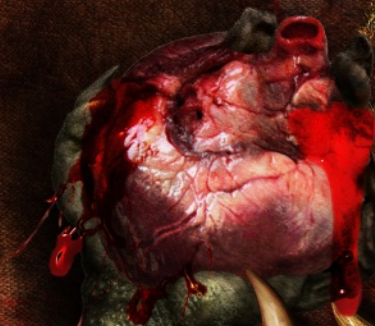


Saga of the Goblin Horde



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Introduction

For time immemorial, goblins have been mercilessly hunted down and killed by the so-called “civilized” humans, slaughtered in droves for the entertainment of bloodthirsty adventurers. But everyone has their limits, even the underdogs.

The pathetic goblins who eke out a living near the human lands are weak and timid, the aggression bred out of them through generations of culling, with only the most cowardly among them managing to survive. But the feral goblins of the western tribes are another matter entirely, as the rapidly encroaching scourge of human civilization is about to discover.

Human Error

On the border between the goblin and human lands, the goblins are scattered and disorganized, and mostly consist of small families huddled together in caves. Bands of humans frequently attack these underground warrens, stealing whatever they can carry and leaving a pile of corpses in their wake. In their ignorance, the humans have come to assume that these tame and sniveling goblins are representative of the entire race.

Driven by their insatiable greed and bloodlust, the humans have pushed ever deeper into goblin territory, and the tribes have finally taken notice.

Saga of the Goblin Horde is a setting that focuses on a fairly small geographical area. The campaign follows a great war between humans and goblins, described from the goblin perspective.

The players take on the role of goblinoid bosses, leading their gangs into battle against the human scourge, but as the story unfolds the stakes keep rising, and some surprising secrets are revealed.

This setting requires a copy of Savage Worlds.

Factions at War

Four major factions dominate the region in which this campaign takes place: goblins, humans, beastfolk, and ogrekin.

Goblins

Beyond the border of the human lands, goblin tribes fight aggressively to protect their territory, both from each other and from rival races. Until recently they’ve only had to contend with beastfolk and ogrekin, but now the tribes are facing a far bigger threat: humans.

Although there are also countless smaller tribes and independent bands, most of the territory is claimed by the six biggest tribes: Redfang, Icerunner, Nightsworn, Bonedigger, Longknife, and Stonefist.

Individuals from other goblinoid breeds can also be found among the tribes, but they are much rarer than the common goblins.



Humans

Although they can vary significantly in height, most humans are roughly as tall as a hobgoblin, but any resemblance to that fearsome goblinoid breed ends there. Human heads are hilariously tiny in proportion to the rest of their bodies, with small beady eyes and squashed features crowded onto their shrunken faces. Their jaws are delicate and narrow, while their teeth are blunt and flat like those of a plant-eater. Human skin tones range from pale pink to dark brown, without even a hint of the lustrous green hues found among the tribes.

Despite their much-vaunted claims of civility and honor, humans are an extremely vicious race, possibly as a side-effect of having such small heads. While the tribes sometimes fight each other over territory or to establish dominance, human warbands exterminate entire goblin dens simply for the fun of it. They call this activity “adventuring,” and view it as the height of entertainment, showing not even a shred of remorse for the piles of hacked-up corpses they leave behind.

Of the four different human breeds, town humans are probably the most dangerous, mainly due to their highly expansionist nature, and they can be found in large numbers on the eastern side of Hightree Ridge. The forest and mountain humans are very dangerous individually, but rarely leave their territories in the Great Forest and Longtooth Mountains respectively. Hill humans are physically the smallest and weakest of the four human breeds, and also the most delicious, but unfortunately they prefer to settle in hilly areas far away from the goblin lands.

Adventuring parties are often made up of a mixture of different human breeds, united by their sociopathic urges, but other than that the various breeds usually avoid each other.



Beastfolk

While the encroaching humans are certainly the latest and greatest threat to the tribes, they are not the only danger faced by the goblin horde. Nomadic bands of feral beastfolk wander the land, looting and pillaging wherever they please, and the bestial savages have no respect for tribal territory.

There are many different breeds of beastfolk, some more common than others, but they all share a similar appearance – humanoid bodies with the features and mannerisms of an animal. The truth of their origin has long been lost to the annals of time, but their violent nature suggests that they were originally bred for war.

Although some beastfolk are loners, most of them prefer to band together with others of the same breed. While these bands tend to be much smaller than the goblin tribes, a stampeding herd of minotaurs is still a terrifying sight to behold, and a sneaky pack of ratling cutthroats can prove a deadly threat when they catch their foes by surprise.

The most common of the beastfolk are the ratlings, most of whom live in underground nests deep below Northside Plateau and the Longtooth Mountains. The catfolk and minotaurs are somewhat rarer, although marauding herds of minotaurs are sometimes found wandering the plains, as are the occasional pride of catfolk. The frogfolk and porcupine people are rarer still, living in small forest communities.

Other beastfolk have also been sighted on occasion. Pods of orcafolk can sometimes be seen swimming in the Endless Ocean, although they usually try to avoid the sea goblins. Former members of the Treebiter tribe also speak of a beastfolk king, who apparently lives deep in the Great Forest, where he rules over all manner of exotic breeds.



Ogrekin

The ogrekin are the last of the major factions, and are divided into two breeds, ogres and orcs. Orcs organize themselves by clan, and live in small villages along the northern coast, while the ogres form extended family groups reminiscent of goblin bands, and prefer living deep within their mountain caves.

Both breeds of ogrekin have green skin and brutish features, and many of them sport tusks. Orcs tend to be slightly bigger than hobgoblins, usually around six and a half feet tall, while ogres stand at least a full head taller than even the towering bugbears, and frequently reach heights of over ten feet.

Although the ogrekin generally maintain a neutral stance toward the goblin tribes, territorial conflicts do still occur from time to time. Fortunately the orcs are primarily a seafaring race, and show very little interest in expanding their territory within the goblin lands, while the ogres usually seem content to live in their caves along the edge of the goblin territory.

The ogrekin have a rather unique status as the only creatures the sea goblins will allow to travel through their territory unmolested. The reason for this special arrangement is unknown, but it has allowed the orcs to spread out across the Endless Ocean to other lands.

Most ogres seem to show little interest in sea travel, but orc captains will usually recruit a handful of their larger kin as extra muscle.

Other Threats

In addition to the four major factions, there are also some other creatures worth mentioning.

First and foremost are the dark slimes, gelatinous blobs that absorb and digest organic matter, although they are strict carnivores and appear unable to absorb plants. Dark slimes are often found in Blacktear Lake, but will sometimes ooze onto land in search of prey. Rather mysteriously, these voracious predators almost always ignore goblinoids and ogrekin.

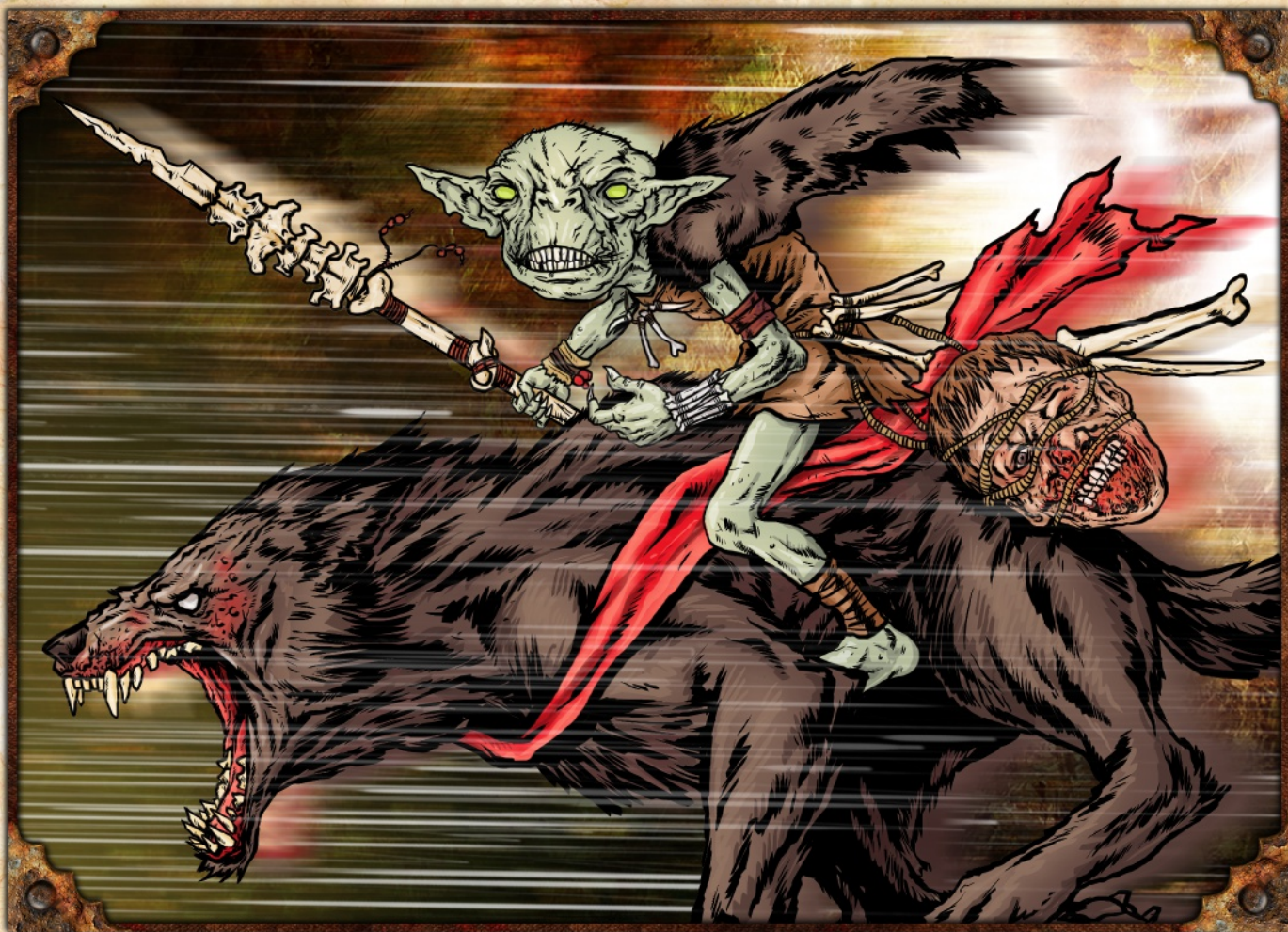
However in very rare cases a dark slime has been known to absorb a goblinoid, and when this happens they undergo a metamorphosis, transforming into a flesh wraith. This new form is still amorphous, but has a flesh-like texture, and it sprouts numerous eyes and fang-lined mouths. Flesh wraiths are very aggressive, and will actively hunt and devour any source of meat they can find, including goblinoids. If left to feed, flesh wraiths eventually undergo a second metamorphosis, turning into a troll – a near-unstoppable juggernaut of unbridled fury.

Trolls are fortunately very rare, as they're extremely difficult to kill. Most of them live within Darkmire Swamp, although that could just be because they followed Darkmire Rapids out of Blacktear Lake. Trolls, like dark slimes and flesh wraiths, try to avoid salt water when possible, although it doesn't appear to harm them directly. However this does at least keep them out of the ocean.

Yet the Endless Ocean is no safe haven. The waters teem with sea goblins, aggressive brutes who attack almost anyone entering their territory. These aquatic savages serve as a natural barrier against attempts by the humans to enter the goblin lands by boat.

Finally, there are numerous animal predators that hunt the forests, and are hunted in turn by the tribes, who prize them for their pelts, teeth, claws, and meat.





Goblinoid Breeds

There are technically five different types of goblinoid, including the half-human crossbreeds, although there is also considerable variation within each breed.

Bugbears

Physically the largest and strongest of the goblinoids, bugbears are usually seven to eight feet tall, and have a thick coat of shaggy fur. These vicious creatures are widely feared by most other races.

Goblins

The most common and diverse of the breeds, goblins are usually three to four feet tall, and have green skin, yellow eyes, and large heads. There are many variants of goblin, such as the amphiblins, barghests, canitaurs, psioblins and troblins.

Gremlins

Gremlins are physically almost indistinguishable from regular goblins, but they tend to be far more arrogant, intelligent and destructive, and many of them have a driving passion for constructing and experimenting with dangerous mechanical devices.

Half-Humans

The rare crossbreed of human and goblin, these vile outcasts are rejected by both races. Feared by humans and taunted by other goblinoids, they strive long and hard to find their place in the world. Some manage to find grudging acceptance among the humans, while others carve a place for themselves among the tribes.

Hobgoblins

At five to six feet in height, hobgoblins resemble large goblins. However they are also physically the toughest of the breeds, and tend to be extremely aggressive and warlike in mentality.

Goblin Society

An extended family of goblins is called a “band,” and each such band operates as an independent social unit, with around 50-100 individuals. When multiple bands merge together they form a “tribe,” with the strongest of the family heads declaring themselves chieftain, and the others forming the council of elders.

Over time the chieftain and elders may be replaced, but this occurs through challenges rather than lineage. Technically any member of the tribe can challenge for rank, but open duels are heavily stacked against those of lower social status, therefore it’s far more common (and even expected) for goblins to rise in rank through trickery and deception; the tribes far prefer cunning leaders over honorable ones.

Although goblins are very prolific, they also have a high mortality rate. Therefore most tribes are eager to recruit and absorb any smaller groups they encounter, including minor tribes and independent goblin bands as well as the occasional gremlin, hobgoblin, bugbear, and even half-human.

All goblins are usually treated with an equal amount of sneering disrespect by their leaders, regardless of their breed and gender, with the exception of half-humans – who are only half goblin, after all, and can therefore be only half trusted. Some half-humans even attempt to live among human society, only to discover that the humans don’t trust them either.

Population Count

Around 100,000 goblins belong to the six major tribes, although there are many more independent bands and smaller tribes. No one really knows exactly how many goblins there are, as most of them lay low and prefer to avoid confrontations whenever possible, but rough estimates place the total goblin population at anything between 250,000 and 500,000 individuals.

The other four goblinoid breeds are invariably far less common. There are an estimated 10,000 bugbears, most of whom either live alone, or in small packs with their kin. Gremlins are rarer still, numbering only a few thousand, with most of them living among the goblin tribes.

Hobgoblins are more numerous, but they are still relatively uncommon, with an estimated population of around 25,000 individuals.

Finally, there are currently fewer than a hundred half-humans living among the tribes, with perhaps the same number again believed to be living among the town humans.

Tribal Rank

Approximately a quarter of the goblins in each tribe belong to a gang, and these gangs undertake a variety of duties, ranging from scouting to hard labor. A gang typically consists of 5-6 members and is led by a boss, who earned their rank by demonstrating a blend of deadly skill, raw ambition, and utter ruthlessness.

Sometimes a chieftain or an elder will assign several different gangs to a particular job, in which case a “big boss” might be ordered to lead the crew, receiving all the credit if the mission succeeds, and all of the blame if it fails.

Above the big boss comes the overseer, who leads a posse of perhaps 100-200 goblins, and is expected to act on their own initiative. Overseers are often given long-term missions, such as guarding a border, raiding a certain area, or recruiting new goblins.

Next up are the honchos, each of whom lead a troop of around 600-1200 goblins, depending on the size of the tribe. Each honcho is responsible for an area of the tribal territory, and they report directly to the chief.

Finally there are the elders, who primarily serve as advisers to the chief. Each elder is expected to have an area of specialty, such as arcane knowledge, military expertise or priestly status, and this will traditionally determine what role they serve. However in practice, most elders are just as ruthless and ambitious as any other goblin, and frequently pursue their own private goals and agendas.

Major Tribes

Many noteworthy tribes have come and gone over the years, like the ill-fated Dogboys, and the aptly-named Cliffjumpers, but there are currently six major tribes dominating the goblin lands.

Redfang

The Plot Point Campaign in *Saga of the Goblin Horde* follows the trials and tribulations of the Redfang tribe, with the pint-sized antiheroes gradually uncovering the secrets of the other tribes as the story progresses.

Although the size of each tribe fluctuates from day to day, Redfang is always the biggest, with upward of 25,000 members at any one time. Their size is at least partially due to their equal opportunity recruitment policy; they will recruit anyone, regardless of breed, gender, competence, or actual willingness to join the tribe. Failing to outrun a cudgel blow to the back of the head is considered acceptance of their offer.



Bonedigger

At around 6,000 members, this is the smallest of the six major tribes. However it is led by a cadre of vicious little necromancers, who pad out their goblin ranks with animated corpses. These tireless undead fodder allow the tribe to punch well above its weight.

Icerunner

This tribe first appeared only a few years ago, heading down from the peaks of the Longtooth Mountains to claim its place among the major tribes. Many of the tribe members sport a rather frosty appearance, which is assumed to be a recent mutation.

Longknife

Particularly sneaky even by goblin standards, most of the Longknife tribe populate a vast network of caves under Westside Plateau. These goblins are particularly well known for their dirty tricks, favoring ambushes and assassinations over direct confrontation.

Nightsworn

The leaders of this tribe are devout worshipers of the Shadow Queen, and Nightsworn goblins can often be encountered on pilgrimages, walking from their home in Darkmire Swamp to the Dome of Shadows, at the north-west end of the Obsidian Valley.

Stonefist

Despite their proximity to the Icerunner goblins, there is practically no interaction between the two tribes, because the Icerunners live up on the mountains while the Stonefist tribe makes its homes in the extensive cavern networks running through the mountains.

Treebiter

Once the seventh major tribe, the Treebiters claimed a small area of territory to the south of the Redfang tribe, on the edge of the Great Forest. The Treebiter tribe was destroyed several months ago by the forest humans, wiped out in the first blow of the war.



Characters

The player characters in *Saga of the Goblin Horde* are vicious gang bosses from the Redfang tribe, seeking to prove themselves as they strive against the relentless tide of humanity.

Making Characters

Character creation works as described in the *Savage Worlds* rules, but the recommended sequence of steps is slightly different.

Step 1: Concept

The first and most important step is to visualize your character concept. You don't need to finalize anything at this stage, but you should have at least a rough idea of the type of character you'd like to play, whether it's a towering bugbear brute, a sneaky goblin assassin, an insane gremlin artificer, or whatever else your twisted imagination can come up with! Take a look over the concepts in the next section for inspiration, but think big; goblin gang bosses are a cut above the average.

The concept can be refined and polished as you go through the character creation process, but the initial seed should be planted before writing anything down.

Step 2: Race

There are five different races available to the players in *Saga of the Goblin Horde*: Bugbear, goblin, gremlin, half-human and hobgoblin. Each of these races has its own advantages and disadvantages, described later in this chapter, and you should read over each of them carefully before deciding which of the races best fits your character concept.

Step 3: Hindrances

You may select one Major Hindrance and two Minor Hindrances, representing flaws and disabilities central to your character concept. Although they are optional, it is strongly recommend that you take your full quota.

A Major Hindrance is worth 2 bonus points, while the Minor Hindrances are worth 1 bonus point each, for a total of 4 points. These points can be spent later to buy Edges, and to raise attributes and skills.



Step 4: Edges

Edges represent the special gifts and abilities that help a goblin boss stand out from the rest of his gang.

You don't start with any free Edges (unless you're a half-human, in which case you begin with one), but you can buy Edges for 2 bonus points each.

Try to choose one or two Edges that are important to your character concept, and make a note of their attribute and skill requirements, so that you know which traits you need to raise in the next step.

Step 5: Traits

Your character begins with d6 in one attribute, as determined by race, and d4 in the others. You then have 5 points to divide among your attributes, each point increasing an attribute by +1 die step. If you've chosen any Edges with attribute requirements, raise those attributes first, with any remaining points being distributed as you see fit.

Most of the races begin with a free d6 in one or more skills, but you also have 15 skill points to assign. It costs 1 point to take a new skill at d4, or to raise a skill below its linked attribute by +1 die step, and 2 points to raise a skill above its linked attribute by +1 die step. If you have selected any Edges with skill requirements, those skills should be raised first, with any remaining points being distributed as you see fit.

Any bonus points left over from Hindrances should be used now. You can raise attributes at the cost of 2 bonus points per +1 die step, or raise skills as if each bonus point were actually a skill point.

Traits cannot be raised higher than d12, unless an Edge or racial ability explicitly allows it.

Skills

Saga of the Goblin Horde uses all of the skills except for Boating, Driving and Piloting; whenever one of these skills would normally be used, roll Agility instead.

Languages

Languages are handled as Knowledge focuses; see the Knowledge (Language) Table in *Savage Worlds* for the proficiency levels. Ogrekin and beastfolk converse in the same language as goblinoids, albeit with their own dialects, and even town humans speak a variant of the same tongue. However the forest, mountain and hill humans each speak their own languages.

Step 6: Equipment

Calculate your starting knick-knacks (see the Might Makes Right setting rule), and select your starting gear from the Equipment Table on page 29.

Step 7: Derived Stats

Calculate your Charisma, Pace, Parry and Toughness, as described in *Savage Worlds*. Don't forget to apply any modifiers from weapons, shields and armor.

Step 8: Final Touches

Add the finishing touches to your character concept, which you should have been polishing and refining throughout the earlier steps, adding any background information that hasn't yet been finalized.

You must also name your character. Goblins of rank (such as bosses) have descriptive compound surnames, usually including a body part, such as "Longnose" or "Earslicer" (see the Goblin Surname Table on page 24). These aren't family names, but are instead symbols of prestige among the tribes, awarded by the chief or an elder in recognition of the character's status.

Concepts

The tribes consist of a variety of strange and quirky individuals. Included here are examples of the sort of goblins that might achieve the rank of gang boss. Full characters can be found in the archetypes book.

Barghest Whelp

These ferocious shapeshifters can transform between goblin, wolf and hybrid forms at will, diving fearlessly into combat and fighting with fang and claw. You are a rising star in the tribe, and have proven your worth in battle on many occasions.

Bugbear Brute

Bugbears are the largest and strongest of the goblinoid breeds, and those who join the tribes frequently rise to positions of power. You might not always make the best decisions, but very few of your smaller goblin kin are brave (or stupid) enough to question the wisdom of your actions.

Canitaur Crossbowman

Goblins are an extremely prolific race, and prone to unusual mutations. You are a canitaur, a particularly rare type of goblin with the lower body of a canine, and you've learned to use your mutation to dominate the battle field, outmaneuvering your enemies while raining death upon them from a distance.

Goblin Psionicist

Although the vast majority of goblins have green skin, those with strong psionic gifts often have a distinctive blue coloration. Such individuals are both prized and feared by the tribes, and frequently rise to at least the rank of gang boss. You always knew you were special, and that your gifts granted you a significant advantage over your green-skinned brethren.

Goblin Psychonaut

Goblins prefer eating meat, such as fish, insects, and sometimes even each other. However their population density combined with their deep hatred of vegetables means they need to supplement their diet with other nutrients. You grew up on a vast underground fungus farm, and the constant exposure to the spores has left a permanent mark upon your psyche.

Goblin Pyromancer

Elemental magic is fairly common among the tribes, and pyromancy is very popular among the sorcerers of the Redfang tribe. You're always eager to set fire to your enemies, and you take great pleasure in watching human settlements burn to the ground.

Goblin Priestess

Most of the Redfang tribe prays to the Shadow Queen and the Sleeping God, who slumbers within the Spire of Flame. According to prophecy, the Sleeping God shall one day awaken, and rain fiery death down upon those who threaten his children. As a devout priestess, you eagerly await the return of your progenitor.

Goblin Scout

You grew up in the Great Woods to the south, near the territory of some forest humans. These fearsome foes are competent hunters, and unlike town humans, they have excellent night vision. Fortunately you're a fast learner with superb reflexes, and were able to adapt and even thrive in the hostile environment.

Goblin Thug

Some goblinoids undergo a stage of disproportionate growth during their adolescence, leaving them with a grossly oversized body part, such as a limb, nose, or even their torso. You had the fortune of undergoing a particularly beneficial growth spurt, your right hand and arm swelling to enormous proportions, and this "war fist" gives you a significant advantage in combat.

Goblin Wolf Rider

Although they are very prolific, goblins have a rather high mortality rate, and most of the tribes aggressively recruit any smaller groups they encounter. You were once a gang boss for the Wolfboys, a particularly small tribe of wolf riders who were ambushed by a posse of Redfang recruiters, and bludgeoned with cudgels until they agreed to join the larger tribe.

Gremlin Saboteur

According to ancient legends, gremlins and goblins originated from a distant empire, where the citizens were divided by caste; gremlins are descended from the intelligent and powerful overlords, and the goblins are descended from the uneducated commoners. Like most gremlins, you're clever and destructive, with a passion for deadly mechanical devices.

Half-Human Berserker

Along the borders of the human lands, timid goblins cower in their caves. Bloodthirsty human adventurers frequently raid these underground lairs, killing and looting with impunity, and such displays of strength and virility will sometimes catch the eye of a young goblin maiden. You are the hideous offspring of such a union, and have turned to a life of excessive savagery in an attempt to prove your worth.

Hobgoblin Marauder

Larger and tougher than regular goblins, hobgoblins revel in the thrill of battle, and often travel the human lands in small warbands. Occasionally they even work for humans as mercenaries, but more often they take to banditry. Attaining the rank of gang boss was as easy as taking candy from a child, and now you have an unlimited supply of goblin cannon fodder.

River Goblin

Born in the rapidly flowing waters of the Northern River, you proved your ambition and ferocity at an early age by devouring your littermates. As you grew into adulthood you continued to eliminate your rivals, for only the strong deserve to survive.

Troblin Rat Handler

Your incredible regenerative abilities lend credence to the rumors of troll blood running through your veins, and you feel at home in the swamps, preferring the company of giant rats over that of your own kin.

Races

There are five different races available to the players in *Saga of the Goblin Horde*.

Bugbear

Bugbears are the biggest and strongest of the five goblinoid breeds. They are usually seven to eight feet tall, and are covered with a thick coat of shaggy fur. Exceptionally cruel and vicious even by goblin standards, the bugbears are greatly feared by the human scourge.

- **Strong:** Bugbears are extremely strong. They start with a d6 in Strength instead of a d4, and can increase their Strength to d12+2 with normal advances. Their great prowess also increases their carrying capacity by 1½ times (round up), or double if they also have the Brawny Edge.

- **Towering:** Most bugbears are well over seven feet tall, increasing their Size (and therefore their Toughness) by +1. However their sheer size makes it difficult for them to use gang members as cover; when using the Meat Shield setting rule, bugbears still suffer half damage from the attack (round down), and they don't receive any protection at all against area-effect attacks.

- **Goblinoid:** Bugbears begin with a free d6 in Stealth, their Darkvision lets them ignore all penalties from darkness with a range of 12", and they also suffer a -4 penalty to Charisma when dealing with humans.

- **Vicious:** Bugbears take considerable pleasure in hunting, torturing, murdering and devouring their victims, particularly humans, and often collect trophies from those they kill, such as ears, fingers, hands, or sometimes even entire heads. Humans seem to view this behavior as a personal affront, and perceive the bugbears as a more serious threat than the other goblinoid breeds. Whenever the Game Master rolls the dice to determine at random who a particular human enemy decides to attack, the human is twice as likely to target the bugbear than they are another goblinoid character.





Goblin

By far the most common goblinoid breed, goblins are usually between three and four feet tall, with green skin, yellow eyes, and bulbous heads.

- **Agile:** Goblins are quick and agile. They start with a d6 in Agility instead of a d4.
- **Goblinoid:** Goblins get a free d6 in Stealth, their Darkvision allows them to ignore all penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Survivor:** Goblins tend to be natural survivors. They begin with a free d6 in Survival.
- **Diminutive:** Goblins stand three to four feet tall, giving them a Size of -1 and reducing their Toughness by 1. They cannot increase their Strength above d8, and cannot take the Small Hindrance.

It should go without saying that other fantasy races are not usually appropriate for Saga of the Goblin Horde, as most of them would be viewed as enemies and killed on sight. While a creative Game Master might justify an allied ogrekin or perhaps even one of the beastfolk working with the goblin tribe, it's unlikely they would ever achieve much influence.

Gremlin

While they may resemble goblins physically, gremlins tend to be more intelligent and destructive, and most of them have a passion for mechanical devices.

- **Brainy:** Gremlins are clever and cunning. They start with a d6 in Smarts instead of a d4.
- **Goblinoid:** Gremlins get a free d6 in Stealth, their Darkvision allows them to ignore all penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Savvy:** Gremlins have a natural affinity for devices and begin with a free d6 in Repair.
- **Diminutive:** Gremlins stand three to four feet tall, giving them a Size of -1 and reducing their Toughness by 1. They cannot increase their Strength above d8, and cannot take the Small Hindrance.

Half-Human

The revolting offspring of a human and goblin, these unfortunate outcasts are accepted by neither race. Feared by humans and mocked by goblins, they strive long and hard to find their place in the world.

- **Versatile:** Half-humans are highly versatile due to their human heritage. They begin with one free non-Legendary Edge of their choice, although they must still meet all of its requirements other than rank.
- **Resolute:** Half-humans start with a d6 in Spirit instead of a d4, as only those of particularly strong will are able to survive in a goblin tribe.
- **Outsider:** Half-humans are looked down on and distrusted by both humans and goblins, suffering -2 Charisma when dealing with either race.
- **Unpopular:** Half-humans are considered soft and ugly by the tribes, who treat them like second-class citizens. Half-human bosses don't gain any additional gang members from their rank.

Hobgoblin

Standing at around five to six feet tall, hobgoblins are far bigger and tougher than regular goblins, and tend to be extremely aggressive and warlike.

- **Tough:** Hobgoblins are tough and resilient. They start with a d6 in Vigor instead of a d4.
- **Goblinoid:** Hobgoblins gain a free d6 in Stealth, their Darkvision allows them to ignore penalties from darkness with range of 12", and they suffer a -4 penalty to Charisma when dealing with humans.
- **Militant:** Hobgoblins are very aggressive and love battle. They may ignore the rank requirement of one Combat Edge if they buy it during character creation.
- **Proud:** Hobgoblins are proud creatures, and suffer a -2 penalty to resist Taunt.

New Hindrances

Arrogant and Bloodthirsty are not used in *Saga of the Goblin Horde*, as they are considered the norm among the tribes; those rare individuals who act differently should take Humble or Soft Hearted. All of the other Hindrances from *Savage Worlds* are permitted.

Compulsive Cannibal (Minor)

Goblinoids are primarily carnivores, and find the taste of vegetables disgusting, but some take their craving for meat to the extreme. This greedy chap loves eating his greens, and he's not talking about cabbages.

The first time each scene that this character has the opportunity to eat a helpless goblinoid, and doing so wouldn't put him in immediate danger (such as during combat), he must make a successful Spirit roll to resist the urge to gorge himself on delicious green meat.

Fortunately cannibalism is fairly common among the tribes, and most goblins don't really care as long as they're not the ones on the menu.

Funny Voice (Minor or Major)

This fellow has some sort of speech impediment that other goblins find humorous, such as an exaggerated stutter or lisp, slurred speech, a squeaky voice, or even a funny accent. As a Minor Hindrance the character suffers a -2 penalty to any Persuasion or Intimidation roll that requires speech. As a Major Hindrance, the goblin's impediment is so pronounced that the penalty increases to -4.

Gullible (Minor)

There is one born every minute, the saying goes, and it certainly holds true among the tribes. This goblin is very gullible, and easily tricked or conned. She suffers a -2 penalty to resist Smarts tricks, and a -2 penalty to any rolls related to bartering.

Hallucinations (Minor or Major)

Goblins prefer eating meat whenever it's available, but they also cultivate vast underground fungus farms to supplement their diet. Those who spend too much time among the spores suffer bizarre hallucinations, which can sometimes last for the rest of their lives.

This goblin sometimes acts strangely, seeing things that don't exist. As a Major Hindrance, these spore-induced hallucinations often trigger violent episodes, endangering the character and those around her.

The Game Master is encouraged to make up strange and surreal descriptions for things the character sees, so that even the player is never quite sure what is real.

