



Hot Water

A Savage Worlds One Sheet for Saga of the Goblin Horde

Jack and Dave, went to the cave,
To fetch a pail of water.
Jack wished for a sword, because he was bored,
And the trip turned into a slaughter.

A cranky old ifrit was bound into a well long ago, and compelled to grant a simple wish to anyone tossing a coin into its depths. Each wish also causes the water to briefly boil, and once the water is gone the ifrit will finally be released. However the ifrit is actually quite content where he is, and would prefer to be left alone.



A family of borderland goblins found the cave years ago, and decided to make it their home. One of the goblins recently discovered how to use the well, but unfortunately the ifrit often misinterprets the wishes; when a goblin wished for his nagging lover to “stuff a sock in it,” she nearly choked to death after dozens of stockings appeared in her mouth.

Once the other goblins learned about the well, they started wishing for “fresh meat” instead of going out hunting, and each wish caused a sheep to materialize out of thin air. This kept the goblins well fed, but the local human shepherds became highly agitated when their flocks started shrinking.

The stakes were dramatically raised four nights ago, when Gormy, the goblin leader, wished that his people were “as rich as the villagers,” and the warren filled up with valuables. The villagers awoke the next morning to find they’d been robbed of half their belongings!

The following day, one of the goblins was captured by the villagers, and soon started blabbing about an old well that conjured sheep. Later that evening, after many beers at the local tavern, the story of the “old well” had become an epic tale about the “Well of the Ancients,” a magical place where miracles come true.

Last night an inebriated villager told the story to a party of greedy adventurers in return for some free drinks, and now the adventurers have set off in search of the “famous” well. However a crew of tribal goblins also overheard the tale while scouting in the village, and now the race is on!

Trailblazer

The goblins rush off to the cave! Fortunately a crowd of villagers insist on accompanying the adventurers, so it’s unlikely the humans will arrive first, however the villagers know roughly where the cave is located, while the goblins will need to search for it.

Finding the cave requires a Tracking roll at -2 from one of the bosses; others can assist with Cooperative rolls. If the Tracking roll is successful, the crew arrives about an hour before the humans, and on a raise each player receives a Benny. On a failure, the crew arrives only a few minutes ahead of the humans, while on a critical failure everyone arrives at the same time.

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Page background and goblin head by Lord Zsezse Works.

“Well of the Ancients” map by Frank Turfler.

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Both Stupid and Smart

As the bosses approach the cave, they spot an idiotic borderland goblin standing above the entrance, where he is clearly visible against the morning sky. While most borderland goblins dress in poorly-fitting scraps of discarded human clothing, this fellow is wearing the sort of luxurious fineries that humans consider the height of fashion. In short, he looks ridiculous.

The goblin is called Scruff, and he has a well-earned reputation for being the stupidest goblin in the entire warren. If questioned, he explains that he wished to become the “smartest goblin in the world,” because he was sick and tired of being teased about about his low intellect, but he admits that he doesn’t really feel any different since making his wish (although he does like the new set of fine clothes that appeared shortly after tossing a coin into the well).

If the bosses succeeded on their Tracking roll in the previous scene, they have some time to interact with the borderland goblins, to learn what has really been going on, and perhaps even make a few wishes of their own. If they failed the Tracking roll, they will have to wait until after the next scene to look around.

What’s in a Wish?

The ifrit only grants very limited wishes, and he loves to twist their intent. His magical powers allow him to teleport creatures and objects to and from any place within several miles, but he cannot use his powers to kill, at least not directly. He couldn’t teleport someone into the air where they would fall to their death, for example, although he *could* teleport them into a hostile location, where another creature might attack them.

Blood Thicker than Water

The adventurers lead the charge into the cave, with pitchfork-wielding villagers close behind. There are 5 villagers and 1 adventurer per player, and this scene should be resolved as a standard combat encounter.

If the players succeeded on their Tracking roll in the “Trailblazer” scene, they’ll have had time to bully some of the borderland goblins into aiding them, and each player can control 2 borderland goblins in addition to their gang members. If the Tracking roll was a failure, each player controls only 1 borderland goblin, while on a critical failure the tribal goblins are on their own.

Need a Battle Map?

This adventure is inspired by a map and plot hook by Frank Turfler, of the Middle Kingdoms Adventure & Trading Company, and his battle map can be used for this scene. You can read the plot hook and download the full size map [here](#).

The Well’s Run Dry

After the battle, the borderland goblins host a victory celebration, using the well to conjure up all manner of delicious treats. Each gang boss has the opportunity to boast about their past exploits by using the Interlude rules; the hosts may only be borderland goblins, but some of them show potential, and the Redfang tribe is always looking for new recruits. It can’t hurt to show off a bit, and goblin bosses always love bragging!

As the celebration picks up, and the goblins make more and more wishes, disaster suddenly strikes. The goblins have made too many wishes, and the last of the water has boiled away, releasing the ifrit!

Warm Wishes

The ifrit was perfectly content in the well, but now he has been evicted, and he is furious! He immediately ignites all of the valuables littering the cave and then departs, screaming obscenities at the goblins before vanishing in a puff of smoke.

As the cave fills with fire and smoke, the goblins are forced to make a mad dash for the exit. Each gang boss has to resolve this scene with their own Vigor-based Dramatic Task, at the standard –2 difficulty penalty.

On a failure, the boss suffers 1d6 damage for each success below 5 they achieved (i.e., 1d6 damage for 4 successes, 2d6 damage for 3 successes, etc). Failure on Clubs is treated as 0 successes (i.e., 5d6 damage). This damage cannot be redirected to gang members using the Meat Shield rule, but each gang member the boss has remaining automatically reduces the damage by 1d6 (calculated before rolling the damage dice).

Enemy Combatants

Listed here are the foes the players will face.



Human Adventurers

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

Skills: Fighting d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Clueless, Ugly

Edges: Combat Reflexes

Gear: Sword (Str+d8), shield (+1 Parry), jerkin (+1)

Human Villagers

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

Skills: Fighting d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Clueless, Ugly

Gear: Pitchfork (Str+d4; Reach 1)