



Egg Hunt

A Savage Worlds One Sheet for Saga of the Goblin Horde

Rabbits, Rabbits, one, two, three,
 Will you come and play with me?
 Goblins, Goblins, four, five, six,
 Chop those beastfolk into bits!
 Dragons, Dragons, seven, eight, nine,
 All your eggs shall soon be mine!

Although humans are the greatest threat to the goblin way of life, they are not the only danger faced by the tribes. Nomadic bands of feral beastfolk wander the land, looting and pillaging freely, and these savages have little respect for the territory of others. Conflicts between goblins and beastfolk are not uncommon, yet sometimes the savages can prove useful...



An exiled beastfolk huntress has contacted the tribe, offering information about her former band and the treasure they recently stole – a clutch of dragon eggs!

In this adventure the players take on the role of the goblin gang bosses, as they seek to retrieve the dragon eggs. The story begins with the characters vigorously pumping the beastfolk huntress for information.

Bunny Boiler

It is said that hell hath no fury like a woman scorned, and this is a lesson the beastfolk leader is about to learn the hard way. After being cast out by her mate, Ostaria Luckyfoot has decided to take revenge against her former lover and his band of hunters by telling a tribe of goblins about their secret hideout.

As the players are ordered by the chief to steal the eggs, they must also interrogate Luckyfoot personally. Resolve this as a Social Conflict, one player takes the lead each round, the others assisting with Cooperative Rolls. Players may roll Persuasion or Intimidation, and the margin of success determines how much information they obtain for the next scene:

0: Ostaria describes the location of the hideout, but fails to mention the guards. The players receive a -4 penalty to their Quick Combat rolls next scene.

1-2: She mentions the approximate location of the guards. The Quick Combat rolls will be made at -2.

3-4: She describes where most of the guards are located. The Quick Combat rolls will be made at +0.

5+: Ostaria describes exactly where each of the guards are located. The Quick Combat rolls will be made at +2, and each player receives a Benny.

Down the Rabbit Hole

After three days travel, the goblins reach the beastfolk hideout, in a network of natural caves. They must now fight past the guards using the Quick Combat rules.

Each boss has a number of gang members, but these minions don't make their own skill rolls. Instead, any boss suffering wounds may transfer them to his gang: One gang member dies for each wound transferred, and any remaining wounds may be Soaked as normal.

Reward: As described in the Quick Combat rules.

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Hare Today Gone Tomorrow

After overcoming the guards, the characters have the opportunity to search the hideout for the dragon eggs. Each player makes a Notice roll, and discovers one egg for each success and raise on their roll.

Anyone who fails the Notice roll will still be inside the hideout when the rest of the beastfolk return from their hunting trip. The goblin still finds one egg, even though she failed, but begins the next scene Shaken.

Reward: Any character who manages to find two or more eggs earns a Benny.

Run Rabbit Run

The beastfolk band arrives back at their hideout, just in time to witness the goblins leaving with the dragon eggs. The goblins are heavily outnumbered, and their only realistic chance is to make a run for it.

Resolve this scene as a standard five-round Chase, but don't roll for the goblin gang members, only for the players and the beastfolk. Split the beastfolk into two groups; each player can only be attacked by one member of each group each round, and only if the beastfolk have the advantage over them.

Round 1: The goblins charge through the forest, ducking and weaving between the trees, with the angry beastfolk in hot pursuit.

Round 2: The goblins scramble down the side of a steep gorge, trying to maintain their footing while avoiding a hail of arrows. Players may roll Climbing instead of Agility if they wish, and doing so grants them a +2 bonus to their maneuvering trait roll.

Round 3: The goblins must make their way over a swiftly flowing river, either by clambering across overhanging tree branches, or by swimming through the churning water. The players may roll Swimming instead of Agility if they wish: this grants them a +1 bonus to the maneuvering trait roll, but on a failure they either suffer a level of Fatigue, or one of their gang members is washed away (player's choice).

Round 4: The rapidly tiring goblins clamber up the other side of the gorge, ducking behind boulders to avoid falling arrows. The maneuvering trait rolls this round use Vigor instead of Agility, but players may choose to make an unmodified Climbing roll instead if they prefer. Anyone who fails the trait roll either suffers a level of Fatigue, or loses one of their gang members to a stray arrow (player's choice).

Round 5: Reaching the top of gorge, the goblins must rush for the safety of the forest. Everyone rolls Vigor for their maneuvering trait rolls, failure results in either a level of Fatigue, or a gang member falling back into the gorge (player's choice).

Reward: Each player earns a Benny for surviving.

A Tough Egg to Crack

The surviving goblins have successfully managed to evade most of the beastfolk, reaching Shadowglade Forest on the south border of their territory. However a handful of the more tenacious beastfolk have refused to give up, chasing the goblins deep into the forest and cutting off their escape route. There is no choice but to turn and fight.

Resolve this scene as a regular combat encounter. There are four hareborn hunters per player, as well as their towering leader, Rojer, Ostaria's former mate.

After killing the last of the beastfolk, the surviving goblins can return to their camp with the dragon eggs, and savor their hard-earned victory.

The chieftain congratulates the gang bosses on a job well done, holding a celebratory dinner in their honor, and there will be more than enough dragon omelette for everyone. This promises to be a Spring Equinox celebration the tribe will never forget!

Of course dragon eggs are a truly fine delicacy, and sooner or later the chief will decide to send the gangs out hunting for more. But that *Can of Wyrms* is an adventure for another day...



Enemy Combatants

Listed here are the foes the players will face.

Hareborn Hunters

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d6

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

Gear: Dagger (Str+d4), bow (Range 12/24/48; 2d6)

Special Abilities

• **Low Light Vision:** Ignore penalties for dim and dark lighting.



Rojer

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

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d6, Survival d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Arrogant, Mean

Edges: Acrobat, Brawny, Level Headed, Marksman, Quick Draw

Gear: Dagger (Str+d4), bow (Range 12/24/48; 2d6)

Special Abilities

• **Low Light Vision:** Ignore penalties for dim and dark lighting.