The Game Master should award a Benny to the player with the most tokens.

Shenanigans

Goblins are a rather crazy and undisciplined lot, and gangs frequently get up to all manner of mischief and mayhem whenever their boss's back is turned. At the beginning of each scene, players with fewer than five Bennies and at least one surviving gang member have the option of invoking shenanigans.

The player draws a card to determine what one of their gang members has been up to, and earns a Benny for describing and embellish their flunky's actions and fate. The rank of the card determines what happens to the unfortunate goblin, as follows:

2: Decided it's time that they became the boss; your treacherous minion Wild Attacks you with the Drop, and then fights to the death, while the rest of the gang stand back and wait to see who wins.

3: Tripped or shoved you at the worst possible moment; you suffer a level of Fatigue from Bumps and Bruises, and begin the scene Prone.

4: Beaten to death while your back was turned, most likely by another goblin. Nobody owns up to it.

5: "Accidentally" stabbed you with their spear; you suffer 2d6 damage.

6: Found and ate something utterly disgusting. The gang member must make a Vigor roll to survive!

7: Did something remarkably stupid. They must roll Agility to avoid a painful and embarrassing death.

8: Busy tormenting a prisoner or small animal while the rest of the gang watch in glee. Your gang members all start the scene Shaken due to the distraction.

9: Disappeared and won't be back. Roll your Notice, on a failure they stole one of your knick-knacks!

10: Became very rowdy; you and your gang suffer a -2 penalty to Stealth and Notice rolls this scene.

Jack: Drank some fermented mushroom juice, they suffer debilitating hallucinations for the scene.

Queen: Got into a fight or pulled a stupid prank, and has been knocked out for the next hour.

King: Performed an unspeakably revolting act. You and your gang must all make Spirit rolls, and anyone who fails will start the scene Shaken.

Ace: Disappeared for some private time, they will be back next scene.

Joker: Managed to scavenge or steal a knick-knack from somewhere. Of course you take it off them, as is your right. You're the boss, after all!

The card suit can also be used for inspiration: Clubs involves excessive violence, Diamonds indicates that the gang member was driven by greed, Hearts usually represents lust or desire, while Spades represents the search for something.



Simple Encumbrance

Saga of the Goblin Horde uses a simple encumbrance system, defining Load Limit in terms of "major items" rather than pounds. A major item typically weighs 3-7 pounds, and characters can carry a number of major items equal to their Strength without penalty, or their Strength times 1½ if they have the Brawny Edge.

Particularly heavy objects count as multiple major items. Each entry in the Equipment Table (on page 29) lists its weight in major items.

Lighter objects are called "minor items," and are not tracked individually, although the Game Master may decide to group several together as one major item.

Knick-knacks are usually ignored for the purposes of encumbrance, although the Game Master can make exceptions if they wish. However a knick-knack that weighs as much as one or more major items should be very valuable, and could perhaps be sacrificed for a +4 bonus to a Trick, Persuasion or Streetwise roll.



Gods and Magic

Most of the Redfang tribe prays to the Shadow Queen and her consort, the Sleeping God, who slumbers high up in the Spire of Flame. The Voice of the Gods, that sibilant whisper which speaks directly to the minds of the clergy, acts as intermediary for the divine couple.

Worshippers of the Beast of the Lake are far more prevalent among the ranks of the river goblins, while many of the bugbears seek guidance and wisdom from animal spirits in the same way as the beastfolk.

Goblins who originate from other tribes often bring their faith and beliefs with them, although expressing such beliefs openly may lead to scorn and ridicule.

Shadow Queen

The ancient legends describe how the Shadow Queen gave life to the goblins, carrying her children safely in her belly until she reached the promised lands before giving birth.

The first generation of goblins were very powerful sorcerers, as well as the architects behind the Spire of Flame and the Dome of Shadows. Many of their living metal artifacts still exist today.