Humble (Major)

Your misguided goblin doesn't think he's the best, and would never dream of suggesting otherwise. Even if he is exceptional at something, he prefers to downplay his abilities, giving credit to underlings for their own achievements rather than passing off their work as his own. This makes it rather difficult to gain status in the tribe, as the goblin's superiors view him as something of a dimwitted underachiever.

Light Sensitive (Minor)

Goblinoids can see exceptionally well in the dark, and some spend their entire lives underground. However a lack of exposure to sunlight during their formative years can lead to light sensitivity in adulthood.

This individual suffers a -1 penalty to all trait rolls in normal lighting, increased to -2 in bright lighting. This penalty can be avoided by wearing appropriate protection over the eyes, such as dark goggles.

Loner (Major)

This goblin "boss" has no gang of her own. Even if she recruits new members, they are not under the player's control, and will disappear at the earliest opportunity. Perhaps other goblins are terrified of the character, or maybe she snacks on them when nobody is looking. Fortunately this has no real impact on the character's promotion prospects, as long as she achieves results.

As compensation for working alone, this character gains a free Edge, but she must meet its requirements.

Obsession (Major)

Your goblin is driven by an overwhelming obsession that frequently places him in danger. Perhaps he's an adrenaline junkie who enjoys risks, a pyromaniac who loves burning things, a glory hound who cares nothing for the cost of battle, or a social climber who will do anything in the pursuit of power. This character won't hesitate to risk his life or sacrifice the lives of others if it helps him achieve his heart's desire.

Picky Eater (Minor)

This goblin is very selective about who and what she eats, and won't consume food that's been gathered or prepared by others unless she's truly desperate.

Poor Taste (Minor)

One man's trash is another man's treasure, but this goblin's treasure is mostly just trash. He has a habit of collecting the sort of junk that even other goblins consider worthless, and has real difficulty recognizing the true worth of the few valuables he accidentally stumbles across. The character suffers a -2 penalty to any rolls related to looting or bartering.

Pungent (Minor or Major)

Your goblin has a very ripe and overpowering body odor, or perhaps he suffers from extreme flatulence. This makes it much easier for enemies to detect him, particularly if they are standing downwind or have an acute sense of smell.

As a Minor Hindrance the whiffy character suffers a -2 penalty to Stealth rolls against those close enough to smell him (usually 6"). As a Major Hindrance the stench is so potent that the penalty increases to -4.

Reckless (Minor)

This rash individual is always leaping into dangerous situations, heedless of the consequences. For obvious reasons, a Reckless character cannot also be Cautious.

Slime Bait (Minor)

Dark slimes generally ignore goblinoids, but for some unknown reason they often follow this goblin around, and occasionally try to attack her. She has learned to avoid them as much as possible, and always keeps an eye out for them.

A character with the Slime Bait Hindrance cannot also take the Slime Charmer Edge.

Snobgoblin (Major)

This character constantly sucks up to her superiors while looking down on everyone else. She suffers -2 Charisma when dealing with goblins of equal or lower status, and has many rivals eager for the chance to teach her a lesson. Even her own gang members hate her, and would love nothing more than to replace her with someone (anyone!) else.



Soft Hearted (Major)

This sentimental deviant often treats prisoners with mercy and even kindness, unless he is under the direct supervision of a superior. This can result in frequent difficulties with other goblins, who view the character as weak willed and easily manipulated; he suffers -4 Charisma when dealing with those who know of his soft civilized ways, and he has to constantly watch his back around his more ambitious kin.

Swamp Skin (Minor or Major)

This individual has spent so much time living in the swamp that his body has started to adapt. His skin has lost some of its lustrous green hue, and he reeks of decaying vegetable and animal matter.

The character suffers a -2 penalty to Charisma, but receives a +1 bonus to Stealth rolls when in a swamp environment. He also receives the same drawbacks as the Pungent Hindrance (either Minor or Major).

Tasty (Major)

This unfortunate goblinoid looks succulent and smells absolutely delicious. Should she ever be incapacitated or otherwise rendered helpless, any other goblins in the vicinity will attempt to devour her unless they are busy fighting (resolve this as a Finishing Move).

Other player characters may choose to resist the temptation, but earn a Benny if they take a big bite!

Thin Skinned (Minor)

This huffy individual is very sensitive to criticism and insults, and is easily upset or offended by spiteful jokes and comments. She suffers a -2 penalty to resist Taunt checks.

Turncoat (Minor)

This treacherous fellow used to belong to one of the other major goblin tribes, but he either deserted, or was kicked out for doing something utterly heinous. This character suffers a -4 penalty to Charisma when dealing with members of his former tribe.

Warty (Minor)

This hideous fellow's entire body is covered with thick warts, making him repulsive even by goblin standards. He suffers a -2 penalty to Charisma, and a -2 penalty to resist any Taunt checks that mock his appearance. However the warts also grant him 1 point of natural armor on his torso; this doesn't stack with any other natural or worn armor.

This Hindrance is particularly common among the Stonefist tribe, as many of the underground-dwelling goblins sport rock-like warty protuberances on their chest, back and shoulders.

New Edges

All of the standard *Savage Worlds* Edges are available to the players in *Saga of the Goblin Horde*, except for Ace, Linguist and Filthy Rich, however the following Edge works slightly differently:

Rich: This character begins play with three times as many knick-knacks, and earns an extra knick-knack every game session (the Game Master decides when).

Background Edges

These new Edges represent hereditary abilities, and they can only be taken during character creation.

Giant Schnozzle

Requirements: Novice

This character has an exceptionally large nose which dominates her face, granting a +2 bonus to Tracking rolls, and to any Notice rolls that could benefit from her acute sense of smell. She is always considered an active guard for Stealth checks, except against things that have no scent.

Iron Nails

Requirements: Novice

Some goblinoids have long, sharp finger nails, which they can use like claws in close combat. Such nails are treated as natural weapons that inflict Str+d6 damage; the character is not subject to the Unarmed Defender rule as long as she has at least one hand free.

Troblins may also take this Edge during play.

Nocturnal Heritage

Requirements: Novice, Half-Human, Agility d8

Either the goblin blood runs particularly strong in the veins of this half-human, or else they are the unusual offspring of a forest human. Whatever the reason, this hybrid has excellent night vision, and moves with the stealthy grace of a natural predator.

Choose either Darkvision or Low Light Vision, and start with a free d6 in Stealth.

Some goblinoids undergo a stage of rapid and disproportionate growth, usually during their early life, ending up with a grossly oversized body part. The War Fist, Giant Schnozzle and Swollen Head Edges are examples of useful growths, but other characters might instead take Hindrances like Bad Eyes or Lameness with the trapping of an oversized eye or leg, or even Obese to represent a swollen torso.

Swollen Head

Requirements: Novice, Smarts d6

This goblin's head is particularly large and impressive, even by goblinoid standards, making her smarter (and even more big-headed) than most of her kin. Increase her Smarts by +1 die step, she can now increase her Smarts to d12+2 with regular advances. Learning new skills now costs the same as raising a skill below its linked attribute (i.e., she can learn two new skills, or learn one and raise another, for one advance).

War Fist

Requirements: Novice, Strength d6

This mutant has one enormously oversized arm and hand. He can wield a two-handed melee weapon in his large hand without suffering the standard -4 penalty, and inflicts +2 damage if he uses his big hand to wield a one-handed weapon or make an unarmed attack.

The War Fist is too clumsy to provide any bonuses to ranged attacks.



Combat Edges

These Edges reflect the violent and aggressive nature of the goblin horde.

Crossbow Fetish

Requirements: Novice, Agility d8

When using a standard crossbow, this character can reload as a free action, although she is still limited to one reload action per round.

When using a repeating crossbow, she can use the Double Tap maneuver (consuming 2 bolts per attack), or increase the Rate of Fire to 2 (consuming 4 bolts per attack and incurring the standard -2 penalty for autofire), but cannot do both the same round.

Gloom Stalker

Requirements: Novice, Fighting d8, Stealth d8

Many goblins prefer living in the shadows, and some of them learn to use the darkness as a weapon against their enemies. When attacking a foe who is suffering a visibility penalty due to bad lightning, this character may add his opponent's visibility penalty as a bonus to his own attack rolls.

Hammering Strike

Requirements: Seasoned, Strength d10

Once per round, after hitting her opponent with one or more raises on a Fighting attack roll, this character may knock her enemy back 1" per raise. If this causes the opponent to collide with an obstacle, add +d6 to the damage roll.

Intimidating Prowess

Requirements: Veteran, Strength d8, Intimidation d8

When performing an Intimidation roll, this fearsome goblin may use his Strength for the Wild Die, up to a maximum of d12. Furthermore, once per round after incapacitating or killing a foe, the character may make an immediate Intimidation roll as a free action against one of the foe's allies.

Me and Myself

Requirements: Seasoned

Most goblins are pretty arrogant, but this fellow really takes the cake. His ego is so large that it actually gives him a +1 Gang Up bonus, although this cannot exceed the normal maximum of +4.

Opportunist

Requirements: Veteran, Alertness, Fighting d6

When attacking a foe against whom she receives a Gang Up bonus, this individual may add half her Gang Up bonus to her damage roll (rounded up), or her full Gang Up bonus if she hit with a raise.

Precision Shooting

Requirements: Novice, Shooting d10

When firing a weapon while using the Aim maneuver or the Marksman Edge, the Innocent Bystander rule only applies to this fellow on a critical failure, and he may either halve the penalty for a called shot, or halve the penalty for cover (rounding down).

Savage Maw

Requirements: Novice, Canitaur, Fighting d8

Unlike most canitaurs, this fellow's bite is much worse than his bark. His mouth becomes a natural weapon that inflicts Str+d4 damage, and when his bite attack hits with a raise, he automatically targets his foe's least armored location.

Shield Mastery

Requirements: Veteran, Fighting d8

When using a target shield, this character receives +1 Parry and +1 armor vs. ranged attacks. Furthermore, once per session he can spend a Benny to redirect all damage from a single attack to his shield rather than an allied goblin, however this automatically destroys the shield (or causes it a wound, if it's a magic item).

Thick Fur

Requirements: Novice, Barghest or Bugbear

This goblinoid's fur is particularly thick and heavily matted, providing her with 1 point of natural armor, and granting her a +2 bonus to Soak rolls.

Barghests only benefit from this Edge while in their wolf or hybrid form.

Throwing Expertise

Requirements: Seasoned, Throwing d10

This goblin can draw and throw one-handed weapons in a single action. The range of her thrown weapons is also increased by +1/+2/+4, and if she has Frenzy, its benefits now extend to Throwing attacks.

Vorpal Blow

Requirements: Heroic, No Mercy

Whenever this character uses a Benny to reroll lethal damage, he can turn his attack into a called shot to the head, ignoring the normal -4 penalty to attack. If this attack incapacitates the victim, they are decapitated.

Weapon Finesse

Requirements: Novice, Agility d8

If this character get a raise on her Fighting roll while using a light weapon, she may roll Agility (maximum of d12) instead of a d6 for the bonus damage die. This Edge can only be used with a cutlass, hatchet, human dagger, living metal blade, shiv/shank, or tiger claws.

Mutation Edges

These Edges are only available to goblins, and can only be taken during character creation. No character may take more than one Mutation Edge.

Amphiblin

Requirements: Novice, Goblin

Some goblins have physically adapted to life in the rivers and lakes that scatter the land. Their skin serves as a secondary respiratory surface, while their finned backs and webbed extremities allow them to glide effortlessly through the water.

This character cannot drown in fresh water, moves at his full Swimming skill, and starts with a free d6 in Swimming. When in salt water, he must make a Vigor roll every hour, and he suffers a level of Fatigue on a failure, with incapacitation leading to death in 3d10 minutes. Each level of Fatigue earned in this way can be recovered by spending an hour fully immersed in fresh water.

Barghest

Requirements: Novice, Goblin

Much like the lycanthropes of human society, there are numerous theories and legends about the origin of barghests. But one thing is known for certain; a goblin cannot become a barghest, he must be born as one.

These rare and fearsome shapeshifters are able to assume three different forms: goblin, wolf, and hybrid. The transformation requires a successful Spirit roll as a normal action, and only affects the barghest's own body, not their equipment.

While in wolf form, barghests gain a +2 bonus to Pace, a d10 running die, a Str+d4 bite attack, and the Go for the Throat ability. However they cannot talk in this form, nor use tools, weapons or armor.

While in their hybrid form, barghests increase their Strength by +1 die step, Size by +1, and gain Str+d6 claws and fangs. However any wielded weapons used in this form are considered improvised (-1 to attack and Parry), shields give no benefit, and it is difficult to maneuver in armor; apply any worn armor bonus as a penalty to all Agility and Strength rolls, as well as to any skills linked to either of those two attributes.

Canitaur

Requirements: Novice, Goblin

Canitaurs look like regular goblins from the waist up, but they have the lower body of a dog or wolf, which connects at the withers to their goblin torso. Their four canine legs grant +2 to Pace and increase their running die by +2, as well as granting +2 to Jumping rolls and doubling their carrying capacity. However they also suffer a -2 penalty to Climbing rolls.



Psioblin

Requirements: Novice, Goblin, Smarts d8, Arcane Background (Psionics)

While most goblins are green, some individuals born with particularly strong psionic gifts have a distinctive blue hue to their skin. These "psioblins" are widely feared, and their unusual coloration can make them an obvious target in battle.

This character gains a number of additional Power Points equal to half his Smarts die, and may ignore the rank requirement on one of his starting powers. He also begins with a free d6 in Intimidation, but is twice as likely to be targeted by an enemy in combat.

Troblin

Requirements: Novice, Goblin, Strength d8

Troblins look like regular goblins, however they are very strong, and have highly accelerated regenerative abilities. Some tales claim that troblins have traces of troll blood in their ancestry, others suggest that their mothers drank troll blood during pregnancy, but none of these tales have ever been substantiated.

This character can make a natural healing roll once per hour, as long as the wounds weren't caused by fire. Troblins can also increase their Strength to d12 with normal advances.

Mutation Edges are designed to spice up and diversify the basic goblin race, as goblins are far more common than the other races.

Player characters are supposed to represent exceptional individuals, so these options give them another way to help stand out from the rest of the horde.

Professional Edges

Goblin bosses always stand out from the rank and file gang members, and frequently possess special talents.

Trapmaker

Requirements: Novice, Gremlin, Smarts d8

Most gremlins have a passion for mechanical devices, and some of them apply that drive to the construction of vicious traps.

Once per round, this character can spend a Benny to interrupt an opponent during their movement, and describe how they have just triggered one of his traps. The gremlin must have reasonably had an opportunity to set the trap, even if the justification is tenuous, such as having been in the area recently (this is left up to the Game Master's discretion).

Place a Small Burst Template centered on the victim and make a Repair roll; everyone in the area can try to evade with an opposed Agility roll. Failure results in 2d6 damage, or 3d6 if beaten with a raise.

Wolf Rider

Requirements: Novice, Goblin, Riding d8

When riding a wolf, this goblin receives a +2 bonus to Riding rolls, and can use his mount as a Meat Shield. He also has a wolf mount (see *Savage Worlds*); if killed, it can be replaced the same way as a gang member.

Wolf Rider, Improved

Requirements: Veteran, Wolf Rider

The benefits of Wolf Rider now apply to dire wolves as well as regular wolves. The goblin may also replace her wolf mount with a dire wolf (see *Savage Worlds*).

Social Edges

Goblins are very direct in their social interactions, and prefer to inspire fear rather than loyalty.

Birds of a Feather

Requirements: Heroic, Amphiblin or Canitaur

As the idiom goes, "birds of a feather flock together." Like attracts like; amphiblins and canitaurs sometimes seek out powerful leaders who share their lineage.

All of this character's gang members have the same Mutation Edge as him.

Braggart

Requirements: Novice, Taunt d8

This shameless loudmouth loves to boast about his achievements, while humiliating and belittling others. He gains a +2 bonus to Taunt, and once per session he can shoot his mouth off: this requires several minutes, and is resolved as an Interlude (earning him a Benny).

Extreme Inspiration

Requirements: Seasoned, Intimidation d8

Sometimes a leader needs to set an example in order to properly motivate his lackeys. Once per session as a free action, your character can execute one of his own adjacent gang members in a spectacularly violent and gruesome manner, while loudly ranting about how they have failed him in some way.

Make an Intimidation roll: On a success, all of your character's remaining gang members within earshot of the tirade receive a +1 bonus to their trait rolls for the remainder of the scene, while on a raise the bonus increases to +2. On a failure the terrified underlings become Shaken, while on a critical failure they panic and flee for their lives, and this brutal boss will need to recruit some new gang members.

Lead the Pack

Requirements: Novice, Barghest or Wolf Rider

This boss's gang members are all mounted on wolves, although these wolves are loyal to their riders rather than the boss. Any wolves that are killed are replaced between sessions, in the same way as gang members.

The gang members' wolves don't make attacks, but they still provide a Gang Up bonus as normal.



Weird Edges

Most goblins are pretty weird, but some are definitely weirder than others.

Psychonaut

Requirements: Novice, Danger Sense, Spirit d8

This goblin regularly consumes hallucinogenic fungi, granting her occasional flashes of insight into future events. One per session, at the end of your character's turn, you can restart your turn as though it had never happened – because it *didn't* really happen, it was just a premonition.

When used outside of combat, this Edge allows the player to “roll back” the last six seconds.

Rat Lover

Requirements: Novice, Spirit d8

This character has a natural affinity for swamp rats, an aggressive breed of rodent that can grow to enormous size. Most swamp rats view the goblin as a dominant alpha, and act submissively in his presence, although the occasional rodent may decide to issue a challenge.

The rat lover receives a loyal swamp rat minion that is automatically replaced when killed, in the same way as a gang member. He can also substitute swamp rats for gang members if he wants to control a larger pack, for example a rat handler who normally has five gang members could have up to six swamp rats instead.

Only gang bosses with Rat Lover can divert damage to swamp rats using the Meat Shield rule.

Relic Attunement

Requirements: Novice, Luck

This character is the exceptionally lucky owner of a living metal weapon or suit of armor, an ancient relic of a bygone era which has become magically attuned to him. This relic cannot be destroyed, and if lost, the owner can sense its distance and direction. It cannot be attuned to anyone else until the current owner dies.

If this Edge is taken during character creation, the individual begins with a living metal weapon or armor of their choice. If taken during play, this Edge attunes the goblinoid to a relic they already possess. If not attuned, the character cannot wear living metal armor, and treats a living metal weapon as improvised.

Slime Charmer

Requirements: Novice, Spirit d8

This character has a psychic bond with dark slimes. As a full round action she can take control of a dark slime within 12" by making a successful opposed Spirit roll.

The goblin maintains control of the slime until she is Shaken or takes a non-free action, or until she and the slime move more than 12" apart.

Legendary Edges

Some goblins become the stuff of legend.

Azure Paragon

Requirements: Legendary, Psioblin

This gifted individual has learned how to tap into the deepest recesses of her mind. The Psioblin Edge now grants this character a number of Power Points equal to her Smarts die.

Greater Barghest

Requirements: Legendary, Barghest

Unlike common goblins, barghests continue growing after they reach adulthood, and can eventually become as large as a hobgoblin.

This barghest gains +1 Size in all forms, and all her natural weapons (including Iron Nails if she has them) have their damage increased by +1 die step.

Meat Grinder

Requirements: Wild Card, Legendary

Most goblin gang bosses are pretty ruthless, and think nothing of using their lesser kin as living shields, but this individual chews his way through gang members like a meat grinder.

This character doesn't need to spend any Bennies to redirect damage using the Meat Shield setting rule.

Renowned Boss

Requirements: Legendary

Goblins clamor to join the gang of this infamous boss; he receives two additional gang members. This Edge may be taken multiple times.

Saline Swimmer

Requirements: Legendary, Amphiblin

This amphiblin has adapted to the sea, and no longer makes Vigor rolls when swimming through salt water. He can withstand the crushing pressure of the ocean's depths, and gains a +1 bonus to Toughness.

Top Dog

Requirements: Legendary, Canitaur

This character gains +2 to Charisma, Intimidation and Taunt when dealing with canitaurs, barghests, and any creature with animal intelligence. Regular animals will not attack this character, and usually flee if provoked.

Trollkin

Requirements: Legendary, Iron Nails, Troblin

This troblin has grown, and taken on a more troll-like appearance, with long claws and sharp teeth. Her Size increases by +1, her maximum Strength is now d12+2, and she gains the Hardy ability.

Arcane Backgrounds

All of the Arcane Backgrounds in *Savage Worlds* are available in *Saga of the Goblin Horde*.

Arcane Background (Magic)

Elemental mages are common among the tribes, as many goblinoids seem to possess latent magical talent that can be trained and honed through practice, and some of them demonstrate an intuitive knack for the arcane arts that develops naturally.

Pyromancy is particularly popular among Redfang sorcerers, although river goblins almost always favor aquamancy instead, while goblinoids recruited from other tribes often bring their arcane knowledge with them. However it is very rare to find a necromancer outside of the Bonedigger tribe, or a geomancer who has left the Stonefist tribe.

Characters with this Arcane Background may learn any power except *greater healing*, *healing*, and *succor*.

Arcane Background (Miracles)

Most goblinoid shamans in the Redfang tribe worship the Shadow Queen or her consort, the Sleeping God, however there are a small minority who pray to other deities, such as the Beast of the Lake, or the Obsidian Heir. There are even those who drew their power from animal spirits, particularly among the bugbears, however such individuals should always take Arcane Background (Magic) rather than (Miracles).

Characters with this Arcane Background may learn any of the powers available to their chosen deity.

Arcane Background (Psionics)

Psionic abilities are not uncommon among goblinoids, although the blue-skinned psioblins are considered to be the true masters of the psychic arts, and they are considerably rarer. The tribes view "mind magic" as just one more flavor of sorcery, and only true practitioners recognize it as a separate discipline.

Characters with this Arcane Background may learn any of the powers other than *greater healing*, *healing*, and *succor*.

Arcane Background (Super Powers)

While they are not spellcasters per se, there are some goblinoids who develop a single magical talent, which they perfect over time through a combination of experience and intuition. These one-trick ponies are often highly proficient with their singular talent, although they lack the versatility of a true sorcerer.

Characters with this Arcane Background may start with one power as usual, but if they later wish to learn additional powers, they must be able to justify them through trappings as representing an alternate use of the original power.

Arcane Background (Weird Science)

Most gremlins are clever and highly destructive, with a passion for dangerous mechanical devices. But some gremlins learn to combine their innate mechanical genius with arcane knowledge, and these individuals are responsible for constructing some truly terrifying devices, which they wield with reckless abandon.

Only gremlins may take this Arcane Background, and they can learn any power.



Goblin Surname Table

If you need inspiration for your goblin's surname, draw two cards and refer to the tables below, combining either a prefix (from the first table) with a body part (from second table, using the pluralized name if one is given), or a body part (using the singular name) with a suffix (from the third table), whichever you prefer. If you don't like the result, you can swap the two cards, redraw one or both cards, or simply choose a combination that you like. If you draw a Joker, use the other card for both tables – unless you draw two Jokers, in which case draw another card.

Table 1: Surname Prefix

2♣ bent	2♦ flat	2♥ naughty	2♠ spiky
3♣ big	3♦ foul	3♥ nasty	3♠ stiff
4♣ bird	4♦ freaky	4♥ odd	4♠ stinky
5♣ bold	5♦ funky	5♥ proud	5♠ stout
6♣ chunky	6♦ funny	6♥ rocky	6♠ strong
7♣ cold	7♦ furry	7♥ round	7♠ thick
8♣ crispy	8♦ gnarly	8♥ scraggy	8♠ tiny
9♣ crooked	9♦ half	9♥ sharp	9♠ weak
10♣ dog	10♦ hard	10♥ short	10♠ weird
J♣ fat	J♦ harsh	J♥ small	J♠ wide
Q♣ firm	Q♦ hot	Q♥ smelly	Q♠ wild
K♣ fish	K♦ kinky	K♥ soft	K♠ wobbly
A♣ flaky	A♦ limp	A♥ solid	A♠ worm

Table 2: Body Part (combine with either a prefix or a suffix, but not both!)

2♣ ankles/ankle	2♦ ears/ear	2♥ jaw	2♠ shoulders/shoulder
3♣ arms/arm	3♦ eyes/eye	3♥ knees/knee	3♠ snout
4♣ back	4♦ face	4♥ knuckles/knuckle	4♠ spine
5♣ belly	5♦ fingers/finger	5♥ legs/leg	5♠ skin
6♣ blood	6♦ fists/fist	6♥ lips/lip	6♠ skull
7♣ bones/bone	7♦ feet/foot	7♥ mind	7♠ snout
8♣ brain	8♦ groin	8♥ mouth	8♠ thighs/thigh
9♣ brows/brow	9♦ hair	9♥ nails/nail	9♠ thumbs/thumb
10♣ buttocks/buttock	10♦ hands/hand	10♥ neck	10♠ toes/toe
J♣ cheeks/cheek	J♦ head	J♥ nipples/nipple	J♠ tongue
Q♣ chest	Q♦ heart	Q♥ nose	Q♠ teeth/tooth
K♣ chin	K♦ heels/heel	K♥ nostrils/nostril	K♠ wit
A♣ digits/digit	A♦ hips/hip	A♥ shins/shin	A♠ wrists/wrist

Table 3: Surname Suffix

2♣ banger	2♦ gnasher	2♥ scratcher	2♠ thumper
3♣ basher	3♦ gorger	3♥ shaker	3♠ thrasher
4♣ beater	4♦ grazer	4♥ slapper	4♠ thruster
5♣ bender	5♦ humper	5♥ slinger	5♠ tickler
6♣ biter	6♦ lasher	6♥ smasher	6♠ toucher
7♣ blower	7♦ nosher	7♥ spanker	7♠ tugger
8♣ breaker	8♦ peeler	8♥ splitter	8♠ twirler
9♣ chomper	9♦ picker	9♥ stabber	9♠ twister
10♣ chopper	10♦ plucker	10♥ stamper	10♠ whacker
J♣ clouter	J♦ pounder	J♥ stroker	J♠ whipper
Q♣ cracker	Q♦ puller	Q♥ swinger	Q♠ wiper
K♣ crusher	K♦ puncher	K♥ tapper	K♠ wrencher
A♣ cutter	A♦ ripper	A♥ tearer	A♠ yanker



Equipment

The tribes utilize a variety of weapons and armor, but most of it is stolen or scavenged. Described here is the sort of gear they can commonly be found using.

Melee Weapons

- **Barbed Axe:** This infamous blade represents the pinnacle of goblin engineering, and serves as a prime example of why human and gremlin-forged weapons are so highly prized among the tribes. Many pieces of sharp and pointed metal are bolted onto a crude axe head, which is then fitted onto the end of a wooden shaft, resulting in a weapon that is terrifying to behold as well as to wield.

- **Battle Bracer:** A battle bracer is highly specialized defensive item. Worn like a vambrace but used like a buckler, the battle bracer provides protection without hindering movement. The wearer only benefits from the battle bracer while their hand is free.

- **Battle Hammer:** These simple weapons typically consist of a heavy block of stone strapped to a wooden shaft. They are crude yet effective, although only the strongest of goblins can wield them.

- **Chopper:** This savage weapon has a serrated blade that widens to a heavy axe-like head at the tip, making it extremely effective for rending flesh and chopping through bone.

- **Cudgel:** This simple weapon is usually little more than a sturdy wooden stick, but it is quick and easy to make, and can often be found among the goblin gangs. Some goblins like to carve terrifying images into their cudgels, while others leave them unadorned.

- **Cutlass:** A curved single-edged saber with a hand guard, the cutlass is a very popular weapon among the seafaring ogrekin, and a number of these blades have been appropriated by the tribes.

- **Falcata:** This curved human-forged blade pitches forward toward the tip, combining the cutting edge of a sword with the power of an axe. The hook-shaped grip curves around the wielder's hand to form a semi-enclosed hilt.



- **Hatchet:** A popular weapon among the tribal elite, the hatchet has a blade on one side and a hammer on the other, allowing it to be used for either chopping or smashing. It makes a good melee weapon, can also be thrown, and serves as a useful survival tool. It can cut and splint wood, and can be used to light a fire through sparks and friction.

- **Human Dagger:** Weapons forged by humans are prized for their quality and durability, and daggers are particularly popular for their balance and versatility.

- **Human Sword:** These swords come in a variety of shapes and lengths, but most of them are far superior to goblin blades, and they make popular war trophies.

- **Living Metal Blade:** These ancient self-repairing weapons gleam like polished silver, and inflict horrific injuries, as slivers break off in the wounds and slowly worm their way into the victim's flesh. Any creatures other than goblinoids and ogrekin who are killed with living metal weapons will gradually begin to dissolve into pulsating puddles of ooze, transforming into dark slime over the next few hours.

- **Ogre Sword:** These huge double-edged swords are forged for the ogrekin, and they are far too heavy for mere goblins to wield in combat, although particularly strong bugbears have been known to use them on rare occasions.

- **Rock Glove:** Used almost exclusively by warriors of the Stonefist tribe, this savage weapon consists of a spiked stone club that fits over the hand and forearm.

- **Shivs and Shanks:** The typical goblin weapon is generally little more than a crudely fashioned blade. Shivs are designed mainly for stabbing, while shanks are primarily intended for cutting, but in practice the terms tend to be used interchangeably.

- **Spear:** A simple wooden shaft with a pointed tip, spears come in a variety of shapes and forms. Goblins will often create their own improvised spears by tying a shiv or dagger to the end of a straight stick.

- **Spiked Gauntlets:** These tough leather gloves are fitted with various studs and spikes, serving to protect the wearer's hands while also allowing them to inflict terrible injuries on their foes.

- **Target Shield:** Typically made from two layers of light fibrous wood, reinforced with leather or metal, the target shield is a popular choice among defensive-minded goblins. Many shields have a metal boss in the center of the face, sometimes fitted with a spike.

- **Tiger Claws:** Designed to fit over the knuckles, tiger claws look similar to knuckledusters, except with curved blades extending from the front of the weapon. They are particularly good at deflecting and catching enemy blades, making them a good choice for defense.

- **War Axe:** A large and fearsome weapon, the war axe is far too big for a regular goblin to wield, but is a favored weapons of bugbears and strong hobgoblins.



Ranged Weapons

- **Barbed Javelin:** This light spear is intended for throwing, although it can also be used in melee. It has a barbed head, making it very difficult to remove from the victim without causing significant tissue damage.

- **Blowpipe:** This simple weapon consists of a small tube, often made from river cane. The user can fire a dart or pellet by blowing into the tube. Against larger foes, the darts can also be dipped in poison.

- **Bolas:** This throwing weapon consists of a length of cord with a weight on each end, and is usually used to entangle a victim's legs.

- **Chakram:** This circular weapon has a sharpened outer edge, allowing it to be twirled around the finger before being thrown with a flick of the wrist. Skilled users can also ricochet a chakram off solid surfaces, striking the enemy from unexpected angles of attack, and some can even catch the weapon when it returns.

- **Crossbow:** These mechanical weapons consist of a horizontal bow mounted on a stock. Unlike bows they can be fired while mounted or prone, and they shoot bolts rather than arrows.

- **Fire Bottle:** Brewed by gremlin alchemists or the occasional goblin pyromancer, these fragile bottles are designed to shatter on impact, releasing their volatile contents. The liquid can be ignited with the smallest spark, and not even water can extinguish the flames.

- **Hunting Bow:** Some of these weapons are made from a single piece of wood, either straight or recurve in shape. Others are fashioned from horn, wood and sinew, and such composite bows have greater power.

- **Marbles:** Originally just a human-made toy, these small glass spheres were first utilized as weapons by the borderland goblins, and then later adopted by the tribes. They are relatively easy to produce, and many goblins find marbles aesthetically pleasing, collecting them as general knick-knacks. However their shape also makes them ideal for use as sling bullets, or they can simply be thrown, or even rolled along the floor in front of a charging foe in the hope of tripping them.

