



Season's Beatings

A Savage Worlds One Sheet for Saga of the Goblin Horde

Jingle bells, jingle bells, jingle all the way!
Oh what fun, it is to hunt,
and then to catch and slay!

Every year, during the winter solstice, a cruel band of beastfolk kidnap young humans from nearby towns. These hapless prisoners are then carried deep into the beastfolks' territory, where they are hunted for sport.



This year, however, the beastfolk decided to capture some goblins instead of their usual prey. Perhaps their leader's eyesight has deteriorated with old age, and he mistook the goblins for small humans? Or maybe the tribe drew the leader's ire by killing his good friend, the mysterious red-robed sorcerer. Or it could simply be that the goblins have destroyed too many human settlements recently, and the beastfolk needed to hunt further afield.

Captive Audience

The adventure begins with the goblins waking up in a stupor, and finding themselves at the bottom of a deep gorge. They've clearly been drugged and captured, and their weapons and gear have all been stolen! As they recover their wits, the characters vaguely recall their humiliating defeat at the hands of the beastfolk.

The players each draw a card, and describe how one of the other bosses was captured. It's important they don't narrate their *own* character's fate, but that of a different character, and they should try to make their story as embarrassing and humiliating as possible!

The card suit can provide inspiration for describing how the character was captured, as follows:

Clubs: The boss and their entire gang were beaten like red-headed stepchildren.

Diamonds: The greedy goblins were lured into an obvious trap or ambush.

Hearts: The boss was tricked or conned, and fell for it completely, the gullible fool.

Spades: The goblins were exploring or hunting for something, and they got very careless.

The card rank determines some sort of setback the boss suffered during their capture (Hindrances last for the remainder of the adventure):

2: The boss gains the **Lame Hindrance**.

3-4: The boss gains the **One Arm Hindrance**.

5-6: The boss gains the **One Eye Hindrance**.

7-8: The boss suffers one wound.

9-10: The boss suffers one level of **Fatigue** (treated as **Bumps and Bruises**).

Jack-Ace: One of the boss's gang members is dead.

On a **Joker**, draw two cards and apply both results; the boss receives a **Benny** as compensation.

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A Most Dangerous Game

The beastfolk finally reveal themselves at the top of the gorge, brandishing hunting bows as they start to spread out along the rim. Their leader, an infamous brute named Krampus, shouts down at the goblins, telling them it's time to start running; he plans to hunt them down and beat them to death, but will use them for target practice instead if they're not fast enough.

The beastfolk immediately start raining arrows into the gorge, and the goblins have to run for the nearby forest if they want to avoid being peppered to death. Resolve with an Agility roll at -2: on a failure the boss suffers 3d6 damage or loses a gang member (player's choice); on a critical failure they suffer the damage *and* lose a gang member. On a raise, they earn a Benny.

Krampus Run

The goblins rush off into the forest, and the beastfolk start hunting them down. But now the goblins have an opportunity to turn the tables on their pursuers, by setting traps and laying ambushes! Resolve this scene as a Quick Skirmish, except the traits the players can roll depend on the card they draw each round: Clubs uses a combat or arcane skill, Diamonds uses Agility or Strength, Hearts uses Smarts or Spirit, and Spades uses Stealth or Survival.

The players should be encouraged to narrate their encounters each turn, and the scene will end once the characters have earned a total of 3 Victory Tokens per player (although any individual who earns 5+ Victory Tokens can escape immediately if they wish).

Possible traps include snares, tripwires, venomous snakes pinned to trees, excrement-coated stakes, and anything else the goblins could reasonably whip up on short notice.

Reward: Each surviving boss earns a Benny.

Backtrack

Having escaped their pursuers, the goblins now have a choice. They could head back home, although such a cowardly act would forever haunt their reputation, and they'd probably get demoted if Chief Bignose ever found out. Alternatively they could sneak back to the beastfolk camp, recover their stolen gear, and ambush the remaining beastfolk as they return from the hunt.

Sneaking back is resolved with a series of Dramatic Tasks at the standard -2 difficulty (each player must roll for their own Dramatic Task). Use Stealth for the second and fourth rounds, but the trait used for the other rounds depends on the route the goblins take:

Forest: Use Survival or Tracking to circle around and head back through the forest.

Coast: Use Swimming to cautiously make their way up the coastline.

Gorge: Use Climbing to clamber along the inside of the gorge wall.

Those who fail the Dramatic Task take 1d6 damage for each success below five (or 5d6 if they failed on a complication). The Game Master should describe the source of damage; perhaps the goblins were ambushed or even triggered one of their own traps while moving through the forest, or were attacked by sea goblins in the ocean, or fell while attempting to scale the gorge.

Reward: Each surviving boss earns a Benny.

Payback

The goblins sneak into the beastfolk camp, where they are able to quickly overwhelm the sentries (resolve as a Quick Combat with a +0 modifier) and retrieve their gear. When the surviving beastfolk finally return from the hunt, the goblins will be able to ambush them!

Resolve this scene as a standard combat encounter against 2-3 beastfolk per player, along with Krampus himself. Each player makes a Stealth roll: on a success they start the fight with Surprise, while on a raise they also gain The Drop.

Enemy Combatants

Listed here are the foes the players will face.

Krampus

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Notice d10, Shooting d10

Charisma: -; **Pace:** 7; **Parry:** 7; **Toughness:** 8

Hindrances: Obsession (Thrill of the hunt)

Edges: Combat Reflexes, Improved Frenzy

Gear: Hunting bow (range 12/24/48; 2d6 damage)

Special Abilities

- **Horns:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Size +1:** Around 7 feet tall; +1 Toughness.

Beastfolk

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

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Hunting bow (range 12/24/48; 2d6 damage)

Special Abilities

- **Horns:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Size +1:** Around 7 feet tall; +1 Toughness.