- **Aspect:** Shadows, fertility, domination.
- **Powers:** *Blind, bolt, darksight, deflection, detect/conceal arcana, disguise, divination, entangle, fear, greater healing, healing, intangibility, invisibility, light/obscure, pummel, puppet, stun, succor, summon ally (smoke sentinel), teleport.* Powers should have a shadow or darkness trapping.
- **Duties:** Protect the younglings, defend the Obsidian Valley and the Dome of Shadows, destroy those who threaten the goblin lands.
- **Sins:** (Minor) willfully harming (or allowing harm to come to) a youngling, ignoring a major threat to the Obsidian Valley; (Major) willfully taking the life of a youngling, ignoring a major threat to the Dome of Shadows; (Mortal) willfully betraying other goblins to another race.

Sleeping God

Consort of the Shadow Queen, and sire of the goblin race, the Sleeping God slumbers eternally in the apex of the Spire of Flame. It is said that one day he shall awaken, when the need is sufficiently great, and rain fiery death upon those who threaten the goblin lands.

- **Aspect:** Fire, vengeance, destruction.
- **Powers:** *Armor, barrier, blast, bolt, burst, damage field, darksight, dispel, divination, elemental manipulation, fear, havoc, healing, intangibility, light/obscure, quickness, slow, slumber, smite, summon ally (smoke sentinel).* Powers have some sort of fire or smoke trapping.
- **Duties:** Bloody retribution, defending the Obsidian Valley and the Spire of Flame, destroying enemies of the goblins.
- **Sins:** (Minor) ignoring a personal insult, ignoring a major threat to the Obsidian Valley; (Major) ignoring a physical threat, ignoring a major threat to the Spire of Flame; (Mortal) acting directly against the interests of the goblin race.

Snow Oracle

Members of the Icerunner tribe worship a mysterious progenitor figure called the Snow Oracle, and claim they are not related to other goblinoids. Some among the tribe believe this Snow Oracle abandoned them, others that she freed them to seek out their own fate, or even that she is testing their faith.

But whatever the truth, priests of the Snow Oracle possess no magical abilities.

Animal Spirits

Many bugbears draw their power from animal spirits, much like the beastfolk. However these shamans have Arcane Background (Magic) rather than (Miracles).

Obsidian Heir

The firstborn of the Shadow Queen was a warrior and sorcerer without peer, and he led the earliest goblin settlers against the indigenous humans. Although he fell in the final battle, his spirit lives on, and shall one day be reborn to lead the goblins once again.

Worshiped almost exclusively by members of the Stonefist tribe, even those who leave the tribe rarely abandon the teachings of the Obsidian Heir.

- **Aspect:** Earth, strength, secrets.
- **Powers:** *A armor, barrier, bolt, boost/lower trait, burrow, detect/conceal arcana, divination, elemental manipulation, growth/shrink, havoc, healing, mind reading, pummel, slow, slumber, smite, speak language, succor, summon ally, wall walker.* Powers should have an earth or stone trapping.
- **Duties:** Discovering secrets, guarding secrets from outsiders, awaiting the Obsidian Heir's return.
- **Sins:** (Minor) passing up the chance to discover a secret, ignoring a challenge to your strength; (Major) accidentally revealing a great secret to a rival or an enemy, ignoring those who threaten the interests of the Obsidian Heir; (Mortal) willfully revealing a great secret to a rival or an enemy.

Beast of the Lake

Deep below the surface of Blacktear Lake, a towering goblin-like figure stands guard, a great barbed spear raised in one hand. Some river goblins believe this is the slumbering avatar of their progenitor, others that it is merely a blessed statue of their god, but almost all of them worship the ancient figure, and pray to it for guidance in battle.

It is unclear what relationship the Beast of the Lake has to the Shadow Queen and the Sleeping God.