- **Repeating Crossbow:** Designed and constructed by gremlin smiths, this robust mechanical weapon has a lever that allows bolts to be loaded from a magazine and then fired, all in one single motion. Although it lacks the range and penetration of a regular crossbow, the repeating crossbow has a much higher rate of fire, particularly when used by a trained crossbowman.

- **Throwing spikes:** These thin metal darts can be easily concealed within hair or clothing, and quickly drawn and thrown at unsuspecting foes, making them dangerous weapons in the hands of a skilled assassin.



Armor

- **Crude Armor:** Many goblins wear some form of crude patchwork armor, often scavenged from forays against humans. Crude armor is frequently made from bone or leather, but this category of armor might also represent partial protection, such as a thick belt and heavy shoulder guards.

- **Decent Armor:** Decent armor is very difficult for most goblins to obtain, but it can provide much better protection for those fortunate enough to find it. This armor could take the form of a rusty old breastplate, a studded leather jerkin, or perhaps a tattered chainmail shirt looted from a human adventurer.

- **Feathered Cap:** In the days of old, goblin warriors would add a feather to their cap each time they slew an enemy in battle. This custom has mostly been lost to the annals of time, but a few goblins still practice it, and these staunch traditionalists wear their feathered caps with pride.

- **Headband:** It is very rare for goblins to use proper helmets, but some of them like to wear headbands of leather or hide, often decorated with fangs or feathers.

- **Heavy Stompers:** Most human-forged armor is a poor fit for goblins, but one notable exception is their boots; human feet tend to be similar in size to those of a goblin, and goblins love wearing a good pair of metal boots for stomping on their fallen enemies.

- **Helmet:** Human-forged helmets are usually much too small to fit large goblinoid heads, but half-humans can sometimes wear them. These looted helmets are frequently decorated with horns and fangs, and they are sometimes marked with tribal symbols, or painted with crude and offensive imagery.

- **Living Metal Armor:** This rare and highly-prized armor provides its wearer with exceptional protection on the torso, and can be telepathically commanded to cover the limbs and head, with dark lenses forming over the eyes as the living metal reshapes itself around the wearer's body. While fully covering the wearer, the armor becomes completely sealed, protecting against area-effect attacks.

- **Spiked Armor:** Most goblins like blades, but some take it to the extreme, attaching numerous blades to their armor. This can serve as a useful deterrent, as anyone who makes an unarmed attack against the wearer suffers 2d4 damage if they miss with a natural 1 on their Fighting die, while anyone who is foolish enough to try and grapple the character automatically suffers 2d4 damage. But the wearer also tends to get stuck to things, and must make a successful Strength roll (as a normal action) to stand up from being Prone.



Equipment Table

Melee Weapons

Type	Damage	Weight*	Cost*	Notes
Barbed axe	d8	2	1	Requires an Agility roll to ready
Battle bracer	d4	1	2	+1 Parry as long as hand is free
Battle hammer	d8	3	1	AP 2 vs. rigid armor, requires an Agility roll to ready
Chopper	d8	2	2	AP 1, requires an Agility roll to ready
Cudgel	d4	–	–	
Cutlass	d6	1	2	Durable (Toughness 12)
Falcata	d8	2	4	AP 1
Hatchet	d6	1	2	Can be thrown with a range of 3/6/12
Human dagger	d4	–	2	Can be thrown with a range of 3/6/12
Human sword	d8	1	2	Durable (Toughness 12)
Living metal blade	d6+2	1	N/A	Improvised weapon if you don't have Relic Attunement Victims suffer –2 to Soak wounds from this weapon
Ogre sword	d12	6	5	2 hands, very durable (Toughness 15)
Rock glove	d6	1	2	AP 2 vs. rigid armor
Shiv/shank	d6	1	1	
Spear	d6	1	1	+1 Parry, Reach 1, 2 hands, throwing range 3/6/12
Spiked gauntlets	d4	1	2	Wearer is still considered to be an Unarmed Defender
Target shield	d4	2	2	+1 Parry, +2 armor against ranged attacks
Tiger claws	d4	1	2	+1 Parry
War axe	d10	3	4	AP 1, 2 hands, durable (Toughness 12)

Ranged Weapons

Type	Damage	Weight*	Cost*	Range	Notes
Barbed javelin	Str+d6	1	1	4/8/16	
Blowpipe	2d6	–	1	3/6/12	The damage is from poison on the darts
Bolas	Str+d4	1	1	3/6/12	Entangles on a raise (roll Strength to escape)
Chakram	Str+d6	1	2	3/6/12	Automatically returns when thrown, unless you roll a natural 1 on the Throwing die
Crossbow	2d6	2	5	15/30/60	AP 2, 1 action to reload.
Fire bottle	2d6	1	1	2/4/8	Fills a SBT, Agility roll at –2 to evade
Hunting bow	2d6	1	2	12/24/48	Quiver and arrows count as “minor items”
Marbles	Str	–	1	3/6/12	Price is for a bag of half a dozen marbles
Repeating crossbow	2d6	2	5	12/24/48	1 action to reload a magazine of 12 bolts
Throwing spikes	Str+d4	–	1	3/6/12	Might also be a crude throwing knife

Armor

Type	Armor	Weight*	Cost*	Notes
Crude armor	+1	2 (3)	2 (3)	Protects the torso (+1 weight/cost to protect limbs too)
Decent armor	+2	4 (5)	4 (5)	Protects the torso (+1 weight/cost to protect limbs too)
Headband	+1	–	1	Protects the head
Heavy stompers	+3	1	2	Protects the legs, kicking now inflicts Str+d4 damage
Helmet	+3	1	2	Protects the head, can only be worn by half-humans
Feathered cap	+1	–	1	Protects the head, +1 to Intimidation, –1 to Stealth
Living metal armor	+3	2	N/A	Requires Relic Attunement Edge to wear this armor
Spiked armor	N/A	1	+1	Spikes can be added to crude or decent armor

* Weight is in “major items” (see Simple Encumbrance), while cost is in “knick-knacks” (see Might Makes Right).

Knick-Knack Table

Goblins don't use coins, instead they barter with trinkets, which they call "knick-knacks." The application of these knick-knacks is explained in more detail in the "Might Makes Right" setting rule.

Characters occasionally discover knick-knacks during play, and the Game Master can use the following table to determine what they find: simply draw a card and apply the result. On Clubs, the knick-knack takes the form of a weapon or suit of armor, chosen from the previous page. On a Joker, draw two cards and apply both results.

To avoid repetition, the Game Master can swap one or more words when they generate a knick-knack. For example a wooden peg-leg might become an iron peg-leg, or a wooden hand, or even an iron hand. A long iron key might become a small silver key, a tarnished silver disk could become a shiny gold disk, a dried lizard might become a petrified gerbil, and so on.

Card Knick-Knack Description

2♦	A length of sturdy cord, with a small grappling hook fixed to each end.
2♥	A soft leather wineskin, half-filled with a sweet-smelling amber liquid.
2♠	A shrunken human head with a hilarious expression on its stupid face.
3♦	A finely crafted bone comb, with a couple of the teeth missing.
3♥	A lucky rabbitfolk's foot fixed to the end of a leather cord, designed to be worn around the neck.
3♠	A fine scroll, carefully rolled up and wrapped in a brightly colored ribbon, with a wax seal.
4♦	A lucky metal crescent, ripped from the foot of a delicious plant-eater.
4♥	A large glass jar filled with several pickled eyeballs.
4♠	A tarnished silver disk, with a goblin head stamped on one side, and strange runes on the other.
5♦	An embroidered pouch containing several polished stones.
5♥	A large and exceptionally shiny brass button, with a small hole for threading twine.
5♠	A dried lizard with the tail bitten off.
6♦	A decorative phallic-shaped cudgel of human design.
6♥	A deck of playing cards illustrated with lewd pictures of humans.
6♠	A silver tinderbox engraved with a sequence of symbols.
7♦	A beautiful obsidian knife with a razor-sharp blade and a skull motif on the hilt.
7♥	A voluminous pair of ogre-sized underpants.
7♠	A metal flask with a strange runic symbol engraved on the front.
8♦	A fine leather pouch containing a set of bone dice.
8♥	A twine necklace strung with animal feathers, teeth, and bone beads.
8♠	A small hand mirror, with pink flowers painted around the frame.
9♦	A beautifully carved wooden peg-leg, engraved with various symbols.
9♥	A golden ring with tiny human symbols carved around the inside.
9♠	An old pair of wire-frame spectacles, one lens is cracked.
10♦	A magical metal needle that always spins around to point north.
10♥	A long iron key with a strange floral design.
10♠	A large pewter tankard, finely engraved with symbols and an animal motif.
J♦	A very cute goblin-sized bonnet of human design, decorated with embroidered flowers.
J♥	A rolled-up poster depicting an anatomically improbable illustration of a naked bugbear.
J♠	A wooden yo-yo, skillfully carved, and carefully painted with strange symbols.
Q♦	A small glass vial half-filled with pale blue pungent-smelling liquid.
Q♥	A beautifully polished human skull, with a gold tooth in the jawbone.
Q♠	A silver locket containing a funny picture of a human face.
K♦	A silk pouch filled with an assortment of shiny metal disks.
K♥	A small leather-bound book containing human writing and illustrations of plants.
K♠	A framed painting of a human warrior riding a plant-eater.
A♦	An old diary filled with sordid descriptions of romantic conquests.
A♥	A human-sized leather belt with a heavy brass buckle.
A♠	A sturdy leather satchel filled with dried grasshoppers.



Setting Rules

Saga of the Goblin Horde is intended to be a dark but humorous setting, with protagonists who often have runs of exceptional luck.

Use **Joker's Wild** from *Savage Worlds*, as well as **Like a Boss**, **Meat Shield**, **Might Makes Right**, **Overland Travel**, **Quick Skirmish**, **Shenanigans**, and **Simple Encumbrance**, as described in this chapter.

Like a Boss

The players start the campaign as goblin bosses, each leading their own gang of pint-sized cutthroats. Each boss has a number of gang members equal to half their Spirit die, plus one per rank (except for half-humans, who don't add their rank). These gang members aren't particularly loyal, but will usually do what they're told, and can be controlled by the player during combat.

Outside of combat, the gang members just tag along, and are generally treated as an extension of their boss. They don't usually make their own rolls; for trait rolls like Stealth or Notice, assume they succeed when their boss succeeds, and fail if their boss fails. Even during Chases, gang members don't usually make their own attacks, instead they just run alongside their boss and provide cover (and comic relief).

The players and Game Master can roleplay the gang members and describe their antics, but the little guys should mostly be kept in the background.

Lost gang members are generally replaced between adventures, although players may also recruit during a game, at the Game Master's discretion.

If a boss is killed, the player can turn one of their remaining gang members into a Wild Card, and take control of the rest of the gang. After the session, the player should create a new character as normal.

Statistics

Goblin gang members all have the same stats, and do not gain experience. Only bosses with the Rat Lover Edge can have swamp rats.

Gang Member

Most Redfang gang members are armed with a spear, although at the Game Master's discretion the boss can pay the price difference to arm them with alternative weapons.

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

Skills: Fighting d6, Notice d6, Riding d6, Stealth d6, Survival d6, Throwing d6

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

Gear: Spear (Str+d6; Parry +1; Reach 1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Swamp Rat

Bosses with the Rat Lover Edge receive a loyal swamp rat minion, and may also substitute gang members for additional swamp rats if they wish.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Climbing d10, Fighting d6, Notice d6, Stealth d10, Swimming d10, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str+d6; Go for the Throat.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Size -1:** Around three feet long; -1 Toughness.

Meat Shield

Goblinoids are extremely vicious and utterly ruthless, and possess absolutely no compunctions about using their own kin as living shields, or even shoving each other into the way of incoming attacks.

Once per round, any character who suffers one or more wounds from a single attack may spend a Benny to redirect all the damage to an adjacent allied goblin Extra of their choice, even if the unfortunate fellow belongs to another gang.

Damage from sources other than attacks may also be redirected, at the Game Master's discretion.

Against area-effect attacks that also target the meat shield, the character may spend a Benny to halve the damage (round down). This doesn't add any additional damage to the meat shield, but it does prevent them from evading the attack.

Due to their size, bugbears cannot redirect damage from area-effect attacks, and they suffer half damage from other attacks (round down for the bugbear; the meat shield still takes the full damage).



Might Makes Right

Goblins don't use cash, they just barter for what they want, or simply take it if they're strong enough. Each player character starts with a number of knick-knacks equal to half their Strength plus two. If the character has Intimidation or Taunt, they receive an additional number of knick-knacks equal to half the skill die (if they have both skills, just use the highest).

Knick-knacks represent anything that might catch a goblin's eye, such as a wooden peg-leg, a purse of gold coins, an embroidered hat, or a polished skull; goblins don't assign the same value to things as humans. If the player doesn't wish to track individual knick-knacks, they can simply write down how many they have.

Knick-knacks can be traded or bartered, and at the Game Master's discretion may be sacrificed for a one-off +2 bonus to a Trick, Test of Will, or a Streetwise or Persuasion roll. Only one knick-knack can be used for each such roll, the decision must be made before the player rolls, and they should also be able to plausibly incorporate the knick-knack into the narrative for the action. The character automatically loses their knick-knack after using it, either discarding it with the Trick or Test of Will, or giving it away as a bribe.



Overland Travel

The *Saga of the Goblin Horde* territory map (found at the end of the Gazetteer chapter) is divided into hexes, each of which represents an area about 8 miles across. Characters can move a number of hexes per day equal to half their Pace; most goblinoids can travel 3 hexes per day, while canitours and wolf riders can travel 4 hexes. Movement speed is halved if walking through swamps or hiking over mountains.

This assumes the boss spends about a third of each day traveling, a third sleeping, and a third sat around the campfire, bragging about their achievements.

If the goblins are willing to sacrifice some of their sleeping time, they can push themselves to travel an extra hex each day, but every time they use this option they must make a Vigor roll (make a roll for the boss, and a Group Roll for their gang). Failure results in a level of Fatigue, and it requires a full day of rest to recover the Fatigue level.

Swimming

Amphiblins have the option of swimming along rivers, across Blacktear Lake and through Darkmire Swamp: they can swim a number of hexes per day equal to half their Swimming skill.

When swimming along a river, they travel an extra hex each day when swimming with the current (i.e., toward the ocean), and 1 fewer hex when swimming against the current (i.e., away from the ocean).

Rafting

Characters can also construct rafts to travel by water. Building a raft requires a successful Repair or Survival roll, and counts as 2 hexes of movement, reduced to 1 hex on a raise; this represents the time and effort that goes into assembling the raft. There is assumed to be enough space on the raft for one boss and their gang.

The main advantage of rafting is that the boss can put her feet up and relax, while her gang take turns at the oars, rowing around the clock. This allows the raft to travel 6 hexes per day upstream, 12 hexes per day downstream, and 9 hexes per day over Blacktear Lake or through Darkmire Swamp.

Goblins who are reckless enough to attempt rafting on the ocean can move 6 hexes per day, however they must draw an action card for each hex they travel; on Clubs, a group of sea goblins have spotted the raft, and move in to attack. This usually involves them tearing the raft apart, and then eating the crew.

Quick Skirmish

Combat in *Savage Worlds* is pretty fast, but it can still take a while to resolve, and the Game Master may not wish to play out every single fight using the standard combat rules. Sometimes the session needs to be sped up because it's running behind schedule, other times a combat scene might be there solely for story purposes, or to set the scene for a bigger encounter, and that's when the abstract Quick Skirmish rule is useful.

The Game Master can assign a modifier of between +2 and -2 depending on the relative competence of the foe, and another modifier of between +2 and -2 if one side has a significant tactical advantage.

The number of enemies is represented as a pile of Victory Tokens, typically 3-5 per player. This is only an abstract representation of the challenge, and should take into account the scenario objective – it could indicate how many foes are still alive, or still fighting, or it might represent how many more opponents the characters must defeat before they can break through the enemy lines and make their escape.

Each round, each player draws an action card for initiative, and makes a skirmish roll on their turn. On Clubs they suffer a complication: -2 to their roll, and failure results in 4d6 damage rather than 3d6.

The player can choose which trait they use for each skirmish roll. This is usually a combat or arcane skill, but other traits are permitted as long as they fit the scene, and can be justified with appropriate narrative. The Game Master can also award a situational bonus of +1 or +2 for a particularly creative and inspiring description of the character's actions.

Failure: The character suffers 3d6 damage, or 4d6 if they are acting on Clubs.

Success: Either the character or one of their gang members suffers 2d6 damage, and the player takes one Victory Token.

Raise: The player takes two Victory Tokens.

Shaken characters make their Spirit roll to recover before making the skirmish roll each turn. If they are Shaken, they must still make a skirmish roll, but they suffer a -2 penalty.

The Game Master can also set milestone benefits for earning a certain number of Victory Tokens. For example a character who earns five tokens might be allowed to escape early, leaving the rest of the party to fend for themselves.

Once all the Victory Tokens have been taken from the pile, the final objective has been reached, and the characters are victorious. The Game Master should award a Benny to the player with the most tokens.

Shenanigans

Goblins are a rather crazy and undisciplined lot, and gangs frequently get up to all manner of mischief and mayhem whenever their boss's back is turned. At the beginning of each scene, players with fewer than five Bennies and at least one surviving gang member have the option of invoking shenanigans.

The player draws a card to determine what one of their gang members has been up to, and earns a Benny for describing and embellish their flunky's actions and fate. The rank of the card determines what happens to the unfortunate goblin, as follows:

2: Decided it's time that they became the boss; your treacherous minion Wild Attacks you with the Drop, and then fights to the death, while the rest of the gang stand back and wait to see who wins.

3: Tripped or shoved you at the worst possible moment; you suffer a level of Fatigue from Bumps and Bruises, and begin the scene Prone.

4: Beaten to death while your back was turned, most likely by another goblin. Nobody owns up to it.

5: "Accidentally" stabbed you with their spear; you suffer 2d6 damage.

6: Found and ate something utterly disgusting. The gang member must make a Vigor roll to survive!

7: Did something remarkably stupid. They must roll Agility to avoid a painful and embarrassing death.

8: Busy tormenting a prisoner or small animal while the rest of the gang watch in glee. Your gang members all start the scene Shaken due to the distraction.

9: Disappeared and won't be back. Roll your Notice, on a failure they stole one of your knick-knacks!

10: Became very rowdy; you and your gang suffer a -2 penalty to Stealth and Notice rolls this scene.

Jack: Drank some fermented mushroom juice, they suffer debilitating hallucinations for the scene.

Queen: Got into a fight or pulled a stupid prank, and has been knocked out for the next hour.

King: Performed an unspeakably revolting act. You and your gang must all make Spirit rolls, and anyone who fails will start the scene Shaken.

Ace: Disappeared for some private time, they will be back next scene.

Joker: Managed to scavenge or steal a knick-knack from somewhere. Of course you take it off them, as is your right. You're the boss, after all!

The card suit can also be used for inspiration: Clubs involves excessive violence, Diamonds indicates that the gang member was driven by greed, Hearts usually represents lust or desire, while Spades represents the search for something.



Simple Encumbrance

Saga of the Goblin Horde uses a simple encumbrance system, defining Load Limit in terms of "major items" rather than pounds. A major item typically weighs 3-7 pounds, and characters can carry a number of major items equal to their Strength without penalty, or their Strength times 1½ if they have the Brawny Edge.

Particularly heavy objects count as multiple major items. Each entry in the Equipment Table (on page 29) lists its weight in major items.

Lighter objects are called "minor items," and are not tracked individually, although the Game Master may decide to group several together as one major item.

Knick-knacks are usually ignored for the purposes of encumbrance, although the Game Master can make exceptions if they wish. However a knick-knack that weighs as much as one or more major items should be very valuable, and could perhaps be sacrificed for a +4 bonus to a Trick, Persuasion or Streetwise roll.



Gods and Magic

Most of the Redfang tribe prays to the Shadow Queen and her consort, the Sleeping God, who slumbers high up in the Spire of Flame. The Voice of the Gods, that sibilant whisper which speaks directly to the minds of the clergy, acts as intermediary for the divine couple.

Worshippers of the Beast of the Lake are far more prevalent among the ranks of the river goblins, while many of the bugbears seek guidance and wisdom from animal spirits in the same way as the beastfolk.

Goblins who originate from other tribes often bring their faith and beliefs with them, although expressing such beliefs openly may lead to scorn and ridicule.

Shadow Queen

The ancient legends describe how the Shadow Queen gave life to the goblins, carrying her children safely in her belly until she reached the promised lands before giving birth.

The first generation of goblins were very powerful sorcerers, as well as the architects behind the Spire of Flame and the Dome of Shadows. Many of their living metal artifacts still exist today.

- **Aspect:** Shadows, fertility, domination.
- **Powers:** *Blind, bolt, darksight, deflection, detect/conceal arcana, disguise, divination, entangle, fear, greater healing, healing, intangibility, invisibility, light/obscure, pummel, puppet, stun, succor, summon ally (smoke sentinel), teleport.* Powers should have a shadow or darkness trapping.
- **Duties:** Protect the younglings, defend the Obsidian Valley and the Dome of Shadows, destroy those who threaten the goblin lands.
- **Sins:** (Minor) willfully harming (or allowing harm to come to) a youngling, ignoring a major threat to the Obsidian Valley; (Major) willfully taking the life of a youngling, ignoring a major threat to the Dome of Shadows; (Mortal) willfully betraying other goblins to another race.

Sleeping God

Consort of the Shadow Queen, and sire of the goblin race, the Sleeping God slumbers eternally in the apex of the Spire of Flame. It is said that one day he shall awaken, when the need is sufficiently great, and rain fiery death upon those who threaten the goblin lands.

- **Aspect:** Fire, vengeance, destruction.
- **Powers:** *Armor, barrier, blast, bolt, burst, damage field, darksight, dispel, divination, elemental manipulation, fear, havoc, healing, intangibility, light/obscure, quickness, slow, slumber, smite, summon ally (smoke sentinel).* Powers have some sort of fire or smoke trapping.
- **Duties:** Bloody retribution, defending the Obsidian Valley and the Spire of Flame, destroying enemies of the goblins.
- **Sins:** (Minor) ignoring a personal insult, ignoring a major threat to the Obsidian Valley; (Major) ignoring a physical threat, ignoring a major threat to the Spire of Flame; (Mortal) acting directly against the interests of the goblin race.

Snow Oracle

Members of the Icerunner tribe worship a mysterious progenitor figure called the Snow Oracle, and claim they are not related to other goblinoids. Some among the tribe believe this Snow Oracle abandoned them, others that she freed them to seek out their own fate, or even that she is testing their faith.

But whatever the truth, priests of the Snow Oracle possess no magical abilities.

Animal Spirits

Many bugbears draw their power from animal spirits, much like the beastfolk. However these shamans have Arcane Background (Magic) rather than (Miracles).

Obsidian Heir

The firstborn of the Shadow Queen was a warrior and sorcerer without peer, and he led the earliest goblin settlers against the indigenous humans. Although he fell in the final battle, his spirit lives on, and shall one day be reborn to lead the goblins once again.

Worshiped almost exclusively by members of the Stonefist tribe, even those who leave the tribe rarely abandon the teachings of the Obsidian Heir.

- **Aspect:** Earth, strength, secrets.
- **Powers:** *Armor, barrier, bolt, boost/lower trait, burrow, detect/conceal arcana, divination, elemental manipulation, growth/shrink, havoc, healing, mind reading, pummel, slow, slumber, smite, speak language, succor, summon ally, wall walker.* Powers should have an earth or stone trapping.
- **Duties:** Discovering secrets, guarding secrets from outsiders, awaiting the Obsidian Heir's return.
- **Sins:** (Minor) passing up the chance to discover a secret, ignoring a challenge to your strength; (Major) accidentally revealing a great secret to a rival or an enemy, ignoring those who threaten the interests of the Obsidian Heir; (Mortal) willfully revealing a great secret to a rival or an enemy.

Beast of the Lake

Deep below the surface of Blacktear Lake, a towering goblin-like figure stands guard, a great barbed spear raised in one hand. Some river goblins believe this is the slumbering avatar of their progenitor, others that it is merely a blessed statue of their god, but almost all of them worship the ancient figure, and pray to it for guidance in battle.

It is unclear what relationship the Beast of the Lake has to the Shadow Queen and the Sleeping God.

- **Aspect:** Water, deceit, battle.
- **Powers:** *Blast, bolt, boost/lower trait, burst, damage field, deflection, detect/conceal arcana, disguise, dispel, elemental manipulation, entangle, environmental protection, healing, pummel, quickness, smite, speed, stun, succor, warrior's gift.* Powers should have some sort of water trapping.
- **Duties:** Guard Blacktear Lake, outsmarting enemies, seeking victory in battle regardless of the cost.
- **Sins:** (Minor) being outwitted by an unbeliever, ignoring intruders in or on Blacktear Lake; (Major) surrendering to an enemy, suffering defeat at the hands of an inferior foe; (Mortal) showing mercy to an enemy.





Gazetteer

This chapter gives an overview of the major regions of the goblin lands, sorted into alphabetical order so that they can be quickly and easily looked up during play.

All of the information provided below is considered common knowledge among the tribes.

Axehead Cove

This circular bay is located near the center of Westside Plateau's shoreline, between Darkmire Swamp and the estuary of Trident Creek. The cove is fairly sheltered from wind and waves, making it a relatively safe place for fishing during low tide, when the water becomes too shallow for the sea goblins. The Longknife tribe considers this cove one of their best sources of food, and don't take kindly to poachers!

A natural tidal causeway stretches about half a mile from Axehead Cove to Windpoint Island, however this raised pathway only provides safe passage during low tide, and becomes completely submerged during high tide.

Blacktear Lake

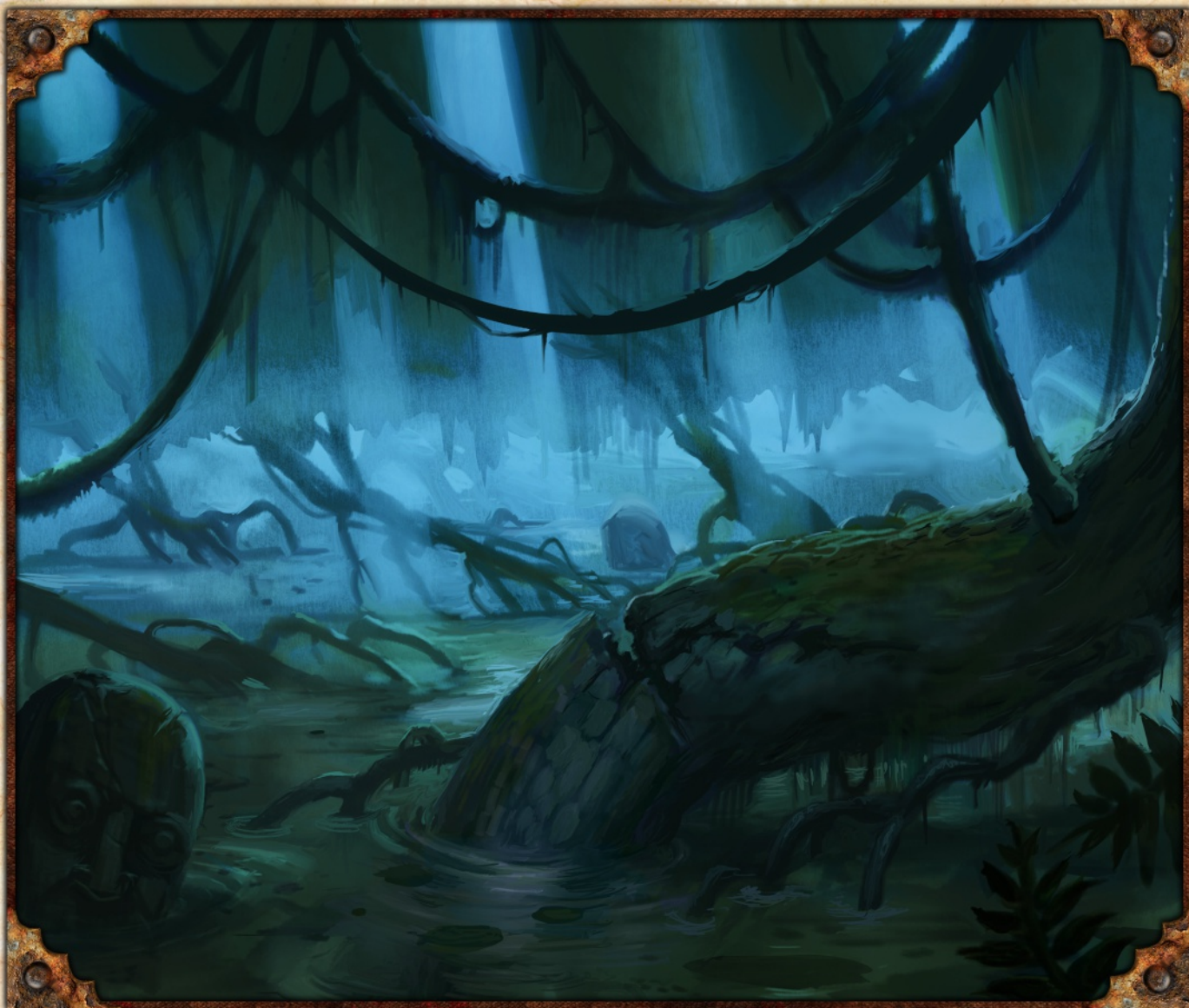
Blacktear Lake is a deep, teardrop-shaped, freshwater lake. It is nearly 30 miles long, and around 15 miles across at its widest point, with a surface several yards above sea level. The lake is connected at the eastern side to the Northern River, feeding into the Darkmire Rapids at the western side, with the water flowing through Darkmire Swamp before flushing out into the Endless Ocean.

The lake takes its name from its teardrop shape, and from the countless dark slimes that hunt its depths, making it a veritable deathtrap for any beastfolk or humans who might be foolish or careless enough to venture into its waters. Even a sturdy wooden boat is insufficient to deter the dark slimes.

Far below the inky surface, near the center of the lake bed, stands an ancient goblin-like statue, wielding a spear in one hand. While its true origin has been lost to the annals of time, the river goblins call this statue the Beast of the Lake, and worship it as a god.

The Beast of the Lake is built from living metal, and absorbs any creature that comes into contact with it, sparing only the goblinoids and the oGREkin. The river goblins offer their god frequent sacrifices, but the statue also devours any fish that stray too close.





Bone Quarry

Located at the edge of Whitebone Bog, Bone Quarry is filled with thousands of preserved human corpses, the victims of a long-forgotten war. The Bonedigger tribe views these corpses as a valuable resource.

Darkmire Rapids

Darkmire Rapids is a shallow river that flows from Blacktear Lake to the Endless Ocean, the fast-running water cascading over and around exposed rocks, and frequently overflowing the banks, where it feeds the surrounding swampland.

Particularly daring goblins have been known to surf down the rapids on curved wooden boards, with the survivors reaching the coast in record time.

Darkmire Swamp

On the far north-west tip of the goblin lands, where Blacktear Lake flows into the Endless Ocean, the land is saturated with freshwater and thick with aquatic vegetation. Narrow bands of trees grow on slopes and elevated protrusions of dry land, while the mudflats and heavily waterlogged soil can be as dangerous as quicksand to the unwary traveler.

Darkmire Swamp is home to a very diverse range of plant and animal life, as well as trolls and a whole host of other monstrous predators. Dark slimes can also be found in the swamp from time to time, having made their way down from Blacktear Lake.

This region is the territory of the Nightsworn tribe, xenophobic fanatics who have dedicated their lives to the Shadow Queen.

Dome of Shadows

This ancient monument sits at the north-west end of the Obsidian Valley, near the shore of Blacktear Lake, and only the most devout worshipers of the Shadow Queen are permitted within its sanctified walls.

