



# Root of the Problem

A Savage Worlds One Sheet for Saga of the Goblin Horde

One potato, two potato,  
three potato, four!  
Five potato, six potato,  
seven potato, WAR!

A human nobleman has become frustrated with all the goblins hunting his knights and eating their succulent steeds, so he has ordered his druid adviser to create a horse that tastes so bad not even a goblin will eat it.

This initially appeared to be an impossible task, but then the druid discovered the one thing goblins won't eat...vegetables!



## Meet the Chief

The player characters have gathered in the chief's tent, where he is busily devouring a bowl of horse offal. He finishes eating, belches loudly, and then starts yelling, showering the characters with spittle and punctuating each sentence by slamming his fist on the table:

*"Yesterday, one of our border patrols was ambushed by a squad of human knights! Guess what? Those small-headed thugs have gone and replaced their delicious warhorses with foul war horseradishes! This abomination must be stopped!"*

*"The druid responsible for these vile creations resides in a tavern at the edge of a human town, where he's grown fond of their fermented drinks! You must find and kill him before he can create any more of those horrible-tasting mounts!"*

The chief leans back and rests his feet on the table, rummaging around in one nostril with a pudgy finger. He continues in a more measured tone:

*"But first, we shall hold a contest of skill and daring, to make sure you are worthy of the honor of butchering the old drunkard. The challenges will take place this evening, and I'll be watching, so you had better make it entertaining."*

The chief then dismisses the characters with a wave.

## Trial of Tubers

The news rapidly spreads, and a crowd gathers as the contestants prepare themselves. Each player draws a card for each event. A Joker means someone helps the boss cheat, while Clubs indicate a complication (-2 to the roll, suffer 2d6 damage on a failure). Whoever has the highest roll wins the event; a tie is a joint win.

**1. Walk the Beam:** The bosses cross narrow beams between the trees, while the crowd below taunt them and hurl turnips. This requires an Agility roll to avoid slipping and falling into the brambles below. Clubs means someone hurls a rock. Joker means the wooden beam is slightly wider than it should be.

**2. Stacked Odds:** The bosses must escape a maze of haystacks, while goblins shoot flaming arrows into the hay. Finding the exit requires a Smarts roll, failure indicates the boss smashes their way through burning haystacks to escape. Clubs means the path in front of the character is on fire. Joker means someone slips the boss a map of the maze before the event begins.

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**3. Hot Potato:** To prepare themselves mentally and psychologically for their foe, the bosses must try to eat a full plate of potatoes! This requires a Spirit roll: on a failure the goblin projectile vomits, to the enthusiastic cheers of the crowd. Clubs means the boss eats a very hot potato – some prankster roasted it! Joker means someone slipped in some juicy slugs, much tastier!

**4. Basket Bearer:** To test their strength, each boss holds a wicker basket while goblins slowly fill them up with potatoes. This requires a Strength roll: a failure means the boss drops the basket embarrassingly early. Clubs means the basket is filled with rocks instead of potatoes. Joker means they use hollow potatoes.

**5. Spud Gauntlet:** To test their endurance, each boss runs the gauntlet between two rows of goblins while being pelted with rotten spuds. This requires a Vigor roll: on a failure the boss is knocked to the ground. Clubs means one of the goblins uses a club instead of a vegetable. Joker means the goblins hold back, either out of fear, or because they've been bribed.

**Reward:** Whoever wins the most challenges earns 2 Bennies. On a tie, each joint-winner earns 1 Benny.

## On the Trail

The goblins head through Twilight Wood on the first day, then spend the next two days crossing Hightree Ridge and entering the human lands. The crew makes good progress, and each player can run an Interlude, as the bosses brag about past exploits during the trip.

**Reward:** Anyone running an Interlude gets a Benny.

## Carrot and Stick

The goblins reach an old bridge crossing the Northern River, and spot a group of knights camped on the other side, accompanied by a number of foot soldiers. Four more soldiers are on guard duty, with two on the bridge, and two more on the goblins' side of the river.

The bosses can try to assassinate the guards without raising the alarm: Resolve as a Stealth-based Dramatic Task, a different player should take the lead each turn, and each success eliminates a guard, but five successes are required to avoid raising the alarm. Success gives each player a Benny, and lets them start the battle with Surprise and the Drop (only bosses get the Drop, but both the bosses and gang members receive Surprise).

There's two knights and two soldiers per player on the other side of the bridge, and the knights are riding war horseradishes. Remind the players that the chief expects them to kill the knights, and will shower them with praise for doing so, but will punish them severely if they avoid the fight. Such is the life of a gang boss!

If the goblins don't deal with the knights now, they may also be ambushed on their way back home.

## Meat and Potatoes

The goblins finally reach the tavern. It is outside the town palisade, but has a protective wall of its own, as it was once a guardhouse. Scaling the wall requires a successful Climbing roll, with failure resulting in d6+1 falling damage (doubled on a critical failure), but there are no guards, so once the first goblin is over they can open the gate and let the rest of the crew in.

The druid isn't the only person in the tavern, there are also several other hardened drinkers, who leap to their feet the moment the goblins burst through the door. These men and women are no match for tribal goblins, however, and they can be dealt with using the Quick Combat rules. The druid flees during the fight, using the distraction to escape into town; the pursuit can be treated as a Dogfight Chase.

An ancient catapult is mounted on the tavern wall, a reminder of the building's past. As the goblins clamber up the wall, they have the option of using the catapult to hurl themselves into the town. Those who use this unconventional option receive a +4 bonus to their maneuvering trait roll in the first round of the Chase, but suffer 2d6 damage from the impact (although they can spend a Benny to divert this damage to a gang member if they wish, using their lackey as a cushion). Don't roll falling damage or make maneuvering trait rolls for gang members, just assume they're tagging along, and focus on the player characters.

## Enemy Combatants

Listed here are the foes the players will face.

### Soldiers

See *Saga of the Goblin Horde*, page 107.

### Knights

See *Saga of the Goblin Horde*, page 107.

### War Horseradishes

Same stats as the warhorse in *Saga of the Goblin Horde*, page 97, except far less tasty.



### Druid

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Faith d10, Fighting d8, Notice d6

**Pace:** 8; **Parry:** 7; **Toughness:** 7 (1)

**Edges:** Arcane Background (Miracles), Fleet-Footed, Great Luck, Nerves of Steel

**Gear:** Staff (Str+d4; +1 Parry; Reach 1), hide vest (+1)

#### Special Abilities

• **Spells:** The druid has 20 Power Points, he knows *bolt* (lightning), *entangle* (roots), and *havoc* (whirlwind).