- **Aspect:** Water, deceit, battle.
- **Powers:** *Blast, bolt, boost/lower trait, burst, damage field, deflection, detect/conceal arcana, disguise, dispel, elemental manipulation, entangle, environmental protection, healing, pummel, quickness, smite, speed, stun, succor, warrior's gift.* Powers should have some sort of water trapping.
- **Duties:** Guard Blacktear Lake, outsmarting enemies, seeking victory in battle regardless of the cost.
- **Sins:** (Minor) being outwitted by an unbeliever, ignoring intruders in or on Blacktear Lake; (Major) surrendering to an enemy, suffering defeat at the hands of an inferior foe; (Mortal) showing mercy to an enemy.





Gazetteer

This chapter gives an overview of the major regions of the goblin lands, sorted into alphabetical order so that they can be quickly and easily looked up during play.

All of the information provided below is considered common knowledge among the tribes.

Axehead Cove

This circular bay is located near the center of Westside Plateau's shoreline, between Darkmire Swamp and the estuary of Trident Creek. The cove is fairly sheltered from wind and waves, making it a relatively safe place for fishing during low tide, when the water becomes too shallow for the sea goblins. The Longknife tribe considers this cove one of their best sources of food, and don't take kindly to poachers!

A natural tidal causeway stretches about half a mile from Axehead Cove to Windpoint Island, however this raised pathway only provides safe passage during low tide, and becomes completely submerged during high tide.

Blacktear Lake

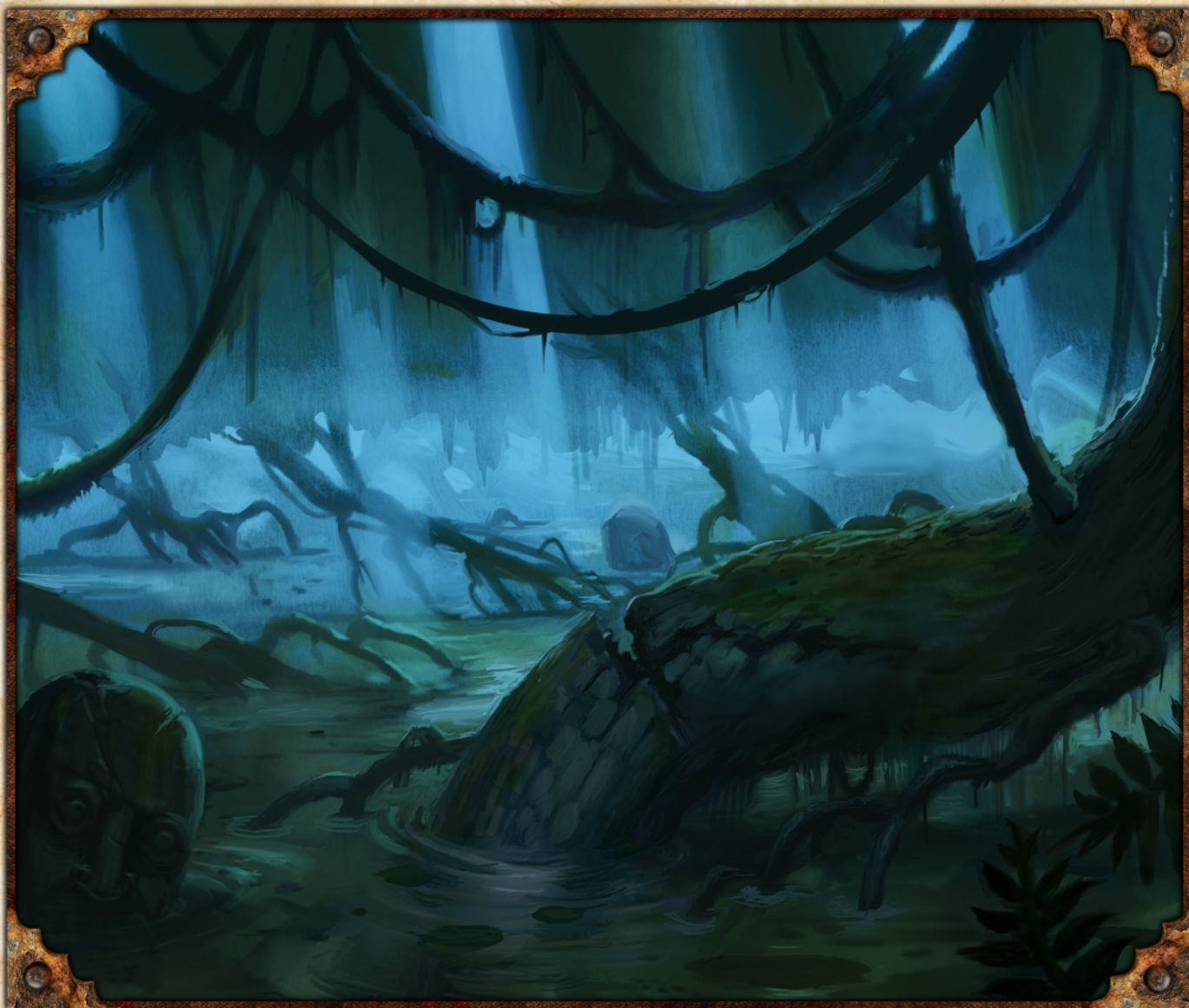
Blacktear Lake is a deep, teardrop-shaped, freshwater lake. It is nearly 30 miles long, and around 15 miles across at its widest point, with a surface several yards above sea level. The lake is connected at the eastern side to the Northern River, feeding into the Darkmire Rapids at the western side, with the water flowing through Darkmire Swamp before flushing out into the Endless Ocean.