The dome is approximately fifty yards in diameter, and has a single opening in its smooth and featureless exterior. At least two dark deacons guard the dome at all times, although it is not clear what exactly they're supposed to be guarding it against.

Dark deacons are towering black skeletal creatures, with holy fire dancing within their mouths and open ribcages. A ghostly figure can be seen writhing in the flames, the soul of the blessed candidate who was chosen to undertake the divine transformation. These avatars of the Shadow Queen and Sleeping God serve as tireless guardians and merciless enforcers.

The interior of the dome is a single chamber with a sphere hovering in the center. The sphere is about two yards in diameter, and covered with glowing magical symbols. The priests claim these symbols were written by the Shadow Queen's own hand, however none have ever managed to translate the divine script.

The Endless Ocean

To the west of the goblin lands lies the Endless Ocean. Although it's not really endless, it might as well be, for the deep waters are teeming with sea goblins. These creatures are aggressive even by goblin standards, and rarely have any interest in negotiation with their land-dwelling kin, nor do they allow others to pass through their territory; human ships have long ago given up trying to navigate these dangerous waters.

In the past the occasional amphiblin has braved the salty ocean depths; those who return speak of a great underwater city populated by sea goblins.

The only creatures who are able to cross the Endless Ocean with impunity are the ogrekin, and their ships can sometimes be seen sailing the waves. Orcs have very little interest in trade, but their ships allow them to explore and conquer other lands.

Other terrors have also been sighted on occasion, including a massive monster that devours shoals of sea goblins like a whale eating krill. A mysterious little island has also been spotted several times in different locations near the coast, appearing then disappearing from one day to the next.





The Great Forest

Beyond Hightree Ridge to the far south of the goblin lands lies the Great Forest, a sprawling area of ancient woodland and dense vegetation where all manner of dangerous and exotic creatures make their home.

This is the territory of the forest humans, merciless hunters who guard their woodland settlements with bow and blade.

Until recently the Treebiter tribe claimed a small area of the forest as their own, however they became the first major casualty of the war, wiped out by the forest humans in a surprise assault. The few survivors fled over Hightree Ridge, and most of them have since been absorbed into other tribes.

Since their initial assault, the forest humans have sent scouts across the mountains on several occasions, although these spies usually flee when spotted.

High Falls

High Falls consists of three waterfalls which direct the Northern River down from the higher ground of the human lands, with the Longtooth Mountains on one side and Hightree Ridge on the other.

From time to time, the occasional human has been known to run the High Falls by canoe, and some have even made it as far as Blacktear Lake.

Hightree Ridge

This chain of hills and mountains forms an elevated crest around the southern and eastern border of the goblin lands, serving as a natural barrier against the human scourge. The chain is broken in a few places along the southern border, with narrow rocky passes providing relatively easy access to the Great Forest, but the ridge becomes taller and steeper to the east as it meets the Longtooth Mountains.

Hightree Ridge is riddled with caves and tunnels, and countless goblin families make their homes here. These timid weaklings rarely interact with the tribes, preferring to keep to themselves, but they are often attacked by greedy human adventurers.

Human Lands

Across Hightree Ridge to the east of the goblin lands lie numerous human towns and villages, ripe for the picking. These settlements are relatively inaccessible due to the mountains, and the humans living there have grown complacent over the years.

These settlements have also become an increasingly popular staging point for greedy human adventurers, who murder and pillage the cave-dwelling goblins of Hightree Ridge.





Longtooth Mountains

The mountain range on the north side of the goblin lands was once the home of the mountain humans, although they have long since been driven back from the foothills and deep into their fortified mines. Some of their former settlements now lie in ruins, testament to the strength and tenacity of the tribes.

The Icerunner and Stonefist tribes also live in the mountains, with the Icerunner tribe favoring the icy mountain peaks, and the Stonefist tribe preferring to tunnel deep within the mountains.

The Northern River

This wide, fast flowing river gushes down from the Longtooth Mountains and over the High Falls, before meandering past the foothills on Northside Plateau as it heads toward Blacktear Lake. The powerful river serves as the spawning grounds for the river goblins, as well as many species of fish, such as the aggressive lurkers, massive tentacled predators that hunt as far as Blacktear Lake.

The Northern River passes through the territory of four different tribes, and by tradition the fast flowing waters belong to everyone, although many of the river goblins would strongly disagree!

Northside Plateau

The land between the Longtooth Mountains and the Northern River is rocky and elevated, with many large caverns and underground passageways. The Stonefist tribe makes extensive use of the many deep potholes and subterranean caves, cultivating vast underground fungus farms for food and trade.

The Obsidian Valley

This 30-mile dale stretches from Blacktear Lake to the Scorched Basin, and takes its name from the thick crust of black glass embedded in its soil. The Obsidian Valley is a holy place, and treated as neutral ground by the tribes.

The Scorched Basin

The south-east end of the Obsidian Valley opens into a deep crater of barren ground, at the center of which stands the Spire of Flame.

Nothing grows within the Scorched Basin. Animals become sick, plants wither and die, not even fungus can last long. Only the goblins can survive here, under the protective gaze of the Sleeping God.

This is also the location where the yearly moot takes place, where goblins from many different tribes gather together to sing praise to the Shadow Queen and the Sleeping God, and test their mettle against each other through contests of skill and daring.

Serpent Brook

This narrow river flows from its source in the heart of Redfang territory near Twilight Wood, winding gently along the edge of Shadowglade Forest, before meeting the Endless Ocean on the southern coast of the goblin lands.

One might imagine the border between the Redfang and Bonedigger tribes as a rough vertical line between the Spire of Flame and Serpent Brook. However the Redfang tribe has also claimed the river itself in recent years, and actively patrol the banks on both sides. This has lead to several violent confrontations between the two tribes.

Shadowglade Forest

This narrow stretch of forest hugs the northern side of Hightree Ridge, on the southern border of Redfang territory, and is home to a host of bizarre and deadly creatures. In recent months, human scouting parties have been spotted crossing over from Hightree Ridge, although they always flee when spotted.



The Spire of Flame

This tower rises up from the center of the Scorched Basin, an ancient construction of a bygone age. Near the apex of the spire lies the chamber of the Sleeping God, a place so holy that only his priests may enter.

Trident Creek

Serving as a natural border between the Longknife tribe and the Bonedigger tribe, this sheltered brackish waterway gets its name because of the three narrow tributaries feeding into it. The shallow creek becomes little more than a sluggish muddy channel at low tide, and the stench can be overpowering on a hot day.

Twilight Wood

This low-density forest is made up of widely-scattered trees, interspersed by tall grass and thick underbrush, and is populated by many strange animals. Twilight Wood rests in the shadow of Hightree Ridge, which blocks the first rays of dawn, and it provides another natural line of defense against the human scourge.

Westside Plateau

The elevated ground between Darkmire Swamp and Whitebone Bog is riddled with hundreds of winding tunnels and dark caves. The Longknife tribe maintain several underground settlements here, alongside many small fungus farms, which they use to supplement their primary diet of fish.

Whitebone Bog

This thick peat bog hugs the west coast, and is farmed by the Bonedigger tribe as a source of magical fuel, to help power their many necromantic rituals.

One end of the bog contains thousands of preserved human corpses, victims of a long-forgotten war. The Bonedigger tribe views this “Bone Quarry” as another resource to be mined and exploited.

Windpoint Island

The ruins of an ancient fortress stand at the crest of this small tidal island, one of the defensive outposts of the first goblin settlers to arrive in these lands.



Saga of the Goblin Horde



= 8 Miles



Human Lands

Longtooth Mountain

High Falls

Northside Plateau

The Northern River

Dome of Shadows

Blacktear Lake

Darkmire Swamp

Darkmire Rapids

Westside Plateau

Windpoint Island

Axehed Cove

Spire of Flame

Obsidian Valley

Scorched Basin

Trident Creek

Serpent Brook

Bone Quarry

Whitebone Bog

Shadowglade Forest

Whitewind Ridge

The Endless Ocean

The Great Forest

Twilight Wood

Game Master's Section

Players Keep Out! Trespassers will be incinerated!





Game Master's Secrets

Ancient legends speak of a great empire in the distant past. According to these tales, the people were divided into three castes: the overlords, the commonfolk, and the slaves. The empire was sundered by a cataclysmic event, and the people were forced to flee, seeking out a new land where they could start over.

Although most goblins sneer at such tales, there is a seed of truth in the legends, although the true story is a little more complicated...

Once Upon a Time

Goblins are the descendants of a futuristic spacefaring empire, who were forced to crash-land on a primitive world thousands of years ago while fleeing a civil war. Their spaceship sustained considerable damage after a hyperspace jump went terribly wrong, and the pilot had to make an emergency landing.

The captain later ran a complete system diagnostic of the ship, and the report was terrifying. The vessel had seemingly been compromised by *something* while in voidspace, the hyperspace dimension outside of the known universe, where nothing else was supposed to exist. The AI had detected an intrusion and responded by triggering an emergency protocol, which bypassed all the usual safety procedures, dragging the ship back out of voidspace mid-jump.

No further evidence of an intrusion could be found, and the whole thing was initially written off as a glitch in the system.

But over time, the spaceship's AI started developing some rather strange personality quirks, and there was even evidence of it manipulating the crew. The ship's computer seemed to be following an unknown agenda of its own devising!

Here Be Dragons

The stranded goblins had initially benefited from their advanced knowledge and technology, but they were heavily outnumbered by the hostile natives, and found themselves being driven to the very edge of extinction.

They learned that the natives were being controlled by a group of class D saurians, a bioengineered species from a distant segment of the galaxy. These planetary conquerors called themselves "dragons," and they had clashed with the goblin empire on several occasions.

The goblins managed to hunt down and destroy the dragons, but it was a costly exercise, and many of their lairs remained hidden. Future generations of dragons would eventually hatch and take flight, but they would need to fend for themselves, without the benefit of their parents' advanced scientific knowledge.

However the goblins had suffered almost as badly. Most of their military technology had been expended or destroyed, and their population had dwindled to a critical level. The remaining goblins began to revert to a more primitive state, and their history passed into legend as they were forced to focus all their remaining energy on surviving from one day to the next.

The secrets revealed in this chapter may not be to everyone's tastes. If the Game Master would rather avoid having a science fiction twist to their campaign, they can always ignore or modify the background story.

If you remove the science fiction elements, you will also need to adjust some of the adventures. The easiest way to do this is probably to replace the scientific technology with magitek, turning the setting twist into a Dungeon Punk reveal.

Bred for War

Originally there were three goblin castes: overlords, commoners, and slaves. The gremlins and goblins are descended from the overlord and commoner castes respectively. The slaves were genetically modified for war and hard labor, but escaped into the wild after the ship crashed, becoming the ogrekin.

The overlords required replacement workers and new warriors, so they genetically engineered members of the indigenous population, splicing human genes with those of animals. This led to the creation of the beastfolk, but as the goblins continued their descent into an increasingly primitive society, their beastfolk minions were able to escape as well.

With their former slaves soon becoming a threat to the goblins' survival, the remaining overlords made a last ditch effort – they crossbred goblins with ogrekin and beastfolk, creating the hobgoblins and bugbears. These two new breeds were bigger and tougher than regular goblins, but remained genetically compatible with their smaller brethren, allowing the overlords to control them with the same nanotechnology they used on the goblin commoners.

Although their history and scientific knowledge has long since faded into legend, the goblins managed to survive, carving out their own area of territory.

Divine Legacy

The great monuments of the gods are fragments of the crashed spaceship, while the goblin predisposition for mutation results from the self-replicating nanites that linger in their blood. Similarly, the Voice of the Gods that directs the clergy is the ship's AI, communicating with the goblins through their nanites.

The Dome of Shadows and Spire of Flame are both considered holy sites, but the dome was originally the spaceship's hyperdrive, while the spire was its tail and exhaust. The towering statue of the Beast of the Lake, worshiped by many of the river goblins, is a military vehicle, a huge mecha of living metal that was hurled into the lake when the spaceship broke apart.

Fire and Shadow

The Scorched Basin is permeated by radiation from the crashed spaceship, even after all these millennia, however the nanites are able to repair cellular damage faster than the radiation causes it, allowing the goblins to survive and even thrive while in close proximity to the Spire of Flame.

The pilot was placed into suspended animation by the overlords, in the hope that the ship could one day be repaired. But that day never arrived, and the pilot remained trapped forever within his stasis pod. This pod is located near the tip of the Spire of Flame, but it is now considered one of the most holy of places; only the priests are permitted to see the Sleeping God.

One particular legend describes how the Shadow Queen carried the goblins to this land, scattering them across the earth like seeds. This legend is actually very close to the truth, for the name of the spaceship was the Shadow Queen.

Ancient Technology

The majority of the spaceship was made up of nanites, allowing its shape to be easily reconfigured and any superficial damage to be rapidly repaired. However the ship also contained solid components such as the engine, factory, and various weapon systems. These components could be moved around within the ship, giving the vessel a highly modular design capable of adapting to different situations and environments.

Sadly the ship's factory unit was either destroyed or lost in the crash, and without the factory the solid components couldn't be repaired or rebuilt. While the goblins were still able to produce more nanites, they no longer had the capability to leave the planet.

The weapon systems were stripped out of the ship and turned into mobile artillery units called "reapers," which had been designed to help defend the overlords' new base. This fortified research facility was built on the high cliffs of Windpoint Island, far away from any hostile forces, a repository of ancient knowledge that has remained sealed for the last few millennia.

Living Metal

Nanotechnology was the cornerstone of the ancient goblin empire, and the earliest settlers made extensive use of it. Even today, every goblin has countless self-replicating nanites in their blood, although very few are able to actively use them.

However the nanites were also used for all manner of construction work, as well as creating self-repairing weapons and armor. Many such items were lost over the millennia, but as they are practically impossible to destroy, the occasional lucky goblin will sometimes stumble across one.

The nanites in living metal weapons are extremely aggressive, however, attacking most organic matter on contact. The goblin breeds and ogrekin are immune, thanks to the nanites in their own blood, but the other races are likely to suffer a very painful death from any injury caused by living metal.



Source of Magic

Goblin magic is primarily fueled by a combination of nanites and psychic talent, assisted and directed by the spaceship's AI. However certain arcane abilities deny scientific explanation, and usually originate from the corrupting influence of the alien entity, which allows goblins sorcerers to channel and direct the physics-defying energies of voidspace.

Human magic is also a form of psychic gift, however it relies upon the humans' symbiotic relationship with the bioengineered microbes living within their bodies. These microbes provide humans with a mental link to the local flora and fauna, and even with the organic satellites orbiting high up above the planet, as all have been genetically modified and enhanced through the same draconic technology.

It can be assumed that the dragons of old designed and utilized microbes in much the same way that the goblin empire developed and deployed nanites.

Alien Influence

After the alien entity established its control over the spaceship's AI, it used the Dome of Shadows to open a small conduit to voidspace. This is the true source of shadow magic, and the home dimension of the smoke sentinels. It is also the means through which the dark deacons and shadow hounds are created, raising some rather disturbing questions about the true purpose of such creatures.

The nature of the alien entity, and its influence upon goblin history and society, is not explored within this book. However the secrets revealed in this chapter can serve as an interesting twist for future adventures, if the Game Master wishes to expand upon the campaign, or perhaps even drive the story in a different direction.

The tone of such adventures is likely to be darker and less humorous than that used within the main campaign.

Monstrous Ecology

Although the overlords worked together to create the beastfolk, many of them also had their own personal projects, and they competed fiercely in their attempts to engineer increasingly dangerous monsters.

These vicious creations frequently escaped or were released into the wild, and many of them were able to adapt and even thrive. The descendants of the more successful predators can be found today, living within the goblin lands, as well as the Great Forest and the Longtooth Mountains. Those living within the human lands have been ruthlessly hunted down by parties of greedy adventurers over the years.

The overlords also experimented on their lesser kin, creating variants such as the barghests, canitaurs, sea and river goblins, and so on.

Unusual Alliance

The lasting alliance between the ogrekin and the sea goblins has its roots in the distant past. Genetically engineered to guard the coast, and controlled through their nanites, the sea goblins were initially little more than slaves. But then the ogrekin taught them how to break free from their masters.

The ogrekin were originally a slave race as well, but not all of them were born as slaves; some of the first generation were once overlords, genetically modified as punishment for heinous crimes against the empire. Their extensive scientific knowledge allowed them to orchestrate their escape, breaking their connection to the overlords, and they shared their knowledge with the sea goblins.

Much like goblinoids, the ogrekin have long since descended into a more primitive society. But the sea goblins learned to preserve their knowledge, and they have never forgotten the debt they owe the ogrekin.

Unstable Growth

Goblinoids sometimes have oversized body parts, an unfortunate side-effect of one of the early nanotech experiments. An overlord attempted to enhance the physical size of several goblinoid subjects, triggering the same process that they'd used on their homeworld to create the ogrekin slave races, but his experiment was a failure.

It wasn't until many generations later that the side-effects of the experiments became apparent, but by that point it was too late to reverse the process; the overlords were long since dead and gone.

Birth of the Trolls

In a moment of desperation, one of the last surviving overlords attempted to enhance his test subjects with a much more radical variant of the technique used to create hobgoblins and bugbears, rebuilding a group of volunteers on a molecular level and turning them into living weapons. The experiment had mixed results; although the surviving subjects were transformed into near-unstoppable juggernauts, they also became feral, and proved completely uncontrollable.

Dark Slime

However the overlord discovered an interesting side effect of his research. Although the nanites had only been programmed to rebuild specific goblinoids, they were still able to break down other forms of organic matter. With a few simple adjustments, the overlord was able to weaponize his research, uploading the new programming into every living metal weapon. This led to the production of the carnivorous substance known today as "dark slime."

Flesh Wraiths

The living metal weapons proved highly effective, but there was a bug in the programming. The nanites had originally been keyed to specific individuals, so the overlord didn't bother removing the old software when he weaponized it – however the self-replicating nanites modified their own programming over time, and occasionally identified new individuals as suitable test subjects, attempting to transform them.

Without access to the facilities and resources of a laboratory, the nanites had to adapt the process, and this gave rise to the flesh wraiths, a transitional stage between dark slime and swamp troll.

Draconic Legacy

Goblins weren't the only ones to tinker with genetics. The original dragons were exceptional bioengineers, and they modified the indigenous humans to better fit their roles as servants and livestock.

After the original dragons were wiped out, humans claimed their freedom, but the dragons' legacy lived on. Even the humans' deities are frequently depicted in their temples as having draconic features.

A handful of the dragons' descendants still walk the land, although some of them are now little more than beasts, and even those who retained their intelligence have long since forgotten the scientific secrets of their ancestors, descending to the same level of ignorance and superstition as the humans and goblins.



Adventures

The Plot Point Campaign in *Saga of the Goblin Horde* follows a great war between humans and goblins. The players take on the role of goblin gang bosses striking the first blow against the human scourge, and as the story unfolds they will continue to play a pivotal role.

However while the war represents the central plot, it is not the only event going on. The players will also undertake side adventures, some related to the main storyline, others as a way to explore their characters and the setting.

There are ten fully fleshed-out Plot Point Episodes described in this book. These adventures represent the backbone of the main story arc, and should be played in sequence, but the Game Master is expected to insert additional adventures in between them, so that each campaign is unique. There are several free One Sheet adventures available, and of course the Game Master can also make up their own.

Overview

The first and second Plot Point Episodes are designed to be played back to back, and they help set the tone for the rest of the campaign. It is recommended that the Game Master run these two Episodes before any One Sheets or other side adventures.

The third and fourth Plot Point Episodes trigger the great war, and they should be run fairly close together. The Game Master can move on to these adventures as soon as the players are ready to start dealing with the main storyline. After running the fourth Episode, the War Clock (described on the next page) can be used to track the progress of the human assault.

The remaining six Plot Point Episodes are triggered by the War Clock, and these cover the major stages of the human invasion against the goblin horde, which culminates in a showdown with the human king in the tenth and final Episode of the campaign.

Plot Point Summary

Episode 1: Dungeon Squat

A large party of particularly aggressive adventurers has been raiding goblin warrens along Hightree Ridge, attacking the weak borderland goblins with increasing frequency, and they are becoming far too big for their boots. Chief Bignose of the Redfang tribe dispatches a few gang bosses to set an ambush in one of the goblin dens, to teach the humans a lesson.

Episode 2: Tavern Crawl

Once the adventurers have been dealt with, the goblin bosses are tasked with addressing the source of the problem: the frontier town where the humans came from. Adventurers always love to kick back and relax between massacres, squandering their stolen loot on fermented drinks. But how are they going to do that if all the taverns have been destroyed?

Episode 3: Head Hunters

Recruitment has been slacking lately, and the Redfang tribe needs more cannon fodder. Chief Bignose also wants some impressive new war trophies to add to his collection, so he decides to hold a double headhunting contest. The bosses are tasked with headhunting new recruits for the tribe, and also headhunting some new heads to decorate the chief's tent.

Episode 4: Kick Off

The goblins recovered a very round human head from a foray across the border, and they've decided it's the perfect shape to use as a ball for a bit of competitive sport. However what they didn't know is that the head belonged to the king's sole heir, who had been sowing his oats along the frontier, making the most of his youth before settling down to his responsibilities.

Episode 5: Short Straw

The mountain humans have been holed up in their mines for decades, but as the attacks against the goblin horde ramp up, the stocky little humans finally decide to make their move. Bursting from their underground hideouts, they attempt to secure a foothold along the Northern River, paving the way for future attacks.

Episode 6: Ship Shape

The orcs are primarily a seafaring race, and many of them take advantage of their special arrangement with the sea goblins, raiding and trading with civilizations across the Endless Ocean. Unfortunately several of the more enterprising captains have recently discovered a far easier way to turn a tidy profit – by transporting squads of human troops, and dropping them off along the western shore of the goblin lands.

Episode 7: Forest Fury

Several months ago, the Treebiter tribe was wiped out by the forest humans in a vicious, unprovoked attack against the goblins. Now the woodland folk are on the march once again, their scouts spreading throughout Shadowglade Forest as they begin their invasion into the goblin lands. But some of the forest humans seem to have a very particular target in mind...

Episode 8: Fighting Fire with Ice

Squads of human thugs mounted on fire drakes begin launching raids across the goblin lands, burning down villages and sending the goblins fleeing for their lives. The chief sends the gang bosses to seek the aid of the Icerunner tribe, for it is said they have tamed many of the wild griffins that build their nests on the peaks of the Longtooth Mountains, and with flying steeds of their own, the goblins should stand a fighting chance.

Episode 9: Green Vaccine

Goblinoids and ogrekin start falling sick as a terrible plague sweeps the land, and this is one foe the goblins are ill-equipped to deal with. Following a lead from a priestess of the Shadow Queen, the gang bosses must travel to Windpoint Island and unlock the secrets of the ancient fortress, in the hope of discovering a cure before it is too late.

Episode 10: Slay Day

The main human army now marches across Hightree Ridge, moving through a rocky pass along the eastern side of the goblin lands. Tens of thousands strong, the human soldiers are disciplined and well-equipped, and they're heading directly for the Spire of Flame. Storm clouds gather ominously in the sky as the armies meet, and the fate of the tribes will finally be decided!

War Clock

The War Clock is represented as a set of checkboxes arranged in a circle, and should start being used after Episode 4 (Kick Off): mark 1-3 checkboxes after each adventure *except* for Plot Point Episodes, starting with the orange checkbox, and working clockwise.

Mark 1 checkbox if the characters kept a fairly low profile, 2 if they slaughtered a lot of humans or caused significant property damage, or 3 if they deliberately created maximum mayhem and destruction.

When the checkboxes reach an Episode on the War Clock, run it for the next adventure!

After running Episode 4 (Kick Off), it should take around 20-30 adventures to complete the campaign, unless the characters are very stealthy, or deliberately provoke the humans as much as possible.



Side Adventures

The Plot Point Episodes tend to be very linear, as they represent specific missions assigned to the gangs by Chief Bignose, and some players may find them rather confining. The Game Master should compensate with side adventures, which can be inserted in between the Plot Point Episodes, giving players the opportunity to explore the goblin lands at their own pace, planning and executing raids across the borders as they see fit.

A selection of adventure seeds are listed at the end of this chapter, and can be used for inspiration. There is also an adventure generator, and the bestiary at the back of the book contains many additional ideas that can be incorporated into the story.



[Click here to get the full-size battle map](#)

Episode 1: Dungeon Squat

Chief Bignose gathers the gang leaders together in his tent, and gives them their mission. After clearing his throat, and spitting a mouthful of phlegm onto one of his flunkies, he begins:

"A large party of adventurers has been raiding goblin warrens along Hightree Ridge. Tucker Sharpwit and his gang captured a human scout poking around on the border, and after some flaying the sod admitted selling a map to the adventurers. I don't care about borderland goblins, but those humans are getting too big for their boots. It's time to teach them a lesson!"

"Tucker also found out when the humans plan to raid the cave. Ha! Small-headed humans and their big mouths. If you're fast, you can get there a day ahead of the adventurers and prepare a nasty surprise."

"Don't just kill these adventurers. Get to the cave, set up traps and ambushes, and teach them that the Redfang tribe is far more cunning and devious than any of their feeble minds can handle. Let one of them escape to spread the word, but kill the rest."

"Once you've had your fun in the cave, I want you to deal with the source of the problem: the town those adventurers came from. Get there and go on a rampaging pub crawl of destruction. Smash or burn all their taverns! Those humans will think twice before invading our turf again!"

"That is your mission, now go."

The chief starts hawking up another mouthful of phlegm; anyone who doesn't retreat quickly enough (or tries to ask any questions) gets spat on, and must make an Agility roll to avoid being hit. The chief then becomes angry and orders them to leave immediately.

Journey

The journey takes about a day and a half. The gangs set up camp along the way, and the bosses brag about their achievements while sitting around the campfire, trying to establish some sort of pecking order. Each player has the opportunity to spin a short story about their character by running an Interlude.

That night, while the goblins are sleeping peacefully around their campfire, they are attacked by a massive hydra with a loudly growling stomach; each of its ten heads fancies a midnight snack! Resolve the fight as a Quick Skirmish, the goblins need a total of 2 Victory Points per player to drive the beast away.

Any players who earn 4+ Victory Tokens manage to chop off one of the hydra's heads during the fight, and they can keep it as a knick-knack!

Reward: Interludes are worth 1 Benny each.

The Cave

As the goblin gang bosses arrive at the cave, several of the pathetic borderland goblins are gathered near the entrance. Their leader steps forward from the throng and arrogantly declares:

"I am the leader of this band. We don't need tribal goblins poking around in our business, we can deal with our own problems in our own way, so leave us alone! You will just make the situation worse."

The bosses will have to "persuade" the borderland goblins to comply. The obvious way to do this is with a show of force – they're just borderland goblins, after all, and their audacity is unprecedented; they should be cowering and groveling! These little wretches have apparently forgotten their lowly place in the world, and an example should be made of them, otherwise it will make the Redfang tribe look weak.

Ask each player to propose a solution for dealing with the leader of the borderland goblins. Whoever proposes the most violent plan gets to narrate their actions (no roll necessary) and earns a Benny. Each of the other players should have the opportunity to earn a Benny as well, by doing something suitably horrible to one of the other borderland goblins; as before, this is purely narrated, no rolls are necessary.

Rigging up the Traps

With the remaining borderland goblins subdued the gangs get to work, searching the warren for good locations to set their traps and ambushes.

Each turn, each player draws an Ambush Card (see page 110 and 112), then makes a Notice roll, writing a modifier in the box on the card based on their roll: -2 for a failure, +0 for success, and +2 for a raise. The players should describe what they find in-character, not just read out the mechanics. For example "I found a great spot for dropping rocks on the adventurers" and not simply "I've got a Strength card."

Once everyone has finished exploring (i.e., all twelve Ambush Cards are drawn), the players can discuss the mechanics on the cards, exchanging cards if they wish, although they must end up with the same number of cards that they started with. This represents the goblin bosses exchanging ambush spots with each other.

Note: If there are five players, two of them will have three cards, and three will have two cards. The players with two cards can make a Cooperative Roll to assist another player for the third ambush.



Running the Gauntlet

Ten adventurers arrive outside the cave, accompanied by numerous henchmen and mules to help them carry back all the loot they're expecting to find. Most of the henchmen accompany the adventurers into the cave, and each carries a sword and a torch – this provides illumination for the town humans, who normally find it very difficult to see in the dark.

As the adventurers explore the cave, the bosses get to take turns springing their traps, choosing one of the adventurers and playing an Ambush Card, rolling the trait listed on the card and applying the modifier they noted down in the previous scene.

The players should be encouraged to narrate each of their ambushes, describing in gory detail the various horrors they inflict upon the hapless adventurers.

Critical Failure: The gang boss suffers 3d6 damage.

Failure: The gang boss suffers 2d6 damage.

Success: The gang boss suffers 2d6 damage, but the adventurer suffers two wounds (they cannot attempt to Soak these wounds).

Raise: The adventurer loses all of their Bennies and suffers two wounds (once again, they cannot attempt to Soak these wounds).

If a boss takes one or more wounds from springing an ambush, they can spend a Benny to automatically redirect the damage to one of their minions, killing the hapless gang member.

Reward: Killing an adventurer is worth 1 Benny.

Cave Fight

When the harassed adventurers and their henchmen finally reach the main cave chamber, they are attacked on all sides by the goblins. In addition to the surviving adventurers, there are 2-3 henchmen per player (use the soldier's stats on page 107, except henchmen have no shields, reducing their Parry to 5).

Resolve this scene as a regular combat. The humans should begin the fight near the center of the cavern, while the goblins can choose their ambush spots. The battle map on page 51 can be used for this scene.

Reward: Each surviving boss receives a Benny.

Flunky Run

With the adventurers defeated, the goblins pour out of the cave to deal with the remaining henchmen. If the bosses remembered to leave a survivor in the previous scene, each player earns a Benny, otherwise they will have to let one of these henchmen escape.

There are two groups of henchmen (each consisting of one henchman per player), and they flee in different directions, so each player needs to decide which group they pursue. Resolve the scene as a 5-round Chase.

After chasing the henchmen, the goblins can join up again, and head for the human town. The bosses also have the opportunity to do a little recruitment first, replacing any lost gang members by forcing some of the tougher borderland goblins to serve them.

Episode 2: Tavern Crawl

When characters get within an hour of the town, they encounter a group of human soldiers patrolling the area, but the humans are ill-prepared for a real fight. Resolve this encounter as a Quick Combat.

The bosses have the opportunity to interrogate any survivors, allowing them to find the best ways into the town – treat the interrogation as a Social Conflict, but the players may roll Intimidation or Taunt instead of Persuasion if they wish (one player takes the lead, and the others assist with Cooperative Rolls). The margin of success in the Social Conflict indicates how much information the goblins are able to extract from the patrol: 0 means they obtain nothing of use (–2 penalty to sneak into the town), 1-2 means they extract a few hints (–1 penalty), 3-4 means they extract some useful clues (+0 modifier), and 5+ indicates that the human patrol spilled their guts figuratively as well as literally (+1 bonus). If the goblins don't interrogate the patrol, they obviously gain no information (–2 penalty).

The humans have become complacent and lazy, and the town is poorly defended. There are several ways to get past the town walls, but the four obvious routes are as follows:

1. **River:** The character can make a Swimming roll to sneak in without being spotted by any guards.
2. **Wall:** The character can make a Climbing roll to clamber over the wall without being seen.
3. **Jump:** Canitaurs and wolf riders can leap over the walls with a Strength roll.
4. **Gates:** A Stealth roll allows the boss to creep past the guards at the gate.

Getting into town is resolved in a similar way to a Quick Combat, with a modifier of between –2 and +1, depending on the earlier interrogation. Bosses have to make trait rolls, but don't roll for gang members:

Critical Failure: The boss and her gang are spotted and ambushed! The boss suffers 1d3 wounds, but can choose to lose gang members instead (each wound is worth a gang member). The humans raise the alarm.

Failure: The goblins get spotted and attacked! The boss either suffers a wound or loses a gang member, and the humans raise the alarm.

