



Sanguine Solstice

A Savage Worlds One Sheet for Saga of the Goblin Horde

Twas the night before Yuletide, and outside the village,

The goblins crept closer, eager to pillage.

The gate guards stood idle with nary a care,

Blind to the danger that soon would be there...

It is the evening before the Yuletide festival, and the people of Glyphstone village have prepared a feast for the morrow, sacrificing livestock and decorating their temple with blood and twigs. Unfortunately for them, several gangs of goblins plan to crash the party and participate in some feasting of their own.

Taking on the role of brutal goblin gang bosses, the players have to sneak into the village and slaughter the inhabitants. The intended mood for this adventure is a blend of fantasy, horror and black humor, juxtaposed against the backdrop of a Christmastime setting.



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Fireside Tales

The adventure begins with the goblins sitting around their campfire in a sheltered cave, drinking mulled wine and boasting about their many cruel exploits, while waiting for the appointed hour to launch their assault. The players should take this opportunity to introduce their characters, using the Interlude rules to spin short and humorous tales.

Reward: Every player who runs an Interlude earns a Benny.

Home Invasion

The goblins approach the village as midnight draws near. The gang leaders attempt to scale the palisade, neutralize the guards in the watchtowers, and open the gate for the rest of their brethren.

Resolve this scene with a Stealth-based Dramatic Task (at the standard -2 difficulty); a different player should take the lead for each action when possible, with the others making Cooperative Rolls to assist. Each success eliminates one of the four guards, and the players should be encouraged to narrate their kills. Five successes are required to kill the guards without raising the alarm.

As this scene involves a crossover of wilderness and urban locations, characters with either Woodsman or Thief may apply their +2 Stealth bonus.

Reward: Award a Benny to players who creatively describe their kills. If the guards are killed without raising the alarm, every player earns another Benny.

Wrecking Crew

Once the goblins are inside the village, they have the opportunity to cause some mayhem before anyone can respond. Describe the following eight objectives to the players, and let them choose one each:

1. Gate: Opening the gate allows the rest of the goblins to enter the village. It requires a Strength roll to lift the heavy bar; on a raise the character also swings the gate wide open.

2. Lanterns: Extinguishing the lanterns inside the watchtowers reduces the light level in the village to

Dim; humans have poor night vision, and will suffer a -1 penalty to their attack rolls during the battle.

3. Slaughter: Sneaking into one of the buildings allows the goblin to butcher several villagers before they realize what is happening. Make a Fighting roll: two villagers are killed with a success, five on a raise.

4. Tavern: A minor nobleman is visiting for the festival, escorted by his two guards. If the stable isn't burning, the nobleman tries to retrieve his warhorse before engaging in combat. Setting fire to the tavern requires a Smarts or Throwing roll: on a success, the nobleman and his guards flee the building without their armor, and begin the fight Shaken; on a raise, they die screaming inside the burning building.

5. Stable: Starting a fire in the stable causes the horses to panic and flee, preventing the villagers from using them to escape. This requires a Smarts or Intimidation roll; on a raise, a panicked horse also lands a solid kick on a foe of the player's choice once the battle begins, inflicting d12+d6+2 damage.

6. Pier: Starting a fire on the pier or cutting the moorings requires a Smarts or Repair roll: success destroys or cuts free the lone rowboat, leaving only the rafts, while a raise engulfs or destroys the entire pier, preventing anyone escaping by river.

7. Guardhouse: Setting the guardhouse on fire requires a Smarts or Throwing roll: on a success the guards flee the building without grabbing their shields or donning their armor; on a raise they also begin the battle Shaken from smoke inhalation.

8. Ambush: Finding a good hiding spot allows the goblin to begin the next scene on Hold, and receive the Drop in the first round of combat.

Trait rolls required to complete objectives are at -2 if the alarm has been raised. If two traits are listed for a particular objective, the player chooses which to use.

Yuletide Massacre

Numerous villagers run from their homes armed with cudgels, while the remaining guards enter the fray with weapons drawn, taking the fight to the goblins. Meanwhile, most of the goblins wait outside the gate. Resolve this scene as a regular combat encounter.

There are four villagers per player, minus any that were killed in the Wrecking Crew scene, however they all begin combat Shaken. In addition to any guards who survived the Home Invasion scene, there is also one guard per player as well as Captain Holly (treat her as a Wild Card guard), who exit the guardhouse at the beginning of the battle.

The rest of the gang members wait outside the gate. If the gate is unbarred, the goblins can pull it open, but cannot take any other actions the same round. If the gate is still closed and barred, one goblin manages to

climb over the palisade every time a player is dealt a Joker or face card, and can act normally on the same round. Unbarring the gate during combat will require a successful Strength roll at -2; on a raise, the goblin also pushes the gate wide open.

Reward: Each goblin boss who manages to survive the battle earns a Benny.

Mopping Up

Up to three groups of villagers escape during the battle. If not caught, they carry news of the attack with them, making future raids more risky. 2d4 flee on foot, 1d4+1 on horseback (unless the stable was set on fire), and 1d4+1 in a rowboat or raft (if available).

Resolve this scene as three standard Chases, with each group of villagers making their own Group Rolls; the players will likely need to split up if they wish to catch everyone. Any surviving goblins gang members may also give chase, with each player controlling their own gang; these also use Group Rolls.

The villagers on foot have Pace 6. The horses are bred for work and the villagers ride double, so their Pace is 7. The rowboat moves downstream with Pace 9, while the rafts have Pace 7. Anyone attempting to chase a boat or raft on foot can follow the riverbank, but they suffer a -2 penalty for difficult terrain.

Enemy Combatants

Listed here are the foes the players will face.

Guards

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

Skills: Fighting d6, Notice d6, Shooting d6

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

Gear: Short sword (Str+d6), shield (+1 Parry), leather armor (+1), bow (Range 12/24/46; 2d6 damage)



Nobleman

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

Skills: Fighting d8, Notice d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Edges: First Strike, Improved Frenzy, Noble, Quick

Gear: Long sword (Str+d8), shield (+1 Parry), steel breastplate (+3)

Villagers

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

Skills: Boating d4, Fighting d4, Notice d6, Riding d4

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

Gear: Cudgel (Str+d4)