The lake takes its name from its teardrop shape, and from the countless dark slimes that hunt its depths, making it a veritable deathtrap for any beastfolk or humans who might be foolish or careless enough to venture into its waters. Even a sturdy wooden boat is insufficient to deter the dark slimes.

Far below the inky surface, near the center of the lake bed, stands an ancient goblin-like statue, wielding a spear in one hand. While its true origin has been lost to the annals of time, the river goblins call this statue the Beast of the Lake, and worship it as a god.

The Beast of the Lake is built from living metal, and absorbs any creature that comes into contact with it, sparing only the goblinoids and the ogrekin. The river goblins offer their god frequent sacrifices, but the statue also devours any fish that stray too close.





Bone Quarry

Located at the edge of Whitebone Bog, Bone Quarry is filled with thousands of preserved human corpses, the victims of a long-forgotten war. The Bonedigger tribe views these corpses as a valuable resource.

Darkmire Rapids

Darkmire Rapids is a shallow river that flows from Blacktear Lake to the Endless Ocean, the fast-running water cascading over and around exposed rocks, and frequently overflowing the banks, where it feeds the surrounding swampland.

Particularly daring goblins have been known to surf down the rapids on curved wooden boards, with the survivors reaching the coast in record time.

Darkmire Swamp

On the far north-west tip of the goblin lands, where Blacktear Lake flows into the Endless Ocean, the land is saturated with freshwater and thick with aquatic vegetation. Narrow bands of trees grow on slopes and elevated protrusions of dry land, while the mudflats and heavily waterlogged soil can be as dangerous as quicksand to the unwary traveler.

Darkmire Swamp is home to a very diverse range of plant and animal life, as well as trolls and a whole host of other monstrous predators. Dark slimes can also be found in the swamp from time to time, having made their way down from Blacktear Lake.

This region is the territory of the Nightsworn tribe, xenophobic fanatics who have dedicated their lives to the Shadow Queen.

Dome of Shadows

This ancient monument sits at the north-west end of the Obsidian Valley, near the shore of Blacktear Lake, and only the most devout worshipers of the Shadow Queen are permitted within its sanctified walls.

The dome is approximately fifty yards in diameter, and has a single opening in its smooth and featureless exterior. At least two dark deacons guard the dome at all times, although it is not clear what exactly they're supposed to be guarding it against.