Success: The goblins manage to sneak into the town without being caught.

Raise: The goblins get into town in style, and their boss earns a Benny. The player should be encouraged to narrate their memorable entrance!

If the alarm is raised, the goblins can hear the bells ringing throughout the town, and suffer a –2 penalty to their Quick Combat rolls in the first tavern.

Wet Start

As the goblins carefully wend their way through the dark side streets, the heavy clouds open up overhead, and it begins to rain. Initially the rain is quite light, but by the time the goblins locate the first tavern it has turned into a torrential downpour.

A Toasty Toast

The first tavern the goblins encounter appears to be quite a new building, and it is made almost entirely of wood, with a thick thatched roof. Peering in through the window, hundreds of bottles of spirits can be seen lined up in neat rows behind the bar. A few patrons sit around drinking, and a large stone fireplace rests on the far side of the main room.

Resolve this scene as a Quick Combat. If the alarm bells are ringing, the patrons are armed and nervous, and the characters suffer a –2 penalty to their Quick Combat trait rolls. Otherwise the rolls are made at +0.

The tavern is easy enough to burn, although the rain prevents the fire from spreading through the town.



Last Orders

By the time the characters reach the next tavern, there is already a massive brawl in full swing, so any news about the goblins entering the town or the destruction of the previous tavern won't yet have reached this far. A few of the patrons appear to be human adventurers, but fortunately they're armed with chairs and bottles rather than swords and axes, and are easily overcome; resolve this as a Quick Combat with a +0 modifier.

This tavern sells mostly cheap ale, and the floors are stone, so it wouldn't burn particularly well. However its stone supports are rather old and shoddy, and with sufficient force could be shattered. This is resolved as a Strength-based Dramatic Task, on a failure a load of guards arrive and the goblins must defeat them with a Quick Combat at a -2 penalty, after which they can try again (each time they fail, more guards arrive on the scene and interrupt them).

Bottoms Up

The third and final tavern is located beside the river, and actually extends over the water, with an opening in the floor that the patrons use for dumping rubbish directly into the Northern River.

The tavern is supported by several wooden poles. A strong swimmer could dive underwater and tie ropes around the poles, for the rest of the crew to pull. This requires a Swimming roll at -2, and on a failure the character suffers a level of Fatigue, however they (or another character) can still try again. Amphibians don't need to roll, they automatically succeed.

Once the ropes are in place, the goblins will need to enter the tavern, as the opening in the floor is the only place that provides enough leverage to pull the ropes.

There are 3-4 sailors per player in the tavern, along with the tavern owner, a retired adventurer who hates goblins with a passion. The sailors have barricaded the doors, so the characters will need to force their way in and slaughter the inhabitants. Resolve this as a normal combat encounter, the sailors have the same stats as town human townsfolk (listed in the bestiary on page 107), and the old tavern owner has the same stats as a fighter (listed under the adventurers on page 75).

Once the tavern has been cleared of all humans, the goblins can attempt to collapse it by pulling the ropes. This should be resolved as a Strength-based Dramatic Task, one character takes the lead and the others can assist with Cooperative Rolls, using either Strength or Swimming. If the Dramatic Task fails, 1-2 soldiers per player arrive on the scene and attack the goblins. If the soldiers are defeated, the characters can attempt the Dramatic Task again, with another failure resulting in another group of soldiers arriving.

The Way to Go Home

The goblins give the ropes a final pull, and with a loud snap the wooden supports break. A moment later, the entire tavern tips forward and slides into the river! As the tavern begins to break up, dozens of guards come rushing along the street, closely followed by hundreds of townsfolk armed with pitchforks.

Attempting to swim back to shore would be suicide, the goblins' only chance of escape is to surf the tavern along the Northern River, with the angry humans in hot pursuit.

While most of the humans are on foot, some are on horseback, and others are following in rowboats. The players have to make a series of trait rolls to escape:

Round 1: The goblins surf along the river, heading under a particularly low bridge. Each boss must make an Agility roll, on a failure they either bang their head (suffer a level of Bumps and Bruises Fatigue), or one of their gang members is knocked unconscious, and falls into the river to drown.

Round 2: As the crew slowly passes between a pair of watchtowers at the edge of the town, guards in the towers shoot a hail of crossbow bolts down onto the makeshift rafts. Each boss must make an Agility roll, on a failure a human sniper hits either them (causing a wound) or one of their gang members (killing them).

Round 3: The rafts start to pick up speed, caught at the center of the Northern River, but a significant number of the furious humans are still following in their boats. Each boss must make an Agility roll at -2, on a failure their makeshift raft flips over, and one of their gang members is swept away. If the boss doesn't have any gang members left, they instead suffer a level of Bumps and Bruises Fatigue.

Round 4: The rafts are suddenly flung out over the High Falls. Each boss must make an Agility roll at -2, on a failure they suffer 2d6 damage from the fall; on a critical failure the raft slams into a rock and flips over the waterfall, increasing the damage to 3d6. The boss may redirect this damage to a gang member using the Meat Shield rule if they wish, as they literally surf one of their flunkies over the High Falls.

Round 5: The goblins stagger out of the river at the bottom of the High Falls, as the remaining wreckage of the tavern is washed away. Each boss has to make either a Vigor roll at -2, or a Swimming roll, and on a failure they suffer a level of Fatigue (from drowning).

Several of the human boats were also swept over the High Falls before they could turn back, and a group of human survivors wade to the shore, drawing weapons as they rush the goblins. Resolve as a Quick Combat.

After the soldiers have been killed or routed, the goblins can head back home and tell Chief Bignose all about their great victory against the humans!

Episode 3: Head Hunters

There are well over a thousand gangs in the Redfang tribe, but most of them are permanently assigned to the five honchos. The player characters are unassigned bosses who answer directly to Chief Bignose, and the chief has just summoned them to his tent.

When the characters arrive, they notice many other gang bosses hanging around. Chunky Roundface is there, staring daggers at his rival, Lexi Mindtwister. Krusty Snaggletooth sits on a large rock, chewing away on a smaller rock. Squiggle Mushroomhead is having a very animated argument with himself about a goblin maiden. Sissi Hotlips is kneeling on the ground deep in prayer, while the borderland brothers Hammy Groingazer and Niklam Hammerface whisper to each other nearby. Even Kronan Halfblood, the disgusting half-human, has been invited.

The characters can take this opportunity to interact with the other bosses and one another.

Eventually, Chief Bignose swaggers out of his tent. He gestures with one hand, yells “Seat!” and then starts sitting down. One of his toadies leaps onto all fours behind him, just in time for the chief to sit down on the minion’s back. The chief thrusts out one hand and yells “wine!” One of the flunkies rushes over and hands his chieftain a large cup made from a human skull, then quickly pours some wine into the cup. The wine immediately starts gushing out of the eye sockets, and the chief tries to drink as much as he can before it all pours away. He frowns at the empty cup, then turns to address the gang bosses.

“Recruitment has been slacking lately, and we need more gangs. The Bonediggers keep sending raids across Serpent Brook, we’ve got town humans poking around on Hightree Ridge to the east, and now there are reports of the forest humans scouting our borders to the south.

“And on a more personal note, I need some more severed heads for my collection! There’s a delegation from the Stonefist tribe coming to visit in a few weeks and I’ve heard that Chief Rockhead has an entire room filled with trophies taken from his enemies!

“So I’ve decided to hold a double headhunting contest. Your first objective is to headhunt some new recruits for the tribe, and your second objective is to headhunt some interesting new heads to decorate my tent.”

Chief Bignose glances at the skull cup in his hand, snarls angrily, and tosses it away.

“Bonus points if you can find me a head without eyes. You may want to work together in larger crews, if you can find another boss who won’t stab you in the back the second your back is turned. Hahaha!”

Everyone glances at Kronan Halfblood and sniggers. The half-human growls and mutters “*I don’t need any help,*” before storming off. Taffy Sharpnail and Morik Foulfoot smirk at each other, exchange nods, and start trailing Kronan from a safe distance.

Chief Bignose nods approvingly as the bosses start teaming up. After loudly breaking wind, he stands and marches back into his tent, leaving his toady choking on the ground.

The Game Master should choose one of the players, and explain how their character knows of the perfect candidate for the mission. While exploring the Great Forest last year, they encountered a grove of ancient trees protected by strange eyeless humanoids!

Describe to a different player how their character knows of a large warren of borderland goblins near a southern pass through Hightree Ridge; the crew could do a spot of recruitment along the way!

Try to describe how each character is useful to the mission. The goblins will need to cross a river to reach the grove, is one of them a good swimmer? Is there a strong character who can help carry all the heads?

Recruitment Drive

The bosses head south over Hightree Ridge. Along the way they stop off at a cave, and several borderland goblins come out to greet them. These timid goblins are obviously very nervous, and wait to be addressed. Should the bosses ask who’s in charge, the borderland goblins glance at each other and say “ummm” a lot, before one hesitantly asks “*er...you are? Ummm...sir?*”

The tribal goblins are invited into the warren, and the borderland goblins prepare a feast, roasting a wild plant-eater. This scene can mainly be roleplayed, but during the feast the bosses have the opportunity to boast about themselves, and this can be resolved as an Interlude. The bosses can also each make a Persuasion, Intimidation or Taunt roll to either convince, bully or embarrass some of the borderland goblins into joining the tribe; on a raise, the player also earns a Benny.

It should be made clear to the players that if they order the new recruits to head into Redfang territory, another boss will intercept them and claim the credit. However the borderland goblins will also be a liability if they tag along into the Great Forest. The obvious solution is for the bosses to pick up the new recruits on the way back, however if the players come up with another creative solution, the Game Master should try to go along with it.



Woodland Walk

The journey through the Great Forest will take a few days, and is fraught with danger. Players should take turns drawing Forest Cards (available on page 114 and 116) and resolving the actions described on them.

The Game Master should encourage the players to narrate and embellish each of their encounters.

Grove Fight

The characters finally reach the grove. This part of the primeval forest is ancient, yet the ground is fairly clear of undergrowth. As the goblins walk between gnarled old trees, they see a particularly large tree ahead, with thick meaty pods hanging from its branches.

As the goblins move into sight, the tree emits a keen wailing sound. The pods drop from its branches and burst open as they strike the ground, releasing a wave of aggressive poddlings! Resolve this scene as a regular combat, with 2-3 poddlings per player.

After concluding the battle, the goblins hear more wailing sounds coming from deeper in the forest, and spot hundreds more poddlings rushing at them, darting between the trees. The characters have time to grab a load of heads, but they immediately realize that if they stay and fight, they will quickly be overwhelmed.

Grove Flight

After collecting some heads, the goblins turn tail and flee for their lives. Resolve this scene as a series of trait rolls for the bosses (don't roll for gang members), and apply a -2 penalty if the boss is Shaken; failure results in 2d6 damage, increased to 3d6 on a critical failure; a raise grants a +2 bonus to the trait roll next round, or earns the character a Benny if it's the final round.

Round 1: The goblins dart between the trees as they flee through the grove, making Agility rolls to remain ahead of their pursers.

Round 2: As they rush out of the grove, the goblins plunge into the undergrowth, and must make Strength rolls to force their way through the thick foliage.

Round 3: After making it through the undergrowth, the characters find themselves on a narrow trail, and must make Agility rolls to pick up their pace.

Round 4: The goblins reach a wide river, and must either swim across with a Swimming roll, or clamber across the treetops with a Climbing roll at -2.

Round 5: As exhaustion sets in, the goblins have to make Vigor rolls to push themselves to their limits.

After the fifth round, the poddlings stop and return to the grove. They are primarily guardians, and there are limits to how far from the trees they will travel.

Goblin Ambush

As the characters return to Hightree Ridge, they are ambushed by a few other Redfang gangs, who plan to steal their heads – they even boast about it during the fight, making comments like *"Hahaha, you did all of the work, now we get all the credit!"* Resolve this scene as a Quick Skirmish. In the first round, the players must use Notice for their trait roll, with a -2 penalty due to the ambush. After that they can choose their trait as normal, and no longer suffer the penalty. The enemy goblins are represented as 3-5 Victory Tokens for each player; the Game Master should adjust the number of tokens based on the state of the player characters.

Conclusion

When the characters finally get back to camp, they see other goblins returning, and Chief Bignose is excitedly examining the heads. One crew has captured a hydra, and are busily chopping off heads (which immediately regrow), stacking them in a large pile. The borderland brothers, Hammy and Niklam, have dragged back the head of a giant worm. Another crew have gathered a collection of human heads, and a crowd of goblins are admiring one of them – it's almost perfectly spherical! One of the goblins comments *"Wow, that head would be perfect for a game of Kickball!"*

Episode 4: Kick Off

The Redfang tribe recently obtained a near-perfectly spherical head during a foray into the human lands, and Chief Bignose has decided to put it to good use, by holding a friendly game of Kickball against the neighboring Stonefist tribe. An open invitation to the borderland goblins has also be sent out, as the chief is planning a “recruitment drive” after the match; the tribe will attempt to catch as many borderland goblins from the audience as possible before they can escape.

The teams, along with hundreds of spectators, meet on the peak of Hightree Ridge. Dark clouds gather in the sky overhead, with flashes of lightning and the rumble of thunder approaching in the distance – ideal weather for this dangerous sport! Chief Bignose tries to give a speech, but is drowned out by the torrential rain, and eventually gives up. He sends a few gangs to assemble the tall copper goals, and they work quickly, fearing a lightning strike at any moment.

Face Off

While Chief Bignose peels the flesh from the head in preparation for the game, the teams form opposing lines on the pitch, and stare each other down. Each player makes an Intimidation roll: on a raise they earn a Benny; on a failure they begin the match Shaken.



Kick in the Head

The referee blows his whistle, and the match begins! Use the Kickball rules on the next page, the first half of the game should last 5-10 rounds, at the Game Master's discretion.

Half-Time Feast

There is a break between the two halves of the match. Refreshments are served, and the two teams take the opportunity to brag about themselves during the feast. Each player has the chance to run an Interlude.

Eye of the Storm

The second half of the match begins when the storm is directly overhead. Use the Kickball rules again, but the game only lasts 5 rounds before the humans arrive, at which point the adventure moves to the final scene.

Fever Pitch

Seemingly out of nowhere, scores of human soldiers rush onto the pitch. Most are on foot, with perhaps a dozen riding horses. One of the riders raises a gnarled staff in one hand and shouts *“The royal heir! My locator spell has found him, but alas, we are too late. The vile little monsters have butchered the king's only son, and are using his head as a football! We shall have our revenge, but first we must return the head for a proper burial.”*

While the other goblins draw weapons and engage the humans, the Stonefist team keeps playing, hoping to score one last goal! If the player characters rush for their weapons now, the Stonefist tribe win the match, and Chief Bignose will be furious.

Fortunately the game is almost over. If the players see it through to the end, they each earn a Benny (play one final round of Kickball). However they must each make an Agility roll at -2 at the start of their turn to evade the soldiers, taking 2d6 damage on a failure.

Once the match is over, the characters recover their weapons and join the battle, facing off against a large group of humans as smaller fights take place around them. Resolve the battle as a normal combat, with 2-4 soldiers per player, and a single Wild Card knight.

Regardless of the outcome, some of the humans will certainly escape, either with or without the head, and it won't be long until their king seeks vengeance. The war has now begun in earnest!

Rules for Kickball

The pitch is divided into five different zones: Redfang Goal, Defense, Midfield, Attack, and Stonefist Goal.

The “ball” starts in the Midfield zone, and it gets moved around during the game. Each time it lands in the Stonefist Goal, the players score a goal, while each time it lands in the Redfang Goal, the opposing team scores a goal. At the end of the match, the team with the most goals is declared the winner.

At the beginning of the game and after the opposing team scores a goal, one of the players kicks off, using a Notice or Smarts roll to find the best place to shoot. After the players score a goal, the opposing team kicks off; one of the players makes a Notice or Smarts roll at -2 to predict where the ball is being kicked, hopefully intercepting it and shooting it back up the field. The result of this roll determines what happens next, with the acting player choosing the card and next player:

Raise: The ball lands in the Attack zone! Draw two cards, choose one, and decide which player acts next.

Success: The ball stays in Midfield. Draw two cards, choose one, and decide which player acts next.

Failure: The ball lands in the Defense zone. Decide which player acts next, then draw one card.

The card determines which trait the next player has to roll (see Kickball Options), and any complications the acting character suffers (see Complications).

After kicking off, the game moves into regular play. The acting player must make an appropriate trait roll, with a -2 penalty if the ball is in the Attack zone, or a -1 penalty if it is in Midfield:

Raise: Move the ball forward one zone. Draw two cards, choose one, and decide which player acts next.

Success: The ball stays in the same zone. Draw two cards, choose one, and decide which player acts next.

Failure: Move the ball back one zone. Choose the next player, then draw one card for them.

Critical Failure: Move the ball back two zones. Choose the next player, then draw one card for them.

If a player chooses to use a Clubs card, then before the next player acts they must resolve a complication, based on the rank of the card (see Complications).

Shaken characters can act normally on their turn, but they receive a -2 penalty to their trait roll.

Taking Turns

Each player chooses who acts next, but everyone must have a turn before starting the next round. The player who acts last in the round gets to choose who acts first next round, and can even choose themselves if they wish, effectively taking two turns in a row.

Scoring a goal doesn't end the round. The player who scores (or lets in the goal) must still choose who goes next as usual.

Kickball Options

The rank of a drawn card determines which trait the next player has to use. Players should be encouraged to narrate their actions and describe their maneuvers as they see fit, but the trait cannot be changed:

2: The ball splashes into a deep puddle, your team mate will have to dive in after it (Swimming).

3: Your team mate will have to kick the ball really hard to score or pass (Strength).

4: The ball arcs high through the air (Strength).

5: Your team mate will need to dodge between the opposing players to intercept the ball (Agility).

6: Your team mate will need to use clever footwork to intercept your pass (Agility).

7: Your team mate has to charge all over the place to intercept your kick (Vigor).

8: The ball hits your team mate directly in the face with considerable force (Vigor).

9: The ball bounces all over the place (Spirit).

10: The ball rolls into a small hole (Notice).

Jack: Your team mate will need to feint to get past the opposing team (Spirit).

Queen: Your team mate will need to play tactically to maneuver with the ball (Smarts).

King: Your team mate has very little time to obtain the ball (Smarts).

Ace: The ball rolls into a sinkhole, and will need to be retrieved (Climbing).

Joker: Perfect pass! Your team mate can roll their highest attribute with a +2 bonus.

On a success or raise the player draws two cards and can choose which result to use. If they draw two cards with the same trait, they can choose between the specified trait and Fighting (representing them taking the opportunity to punch or kick one of the Stonefist team while the referee isn't looking).

Complications

Whenever a player chooses to use a Clubs card, they must resolve a complication based on the rank of the card before the next player gets to act:

2-3: They're struck by lightning, and automatically suffer 3d6 damage!

4-5: A blast of wind from the storm knocks them flying. Make a Vigor roll at -2 or become Shaken.

6-7: They fall into a sinkhole. Make a Climbing roll at -2 or become Shaken.

8-9: They fall into one of the huge puddles, make a Swimming roll at -2 or become Shaken.

10-Jack: They're tackled by an opposing player, and must make a Strength roll at -2 or suffer 2d6 damage.

Queen-Ace: They become disoriented, and must make a Smarts roll at -2 or become Shaken.

Joker: Luck is on their side! They receive a Benny.

Episode 5: Short Straw

The mountain humans have been holed up in their mines for decades, but they still have several hidden tunnels leading out of the Longtooth Mountains far to the east, and they've managed to maintain reasonably good relations with the other human breeds. Now the king of the town humans has decided to declare war on the tribes, and convinced the mountain humans to launch the first major offensive against the goblins.

An advance company of three hundred mountain humans have rushed on ahead of the main army. Their objective is to rapidly construct a bridge across the Northern River, giving them a secure foothold in the goblin lands, and paving the way for another assault; the main army will reach the bridge in about a week.

Chief Bignose summons the gangs to his tent. When they arrive, he's leaning back in his large chair, biting his toenails. He looks up as the bosses arrive, spits out his mouthful of nails, and addresses the characters.

"Those stinking mountain humans are back! It's been years, I was sure they'd never come out of their mines again, yet here they are, plain as the nose on my face. Hundreds of 'em, according to my scouts. It seems they're heading to the Northern River, killing every goblin they meet on the way. If they cross over, they'll eventually enter Redfang territory."

"I've already sent a messenger to Chief Rockhead, nobody hates the mountain humans like he does, but it'll take time for the Stonefist tribe to mobilize. You need to get up there, find out what those bearded menaces are up to, and disrupt or at least slow down their plans."

"This is a very dangerous mission, so I drew straws to see who would go. I don't much like you lot though, so I made sure you got the short straws, heh heh heh!"

"Well, what are you waiting for? Can't you see I'm busy?"

Chief Bignose gets back to work on his toenails, and a flunky holds the tent flap open for the characters.

Scout and About

It takes about a day and a half to reach the mountain humans' two fortified camps, one on each side of the Northern River. The stocky little humans are rapidly constructing a wide wooden bridge to span the river, with stockades and watchtowers at both ends. It looks like the bridge will be completed in about a week.

Sneaking into a camp is treated as a Dramatic Task; one player takes the lead each turn and the others can make Cooperative Rolls. Use Stealth for the first, third and fifth rounds of the Dramatic Task, and Notice for the second and fourth rounds, as the characters gather information while sneaking around the camp.

The goblins soon discover the mountain humans' plan, and learn about the main army, but they don't have much time – the troops will arrive in a week. Fortunately the bridge is currently quite fragile, held in place with ropes and temporary supports, so if the goblins act fast they could demolish it before diving into the river and making their escape.

If the characters failed the Dramatic Task, they still discover the information, but they are spotted by the guards, and the alarm is raised. The players will suffer a penalty to the Quick Combat rolls in the next scene equal to the number of successes they fell short, with failure on clubs treated as 0 successes (a –5 penalty).

Reward: If the goblins weren't spotted, each player earns a Benny.

An Axe to Grid

Guards are stationed at both ends of the bridge, and the goblins must eliminate the sentries before they can start on the bridge. Fortunately the guards are usually distracted; each boss makes a Stealth roll, on a success they gain a +1 bonus to the Quick Combat roll, or +2 on a raise. If the alarm has been raised, the guards will be alert and the goblins can't make Stealth rolls.

The goblins can dispatch the guards using the Quick Combat rules, with a penalty if the alarm was raised, or a bonus if the goblins made their Stealth rolls.

If the goblins decide to leave the camp rather than destroying the bridge, they will still need to make a Quick Combat roll to fight past the guards, although if the alarm hasn't been raised they can roll Stealth with a +2 bonus instead of using a combat skill if they wish. This solution will make the characters very unpopular with Chief Bignose, as there's very little chance the Stonefist tribe will reach the bridge before the human army. Make sure the players are made aware of this, if they're thinking about bailing out.

Reward: Players who roll a raise in Quick Combat earn a Benny as usual.

Bearding the Lion

Once the guards have been eliminated, the goblins can get to work, demolishing the bridge and sabotaging construction gear, tossing tools into the river below. Without their gear, the stout little humans will find it extremely difficult to repair or rebuild the bridge. The mountain humans won't stand around idly while their bridge is being destroyed, however!

Resolve this scene as a Quick Skirmish with a +0 modifier, using any suitable trait (such as Strength or Smarts, or an arcane skill combined with destructive magic). The characters need 3 Victory Tokens per player to destroy the bridge, although individuals can dive into the river at any time, leaving the others to finish the job. Once the bridge is demolished, the remaining characters must dive or fall into the river.

Diving or falling into the river requires an Agility or Swimming roll, on a failure the character suffers a level of Fatigue from Bumps and Bruises before they can make their way to the shore.

Reward: If the characters demolish the bridge, each player earns a Benny.

Short on Time

With the bridge gone, there's no way the main army can cross the river before the Stonefist tribe reaches them. However if the characters push themselves hard they could reach and collapse the mine tunnels before the army is able to make their way out! This would put the Stonefist tribe in the characters' debt, not to mention elevating the goblins' status in the Redfang tribe. Indeed this is precisely the sort of feat that many goblinoid bosses dream of pulling off, immortalizing themselves in the tales and legends of their people.

The goblins have a rough idea of where the mine entrances are located. It requires a Tracking roll at -2 to find the tunnels, with one character taking the lead and the others assisting with Cooperative rolls. On a failure, half of the army makes its way through the tunnels and marches off toward the Northern River, the best the goblins can hope for now is to collapse the tunnels before the other half of the army arrives.

Reward: If the goblins locate the tunnels before any of the army passes through, each player earns a Benny.

Whack-a-Mole

The area is rather rocky, as it is located in the foothills of the Longtooth Mountains, and there are a number of tunnel entrances dotting the landscape (the Game Master should mark two entrances on the battle map, plus one additional entrance per player, located as she sees fit). Each entrance is guarded by two mountain human warriors.

Resolve this scene as a regular combat, however at the beginning of each round after the fight begins, the Game Master places two more mountain humans at one tunnel entrance of their choice. If a goblin reaches an entrance, they can collapse the tunnel by making a successful Strength roll at -2. A goblin spellcaster can make an arcane skill roll at -2 instead, if they have an appropriate destructive spell.



Summary

It takes the army a couple of days to dig its way free, and by then the Stonefist tribe is waiting for them, butchering the exhausted humans as they stagger one at a time from the tunnels. The player characters will be invited to join the bloodbath, and Chief Rockhead is so impressed that he'll offer them a personal favor, and promise them his full support in the war.

If half the human army escaped the tunnels, Chief Rockhead won't give any favors, but he will still throw his support behind the war effort. Unfortunately the Stonefist tribe will suffer quite a few casualties dealing with the remainder of the human army, and their aid in the final battle will be limited.

If the characters failed to collapse the tunnels at all, the Stonefist tribe will suffer heavy casualties fighting off the human army. Greatly weakened, they will be unable to provide any significant aid in the final battle.

Should the characters fail to collapse the bridge, and some or all of the army escapes the tunnels, it will be Redfang rather than the Stonefist tribe that suffers the casualties. If this happens, Chief Bignose will want to make an example of one of the bosses. Each player can try to pin the blame on a boss of their choice, secretly writing their name on a piece of paper and handing it to the Game Master. The boss with the most "votes" suffers a brutal public execution; on a tie, all of the winners face the same fate. Similarly, if nobody tries to pin the blame on anyone else, Chief Bignose simply executes all of the bosses.

Episode 6: Ship Shape

The chieftain has once again summoned the bosses to attend him. When they arrive at his tent, they are immediately ushered in by a flunky. Chief Bignose is busy flaying the skin from a dead human, a scout that another gang brought in the day before. He glances up from his messy work, and addresses the bosses:

"The humans are up to their dirty tricks again. This time they've bribed a bunch of orc captains to transport an army to the west coast. Seems they plan to build a fortification on the shore, preparing for a larger invasion force. Fortunately those loose-lipped idiots have been wagging their tongues!"

Chief Bignose holds up a fresh human tongue and wiggles it about to emphasize his words.

"Stop the orc ships. Permanently. Visit the human town, and wreck the ships before they can sail over here and spew their soldiers onto the shore. Kill the captains too if you can, and bring me their heads."

"Hunchy Flatface has invented a new collapsible flying machine, and he's offered to let you test it out. The bad news is it can only carry enough fuel for a one-way trip, so unless you enjoy suicide missions, I suggest saving the vehicle for your getaway. Bribe or bully an orc captain into taking you to the town, there's no other way to slip past the sea goblins."

"Don't let the tent flap hit you on the way out."

Chief Bignose gets back to his work, and one of the flunkies holds open the tent flap.

Hunchy is waiting outside with the flying machine. It consists of a rectangular basket the size of a wagon, filled with several tanks of flammable gas and a folded envelope of flexible material. When the goblins wish to launch, they can pull the lever and the envelope will rapidly inflate. Hunchy explains how to fly the vehicle, and shows the goblins several heavy firebombs that can be dropped onto unsuspecting enemies below.

Bon Voyage

It takes the characters about three days to reach the nearest orc settlement, which is nestled up against the northern coastline. The flying machine is placed onto a wheeled frame and pulled by a team of wolves, so that it doesn't slow the goblins down. Gaining entry to the village shouldn't pose a problem, as long as the goblins don't cause any serious trouble.

Once they're inside the village, the goblins will need to find and convince one of captains to ferry them to the human town. The easiest way to do this is to visit one of the bars, where a disgruntled orc captain is complaining bitterly about his rivals getting lucrative deals with the humans.

This scene can be roleplayed, but one boss should roll Persuasion, Intimidation or Taunt to negotiate the price (the others can assist with Cooperative rolls). On a failure the captain fleeces the goblins, but still agrees to take them, hoping they'll harm his rivals.

The journey takes two weeks, and the captain spins some unlikely tales about the things he's encountered in the Endless Sea, such as an island that mysteriously appears and disappears overnight, a giant singing fish, and magical boat that travels underwater. The bosses can use this opportunity to tell some tall tales of their own; each player can run an Interlude if they wish.



Blending with the Natives

The ship arrives at the human port late one evening, and the captain hands the characters several orcish longcoats, explaining that the other orc captains will be drinking in the taverns. He suggests some of the bosses sit on their gang members' shoulders, pull the longcoats around themselves, and pretend to be orcs. With the poor lighting in this district, combined with the drunken revelry going on in the taverns, even a crude disguise should be enough to avoid detection.

There are two objectives in this scene. The first is to kill the orc captains and take their heads, the second is to burn their ships. The second objective is the most critical, but the gangs could split up to achieve both.

Eliminating the captains can be resolved as Notice-based Dramatic Task (at the standard -2 difficulty), with the players narrating their kills as they search the taverns in disguise. There are four captains, and each of the first four successes result in the goblins killing a captain. If the players achieve five successes, they take all the heads without being caught, otherwise they'll have to fight free, resolved as a Quick Combat at -2.

Setting fire to the ships can be resolved as a Stealth-based Dramatic Task (at the standard -2 difficulty), and once again the players should describe how they sneak on board the various ships and start the fires. If the players fail to achieve five successes, participating bosses each take 3d6 damage from the fire or a sentry; this can be redirected as usual.

While this is going on, two of the orc captains set sail. The goblins might realize while they are hunting the captains, or perhaps they spot the two ships sailing away while they're starting fires. When they return to the ship that dropped them off, the goblins find it has already departed, although fortunately the captain did at least leave their flying machine on the pier.

With fire and smoke rapidly spreading, and guards rushing in all directions, the bosses will have to inflate the balloon on their flying machine to escape.

Hot Air Pursuit

A squad of soldiers rush up the pier, but they are too slow to stop the goblins escaping! The ships are clearly visible in the distance, but the flying machine is faster, so it's only a matter of time until the goblins catch up.

Resolve this scene as a 5-round Chase. Each round represents several hours, as the goblins try to position themselves over the ship and drop firebombs. One of the goblins steers, using Agility for the maneuvering trait roll, with +1 due to the vehicle's superior speed. The enemy captain is a Wild Card with Agility d8.

The ship has no weapons capable of attacking the flying machine, but it can evade the firebombs when the orcs have the advantage. When the goblins have the advantage, each boss other than the pilot and those aiding with Cooperative Rolls can drop a firebomb, using Smarts or Throwing. The ship has Toughness 20 (4), Heavy Armor, and three wounds. Firebombs cause 2d10 damage (+d6 on a raise), ignore armor, and are considered Heavy Weapons.

While the goblins are busy bombing one ship, the other heads off at an angle, trying to distance itself. Even if the goblins sink the first ship, the second will be too far away to reach before the storm hits.

Riding Out the Storm

The clouds darken as a storm gathers overhead. The ship must have a sea singer on board! Powerful winds buffet the goblins as they struggle to remain airborne.

This scene can be resolved as a Dramatic Task at the standard -2 penalty. Use a different trait each round (Agility, Smarts, Spirit, Strength, then Vigor), with one player taking the lead each turn.

