

Goblin Princess

Amalia Bloodylocks

Once upon a time, the chieftain of the Redfang tribe had a daughter so dangerous that he feared she would usurp him, so he called upon seven swamp hags to share their wisdom and advice, and together they hatched a plan.

On your sixteenth birthday, you pricked your back on several poisoned arrows, and fell asleep just long enough for your father to drag you to a nearby tower, lock you up, and throw away the key. Thick metal bars across the windows prevented you from escaping, and most of the tribe forgot about you, but you managed to survive on insects, rats, birds, and the occasional suitor foolish enough to scale the tower. And there you remained, trapped in the tower for 100 days, until one day a foolish pack of ogres decided to “kidnap” you.

Game Statistics

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d6, Survival d6, Swimming d6, Throwing d6

Charisma: –; **Pace:** 6; **Parry:** 7; **Toughness:** 5 (1)

Hindrances: Quirk (Loves being sprayed with the blood of her victims), Reckless, Vengeful (Major)

Edges: Troblin (you can make a natural healing roll once per hour, unless the damage was caused by fire)

Gear: Ogre sword (Str+d12; two hands), steel-toed slippers (Str+d4), golden ball (Range 3/6/12; Str+d6 damage), tough pink dress (+1), small hand mirror with floral design

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 12”).
- **Size –1:** You are a little over 3 feet tall; –1 Toughness.
- **Goblinoid:** –4 Charisma when dealing with humans.

Background Ideas

If you need background ideas for running an Interlude, here are some suggestions:

- **Tragedy:** After being “kidnapped” from your tower by a gang of foolish ogres you had a wonderful time. Unfortunately your kidnappers proved to be much more fragile than you’d expected, and you accidentally killed all of your new playmates during a particularly rough game.
- **Victory:** The chief held a Grand Brawl a few months ago, inviting the strongest in the tribe to participate. You joined in disguise, and slipped away before the stroke of midnight, leaving a steel-toed slipper embedded in the head of your final victim. When the chief discovered the slipper fit your foot, he was forced to make you a gang boss.
- **Love:** While frolicking through the forest one day, you encountered one of the frogfolk sitting in a pond, claiming to be a prince. You knew you were destined to be together forever, so you threw your golden ball at him and crushed his skull, then dragged his corpse back home to have it stuffed and mounted above your bed.
- **Desire:** Your father is right to fear you, for he is weak, and one day you will kill him and take his place. Your goal is nothing short of becoming the new chieftain of the Redfang tribe.



Goblin Gang Member

Nameless Flunky

In *Saga of the Goblin Horde*, the players take on the role of gang bosses. Each boss has a number of gang members equal to half their Spirit die, plus 1 per rank (except for half-humans, who don't add their rank). Gang members aren't particularly loyal, but will usually do as they're told, and can be controlled by the player as allied Extras.

Once per round, a gang boss who suffers one or more wounds from a single attack may spend a Benny to redirect the damage to an adjacent allied goblin Extra, even if the unlucky fellow belongs to another gang. If the damage comes from an area-effect attack that also targets the gang member, the boss still suffers half damage (rounded down), although they may also attempt to Soak the rest if they wish.

Bugbears are too big to redirect the damage from area-effect attacks, and against other attacks they still suffer half damage (rounded down; the gang member still suffers full damage), but they can try to Soak the remaining damage afterwards as normal.

Game Statistics

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 all darkness penalties (range 12").
- **Size -1:** Goblins stand three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Fast-Track Promotion

Should a gang boss be incapacitated or killed during play, the Game Master may allow the player to promote one of their gang members to Wild Card status and take over the gang. A very quick way to create a unique new character is by using the Mutation Deck from Just Insert Imagination, as follows:

1. Start out with the Game Statistics for a regular gang member.
 2. Draw three cards from the Mutation Deck.
 3. Start with three additional skills at d6, usually chosen from Climbing, Intimidation, Shooting, Swimming, Taunt and Tracking.
 4. Increase one skill from d6 to d8. If the skill is not linked to Agility, then reduce Agility to d6 and increase the linked attribute to d8.
 5. Add the Mutant Hindrance for all three mutation cards, one as a Major Hindrance, and the other two as Minor Hindrances.
 6. Take the Mutation Mastery Edge for one of the Mutant Hindrances.
 7. Take either a second Mutation Mastery Edge, or one of the other new Edges from the Mutation Deck.
 8. Choose a name, pick up three Bennies, and you're ready to go!
- If you're not using the Mutation Deck, it's probably best to skip the Hindrances and Edges, otherwise the process can take too long.
- The new boss takes control of the rest of the gang for the rest of the session, after which they calculate their own gang as normal.
- If the original character later comes back (e.g., perhaps they were only incapacitated), the new boss isn't demoted, they simply leave to start their own gang.



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