Dark deacons are towering black skeletal creatures, with holy fire dancing within their mouths and open ribcages. A ghostly figure can be seen writhing in the flames, the soul of the blessed candidate who was chosen to undertake the divine transformation. These avatars of the Shadow Queen and Sleeping God serve as tireless guardians and merciless enforcers.

The interior of the dome is a single chamber with a sphere hovering in the center. The sphere is about two yards in diameter, and covered with glowing magical symbols. The priests claim these symbols were written by the Shadow Queen's own hand, however none have ever managed to translate the divine script.

The Endless Ocean

To the west of the goblin lands lies the Endless Ocean. Although it's not really endless, it might as well be, for the deep waters are teeming with sea goblins. These creatures are aggressive even by goblin standards, and rarely have any interest in negotiation with their land-dwelling kin, nor do they allow others to pass through their territory; human ships have long ago given up trying to navigate these dangerous waters.

In the past the occasional amphiblin has braved the salty ocean depths; those who return speak of a great underwater city populated by sea goblins.

The only creatures who are able to cross the Endless Ocean with impunity are the ogrekin, and their ships can sometimes be seen sailing the waves. Orcs have very little interest in trade, but their ships allow them to explore and conquer other lands.

Other terrors have also been sighted on occasion, including a massive monster that devours shoals of sea goblins like a whale eating krill. A mysterious little island has also been spotted several times in different locations near the coast, appearing then disappearing from one day to the next.





The Great Forest

Beyond Hightree Ridge to the far south of the goblin lands lies the Great Forest, a sprawling area of ancient woodland and dense vegetation where all manner of dangerous and exotic creatures make their home.

This is the territory of the forest humans, merciless hunters who guard their woodland settlements with bow and blade.

Until recently the Treebiter tribe claimed a small area of the forest as their own, however they became the first major casualty of the war, wiped out by the forest humans in a surprise assault. The few survivors fled over Hightree Ridge, and most of them have since been absorbed into other tribes.

Since their initial assault, the forest humans have sent scouts across the mountains on several occasions, although these spies usually flee when spotted.

High Falls

High Falls consists of three waterfalls which direct the Northern River down from the higher ground of the human lands, with the Longtooth Mountains on one side and Hightree Ridge on the other.

From time to time, the occasional human has been known to run the High Falls by canoe, and some have even made it as far as Blacktear Lake.

Hightree Ridge

This chain of hills and mountains forms an elevated crest around the southern and eastern border of the goblin lands, serving as a natural barrier against the human scourge. The chain is broken in a few places along the southern border, with narrow rocky passes providing relatively easy access to the Great Forest, but the ridge becomes taller and steeper to the east as it meets the Longtooth Mountains.

Hightree Ridge is riddled with caves and tunnels, and countless goblin families make their homes here. These timid weaklings rarely interact with the tribes, preferring to keep to themselves, but they are often attacked by greedy human adventurers.

Human Lands

Across Hightree Ridge to the east of the goblin lands lie numerous human towns and villages, ripe for the picking. These settlements are relatively inaccessible due to the mountains, and the humans living there have grown complacent over the years.

These settlements have also become an increasingly popular staging point for greedy human adventurers, who murder and pillage the cave-dwelling goblins of Hightree Ridge.





Longtooth Mountains

The mountain range on the north side of the goblin lands was once the home of the mountain humans, although they have long since been driven back from the foothills and deep into their fortified mines. Some of their former settlements now lie in ruins, testament to the strength and tenacity of the tribes.

The Icerunner and Stonefist tribes also live in the mountains, with the Icerunner tribe favoring the icy mountain peaks, and the Stonefist tribe preferring to tunnel deep within the mountains.

The Northern River

This wide, fast flowing river gushes down from the Longtooth Mountains and over the High Falls, before meandering past the foothills on Northside Plateau as it heads toward Blacktear Lake. The powerful river serves as the spawning grounds for the river goblins, as well as many species of fish, such as the aggressive lurkers, massive tentacled predators that hunt as far as Blacktear Lake.