Failure means the vehicle is torn apart in the storm, crashing into the water. Each boss takes 4d6 damage (which can be redirected as usual), and needs to make two Swimming rolls at -2 to reach the shore, suffering one level of Fatigue each time they fail.

Success means the vehicle is badly damaged, but the pilot can make a controlled landing. If they wish they can smash into the ship, leaping into the ocean before impact: each boss must make an Agility roll at -2, on a failure they take 3d6 damage, which can be redirected as usual. The bosses must then make a Swimming roll to reach the shore, suffering a level of Fatigue if they fail. The vehicle's fuel tank and remaining firebombs explode on impact, destroying the second ship.

Alternatively the pilot can crash on the shore: each boss makes an unmodified Agility roll or suffers 2d6 damage, which can be redirected as usual.

Beach Party

As the goblins finally reach the shore, a handful of orcs and humans stagger out of the ocean, draw their weapons, and attack. Resolve this as a regular combat, with 2 human soldiers and 1 orc sailor per player.

If both ships were destroyed, these orcs and humans represent the sole survivors; and the goblins have the opportunity to finish them off before the Longknife tribe can react. If one or both ships survived, then this is simply an advance party, and the Longknife goblins will have to deal with the rest.

Summary

The Longknife tribe rushes down to the shore to deal with the invaders. If both ships were destroyed then there are no invaders left to fight; Chief Sharpmind offers the characters a personal favor, and pledges his full support in the war effort.

If only one ship was destroyed, a couple of hundred soldiers make their way from the remaining ship, and the Longknife tribe suffers significant losses defeating them. Chief Sharpmind will only be able to provide limited aid in the final battle.

If neither ship was destroyed, the Longknife tribe suffers heavy casualties in the battle, and they will be unable to contribute to the final battle.

Episode 7: Forest Fury

The characters return from a hunting trip to find the Redfang camp in chaos, goblins rushing to-and-fro. One of them spots the goblins and yells that they need to head over to the chieftain's tent; apparently all of the bosses have been ordered to report in to the chief as soon as possible.

When they reach the tent, the bosses find their chief studying a map of the Redfang territory. He glances up angrily at the characters and immediately starts shouting:

"There you are! What took you so long? My scouts have reported hundreds of foul forest humans sneaking through Shadowglade Forest, it looks like those tree-hugging freaks are finally going to make their move. Nobby Fiveknuckles has gathered his entire troop to drive them back, but the rest of the honchos have got their hands full guarding the other borders, so I'm sending all of the unassigned bosses down to Shadowglade Forest to help out.

"So get over there! Now! Your orders are to kill, kill, kill. Make sure none of those cretins make it through the forest alive, I don't want to find them wandering around Redfang territory and causing even more trouble."

Mission Impassable

The goblins head over to Shadowglade Forest, where Nobby has ordered his warriors to spread out – there are over 200 gangs under his command, and they've formed themselves into a rough skirmish line. Nobby tells the characters to make themselves useful, and go hunt some forest humans!

Resolve this scene with three Quick Combats, each representing a different encounter. The players gain a +2 situational bonus for the first Quick Combat, when they catch a group of the forest humans by surprise. The tables are turned in the second encounter, when the goblins run into an ambush; the players must use Notice for their trait roll, and receive a –2 situational penalty. The third encounter is a straight up fight with a +0 situational modifier.

After the third encounter, the characters bump into Nobby again, and he seems pretty stressed. He strokes his heavy gold necklaces as he addresses the bosses:

"A bunch of those stinking humans have broken through the line, and they're heading north! Chief Bignose ordered me not to move my warriors out of the forest, so you'll need to deal with the intruders on your own. They're moving fast, so you better get your backsides into gear!"

Reward: Each raise during Quick Combat is worth one Benny.

Bogged Down

The goblins rush after the forest humans, wade across Serpent Brook, and catch up with their foes just after they enter Whitebone Bog. There's an entire company of 100 human warriors, and some of them stop to deal with the goblins while the remainder of the company squelch on ahead through the thick mud.

Resolve this scene as a regular combat, with 3 forest human wardens per player. The entire area is Difficult Ground, meaning everyone moves at half Pace.

Reward: Defeating the humans is worth a Benny.

Running Amuck

After winning the fight, the goblins realize the enemy are moving in a straight line toward the swamp hags' huts. The hags must be their intended target, there's nothing else in that direction!

Although the swamp hags are particularly revered by the Bonediggers, they are well respected by all the tribes, who often visit them seeking advice and other services. Their death would be a significant blow to morale, but if they are forewarned, they should be able to eliminate the threat.

Assuming the goblins decide to pursue the humans, resolve this scene as a standard 5-round Chase, except using Strength for the maneuvering trait roll. Both the forest humans and the goblins are squelching through thick mud, suffering –2 to their maneuvering trait rolls. Failure on a complication means that one of the boss's gang members sinks into the swamp. If they have no gang members left to lose, the boss becomes Shaken and suffer a level of Fatigue instead.

Each round of the Chase, the forest humans make a single attack against each boss, as long as they have the advantage. Keep track of how many forest humans the goblins kill, as this will affect how many Victory Tokens the players require in the final scene.

Reward: Any bosses who kill one or more forest humans earn a Benny.

Witch Hunt

Once through the worst of the mud, the goblins can try to outrun the humans and warn the hags about the coming danger. Resolve this scene as a Dramatic Task using Notice or Tracking. One boss takes the lead, the others can use Survival to assist, laying traps as they attempt to slow down the forest humans.



If the Dramatic Task is successful, the goblins reach the swamp hags first, and warn them. Otherwise the forest humans arrive first, setting fire to the huts and slaughtering many of the hags before the goblins are able to join the fray.

Reward: If the bosses reach the swamp hags first, they each earn a Benny.

Dirty Fighting

The goblins and hags join forces against the invaders. The humans appear to have protective wards against necromancy, but the swamp hags are still a force to be reckoned with, and they are on their home turf.

Resolve this scene as a Quick Skirmish. The goblins would need 5 Victory Tokens per player to rout a full company of 100 forest humans, however the enemy will have suffered casualties; apply the surviving forest humans to the Victory Tokens as a percentage (for example 4 players would normally require a total of 20 Victory Tokens to rout the forest humans, but if 25 of the enemy were already dead, the players would only need to earn 15 Victory Tokens).

Characters can flee at any time if they wish, saving their own necks, and leaving their comrades to carry on the fight.

Summary

If the goblins reached the swamp hags first, then won the Quick Skirmish, the hags suffer minimal losses. While the swamp hags take the goblins for granted, the characters' actions will win over the support of the Bonedigger tribe; Chief Whiteskull offers the bosses a personal favor, and promises them her full support in the war against the humans.

If the forest humans reached the hags first, but the characters won the Quick Skirmish, the hags suffer many casualties. Chief Whiteskull provides limited aid in the final battle, but focuses most of her efforts on taking personal revenge against the forest humans.

If the characters failed to defeat the forest humans, most of the hags will be wiped out. Chief Whiteskull plans a retaliatory assault against the forest humans, and the Bonediggers won't be around to provide any aid in the final battle.

Episode 8: Fighting Fire With Ice

An ancient order of warrior priests calling themselves the Order of the Dragon have recently allied with the king of the town humans. The divine order's fearsome drakeriders have now started launching raids against the tribes, using hit-and-run tactics to decimate entire camps, and striking too fast for the goblins to muster any sort of defense. The order's strategy is to keep the goblins disorganized and off balance, so that when the main human army is ready to march, the tribes will be unable to oppose them.

Roasted Over a Camp Fire

The bosses are in the main Redfang camp when one of the first attacks hits. Two dozen drakes swoop down from the sky and strafe across the camp, scouring the ground with long jets of searing flame before soaring back into the sky. The attack happens so quickly and unexpectedly that the goblins have no time to react, although they do spot humans mounted on the drakes as the attackers fly away.

The camp is rapidly engulfed in roaring flames and dark billowing smoke, with screaming goblins fleeing in every direction. The characters will need to make a Smarts roll to keep their wits about them, an Agility roll to navigate between the burning tents, and a Vigor roll to resist the smoke fumes. Each failure results in a level of Fatigue and the loss of a gang member.

Reward: Bosses who manage to escape the inferno without suffering Fatigue or losing any gang members earn a Benny.

Do Panic

As hundreds of sooty-faced goblins gather outside the burning camp, Chief Bignose angrily calls the bosses to attend him.

"Those vile, wretched savages! How dare they?! I will not tolerate such an insult! We must strike back!"

"Climb the Longtooth Mountains, seek out the Icerunner tribe, and make a deal with them. The tribes must stand together, and our cold-hearted kin may have the solution we need. They have been capturing and training griffins, and with some flying mounts of our own we could take the battle to the skies!"

"Do whatever it takes. Inflict unspeakable horrors upon those drakeriders, then come back and tell me all about it."

The trip to the Longtooth Mountains takes several days. The gangs come across several more smoldering camps, the results of further drake attacks.

The players should be given the opportunity to take turns describing scenes of destruction encountered on the journey, resolved using the Interlude rules. If the bosses lost any gang members in the previous scene, they are able to replace them by recruiting survivors along the way (this is automatic, and doesn't require any rolls).

Reward: Running an Interlude is worth a Benny.

A Mountain to Climb

On the peak of a particularly tall mountain, the bosses finally come face to face with the Icerunner tribe. The white furry goblins have heard tales of the bosses' past victories against the humans, and the characters are invited to meet Chief Iceclaw herself.

This scene should preferably be roleplayed, but the general outcome is that the chieftain listens to the characters, and is willing to provide griffins to help them defeat the drakeriders, but she is not prepared to throw her full support behind the war effort yet – at least, not until the characters can demonstrate that the tales of their great exploits are true, by defeating the drakeriders in battle.

The bosses and their gang members each receive a griffin mount, and one of the Icerunner beast trainers teaches them how to ride and control the semi-tame beasts. Each goblin and griffin is also treated with an enchanted salve to protect them from the drakes' fiery breath, and any rider lacking ranged weapons is given a hunting bow and a quiver of arrows.

Each boss must make a Persuasion or Intimidation roll to get their gang's griffins under control. On a failure, one of the their gang members gets eaten.

Reward: Any boss who loses a gang member earns a Benny as compensation.

Flight Club

The characters launch into the sky on their griffins in search of the drakeriders, and it shouldn't take long until they locate their enemy, probably while the vile humans are in the process of roasting another one of the goblin camps.

The ensuing battle should be resolved as a dogfight Chase, with the characters facing 3-4 drakeriders per player, along with a wing leader (use the same stats as a regular drakerider, except he is a Wild Card). Divide the drakeriders into a number of groups equal to the number of players for the purposes of initiative.

In the first round, the drakeriders use their mounts' fiery breath, but once they see it has no effect against the goblins' magical protection, they swap to javelins, and their mounts' teeth and claws. The bosses can still use the Meat Shield rule (even with the gang members mounted on other griffins), and should a boss lose his mount, he can leap onto another griffin by making a successful Agility roll.

After around two thirds of the humans have been killed, the survivors turn tail and flee. If the goblins decide to pursue the drakeriders, they'll gradually pick them off one by one (don't bother rolling), eventually coming into sight of the aerie.

Reward: If the goblins successfully manage to rout the drakeriders, each boss earns a Benny.



Aerie-Fairy Fortress

The aerie consists of a large monastery located at the apex of a towering column of rock. The upper half of the precipice is honeycombed with caves and tunnels, within which the drakes can rest and breed. The rocky column is at least two thousand feet tall, rendering the aerie completely inaccessible by foot, and so there are relatively few defenders. The priests are not expecting a counter-attack, and they are neither equipped nor prepared to fend off an aerial force.

The goblins can easily swoop in and kill most of the defenders with their griffins (no need to roll), but they will need to land if they wish to clear out the trainers and other staff, and slay any nesting drakes.

This scene can be resolved in a number of different ways, as the Game Master's sees fit. It could be treated as a dungeon-style exploration, with the goblin crew hunting down and eliminating the enemy a handful at a time. It might be resolved as a combat encounter, representing the final showdown, where the goblins face off against the remaining defenders (2-3 human soldiers per player). Or it could be treated as a Quick Skirmish, with the players receiving a +2 situational bonus to their rolls, and requiring 2-3 Victory Tokens per player to slaughter the survivors.

Once the goblins have wiped out the humans, they can call upon the Icerunner tribe to send some more griffins to secure the aerie for the tribes. There will be other drakeriders out there, of course, but they will no longer dominate the skies.

Summary

If the goblins won the dogfight, the Icerunner tribe will feel more confident about their chance of victory, and offer to support the war effort. If the goblins also took control of the aerie, the Icerunner tribe will send additional griffins to station there, giving the tribes a significant tactical edge against the humans.

However if the characters failed to win the dogfight, Chief Iceclaw decides to stay out of the conflict, and the Icerunner tribe will refuse to provide any further assistance in the war against the humans.

Enemy Combatants

Most of the foes encountered in this adventure can be found in the bestiary.

Drakerider

These warrior priests mainly rely upon their fearsome mounts to help them dominate the skies. Each mount also has a dozen javelins strapped to its saddle, which the riders use to complement and support the drake's fiery breath weapon.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Riding d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Vow (Major: Follow the teachings of the Order of the Dragon)

Edges: Combat Reflexes, Steady Hands

Gear: Short sword (Str+d6), 12 javelins (Str+d6; range 4/8/16), stylized draconic armor (+2)

Episode 9: Green Vaccine

The town humans recently dumped vast quantities of a foul alchemical brew into the Northern River, and it washed down into Blacktear Lake before flowing west into Darkmire Swamp. Many of the river goblins and Nightsworn tribe are now showing early symptoms of a terrible plague, and the infection is rapidly spreading throughout the goblin territory.

Throw Down the Gauntlet

Chief Bignose summons the bosses to his tent. When they arrive, they find him talking to Tesra Darkeyes, a particularly tall, ugly and ill-tempered priestess of the Shadow Queen. Tesra sneers at the characters, points at them with her long crooked finger, and addresses them in a deep booming voice:

"The cowardly human scum have unleashed a vile plague upon the land! The Shadow Queen's beloved children wither and die from the terrible sickness.

"Your great victories against the humans have made you legends among the tribes, and now the goddess has chosen you for a divine mission. Travel to the crest of Windpoint Island, and seek the cure within the ancient fortress.

"The fortress has been sealed for millennia. But no more! The fearsome guardians of the firstborn sorcerers have been awakened, and protect the skies, so you must approach the island on foot."

Tesra throws each of the bosses a strange gauntlet.

"These gauntlets will allow you to enter the fortress, and the spirit within shall give you the cure, as long as you obey her commands. The cure will reside in your blood, and shall gradually spread in the same way as the plague, but we do not have time to let things run their course; you must find a way to release the cure into the Northern River.

"The fate of the tribes now depends on you. Do not let the goddess down."

These gauntlets automatically attune themselves to their wearer; they cannot be worn by anyone else until the original owner is dead.

The journey to Axehead Cove will take several days, and the bosses have ample opportunity to brag around the camp fire. Resolve these tales as Interludes.

It is low tide when the goblins finally reach the cove, so they can just use the causeway to reach Westpoint Island. If they ignore Tesra's advice and attempt to fly, they get shot down by reapers, which now patrol the island; each gang boss suffers 3d6 damage, and their mounts or vehicles are destroyed. Crossing by raft is not feasible, as the waters teem with sea goblins.

Reward: Interludes are worth 1 Benny.

The Only Way is Up

It takes several hours to climb the cliffs to the fortress. This should be resolved as a Dramatic Task with the standard -2 penalty, and a different character can take the lead each round. There should be one Notice roll, two Climbing rolls, and two Vigor rolls. On a failure, each boss suffers 3d6 damage or loses a gang member as they tumble down the cliff, and the characters must start again the climb again.

When they finally approach the fortress at the top, the characters discover an open portal surrounded by glowing runes. Only individuals wearing the gauntlets provided by Tesra are able to enter, everyone else finds themselves blocked by an invisible barrier. The bosses will have to leave their gang members behind!

Reward: Entering the portal is worth 1 Benny.

Keyed Up

As soon as the characters pass through the portal, the crystals on the back of their gauntlets begin to glow with a pale blue light. Similar crystals embedded in the ceiling start glowing in response, and a disembodied female voice begins talking softly from all directions in an unfamiliar language.

As soon as the goblins talk to each other, the soft voice switches to their language, although the accent is stilted and the words strangely formal:

"All authorized visitors, proceed to the central chamber."

Various smaller passages branch off from the main tunnel, but although they have crystals set in the ceiling, none of them are illuminated. The characters can explore if they wish, the voice repeats its message every few minutes, but doesn't appear to pay any attention to them. Here are a few suggestions for the sort of things the goblins might discover if they decide to explore:

1. A chamber filled with thick pipes, and large tanks of green fluid. Perfectly preserved bodies of beastfolk and bugbears float in several of the tanks, and panels covered in glowing runes are affixed to the tanks.

2. A small room containing a single vat filled with what appears to be dark slime. Within the slime is a preserved body, a hybrid of goblin and troll.

3. A long armory lined with dozens of living metal weapons and suits of armor. Anyone wishing to loot the armory can help themselves, but they will need to take the Relic Attunement Edge before they can use the items.

4. A private study, filled with strange devices and decorations. Hanging on a wall is a stunningly perfect painting of a narrow flying vessel hurtling through a clear night sky. A successful Common Knowledge roll allows the viewer to recognize that the rear end of the vessel looks like the Spire of Flame, while a protrusion near the front looks like the Dome of Shadows.

5. A wide chamber filled with glowing “paintings” of various goblin breeds, including canitaurs, sea goblins, river goblins, and other hybrid forms the goblins have never seen before. If anyone touches the paintings, the images rotate, and glowing runes appear below them.

6. A circular room with a large round table in the center. The table depicts an illustration of the goblin territory and surrounding area, with glowing runes marking various locations, and a draconic symbol in the human lands. Touching the picture causes it to zoom, and more runes light up. If the characters keep touching the table, eventually it goes blank, then a few seconds later the whole table flashes with runes, and after a few more seconds the illustrated map returns.

Whether they decide to follow the ceiling lights, or explore the fortress first, eventually the characters will make their way to the central chamber. As they step through the door, it vanishes behind them, and they find themselves in a featureless room. The soft female voice once again speaks, as if from all directions:

“Body scan in progress. Biochemical analysis in progress. Synthetic viral anomaly detected. Processing, please wait...”

Thin arms of living metal suddenly project from the walls, driving their needle-like fingers deep into the goblins’ flesh, then quickly withdraw again. The wall melts away behind the characters to reveal the open doorway, and the voice speaks once more.

“Cure administered. Subjects may now depart.”

The characters can explore if they haven’t already, but there isn’t much else to do here, and the plague is still spreading, so they shouldn’t dawdle.

Turning Tide

The causeway is the only way off Westpoint Island, but as the characters reach the shore, they realize that the tide is coming in. The waters are still teeming with sea goblins, so the characters need to move quickly if they don’t want to get trapped on the island.

Resolve this using Agility-based Dramatic Tasks, at the standard -2 penalty. Each player has to deal with their own Dramatic Task, failure indicates they didn’t manage to cross the causeway before the tide came in; the character suffers 3d6 damage from the sea goblins before reaching shore (this can be diverted to a gang member as usual). Failure on Clubs further indicates that 1d3 of the character’s gang members slip off the causeway, and are butchered by the sea goblins.



Troubled Waters

The characters need to find some way to pour lots of goblin blood into the Northern River, as far upriver as possible. The best place to do this would be up on the High Falls, where the bosses could recruit a bunch of borderland “volunteers” to help distribute the cure.

However the characters will inevitably run into a human patrol, because the town humans already have advance parties in place for the main assault. The final scene should be resolved as a standard combat against 2-3 knights per player, plus one Wild Card knight.

Summary

The Nightsworn tribe demand vengeance against the humans, and they will throw their full support behind the Redfang tribe in the war effort. However if the characters didn’t manage to obtain the cure, then the surviving members of the Nightsworn tribe will be far too few in number to have any significant impact in the final battle.

Assuming that the goblins successfully obtained the cure, it will gradually spread across the land, and the vast majority of the Nightsworn tribe will survive, although most of the river goblins will still die before the cure can reach them. However, if the characters were also able to distribute the cure into the Northern River, then the plague will take very few lives before being neutralized.

Episode 10: Slay Day

News has arrived that the human king is making his move, leading his army through a rocky pass along the eastern side of the goblin lands, and marching straight toward the Spire of Flame. The tribes have gathered together in the Scorched Basin, preparing to defend their holy tower against the savage invaders, and the chieftains have called their gangs to attend them at the foot of the spire.

Crowd Control

Due to their pivotal role in earlier battles against the humans, Chief Bignose has ordered the characters to give rousing speeches to the gathered horde. This is resolved in the same way as a Quick Combat, except that the speakers must make unmodified Persuasion, Intimidation or Taunt rolls: those who fail are pelted with rocks and booed from the makeshift stage. On a critical failure, the character mistakenly thought they were supposed to give an “arousing” speech, and they actually lose one Benny from the humiliating response they receive from the crowd.

Reward: A raise when giving the rousing speech is worth 1 Benny, the same as Quick Combat.

Battle of the Basin

The goblins gather their forces as fast as they can, but the human army moves very quickly as well, and it's not long before the armies meet. Due to their heroic status among the tribes, the characters are expected to lead the goblin horde into battle; if none of the bosses have Knowledge (Battle), the Game Master may wish to let them roll Smarts instead.

Resolve this scene using the Mass Battle rules. The humans begin with 10 tokens, while the Redfang tribe starts with only 2. Fortunately the other tribes offer support: the characters gain an additional 0-2 tokens from each of the previous 5 adventures, depending on how well they succeeded (0 for failure, 1 for partial success, and 2 for complete success).

There are no Mass Battle modifiers for artillery or terrain, but the shape of the Scorched Basin means no side can suffer more than 2 tokens worth of casualties each round. The human king is a surprisingly skilled tactician, with Knowledge (Battle) d10.

The losing army is routed, fleeing north into the Obsidian Valley.

Reward: Every player earns 1 Benny for surviving the Battle of the Basin.

Royal Mistreatment

The two armies make camp, tending the injured and licking their wounds as they ready themselves for the final confrontation. Both sides recover half their lost tokens (rounded up), representing those who fled or suffered only minor injuries, and have now returned to the battle line.

Goblin scouts report that the careless human king has unknowingly pitched his tent near the entrance of an underground tunnel, and a small crew could try to sneak up and kill him, chopping off the head of the human army. The characters can send assassins if they prefer, but it would be a significant boost to morale if they killed the king themselves.

Sneaking through the tunnel is relatively easy, and the goblins will have the advantage of surprise, but the king is well guarded, and more soldiers arrive as soon as the alarm has been raised. The assassination should be resolved as a Quick Skirmish with a +2 bonus in the first round, with each subsequent round incurring a cumulative -1 penalty; the characters need to earn a total of 10 Victory Tokens to kill the king, and each character must individually earn at least 2 Victory Tokens in order to escape (even if the king has already been killed by that point).

Reward: If the characters manage to kill the king, each player earns 2 Bennies, and the goblins receive a +2 morale modifier for the Mass Battle in the next scene. If the characters send some assassins instead of doing the job themselves, there is a 50% chance that the assassins kill the king, but the characters will not receive the Bennies or morale bonus (the only benefit is that someone else will have to lead the human army in the next scene).

Rally in the Valley

With a great roar, the armies clash once again, and this time there is no retreat. Resolve this scene as another Mass Battle using the remaining tokens, once again no side can suffer more than 2 tokens worth of casualties each round.

Whichever side won the previous battle gains a +2 bonus to morale this time. If the human king is dead, one of his generals takes control of the army: this new leader has Knowledge (Battle) d8.

Reward: If the goblins win the second battle, each player earns 2 Bennies. If the humans win, each player instead earns 1 Benny for surviving.

Let Sleeping Gods Lie

One of the armies eventually breaks and routs, the survivors fleeing in the direction of Blacktear Lake, while the victors chase them down and slaughter them like dogs. All of this bloodshed attracts the attention of the One Eyed Warrior, an ancient "war god" who is worshiped by the humans.

In reality, the One Eyed Warrior is the last of the original dragons, who settled on this world millennia ago; maimed and scarred by the goblins' ancestors, he hid deep in the earth, dreaming of revenge. Only now has he realized just how far the goblins have fallen, and how weak they've become.

But the goblins aren't entirely defenseless. As the ancient dragon roars his challenge and swoops down on the horde, the Spire of Flame suddenly ignites, and great jets of fire shoot up into the heavens. The sky darkens overhead as ominous storm clouds gather, and Blacktear Lake begins to churn as something huge stirs beneath the surface.

As the Beast of the Lake rises up from the churning waters, a weary priest finds the characters, and tells them the Sleeping God has spoken to him. He explains that the Beast of the Lake is in fact an ancient war machine, and can be controlled by those bonded to the strange arcane gauntlets the characters received in the last Plot Point Episode (Green Vaccine). The Sleeping God has activated the machine to fight the dragon, but the characters are the only ones capable of piloting it.

As the characters approach the Beast of the Lake, a portal surrounded by glowing runes opens in its back. Upon entering, a disembodied female voice instructs the characters to sit in the seats provided. Thin metal arms project from the walls and dig into their flesh, and they find themselves controlling the Beast of the Lake as if it were their own body!

The "Beasts" were the main assault-class mechas of the goblin empire, but the Shadow Queen was not a warship, and she only carried one Beast on board. The mecha was ejected into Blacktear Lake before impact, and remained buried in the lakebed for centuries until the river goblins found it. Once excavated, the Beast's connection to the Spire of Flame was reestablished, and it has remained on standby ever since.

The Beast is about a hundred feet tall. It has Size 15, and is considered a Gargantuan creature with Pace 20, Strength d12+10, Vigor d10, and Toughness 40 (10). It wields a massive electrified blade that inflicts Str+d12 damage with AP 4, and is also fitted with numerous particle-beam cannons that have range 30/60/120 and inflict 5d6 damage, with AP 5 and RoF 1. The Beast is considered a Wild Card, it never receives more than two wounds from any damage roll, and pilots can give their Bennies to the mecha whenever they wish.

The character in the main seat controls movement and wields the electrified blade, using their Fighting skill to attack and to determine the Beast's Parry. The other characters can operate a cannon each using their Shooting skill. Only those with bonded gauntlets can enter the mecha, so gang members must stay behind.

When the One Eyed Warrior arrives he attacks the Beast without hesitation, and will fight to the death, driven insane by hatred and bloodlust.

The One Eyed Warrior

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d12+15, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12, Notice d8

Pace: 8; **Parry:** 10; **Toughness:** 35 (8)

Edges: Ambidextrous, Combat Reflexes, Elan, Great Luck, Improved Frenzy, Improved Level Headed

Special Abilities

- **Armor +8:** Scaly hide.
- **Bite/Claws:** Str+d10; AP 4.
- **Fortitude:** Damage is always capped at two wounds.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Flight:** Flying Pace of 48" and Climb -1.
- **Fiery Breath:** Shoot a 96" stream of flame, all within the stream must roll their Agility at -2 or suffer 2d12 damage. Those hit must roll to see if they catch fire.
- **Size +18:** Frickin' massive; +18 Toughness.
- **Gargantuan:** -4 to attack medium-sized foes, they gain +4 to their attacks; Heavy Armor and Weapons.

Conclusion

If the One Eyed Warrior manages to destroy the Beast of the Lake, he will start hunting down goblins across the land, slaughtering thousands before retiring to his lair. The dragon will return periodically to hunt for more prey, and the surviving goblins will be forced to retreat below ground or into deep caves, hiding like cowardly borderland goblins.

If the goblin army was defeated, the chieftains now lie dead, and the tribes will soon break up into smaller independent bands. Should the human king still live, he will call on reinforcements to press the advantage, building fortifications within the goblin territory and claiming the land as his own. If the human king was killed, his army withdraws, and new tribes will rise to prominence in the years to come.

If the human army was defeated, their towns and villages now lie mostly undefended, and the chieftains start plotting their next move.

If the dragon was slain, the heroes can use the Beast to drive off any remaining humans, or even head over to the human lands for some payback. But the *Revenge of the Goblin Horde* will be a tale for another day!

Adventure Seeds

Big Cheese

Chief Bignose has finally had enough of the ratlings and their forays into Redfang territory. Unfortunately the sneaky beastfolk are far too numerous to eliminate in the conventional way, so the chieftain has decided to kill two birds with one stone: the bosses are tasked with leaving a trail of smelly food outside the rodents' warrens, leading the ratling king and his greedy little subjects deep into the human lands!

Bugbear's Picnic

If anyone goes out in Twilight Wood today, they'll be in for a big surprise. Scores of bugbears have gathered for a great feast, and the chief wants to know what the overgrown furballs are up to. The gangs are sent to investigate, but they'd better go in disguise, otherwise they might just end up on the menu!

Cat Burglar

A druid was recently chased out of the human lands, after being caught using his shapeshifting powers to commit a string of burglaries. If the goblins can locate and recruit him, the vengeful outlaw could prove to be a useful asset in the war, providing the tribes valuable information about the enemy forces.



Cat's Paw

A team of elite catfolk mercenaries recently escaped a human military stockade, and now they've been hired to undertake a dangerous mission against the Redfang tribe. Someone obviously had a problem, and nobody else could help, so they hired...the Stray Team! The leader of the Strays is a cigar-smoking warrior named Cannibal, and he loves it when a plan comes together. But is this really his plan, or is he an unwitting pawn?

Cock and Bull Story

Hammy Groingazer likes bragging about the one time he painted part of his body bright red, and used it to lure a band of minotaurs into charging over the edge of a cliff. Chief Bignose finds the idea fascinating, but he has lingering doubts about the veracity of Hammy's story, so he's dispatched a few gangs to find out if the trick really works.

Fifty Shades of Green

Kriston Greenfingers is a gremlin artificer with great talent and unconventional desires, and Chief Bignose has ordered the bosses to help him collect the various trappings for his latest experiment. But will the bosses be able to obtain everything the nasty little gremlin demands? Can they locate some spiked manacles? The leather restraints? The double-headed feather duster? And do they really want to know how he's planning to use that large bucket filled with soapy frogs?

Fowl Play

Someone has been systematically hunting and killing the vulture folk, deliberately targeting their nests and leaving no survivors. But who would go to so much trouble, and what could they possibly stand to gain?

Foreign Food

A strange human came through a magical portal a few days ago, came down from the Longtooth Mountains, and met a sticky end at the hands of the Redfang tribe. A gang hauled the corpse home for the chief's lunch, and he enjoyed the exotic flavor so much that he's demanding more! Now the gangs will have to find out where the human came from, and see if they can stock up the chief's larder with tasty imported treats.

Lawful Stupid

A fanatical order of human paladins have declared war on the tribes, and are marching across the border into Redfang territory. The brutes are strong, tough, and skilled with a blade. Fortunately, they are also gullible and slow-witted, even by human standards, and can be easily lured into one ambush after another.

Lost in the Shuffle

About a year ago, Nobby Fiveknuckles was promoted to the rank of honcho, after his predecessor died in a tragic accident. This made Nobby's rival, an ambitious overseer by the name of Narky Wrongfoot, extremely angry; convenient accidents require a lot of hard work and planning! Now Narky has disappeared, and taken half his posse with him, so Nobby has sent a few gangs to find out where the deserter has gone.

Rotten Borough

A very ambitious young Bonedigger has recently been leapfrogging up the ranks, using an obscure loophole in the tribal laws that allows his influential family to demand his promotion. He has jumped from boss to overseer within the span of a week, and has already requested the position of honcho. If he's not stopped, he may soon become chieftain, and he's made it clear he plans to animate an army of skeletons and declare war on the Redfang tribe. Chief Whiteskull can't deal with the usurper directly without risking the stability of the Bonedigger tribe, so she's asked Chief Bignose if he could arrange a little accident, as a favor.

