Sleigh Heist

A Savage Worlds One Sheet for Saga of the Goblin Horde

Swooping through the night,
Our rockets chase the sleigh,
Through the clouds we fight,
Laughing all the way!

On the same night every year, a mysterious red-robed sorcerer flies his enchanted sleigh to a nearby human settlement, dropping various wrapped packages down the chimneys before making his escape. The goblins admire his courage and tenacity, but not his success rate; as far as they can tell, none of the houses have ever blown up, or even burned down. The sorcerer clearly has no experience with explosives, and so the infamous gremlin artificer Grinchie Charfoot has decided it's time for the professionals to take over.

Rocket Science

Grinchie is known far and wide for both his insane experiments and his complete lack of regard for the safety of those who participate in them, and his latest project is no exception. The gremlin has developed a highly volatile short-range alchemical rocket with a rudimentary steering mechanism, capable of reaching extremely high speeds, although he hasn't yet worked out any means of braking or landing that don't result in a huge explosion. Fortunately, Grinchie is on good terms with chief Bignose, and the chief didn't hesitate to volunteer several gang bosses for the exceptionally dangerous assignment.

The goblins dress themselves up in red outfits, and each boss is given a sack filled with explosives. The objective of the mission is fairly straightforward: the goblins have to capture the sorcerer's sleigh, fly it into the human settlement, drop off the explosives, and flee for their lives.

There's no time for training or practice sessions, but Grinchie does at least explain to the volunteers how they can steer the rockets. Each boss makes a Smarts roll: on a failure they misunderstand the instructions, and suffer a –2 penalty to their maneuvering trait rolls in the next scene; on a raise they earn a Benny.

Cloud Nine

Word arrives that the red-robed sorcerer has just been spotted in the distant sky, and the goblins rush to their rockets. There's only one rocket for each boss, so their gang members have to squeeze on the back. Grinchie ducks behind a reinforced stone bunker and yells for the characters to "GO! GO! GO!"

The rockets launch into the sky in hot pursuit, and they soon close the distance. Resolve this scene as a Dogfight Chase. The rockets are faster, but the sleigh is more maneuverable, so neither receives a bonus. However any character who failed their Smarts roll in the previous scene suffers a –2 penalty, as they just can't quite get their head around the controls.

As well as the red-robed sorcerer, there are also two green-clad little helpers per player on the sleigh, and they use bows and daggers to fight off the goblins.

The sleigh itself is drawn by a pack of eight flying plant-eaters, but the beasts can be easily controlled by the goblins once the original crew have been forcibly evicted. The remaining goblins can then leap aboard before their rockets run out of fuel, and the sleigh will continue its journey to the settlement.

Note: The Piloting skill is not used in *Saga of the Goblin Horde*, therefore characters should use Agility for their maneuvering trait rolls.

Rooftop Landing

Flying the sleigh is simple enough, but landing it safely is another matter entirely. Resolve this scene as an Agility-based Dramatic Task (at the usual −2 difficulty penalty), one character steers and the others can assist with Cooperative Rolls. If the goblins are successful, they each earn a Benny for their perfect landing. On a failure, the sleigh crashes through a building, and each boss suffers 1d6 damage for each success below 5 (i.e., 1d6 damage for 4 success, 2d6 damage for 3 successes, and so on). Failure on Clubs is treated as 0 successes (5d6 damage for a full-on collision). This damage can be redirected to a gang member by spending a Benny.

The sleigh is very tough, and survives more or less intact, regardless of how badly it lands. Similarly, the plant-eaters drawing the sleigh are pretty tough and agile, and it can be assumed they manage to survive.

Stocking Fillers

The crew spreads out through the town, leaping from roof to roof and climbing down chimneys to deposit the explosive packages, then lighting the fuses before beating a hasty retreat. The Game Master and players should try to roleplay this scene as much as possible, describing each encounter before making any rolls.

Each gang boss visits five different houses. For each house, draw a card to determine which trait the boss rolls: Clubs indicates the goblins encounter resistance and must roll Fighting, the boss suffering 2d6 damage on a failure (this can be redirected to a gang member by using a Benny); Diamonds means they find a load of valuables, and must make a Strength roll to drag the loot back up the chimney; Hearts means they discover cookies and brandy, and must make a Vigor roll or suffer a level of Fatigue from overindulgence; Spades means they get stuck in the chimney, and must make an Agility roll to wiggle their way down. On a Joker the player can choose which trait they roll.

Reward: Count how many successes and raises each character earned, whoever has the most is the winner, receiving 2 Bennies (or 1 each in the case of a tie). This also gives a rough narrative-based indication of how much damage the explosives will cause to the town.

Short Fuse

The goblins are still rushing back to their sleigh when a series of explosions start tearing through the town. Panicked humans flee their homes as roaring flames light up the night sky, and the characters are forced to fight through the terrified crowds. When they finally reach the sleigh, the goblins discover a group of town guards standing around it, trying to work out what is happening. The guards attack the goblins on sight.

Resolve the battle through the crowded streets as a Quick Combat with a −2 penalty, as the goblins cleave their way through the screaming townsfolk.

The fight against the town guards should be treated as a regular combat encounter, with 2-3 guards per player, depending on what sort of challenge the Game Master wishes to throw against the goblins (if they are in bad shape from earlier fights, reduce the number).

Once the guards have been defeated, the goblins are able to leap onto their sleigh and fly back home. The delicious plant-eaters drawing the sleigh will make a fine celebratory feast!

Enemy Combatants

Listed here are the foes the players will face.

🐗 Red-Robed Sorcerer

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Fighting d8, Notice d6, Spellcasting d10
Charisma: –; **Pace:** 5; **Parry:** 7; **Toughness:** 9 (1)
Hindrances: Obese, Quirk (annoyingly jolly)
Edges: Arcane Background (Magic), Power Points
Gear: Staff (Str+d4; +1 Parry; Reach 1), red coat (+1)
Special Abilities
• **Spells:** The sorcerer has 20 Power Points, and knows *bolt* (frost), *confusion*, and *deflection* (prehensile beard).

Little Helpers

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 4
Hindrances: Tasty (goblins love 'em)
Gear: Dagger (Str+d4), bow (range 12/24/48; 2d6)
Special Abilities
• **Size −1:** Around 4 feet tall; −1 Toughness.

Guards

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 6 (1)
Gear: Spear (Str+d6; +1 Parry; Reach 1), jerkin (+1)