The Northern River passes through the territory of four different tribes, and by tradition the fast flowing waters belong to everyone, although many of the river goblins would strongly disagree!

Northside Plateau

The land between the Longtooth Mountains and the Northern River is rocky and elevated, with many large caverns and underground passageways. The Stonefist tribe makes extensive use of the many deep potholes and subterranean caves, cultivating vast underground fungus farms for food and trade.

The Obsidian Valley

This 30-mile dale stretches from Blacktear Lake to the Scorched Basin, and takes its name from the thick crust of black glass embedded in its soil. The Obsidian Valley is a holy place, and treated as neutral ground by the tribes.

The Scorched Basin

The south-east end of the Obsidian Valley opens into a deep crater of barren ground, at the center of which stands the Spire of Flame.

Nothing grows within the Scorched Basin. Animals become sick, plants wither and die, not even fungus can last long. Only the goblins can survive here, under the protective gaze of the Sleeping God.

This is also the location where the yearly moot takes place, where goblins from many different tribes gather together to sing praise to the Shadow Queen and the Sleeping God, and test their mettle against each other through contests of skill and daring.

Serpent Brook

This narrow river flows from its source in the heart of Redfang territory near Twilight Wood, winding gently along the edge of Shadowglade Forest, before meeting the Endless Ocean on the southern coast of the goblin lands.

One might imagine the border between the Redfang and Bonedigger tribes as a rough vertical line between the Spire of Flame and Serpent Brook. However the Redfang tribe has also claimed the river itself in recent years, and actively patrol the banks on both sides. This has lead to several violent confrontations between the two tribes.

Shadowglade Forest

This narrow stretch of forest hugs the northern side of Hightree Ridge, on the southern border of Redfang territory, and is home to a host of bizarre and deadly creatures. In recent months, human scouting parties have been spotted crossing over from Hightree Ridge, although they always flee when spotted.



The Spire of Flame

This tower rises up from the center of the Scorched Basin, an ancient construction of a bygone age. Near the apex of the spire lies the chamber of the Sleeping God, a place so holy that only his priests may enter.

Trident Creek

Serving as a natural border between the Longknife tribe and the Bonedigger tribe, this sheltered brackish waterway gets its name because of the three narrow tributaries feeding into it. The shallow creek becomes little more than a sluggish muddy channel at low tide, and the stench can be overpowering on a hot day.

Twilight Wood

This low-density forest is made up of widely-scattered trees, interspersed by tall grass and thick underbrush, and is populated by many strange animals. Twilight Wood rests in the shadow of Hightree Ridge, which blocks the first rays of dawn, and it provides another natural line of defense against the human scourge.

Westside Plateau

The elevated ground between Darkmire Swamp and Whitebone Bog is riddled with hundreds of winding tunnels and dark caves. The Longknife tribe maintain several underground settlements here, alongside many small fungus farms, which they use to supplement their primary diet of fish.

Whitebone Bog

This thick peat bog hugs the west coast, and is farmed by the Bonedigger tribe as a source of magical fuel, to help power their many necromantic rituals.

One end of the bog contains thousands of preserved human corpses, victims of a long-forgotten war. The Bonedigger tribe views this "Bone Quarry" as another resource to be mined and exploited.

Windpoint Island

The ruins of an ancient fortress stand at the crest of this small tidal island, one of the defensive outposts of the first goblin settlers to arrive in these lands.



Saga of the Goblin Horde



= 8 Miles



Human Lands

Longtooth Mountain

High Falls

Northside Plateau

The Northern River

Dome of Shadows

Blacktear Lake

Darkmire Swamp

Darkmire Rapids

Westside Plateau

Windpoint Island

Axehed Cove

Twilight Wood

Spire of Flame

Obsidian Valley

Scorch Basin

Trident Creek

Serpent Brook

Bone Quarry

Whitebone Bog

Shadowglade Forest

Whitewind Ridge

The Great Forest

The Endless Ocean