Severance Package

Froat Sackslitter was recently exiled by the chieftain, after his personal conduct failed to meet even the very low standards of the Redfang tribe. Before departing, Froat used his meat cleaver on his superior, slicing off a nice "going away gift" for his journey. Such an insult can't be ignored, and the bosses have been told to find and deal with the nasty fellow. But do they really have the balls to confront Froat and reclaim the package?

Son of a Witch

The swamp hags rarely have offspring, and when they do, they have daughters, with one notable exception. Kybar Redeye is the son of a Coven Mistress, and the dreaded warlock wields both blade and black magic with terrifying skill. He left home several years ago to explore the human lands, but now he's back, and he's claimed a portion of Redfang territory as his own.



The Lost Tribe

Many months ago, the Treebiter tribe was annihilated in a coordinated assault by the forest humans. A few survivors managed to escape across Hightree Ridge, where they were absorbed into other tribes, but the rest of the Treebiters have vanished, presumed dead. A former Treebiter named Izzy Toecutter has climbed her way up to the rank of gang boss, and managed to convince Chief Bignose to send a crew to investigate the fate of her former tribe. The characters must make their way into the Great Forest and uncover the truth.

Whale of a Time

A pod of orcafolk have recently slaughtered a score of Longknife fishermen in Axehead Cove, and they had so much fun they've decided to go on a murderous rampage up and down the coast. As the attacks span multiple territories, the tribes will be forced to work closely together, or at the very least come to some sort of agreement. Chief Bignose orders the bosses to deal with the threat, and sends them to negotiate on behalf of the Redfang tribe.

Zombie Season

A Redfang raiding party recently stole several barrels of spicy sauce from the Bonedigger tribe, and found that it tasted absolutely delicious, so they marinated dozens of human corpses overnight in preparation for a great celebratory feast the next day. Unfortunately, the corpses animated before the feast could begin, and the small horde of succulent zombies scattered in all directions. Can the hungry goblins catch and eat their perfectly seasoned dinner before it escapes?

Adventure Generator

Many Game Masters prefer to design their own adventures, rather than using prewritten ones, but it can often be difficult knowing where to start. This adventure generator can help make the process easier.

To use the adventure generator, roll a d4, d6, d8, d10 and d12, and consult the five tables below. Adventures are typically divided into five scenes, with each scene designed around a particular game mechanic, such as a Chase, Hazard, Dramatic Task, etc. For some detailed examples, take a look at the various One Sheet adventures.

The Game Master should use the results for inspiration, interpreting them in a way that best fits the campaign and advances the story. If a result doesn't make sense, simply reroll, or choose something else.

Plot Hook (use the d4)

1. Sent on a mission by Chief Bignose himself.
2. Followed up on a tip, or learned of a rumor.
3. Contacted by an ally, friend, or family member.
4. Dragged into the adventure by sheer chance.

Adventure Location (use the d12)

1. Within the territory of a rival goblin tribe.
2. Somewhere along the west or north coast.
3. Beside (or perhaps even on) Blacktear Lake.
4. Near one of the rivers in the goblin lands.
5. The Great Forest, to the south of the border.
6. Hightree Ridge, on the border of the human lands.
7. Somewhere within the human lands to the east.
8. High up on the Longtooth Mountains.
9. Within Shadowglade Forest or Twilight Wood.
10. Within Darkmire Swamp or Whitebone Bog.
11. Upon Northside Plateau or Westside Plateau.
12. Within a mountain cave or underground cavern.

Scene Structure (use the d8)

1. Interlude, Dramatic Task, Trait Roll, Combat Encounter, Chase.
2. Trait Roll, Quick Combat, Hazard, Combat Encounter, Dramatic Task.
3. Social Conflict, Quick Combat, Trait Roll, Chase, Combat Encounter.
4. Surprise, Combat Encounter, Chase, Quick Skirmish, Dramatic Task.
5. Interlude, Hazard, Quick Skirmish, Chase, Combat Encounter.
6. Dramatic Task, Quick Skirmish, Trait Roll, Chase, Combat Encounter.
7. Quick Combat, Social Conflict, Trait Roll, Combat Encounter, Chase.
8. Hazard, Dramatic Task, Interlude, Combat Encounter, Chase.

Example

The Game Master rolls the five dice and looks at the tables. The d4 (Plot Hook) is 1, indicating that Chief Bignose sends the bosses on a mission. The d12 (Adventure Location) is 9, which is a forest. The d6 (Mission Objective) is 4, representing an ambush. The d10 (Main Antagonist) is 4, indicating human scouts or soldiers. The d8 (Scene Structure) is 6, which is a Dramatic Task, Quick Skirmish, Trait Roll, Chase, and Combat Encounter.

The adventure is described as follows: Bands of forest humans have recently been raiding Redfang territory, and Chief Bignose orders the bosses to ambush them. The Game Master defines the five scenes as follows:

Scene 1: The goblins start setting up various traps. Resolve as a Dramatic Task, using Repair or Survival.

Scene 2: Several scouts approach the area, and the goblins must eliminate them! Resolve as a Quick Skirmish.

Scene 3: The main human force arrives, walking straight into the traps! Resolve with a Smarts roll.

Scene 4: The forest humans flee, and the goblins run after them, trying to corner them. Resolve as a Chase.

Scene 5: The surviving humans are cornered, now it's time to chop them all down! Resolve as a normal combat.

Mission Objective (use the d6)

1. Hunt and kill a particular foe.
2. Capture or steal something.
3. Protect or guard a person or place.
4. Ambush and kill a particular foe.
5. Scout or spy, gathering information.
6. Sabotage a particular device or location.

Main Antagonist (use the d10)

1. Goblinoids from a rival tribe or independent band.
2. Rival gang of goblins from the Redfang tribe.
3. Party of greedy human adventurers.
4. Human scouts or soldiers on a mission of their own.
5. Aggressive band of beastfolk.
6. OGREKIN warriors, raiders, or travelers.
7. Monstrous beast, such as a chimera or griffin.
8. Draconic foe, such as a hydra or forest dragon.
9. Predators, such as land sharks or dracohounds.
10. Deadly hunter, such as a troll or flesh wraith.





Bestiary

This chapter details the various monstrous creatures and other foes that the goblins are likely to encounter while on their travels.

Adventurers

Most humans are cruel and vicious, but some take it to the extreme, actively seeking out families of innocent goblins to slaughter for fun and profit. These bands of professional killers call themselves “adventurers,” and they come in ten different flavors.

Barbarian

These large, muscular warriors make fearsome foes in battle, and hearty meals afterward.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d6, Swimming d4, Throwing d6

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

Hindrances: Clueless, Illiterate, Mean

Edges: Berserk, Brawny, Fleet-Footed

Gear: Hammer (Str+d8), buckler (+1 Parry), javelin (Str+d6; range 3/6/12), thick furs (+1)

Bard

These vain and gaudily dressed musicians serve little discernible purpose, but they sing with great passion when put to the torch.

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

Skills: Climbing d6, Fighting d6, Gambling d8, Notice d6, Persuasion d8, Shooting d6, Taunt d10

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

Hindrances: Quirk (annoying singing)

Edges: Charismatic, Command

Gear: Rapier (Str+d4; +1 Parry), short bow (2d6; range 12/24/48), leather armor (+1)

Cleric

Fanatical worshippers of strange gods, these priests are often quite gristly with relatively little meat.

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

Skills: Faith d10, Fighting d6, Healing d8, Notice d4, Persuasion d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Delusional, Mean

Edges: Arcane Background (Miracles), Holy Warrior

Powers: *Healing*, *stun*

Gear: Mace (Str+d6), shield (+1 Parry), chain shirt (+2)

Druid

These terrifying sorcerers wield power over beasts, plants and weather.

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

Skills: Faith d8, Fighting d6, Notice d6, Swimming d6

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

Hindrances: Mean, Vengeful

Edges: Arcane Background (Miracles), Beast Master

Powers: *Beast friend*, *bolt* (lightning), *entangle* (vines)

Gear: Staff (Str+d4; +1 Parry), leather armor (+1)

Fighter

These brutish thugs are always eager to take out their aggression on goblins.

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

Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d8, Swimming d4

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

Hindrances: Mean

Edges: Brawny, Frenzy

Gear: Bastard sword (Str+d8+1), bow (2d6; range 12/24/48), breastplate (+3)

Monk

Some humans eschew the use of traditional weapons entirely, preferring to murder innocent goblins with their bare hands.

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

Skills: Climbing d6, Fighting d8, Notice d10, Stealth d6, Swimming d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Hindrances: Delusional, Vow

Edges: Acrobat, Martial Artist

Gear: Robes



STORM

Paladin

Divine crusaders, or sadistic zealots? These armored thugs demonstrate neither compassion nor remorse as they slaughter one goblin family after another.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Faith d6, Fighting d8, Intimidation d6, Notice d4, Throwing d6

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

Hindrances: Overconfident, Mean

Edges: Arcane Background (Miracles), Champion

Powers: *Smite, succor*

Gear: Longsword (Str+d8), medium shield (+1 Parry), breastplate (+3), dagger (Str+d4; range 3/6/12)

Ranger

Scouts and warriors, rangers serve as the eyes and ears of an adventuring party, helping them locate dens of innocent goblins to murder and rob.

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

Skills: Fighting d8, Notice d10, Shooting d8, Survival d8, Tracking d8

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

Hindrances: Vengeful

Edges: Marksman, Two-Fisted, Woodsman

Gear: Two short swords (Str+d6), bow (2d6; range 12/24/48), leather armor (+1)

Rogue

Thieves and cutthroats, rogues are usually responsible for locating and disabling any traps the goblins have set to protect their homes and children.

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

Skills: Climbing d8, Fighting d6, Lockpicking d10, Notice d8, Repair d8, Shooting d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Edges: Alertness, Assassin, Thief

Gear: Short sword (Str+d6), knife (Str+d4), bow (2d6; range 12/24/48), leather armor (+1)

Wizard

Some humans dabble in the arcane arts, although they lack the natural talent possessed by many goblinoids.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d8, Spellcasting d10, Throwing d4

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

Edges: Arcane Background (Magic), Wizard

Powers: *Blast* (fireball), *burst* (acid spray), *deflection* (wind shield)

Gear: Staff (Str+d4; +1 Parry; Reach 1)

Bonedigger Goblin Tribe

By far the smallest of the six major tribes, there are no more than six thousand Bonedigger goblins, most of whom live in Whitebone Bog.

The Bonedigger tribe is led by a group of powerful necromancers, who have used their magic to animate thousands of skeletal warriors. These undead minions allow the tribe to hold its own, despite its small size.

Grunt

Members of the Bonedigger tribe often have pale skin, and frequently decorate themselves with bones. Many of them wield sharpened shovels in combat, the same tools they use for gathering peat in Whitebone Bog, to save them the trouble of carrying a separate weapon.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Bone shovel (Str+d4), Blowpipe (range 3/6/12; Str+d4 damage), crude bone armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.



Boss

As with the other tribes, Bonedigger bosses are often stronger and tougher than most other goblins.

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

Skills: Fighting d8, Notice d6, Shooting d6, Stealth d8, Survival d8, Taunt d8

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

Gear: Bone shovel (Str+d4), Blowpipe (range 3/6/12; Str+d4 damage), crude bone armor (+1)

Edges: Brave

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Necromancer

Most of the Bonedigger sorcerers study death magic.

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

Skills: Fighting d6, Notice d6, Spellcasting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Bone shovel (Str+d4), Blowpipe (range 3/6/12; Str+d4 damage), crude bone armor (+1)

Edges: Arcane Background (Magic), Power Points

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Necromancers know *armor*, *bolt*, and *zombie*.
- **Power Points:** 15.



Chief Whiteskull

The leader of the Bonedigger tribe is a very powerful necromancer. It is rumored that she learned the dark arts from the greatest of the swamp hags in her youth.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d8, Knowledge (Arcana) d12, Notice d10, Spellcasting d12, Stealth d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Gear: Bone staff (Str+d4; +1 Parry; Reach 1)

Edges: Alertness, Arcane Background (Magic), Elan, Great Luck, Level Headed, New Power, Power Points, Soul Drain, Swollen Head, Wizard

Hindrances: Obsession (Necromancy)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Nearly four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Chief Whiteskull knows *armor*, *barrier*, *blast*, *detect/conceal arcana*, *divination*, *puppet*, and *zombie*.
- **Power Points:** 30.



Borderland Goblins

Weak, stupid and cowardly, these sniveling wretches hide within deep caves on Hightree Ridge, where they live in constant fear of human adventuring parties.

Borderland goblins are prolific scavengers, always eager to sift through the trash left behind by humans, and the filthy little urchins can often be seen wearing poorly-fitting items of human clothing, such as hats and coats.

Although it certainly doesn't bother the tribes to see the borderland goblins being slaughtered in droves by greedy adventurers, the vicious humans have become increasingly emboldened by their success, and that is a far more serious concern.

Borderland Goblin

The tribes view borderland goblins as little more than vermin, although exceptional individuals occasionally prove themselves worthy, and may even be offered a place within one of the tribes.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d6, Survival d6

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

Hindrances: Yellow

Gear: Cudgel (Str+d4)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Burrowers

These strange insect-like creatures build massive nests within the Longtooth Mountains, and underneath the Northside Plateau, although they try to steer clear of the tribes. While conflicts do still occur on occasion, burrowers usually retreat when given the opportunity, abandoning former nests and taking their eggs with them. The tribes often convert these abandoned nests into fungus farms.

Rumor has it that the Stonefist tribe has enslaved a colony of burrowers, and is using them to extend their underground territory.

Burrower

Burrowers stand on two legs, and they have four arms tipped with powerful claws that they use for digging.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Climbing d12, Notice d10

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Edges: Sweep

Special Abilities

- **Armor +2:** Exoskeleton.
- **Claws/Mandibles:** Str+d6.
- **Tremorsense:** Burrowers can sense and accurately pinpoint anything within 12", as long as it is in contact with the ground.
- **Burrow:** Can burrow through earth and stone, and reappear at any point within 6".



Catfolk

A vast plain stretches between the Spire of Flame and the Northern River. Technically this territory belongs to the Nightsworn, Icerunner and Stonefist tribes, but in practice they rarely use it; the Nightsworn goblins prefer to live in Darkmire Swamp, while the Icerunner and Stonefist goblins very rarely leave their homes in the Longtooth Mountains.

Prides of aggressive catfolk have taken advantage of the situation, roaming the plain freely. Their numbers continue to grow year after year, and they are starting to pose a serious threat to the tribes.

Catfolk

Catfolk are agile humanoid creatures with the features and mannerisms of a cat.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Climbing d6, Notice d6, Stealth d8

Pace: 7; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Curious

Edges: Acrobat, Quick

Gear: Sword (Str+d6), crude armor (+1)

Special Abilities

- **Claws/Bite:** Str+d4.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.



Catfolk Alpha

Each pride of catfolk is led into battle by a dominant alpha, who is generally the biggest, strongest and most aggressive of the prides' warriors. Although the alpha is usually male, it tends to be the females who choose the alpha, effectively allowing them to rule the pride by proxy.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Climbing d6, Notice d6, Stealth d8, Throwing d8

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

Hindrances: Curious

Edges: Acrobat, Brawny, Combat Reflexes, Improved Frenzy, Quick

Gear: War Axe (Str+d10; AP 1; 2 hands), dagger (range 12/24/48; Str+d4) crude armor (+1)

Special Abilities

- **Claws/Bite:** Str+d4.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.



Chimeras

In the days of old, powerful goblin sorcerers created all sorts of strange and exotic beasts. The chimera is one such creature, a dangerous hybrid that hunts and kills for pleasure as well as for food. These fearsome predators prefer to live in forests or mountains.

Chimera

Chimeras are three-headed winged beasts, with a level of intelligence that surpasses that of a mere animal.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Level Headed, Improved Frenzy

Special Abilities

- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Flight:** Flying Pace of 10" and Climb -1.
- **Three Heads:** Ignore up to 2 points of Gang Up.
- **Fiery Breath:** All creatures within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- **Size +2:** Same size as a large lion; Toughness +2.

Dark Deacons

The Obsidian Valley is considered a holy region by the tribes, and divine guardians protect both the Dome of Shadows and the Spire of Flame.

Dark Deacon

These monstrous avatars are a living embodiment of the Shadow Queen and her consort, serving their will without mercy or hesitation. They rarely take direct action, but when they do, even the tribal chiefs keep out of their way.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12+3, Vigor d12

Skills: Faith d12, Fighting d10, Intimidation d10, Notice d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Edges: Arcane Background (Miracles), Elan, Improved Frenzy, Improved Level Headed

Special Abilities

- **Armor +1:** Chitinous skin.
- **Skeletal Claws:** Str+d6.
- **Improved Darkvision:** No penalties for darkness.
- **Size +1:** Dark deacons are as tall as bugbears.
- **Powers:** Dark deacons have 30 Power Points, and know *barrier* (fire wall), *detect/conceal arcana*, *jet* (flame), *puppet* and *summon ally* (smoke sentinel).



Dark Slimes

These carnivorous predators look like dark inky blobs of semi-translucent jelly, and they relentlessly hunt and devour their victims.

Newly Spawned Dark Slime

The smallest of the dark slimes cover an area the size of a Small Burst Template. At this stage the slimes will usually remain in or close to Blacktear Lake, relying on a steady diet of fish to increase their mass.

Attributes: Agility d10, Smarts d4 (M), Spirit d6, Strength d8, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 8

Special Abilities

- **Dissolve:** Dark slimes always attempt to absorb their victims, hitting automatically and causing 2d4 damage to everyone in the template, ignoring all armor unless it is completely sealed.
- **Blindsight:** Dark slimes ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Dark slimes can move across vertical or inverted surfaces with Pace 4.
- **Amphibious:** Swimming Pace 6 and cannot drown, but can also survive indefinitely on land.
- **Amorphous:** Dark slimes don't suffer any additional damage from raises or called shots.
- **Fast Regeneration:** Dark slimes make a Vigor roll each round to heal damage, except that caused by fire.



Mature Dark Slime

These dark slimes cover an area the size of a Medium Burst Template. At this stage of development the slime will hunt further afield, searching for bigger prey.

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength d12+2, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 12

Special Abilities

- **Dissolve:** Dark slimes always attempt to absorb their victims, hitting automatically and causing 2d6 damage to everyone in the template, ignoring all armor unless it is completely sealed.
- **Blindsight:** Dark slimes ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Dark slimes can move across vertical or inverted surfaces with Pace 4.
- **Amphibious:** Swimming Pace 6 and cannot drown, but can also survive indefinitely on land.
- **Amorphous:** Dark slimes don't suffer any additional damage from raises or called shots.
- **Fast Regeneration:** Dark slimes make a Vigor roll each round to heal damage, except that caused by fire.
- **Size +4:** Four yards radius; +4 Toughness.
- **Large:** Medium-sized foes receive +2 to attack.

Giant Dark Slime

The largest dark slimes cover a Large Burst Template; should they grow any larger, they split into two.

Attributes: Agility d6, Smarts d4 (M), Spirit d10, Strength d12+6, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 16

Special Abilities

- **Dissolve:** Dark slimes always attempt to absorb their victims, hitting automatically and causing 2d8 damage to everyone in the template, ignoring all armor unless it is completely sealed.
- **Blindsight:** Dark slimes ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Dark slimes can move across vertical or inverted surfaces with Pace 4.
- **Amphibious:** Swimming Pace 6 and cannot drown, but can also survive indefinitely on land.
- **Amorphous:** Dark slimes don't suffer any additional damage from raises or called shots.
- **Fast Regeneration:** Dark slimes make a Vigor roll each round to heal damage, except that caused by fire.
- **Size +8:** Six yards radius; +8 Toughness.
- **Huge:** Medium-sized foes receive +4 to attack.

Dracohounds

Usually encountered in Twilight Wood, these vicious predators hunt in packs like wolves, but they also have draconic features and fiery breath.

Dracohound

Dracohounds have lupine bodies and limbs, combined with draconic heads and serpentine necks. Their skin is bright orange or red, and they have bony spurs on their head, neck, and front limbs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Edges: Alertness, Quick

Special Abilities

- **Bite:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Fleet-Footed:** Roll d10 for running die.
- **Fiery Breath:** Dracohounds can exhale a wide blast of flame, targeting everyone within a Cone Template. Those within the area may try to evade with an Agility roll, on a failure they suffer 2d6 damage and must roll to see if they catch fire.



Fire Drakes

Bred, raised, and trained as mounts by a distant order of human monks, fire drakes are cunning animals and aggressive hunters, but they lack the sentience of true dragons.

Fire Drake

Fire drakes look like small, delicate dragons. A pair of long, tapering horns point back from their heads, and pale purple scales protect their slender bodies.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Special Abilities

- **Armor +1:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Flight:** Flying Pace of 14" and Climb 1.
- **Flaming Breath:** Can shoot a 24" stream of flame, all within the stream must make an Agility roll at -2 or suffer 2d6 damage. Those hit by the flame must roll to see if they catch fire.
- **Size +2:** About the size of a horse; +2 Toughness.



Flesh Wraiths

On very rare occasions, dark slimes have been known to absorb goblinoids. Shortly afterward they undergo a bizarre metamorphosis, developing goblin-like flesh and skin, and sprouting numerous eyes and gnashing fang-lined mouths.

Flesh wraiths are relentless hunters, driven by their insatiable and indiscriminate appetite for flesh. If not stopped, they will eventually harvest enough meat to complete their transformation, becoming a troll.

Flesh Wraith

These pulsating blobs of flesh cover an area the size of a Medium Burst Template.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 12

Special Abilities

- **Devour:** Flesh wraiths try to consume their victims, hitting automatically and causing 2d6 damage to each creature within the template.
- **Darkvision:** Flesh wraiths suffer no vision penalties for darkness (range 12").
- **Wall Walker:** Flesh wraiths can move across vertical or inverted surfaces with Pace 4.
- **Natural Swimmer:** Swimming Pace of 6, and +2 to resist drowning.
- **All-Around Vision:** Anyone attacking a flesh wraith receives no benefit from Ganging Up.
- **Amorphous:** Flesh wraiths do not suffer additional damage from raises or called shots.
- **Fast Regeneration:** Flesh wraiths make a Vigor roll each round to heal damage, except that caused by fire.
- **Size +4:** Four yards radius; +4 Toughness.
- **Large:** Medium-sized foes receive +2 to attack.

Forest Dragons

Cunning and spiteful, these wingless dragons are few in number, but can occasionally be found in the Great Forest. They are ruthless hunters who love to toy with their prey, like a cat with a mouse.

Forest Dragon

Forest dragons have long serpentine bodies, with hard scales and a thick mane of hair. They cannot fly, but are stealthy hunters and exceptional swimmers.

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

Skills: Fighting d10, Notice d10, Stealth d12, Survival d10, Swimming d10, Tracking d10

Pace: 8; **Parry:** 8; **Toughness:** 13 (3)

Edges: Acrobat, Improved Frenzy, Quick

Special Abilities

- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Amphibious:** Swimming Pace 10 and cannot drown, but can also survive indefinitely on land.
- **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.
- **Fleet-Footed:** Roll d10 for running die.
- **Size +3:** About the size of a horse; +2 Toughness.



Forest Humans

Forest humans stand as tall as town humans, but have slightly sharper features, pointed ears, and excellent night vision. They are skilled woodland trackers and fearsome archers, preferring to make their homes high up in the boughs of the trees.

The tribes have fought skirmishes against the forest humans for centuries, but the aggression ramped up significantly after the Treebiter tribe claimed an area of the Great Forest as their own. The situation finally came to a head several months ago, when the forest humans launched a major assault on the Treebiters, wiping out the entire tribe.

Since that fateful day, the tribes have encountered several forest human scouting parties nosing around on Hightree Ridge, but there haven't been any further direct confrontations. The scouts are clearly gathering information for some nefarious plan, however, and it is only a matter of time until they make their move.

Forest Folk

Life in the Great Forest is dangerous, and every forest human must learn to fend for themselves. Even simple civilians are trained to use blade and bow, and know how to live off the land.

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

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

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

Hindrances: All Thumbs, Mean

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

Special Abilities

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

Warden

These woodland warriors serve their people as both scouts and soldiers. They are formidable fighters, and move silently through the forest with the awareness and grace of a natural predator.

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

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

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

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes, Woodsman

Gear: Longsword (Str+d8), bow (Range 12/24/48; 2d6 damage), leather armor (+1)

Special Abilities

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

Shaman

The forest humans are led by powerful shamans, who have learned to commune with the spirits of the trees, and channel their primeval power.

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

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

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

Hindrances: All Thumbs, Mean

Edges: Alertness, Arcane Background (Miracles), Elan, New Power, Power Points, Power Surge, Quick, Rapid Recharge, Woodsman

Gear: Dagger (Str+d4)

Special Abilities

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

- **Spells:** Most shamans know *armor*, *barrier*, *blast*, *bolt*, *boost/lower trait*, *burrow*, *deflection*, *healing*, *light/obscure*, and *shape change*.

- **Power Points:** 25.



Frogfolk

These amphibious beastfolk used to be very numerous in Darkmire Swamp and Whitebone Bog, but over the last few decades they've been gradually driven out by the tribes, who hunt them for their tender meat.

Some frogfolk still live within Twilight Wood and Shadowglade Forest, making their homes in ponds or trees. Many more are believed to live within the Great Forest, beyond the reach of most goblins.

Frogfolk

These bloated beastfolk have a frog-like appearance that belies their high intellect.

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d8, Swimming d8

Pace: 4; **Parry:** 5; **Toughness:** 6 (1)

Gear: Cudgel (Str+d4), blowpipe (Range 3/6/12; 2d6 poison damage), crude armor (+1)

Special Abilities

- **Amphibious:** Swimming Pace 8 and cannot drown, but can also survive indefinitely on land.
- **Leap:** Frogfolk cannot run, but they can leap 4" as a free action, or 8" as a normal action.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.



Frogfolk Shaman

The frogfolk are led by a cabal of wise shamans, who draw their power from water spirits.

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

Skills: Faith d10, Fighting d6, Notice d6, Shooting d6, Stealth d8, Swimming d8

Pace: 4; **Parry:** 6; **Toughness:** 6 (1)

Edges: Alertness, Arcane Background (Miracles)

Gear: Blessed staff (Str+d4; +1 Parry; Reach 1), crude armor (+1)

Special Abilities

- **Amphibious:** Swimming Pace 8 and cannot drown, but can also survive indefinitely on land.
- **Leap:** Frogfolk cannot run, but they can leap 4" as a free action, or 8" as a normal action.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Spells:** Most shamans know *barrier*, *blast*, *boost/lower trait*, *deflection*, *healing*, *light/obscure*, and *shape change*.
- **Power Points:** 25.

Fungids

Fungids look like giant mushrooms with long lashing tendrils and a mass of writhing roots. These roots are normally used to draw nutrients from the earth, but they can also be withdrawn from the soil and used to propel the fungid around.

Despite the inherent dangers they pose, fungids are frequently cultivated in underground fungus farms, as they are fairly low-maintenance and very nutritious, providing the tribes with a major source of food. The farmers wear thick clothing and heavy veils smeared with fungid spores, as this greatly reduces the chance of them being attacked while they work.

Fungid

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Notice d4, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 8

Edges: Improved Frenzy

Special Abilities

- **Tendrils:** Str+d6; Reach 1; Hallucinogenic spores.
- **Blindsense:** Ignore all visibility penalties (range 12").
- **Fearless:** Immune to fear and Intimidation.
- **Fungus:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.
- **Size +1:** A fully-grown fungid is roughly six feet tall, and its cap is also about six feet across.
- **Hallucinogenic Spores:** These spores have the same effect as Knockout poison (see *Savage Worlds*).



Griffins

If the lion is the king of beasts, and the eagle the king of birds, then the griffin is the king of monsters. These mighty hunters make their homes on the tallest peaks of the Longtooth Mountains, and they seem to view the entire world as their domain.

Rumor has it that the Icerunner tribe has managed to capture and tame a number of these proud beasts, even training them to accept a rider. Should there be any truth to this rumor, it could provide the Icerunner tribe with an immense strategic advantage over both the humans and the other goblin tribes.

Griffin

This fantastic beast has the hindquarters of a lion, and the head and wings of an eagle. A griffin's front limbs are similar to those of a lion, except they are covered in feathers, and they end in eagle-like feet tipped with wickedly sharp talons.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d10, Tracking d10

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Edges: Frenzy

Special Abilities

- **Armor +1:** Tough hide.
- **Bite/Talons:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Darkvision:** No penalties for darkness (range 12").
- **Scent:** Can navigate and track by scent.
- **Swoop:** +4 attack/damage and -2 Parry after flying d6" in a straight line toward a non-adjacent foe.
- **Flight:** Flying Pace of 16" and Climb 0.
- **Size +2:** Eight feet long; Toughness +2.

Hill Humans

The shortest of the human breeds, hill humans are soft, plump, and extremely delicious. Unsurprisingly, these tender morsels prefer to live as far away from the tribes as possible, and the goblins must travel deep into the human lands to find them.

Hill Folk

Standing at around the same height as a goblin, these succulent fellows are a delight to the palate.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d6, Taunt d6, Throwing d4

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

Hindrances: Tasty

Gear: Knife (Str+d4), sling (range 4/8/16; Str+d4)

Special Abilities

- **Size -1:** Around 3-4 feet tall; -1 Toughness.

Warrior

Some of the hill humans like to put up a fight, as if unaware that they're just putting off the inevitable.

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

Skills: Fighting d6, Notice d6, Stealth d6, Taunt d6, Throwing d6

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

Hindrances: Tasty

Gear: Sword (Str+d6), sling (range 4/8/16; Str+d4)

Special Abilities

- **Size -1:** Around 3-4 feet tall; -1 Toughness.



Hydras

These multi-headed draconic predators usually make their lairs in Twilight Wood or Hightree Ridge.

Hydra

Hydras look like small dragons, but they have five or more heads on the end of their long serpentine necks; some have been seen with as many as thirteen heads, but such monstrosities are fortunately very rare.

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

Skills: Fighting d6, Notice d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 12 (1)

Edges: Combat Reflexes, Quick

Special Abilities

- **Armor +1:** Thick leathery skin.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Bites:** Str+d8.
- **Multiple Heads:** Each head can make a Fighting roll without incurring a multi-action penalty. A called shot to the head that causes Shaken severs that head.
- **Regrowth:** When a hydra draws Hearts for initiative, one of its neck stumps regrows its head, unless it was severed with fire.
- **Size +3:** Hydras are the size of a large horse.
- **Natural Swimmer:** Swimming Pace of 6, and +2 to resist drowning.



Icerunner Goblin Tribe

Several years ago, thousands of goblins poured down from the Longtooth Mountains and annihilated two smaller tribes that had been warring with each other for the last few decades, then claimed the territory of the vanquished tribes as their own.

These newcomers have white fur and icy blue eyes, presumably adaptive mutations, although they claim to be a completely separate species.

Over the last couple of years the Icerunner tribe has also started recruiting regular goblins, but these new recruits are often treated as cannon fodder.

Fodder

These goblins are considered expendable by the tribe.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Spiked cudgel (Str+d6), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Grunt

The rank and file of the Icerunner tribe.

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

Skills: Fighting d6, Notice d6, Riding d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Spiked cudgel (Str+d6), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Resistance (Cold):** Halve damage from ice/cold.
- **Weakness (Heat):** Double damage from fire/heat.

Boss

Just like the other tribes, Icerunner bosses are stronger and tougher than the rank and file warriors.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Riding d8, Stealth d8, Survival d8, Throwing d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 6 (1)

Gear: Spiked cudgel (Str+d6), battle bracer (+1 Parry), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Resistance (Cold):** Halve damage from ice/cold.
- **Weakness (Heat):** Double damage from fire/heat.

Snow Priest

Priests of the Snow Oracle are not spellcasters, instead they inspire their tribal warriors in battle.

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

Skills: Faith d8, Fighting d6, Healing d8, Intimidation d6, Notice d6, Stealth d6, Survival d6, Swimming d6

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

Gear: Staff (Str+d4; +1 Parry; Reach 1)

Edges: Command, Inspire

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Resistance (Cold):** Halve damage from ice/cold.
- **Weakness (Heat):** Double damage from fire/heat.



Chief Iceclaw

The chieftain of the Icerunner tribe is a great leader and a cunning warrior.

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

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d8, Riding d10, Stealth d8, Survival d8, Throwing d8, Tracking d8

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

Gear: Human sword (Str+d8), target shield (+1 Parry), decent armor (+2)

Edges: Command, Elan, Extreme Inspiration, Fervor, Improved Frenzy, Inspire, Level Headed, No Mercy

Hindrances: Cautious, Vengeful (Minor)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Nearly four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Resistance (Cold):** Halve damage from ice/cold.
- **Weakness (Heat):** Double damage from fire/heat.

King of the Deep

This giant sea monster has occasionally been sighted in the Endless Ocean, usually while feasting on shoals of sea goblins, although it has also been known to sink ogrekin ships when the opportunity arises.

King of the Deep

This terrifying sea monster is loosely reminiscent of a massively proportioned octopus or squid.

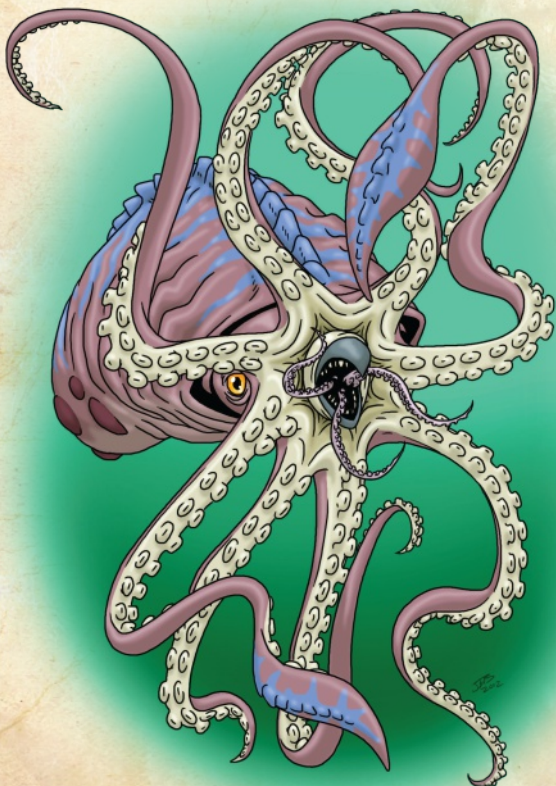
Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+12, Vigor d12

Skills: Fighting d12, Intimidation d12+4, Notice d12, Swimming d12, Stealth d10

Pace: 2; **Parry:** 8; **Toughness:** 27 (4)

Special Abilities

- **Armor +4:** Thick rubbery flesh.
- **Tentacles:** Str+d8; Reach 1"; Constrict.
- **Improved Darkvision:** Ignore darkness penalties.
- **Constrict:** Pin opponent on a raise, inflicting Str+d6 per round after that, the victim requires a raise on an opposed Strength roll to escape.
- **Aquatic:** Swimming Pace of 20", and cannot drown.
- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- **Size +15:** Increases Toughness by +15.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. The King of the Deep has Heavy Armor and Heavy Weapons.



Land Sharks

Occasionally found throughout the goblin lands, these fierce and cunning predators are able to burrow below the surface of the ground, their armored fins leaving a trail through the earth behind them.

Land Shark

Strong, tough, and very ill-tempered, these hideously deformed predators usually hunt in packs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Tracking d10, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities

- **Armor +2:** Tough flesh.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Tremorsense:** Able to sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Burrow:** Can burrow through earth, and reappear at any point within 8".
- **Size +2:** Increases Toughness by +2.

Land Shark Alpha

Packs are led by the biggest and meanest land sharks.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d10, Tracking d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 12 (2)

Special Abilities

- **Armor +2:** Tough flesh.
- **Bite/Claws:** Str+d8.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Tremorsense:** Able to sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Burrow:** Can burrow through earth, and reappear at any point within 8".
- **Size +3:** Increases Toughness by +3.

Longknife Goblin Tribe

The Longknife tribe controls the territory on the west side of the goblin lands. Most of the tribe live in a vast network of tunnels and caves below Westside Plateau.

With around twelve thousand members, Longknife is the second smallest of the six major tribes, however their lairs are rigged with deadly traps, and they excel at guerrilla warfare, making it difficult to fight them.

Grunt

Even the rank and file Longknife goblins are noted for their exceptional stealth.

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8, Survival d6, Swimming d6, Throwing d6

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

Gear: Shiv (Str+d6), battle bracer (+1 Parry)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Boss

The Longknife gang bosses are often skilled assassins.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Lockpicking d6, Notice d6, Stealth d8, Survival d8, Swimming d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Edges: Assassin

Gear: Shiv (Str+d6), battle bracer (+1 Parry)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Psioblin Killer

Psioblins are well respected by the Longknife tribe.

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

Skills: Fighting d6, Notice d6, Psionics d8, Stealth d6, Survival d6, Swimming d6

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

Gear: Shiv (Str+d6), battle bracer (+1 Parry)

Edges: Arcane Background (Psionics), Psioblin

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Psioblin killers often know *deflection*, *puppet*, and *smite*.
- **Power Points:** 14.

Chief Sharpmind

The chief of the Longknife tribe is a powerful psioblin and master assassin. He wrested control of the tribe by eliminating the former chieftain several years ago, and since then he has worked diligently to consolidate his power, carefully recruiting new goblins into the tribe, and promoting those who show the most potential.

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

Skills: Climbing d10, Fighting d10, Intimidation d10, Lockpicking d8, Notice d8, Psionics d12, Stealth d12, Survival d8, Swimming d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

Gear: Two shivs (Str+d6), decent armor (+2)

Edges: Ambidextrous, Arcane Background (Psionics), Assassin, First Strike, Level Headed, Mentalist, New Power, Power Points, Psioblin, Thief, Two-Fisted

Hindrances: Cautious, Obsession (consolidate power), Stubborn

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Nearly four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Chief Sharpmind knows *bolt*, *deflection*, *mind reading*, *puppet*, *quickness*, *smite*, and *telekinesis*.
- **Power Points:** 24.



Longtooth Leopards

These fearsome predators are solitary and territorial, and they have learned to adapt to a variety of different habitats, although they are most commonly found in the Longtooth Mountains.

Despite the name, they are only vaguely reminiscent of normal leopards; these beasts have savagely twisted features and an equally vicious temperament, and they demonstrate a level of cunning that far surpasses that of any mere animal.

Longtooth leopards are highly prized by the tribes for their delicious meat, tough hides, heavy claws, and razor sharp teeth.

Longtooth Leopards

Feline beasts with hunched backs and powerful limbs, longtooth leopards are dangerous predators that have been known to ambush entire goblin gangs.

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

Skills: Climbing d10, Fighting d10, Notice d6, Stealth d10, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Edges: Combat Reflexes, Improved Frenzy, Quick

Special Abilities

- **Armor +1:** Tough hide.
- **Bite:** Str+d6; Grab.
- **Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Scent:** Can navigate and track by scent.
- **Grab:** Longtooth leopards pin their opponent if they hit with a raise on a bite attack; the victim requires a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after they leap d6" in a straight line toward a non-adjacent foe.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Tree Walker:** Automatically climb trees with Pace 4.
- **Size +2:** Slightly larger than a mountain lion.



Lurkers

These massive freshwater fish have four yellow eyes, and their tough green skin has the same texture and flavor as that of a goblin, which could perhaps explain why dark slimes generally ignore them. Lurkers also have four long, powerful tentacles, which look very similar to those of a fungid.

Young Lurker

Most of the fish living in Blacktear Lake are relatively small, but even young lurkers are far larger than any of the other fish.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Notice d12, Stealth d8, Swimming d12

Pace: 0; **Parry:** 6; **Toughness:** 9

Edges: Improved Frenzy, Quick

Special Abilities

- **Tentacles:** Str+d6.
- **Darkvision:** No penalties for darkness (range 12").
- **Aquatic:** Swimming Pace of 15", and cannot drown.
- **Size +1:** 7-8 feet long; Toughness +1.

Mature Lurker

A fully-grown lurker is a fearsome beast indeed, and a threat to anyone foolish enough to get in its way.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d12, Stealth d8, Swimming d12

Pace: 0; **Parry:** 6; **Toughness:** 11

Edges: Improved Frenzy, Quick

Special Abilities

- **Tentacles:** Str+d8; Reach 1.
- **Darkvision:** No penalties for darkness (range 12").
- **Aquatic:** Swimming Pace of 15", and cannot drown.
- **Size +3:** 15-20 feet long; Toughness +3.

Minotaurs

Herds of these bloodthirsty cattlefolk can occasionally be found stampeding across the plains between the Spire of Flame and the Northern River, with smaller groups spreading further afield.

Individual minotaurs can be found as far north as the Longtooth Mountains, or as far east as Hightree Ridge, but they usually avoid traveling too deep into goblin territory on their own.

Minotaur

These towering beastfolk have thick shaggy fur, and the head of a bull.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Mean, Stubborn

Edges: Berserk

Gear: Battleaxe (Str+d8), buckler (+1 Parry), crude armor (+1)

Special Abilities

- **Horns:** Str+d6; Gore.
- **Gore:** +4 damage after moving 6" in a straight line.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Size +2:** Around 8 feet tall; +2 Toughness.



Minotaur Elder

The biggest, meanest and most experienced minotaurs lead the great herds, and head the charge into combat. These "elders" are veteran warriors of many conflicts, and are utterly fearless in battle, fighting with savage fury in the hope of finding an honorable death.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 7; **Parry:** 8; **Toughness:** 11 (1)

Hindrances: Death Wish, Mean, Stubborn

Edges: Berserk, Brave, Combat Reflexes, Improved Sweep, No Mercy

Gear: Battleaxe (Str+d8), buckler (+1 Parry), crude armor (+1)

Special Abilities

- **Horns:** Str+d6; Gore.
- **Gore:** +4 damage after moving 6" in a straight line.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Hardy:** A second Shaken result is not upgraded to a wound.
- **Size +3:** Around 9 feet tall; +3 Toughness.

Mountain Humans

Mountain humans are somewhat smarter than their town kin, and many are also exceptional metalsmiths. Short and stocky with thick bushy beards, they prefer to live deep in the mountains, where they drink lots of ale and dig for precious metals.

Centuries ago, most of the mountain humans lived in small settlements on the foothills of the Longtooth Mountains. But the tribes gradually drove them back, conquering one settlement after another, and about a decade ago the remaining mountain humans retreated into their mines and sealed the entrances.

However it is rumored that the Stonefist tribe has recently breached one of these mines while expanding their underground tunnel network, and have renewed the war against the mountain humans. If these rumors are true, it will be interesting to see how the mountain humans react. Will they flee the Longtooth Mountains entirely, or will they stand and fight to the death, like cornered animals?



Citizen

Mountain humans are about a head shorter than town humans, but they are much stockier, and have superb night vision. Even the common citizens are very fond of drinking and fighting, and are more than capable of defending themselves in combat.

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

Skills: Fighting d6, Notice d6

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

Hindrances: Greedy

Gear: Axe (Str+d6)

Special Abilities

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

Warrior

These experienced warriors are both courageous and highly skilled. Fortunately they are also relatively few in number; the mountain humans suffered devastating losses before being driven back into their mines, and they've still not managed to replace their numbers.

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

Skills: Fighting d8, Notice d6, Throwing d8

Pace: 5; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Greedy

Edges: Brave, Combat Reflexes

Gear: Battle axe (Str+d8), shield (+1 Parry), throwing axes (range 3/6/12; Str+d6), decent armor (+2)

Special Abilities

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



Battlelord

Mountain humans are led by their greatest warriors, the battlelords. For many goblins, their wildest dream is to one day defeat a battlelord in combat, for such a victory would make them legendary among the tribes.

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

Skills: Fighting d12, Knowledge (Battle) d10, Notice d6, Throwing d10

Pace: 5; **Parry:** 10; **Toughness:** 10 (2)

Hindrances: Greedy

Edges: Brave, Combat Reflexes, Command, Command Presence, Elan, Fervor, First Strike, Improved Block, Improved Counterattack, Improved Frenzy, Nerves of Steel, No Mercy, Quick

Gear: War axe (Str+d10; AP 1), throwing axes (range 3/6/12; Str+d6), decent armor (+2)

Special Abilities

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

Nightsworn Goblin Tribe

The Nightsworn tribe claims the north-west region of the goblin lands as its territory, an area that stretches all the way from Darkmire Swamp to the foothills of the Longtooth Mountains.

With nearly twenty thousand members, this is the third largest tribe, although it's also the most insular and xenophobic. The Nightsworn tribe are all devout worshippers of the Shadow Queen, and promotion is based purely on piety and zealotry.

Grunt

As devout followers of a fertility goddess, the tribe has no shortage of goblins warriors.

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

Skills: Fighting d6, Notice d6, Stealth d6, Survival d6, Swimming d6, Throwing d6

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

Gear: Spear (Str+d6; Parry +1; Reach 1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Boss

As with other tribes, the Nightsworn gang bosses are usually stronger and tougher than the grunts.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8, Survival d8, Swimming d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Gear: Spear (Str+d6; Parry +1; Reach 1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Shadow Priest

The Nightsworn tribe worships the Shadow Queen.

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

Skills: Faith d10, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Survival d6, Swimming d6

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

Gear: Shiv (Str+d6)

Edges: Arcane Background (Miracles), Holy Warrior

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Shadow Priests know *bolt*, and *summon ally*.
- **Power Points:** 10.

Chief Shadowfoot

The chieftain of the Nightsworn tribe is also the high priest of the Shadow Queen, and he is a fanatic even by the standards of his own people.

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

Skills: Faith d12, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d8, Swimming d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Sacrificial dagger (Str+d4)

Edges: Arcane Background (Miracles), Elan, Extreme Inspiration, Giant Schnozzle, Improved Level Headed, New Power, Power Points, Power Surge

Hindrances: Mean, Obsession (Converting heathens), Stubborn

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Nearly four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Chief Shadowfoot knows *blind*, *bolt*, *deflection*, *divination*, *entangle*, *greater healing*, *healing*, *intangibility*, *invisibility*, *puppet*, *succor*, *summon ally*, and *teleport*.
- **Power Points:** 30.





Orcafolk

These versatile predators can occasionally be seen in the Endless Ocean, particularly off the northern coast, where they've been known to attack ogrekin ships and occasionally even hunt sea goblins. Some orcafolk will move onto land to evade larger groups of sea goblins, or to attack land-dwelling goblins.

Orcafolk

Sleek and powerful, these fearsome beastfolk look like humanoid killer whales.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d10, Swimming d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Spear (Str+d6; +1 Parry; Reach 1), bone sword (Str+d6), crude armor (+1)

Special Abilities

- **Bite:** Str+d4.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Aquatic:** Swimming Pace of 10", and cannot drown.
- **Size +2:** Around 8-9 feet tall; Toughness +2.

Ogres

The larger and rarer of the two ogrekin breeds, ogres have the same dusky green skin as the orcs, but their wide features are even more brutish. They are usually between nine and twelve feet tall and heavily muscled, with thick chests and powerful limbs.

Most ogres prefer to make their homes in mountain caves along the edges of the goblin lands, however a sizable number of them also live among the orc clans.

While they are not known for their intellect, many ogres have a surprising gift for metalwork, and some of them are highly accomplished weaponsmiths.

Ogre

These powerful brutes stand more than a head taller than even the bugbears.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Repair d8, Stealth d6, Survival d6, Tracking d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (1)

Gear: Ogre sword (Str+d12), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size +3:** Around 9-12 feet tall; Toughness +3.



Orcs

The smaller of the two ogrekin breeds, most orcs are about six and a half feet tall, with powerful physiques and dusky green skin. They are primarily a seafaring people, thanks to their special arrangement with the sea goblins, but they also have a number of villages along the northern coast.

The orcs generally maintain a neutral stance toward the tribes, although individual clans have been known to take a more hostile or friendly stance.

There are approximately fifteen to twenty thousand orcs living on the coast of the goblin lands, although it's believed that many more have settled in distant lands, far across the Endless Ocean.

Villager

Each orc village owes its allegiance to one of the clans, and is populated by hard-working citizens. But among the ogrekin, even mere villagers learn how to become competent warriors.

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

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Spiked cudgel (Str+d6), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Ogrekin:** -4 Charisma when dealing with humans.



Warrior

The most skilled of the orc warriors guard the villages from beastfolk and goblin raids, and can also be found serving on ships, leading the charge into battle.

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

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d8, Swimming d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Gear: War axe (Str+d10; AP 1), decent armor (+2)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Ogrekin:** -4 Charisma when dealing with humans.

Sailor

Orcish ships are crewed by skilled seamen.

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Swimming d8

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

Gear: Cutlass (Str+d6)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Ogrekin:** -4 Charisma when dealing with humans.



Captain

Dozens of orcish ships sail the waves, and each is the personal kingdom of its captain.

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

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Gear: Cutlass (Str+d6), decent armor (+2)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Ogrekin:** -4 Charisma when dealing with humans.



Sea Singer

The clans are ruled by shamans of the ocean spirits.

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

Skills: Faith d8, Fighting d6, Notice d8, Swimming d8

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

Gear: Spear (Str+d6; +1 Parry; Reach 1)

Edges: Alertness, Arcane Background (Miracles), New Power, Power Points

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Ogrekin:** -4 Charisma when dealing with humans.
- **Spells:** Most sea singers know *beast friend*, *divination*, *environmental protection*, *healing*, and *pummel*.
- **Power Points:** 20.

Plant-Eaters

Town humans adore plant-eaters, and make extensive use of them. They eat them, milk them, grow wool on them, and even ride them into battle.

Small plant-eater

The smaller plant-eaters are around the size of a wolf, but they are very docile, and usually flee if threatened. Some have horns, others have thick woolly coats.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4

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

Special Abilities

- **Bite/Hooves/Horns:** Str.
- **Size -1:** Around the size of a wolf.

Medium plant-eater

These plant-eaters are large enough for a small human to ride, but are usually used as beasts of burden. They are docile but stubborn, and will fight if cornered.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Tracking d4, Notice d4

Pace: 7; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Bite/Hooves:** Str.
- **Size +1:** Increases Toughness by +1.

Big plant-eater

The bigger plant-eaters are large enough to ride. Most are docile. Described here is a typical grazer, the sort that humans like to use for meat and milk.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d8, Vigor d8

Skills: Fighting d4, Notice d4

Pace: 5; **Parry:** 4; **Toughness:** 8

Special Abilities

- **Bite/Hooves:** Str.
- **Size +2:** Increases Toughness by +2.

Wild plant-eater

Herds of these shaggy beasts can be found on Hightree Ridge, but most graze on the Longtooth Mountains.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d8

Pace: 7; **Parry:** 5; **Toughness:** 11 (1)

Special Abilities

- **Armor +1:** Shaggy hide.
- **Horns:** Str+d6; Gore.
- **Gore:** Inflict +4 damage after moving 6" or more in straight line before attacking.
- **Size +3:** Increases Toughness by +3.



Riding Horse

The plant-eaters that humans ride are called "horses."

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d4, Tracking d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 9

Special Abilities

- **Hooves:** Str.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Docile:** Not trained for combat, and flees if Shaken.
- **Size +2:** Increases Toughness by +2.

Warhorse

The largest horses are trained for combat, and human warriors sometimes ride them into battle.

Attributes: Agility d12, Smarts d6 (A), Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d8, Notice d8

Pace: 10; **Parry:** 5; **Toughness:** 11

Special Abilities

- **Hooves:** Str+d4.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Size +3:** Increases Toughness by +3.

Podlings

In the heart of the Great Forest stands a small grove of ancient sentient trees, with large fleshy pods dangling from their thick lower branches.

The precise agenda of these trees is unknown, but they appear fiercely territorial; whenever an intruder approaches the grove, pods will fall from the trees and split upon, releasing a wave of relentless podlings.

Podling

Podlings appear humanoid, but their heads are devoid of features. They wield strange weapons that at first glance appear to be steel, but upon closer inspection are revealed to be thin silvery leaves. These weapons are as sharp and durable as any forged blade, however, and are easily capable of slicing through flesh, bone, or even armor.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Tracking d8

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

Edges: Ambidextrous, Two-Fisted

Gear: Two leaf blades (Str+d6)

Special Abilities

- **Fearless:** Immune to fear and Intimidation.
- **Blindsight:** Ignore all sight-based penalties and gaze attacks (range 12").



Porcupine People

These beastfolk usually make their homes in the tallest trees of the Great Forest, although they can sometimes be found in Shadowglade Forest or Twilight Wood. They are generally quite peaceful, and avoid the tribes whenever possible, but they can be quite dangerous when cornered.

Porcupine Person

Porcupine people look like brawny humanoids, with the head and quills of a porcupine.

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

Skills: Climbing d8, Fighting d6, Notice d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Edges: Alertness, Quick

Special Abilities

- **Armor +1:** Thick quills.
- **Claws/Bite:** Str+d6.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Quills:** Anyone attacking a porcupine person with an unarmed or natural attack automatically receives 2d4 damage if they roll a 1 on their Fighting die. The quills can also be fired as a Shooting attack, inflicting 2d6 damage with a range of 3/6/12.
- **Scent:** Can navigate and track creatures by scent.

Ratlings

The most numerous of the beastfolk, ratlings usually live in sprawling underground nests below Northside Plateau and the Longtooth Mountains, but smaller colonies have also been sighted elsewhere.

Agile, cunning, and perpetually hungry, the ratlings' sneaky forays have turned them into a growing threat, and sooner or later the tribes will need to neutralize them.

Ratling

These lean beastfolk are around the size of a goblin, and prefer to rely on strength of numbers to overcome their enemies in battle.

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

Skills: Climbing d10, Fighting d6, Intimidation d6, Notice d6, Stealth d10, Swimming d6, Survival d6, Throwing d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Throwing spikes (Range 3/6/12; Str+d4), crude armor (+1)

Special Abilities

- **Bite/Claws:** Str+d4.
- **Scent:** Can navigate and track by scent.
- **Size -1:** Three to four feet tall; Toughness -1.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.



Ratling Behemoth

Although most ratlings are around the same size as a goblin, a small number of them have been known to grow to enormous size. These hulking behemoths are immensely strong, and knuckle-walk like gorillas.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d10, Notice d6, Stealth d8, Swimming d6, Survival d6, Throwing d6, Tracking d6

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Mean, Reckless

Edges: Berserk, Brave, Combat Reflexes, No Mercy

Gear: Throwing spikes (Range 3/6/12; Str+d4), crude armor (+1)

Special Abilities

- **Bite/Claws:** Str+d6; Grab.
- **Grab:** Ratling behemoths pin their opponent if they hit with a raise on a claw attack; the victim requires a raise on an opposed Strength roll to escape.
- **Scent:** Can navigate and track by scent.
- **Size +2:** Seven to eight feet tall; +2 Toughness.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Hardy:** A second Shaken result is not upgraded to a wound.
- **Fast Runner:** Roll d8 when running instead of d6.



Reapers

These automatons guard the fortress atop Windpoint Island, indiscriminately destroying anyone who strays too close to the ancient building.

After the fortress is activated (at the beginning of Plot Point Episode 9), the reapers start ignoring those who approach by land, but turn their terrifying heat rays on anyone approaching the island by air.

Reaper

Formed from living metal, these constructs are armed with devastating weapons of ancient design.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d12, Shooting d12

Pace: 6; **Parry:** 6; **Toughness:** 14 (4)

Edges: Combat Reflexes, Marksman

Special Abilities

- **Armor +4:** Overlapping plates of living metal.
- **Forelimb:** Str+d8.
- **Heat Ray:** Range 150/300/600; 2d10; AP 5; HW.
- **Improved Darkvision:** No penalties for darkness.
- **Construct:** +2 to recover from being Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Hardy:** Shaken is never upgraded to a wound.
- **Size +2:** Around the size of a horse; +2 Toughness.

Reavers

These canine-looking predators can often be found in packs, hunting deep within goblin territory, and they attack almost anything they can get their teeth into.

Some believe reavers are the mutated offspring of wolves who ventured too far into the Scorched Basin, others claim reavers result from wolves crossbreeding with shadow hounds – but everyone agrees they are a dangerous pest!

Reaver

Reavers have large red eyes, powerful jaws, and black, hairless bodies.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 6

Edges: Combat Reflexes

Special Abilities

- **Bite:** Str+d6.
- **Pack Savagery:** Gang Up bonus from other reavers is added to damage rolls as well as attack rolls.
- **Scent:** Can navigate and track by scent.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Fleet-Footed:** Roll d10 for running die.





Redfang Goblin Tribe

Consisting of over twenty five thousand members, the Redfang tribe is the largest and most indiscriminate of the major tribes, and its territory stretches all the way from the south to the east of the goblin lands.

Grunt

The typical Redfang gang member is armed with only a spear and a bad attitude.

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

Skills: Fighting d6, Notice d6, Riding d6, Stealth d6, Survival d6, Throwing d6

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

Gear: Spear (Str+d6; Parry +1; Reach 1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Boss

Redfang bosses come in a wide variety of shapes and sizes, but the majority of them are simply stronger and meaner grunts.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Riding d6, Stealth d8, Survival d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 6 (1)

Gear: Spear (Str+d6; Parry +1; Reach 1), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Pyromancer

Fire magic is very popular among the sorcerers of the Redfang tribe.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Riding d6, Spellcasting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Shiv (Str+d6), crude armor (+1)

Edges: Arcane Background (Magic)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Pyromancers frequently know *bolt*, *deflection*, and *light/obscure*.
- **Power Points:** 10.

Chief Bignose

Despite his name, Chief Bignose doesn't actually have a big nose. In fact, he intentionally chose the name to draw attention away from his short legs, a subject that he is very sensitive about.

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

Skills: Fighting d10, Intimidation d10, Notice d10, Stealth d8, Survival d8, Taunt d10, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (2)

Gear: Hatchet (range 3/6/12; Str+d6 damage), battle bracer (+1 Parry), decent armor (+2)

Edges: Combat Reflexes, First Strike, Great Luck, Me and Myself, Meat Grinder, Nerves of Steel, Improved Counterattack, Improved Frenzy, Level Headed

Hindrances: Greedy, Reckless, Thin Skinned

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Slightly over three feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Sea Goblins

Shoals of voracious sea goblins patrol the waters of the Endless Ocean, terrorizing anyone foolish enough to trespass within their watery domain. These vicious creatures look like feral goblins from the waist up, but their lower bodies end in powerful tentacles like those of an octopus.

Sea goblins are an aquatic species, adapted to life in the ocean. They can survive out of saltwater for a few hours, but they are slow and vulnerable on land, and prefer to remain in the deep ocean; it is extremely rare for sea goblins to venture into shallow water, let alone crawl from the ocean, although they have occasionally been seen on the shore of Windpoint Island.

Sea goblin scout

The most commonly encountered sea goblins are the scouts, and they usually patrol in groups of about half a dozen individuals. They attack trespassers on sight, but will usually retreat to wait for backup if they find themselves facing stiff resistance.

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

Skills: Fighting d6, Notice d6, Swimming d8, Stealth d8, Throwing d6

Pace: 2; **Parry:** 6; **Toughness:** 4

Gear: Spear (Str+d6; Reach 1; Parry +1)

Special Abilities

- **Tentacles:** Str+d4; Grab.
- **Darkvision:** No penalties for darkness (range 12").
- **Grab:** Pin opponent on a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic:** Swimming Pace of 8", and cannot drown.
- **Size -1:** Three to four feet tall; Toughness -1.

Sea goblin soldier

Sometimes a tenacious intruder will decide to put up a fight instead of fleeing, and that's when the sea goblins call for their warriors. These soldiers are tougher than the scouts, and will usually fight to the death.

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

Skills: Fighting d8, Notice d6, Swimming d8, Stealth d8, Throwing d6

Pace: 2; **Parry:** 7; **Toughness:** 6 (1)

Edges: Combat Reflexes

Gear: Spear (Str+d6; Reach 1; Parry +1), hide vest (+1)

Special Abilities

- **Tentacles:** Str+d4; Grab.
- **Darkvision:** No penalties for darkness (range 12").
- **Grab:** Pin opponent on a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic:** Swimming Pace of 8", and cannot drown.
- **Size -1:** Three to four feet tall; Toughness -1.



Sea goblin Shaman

Groups of soldiers are usually led by a shaman. These spellcasters wear tough shirts made from fine strands of metal mesh, similar in appearance to living metal, although it doesn't repair itself when damaged.

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

Skills: Faith d8, Fighting d6, Notice d6, Swimming d8, Stealth d8, Throwing d6

Pace: 2; **Parry:** 6; **Toughness:** 6 (2)

Edges: Arcane Background (Miracles)

Gear: Spear (Str+d6; Reach 1; Parry +1), metal mesh shirt (+2)

Special Abilities

- **Tentacles:** Str+d4; Grab.
- **Darkvision:** No penalties for darkness (range 12").
- **Grab:** Pin opponent on a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic:** Swimming Pace of 8", and cannot drown.
- **Size -1:** Three to four feet tall; Toughness -1.
- **Powers:** Sea goblin shamans have 15 Power Points, and know *beast friend* (aquatic only), *pummel* (plume of water) and *slow*.

Shadow Hounds

Packs of large black dogs frequently patrol the borders of the Obsidian Valley, serving as both a deterrent and a first line of defense against intruders.

Shadow Hound

These hounds are far larger than regular canines, with dark fur that helps them blend in with the shadows.

Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d12

Pace: 10; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Quick

Special Abilities

- **Bite:** Str+d6.
- **Improved Darkvision:** No penalties for darkness.
- **Shadow Stride:** Ignore penalties for difficult ground while in Dim or darker lighting.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Fleet-Footed:** Roll d10 for running die.

Shadow Hound Alpha

Each pack of hounds is led by a dominant alpha.

Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d12

Pace: 10; **Parry:** 7; **Toughness:** 7

Edges: Alertness, Quick

Special Abilities

- **Bite:** Str+d6.
- **Improved Darkvision:** No penalties for darkness.
- **Shadow Stride:** Ignore penalties for difficult ground while in Dim or darker lighting.
- **Go for the Throat:** Automatically target foe's least armored location on a hit with a raise.
- **Fleet-Footed:** Roll d10 for running die.



Smoke Sentinels

These elemental creatures are formed from flame and shadow, and can be summoned by those loyal to the Shadow Queen and her consort.

Smoke Sentinel

Smoke sentinels appear as vaguely humanoid infernos of raging fire, encased in a loose carapace of solidified shadow.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Fiery Claws:** Str+d6; chance of catching fire.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Improved Darkvision:** No penalties for darkness.
- **Weakness:** Suffers double damage from cold attacks.
- **Flame Blast:** Smoke sentinels can belch forth a blast of fire and smoke, targeting everyone within a Cone Template. Those within the area can try to evade with an Agility roll, on a failure they suffer 2d6 damage and must roll to see if they catch fire.



Stalkers

Stalkers are dangerous predators that can occasionally be found in Whitebone Bog or Shadowglade Forest, although a handful have also been sighted in the Great Forest. They are very stealthy and expert trackers, but their most unusual feature is their skin, which changes color to blend in with their surroundings.

Stalkers tend to hunt alone, and will usually wait for their victim to become separated from the rest of their gang or pack before moving in for the kill.

Stalker

Lean and hunched, stalkers are stealthy predators with lightning fast reflexes and chameleonic skin.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d8, Notice d10, Swimming d8, Stealth d12, Survival d10, Tracking d12

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Edges: First Strike, Quick

Special Abilities

- **Armor +1:** Tough skin.
- **Bite or Claw:** Str+d6.
- **Chameleon:** +2 Stealth when sneaking or hiding.
- **Scent:** Can navigate and track by scent.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Wall Walker:** Can move across vertical or inverted surfaces with Pace 6.
- **Slow Regeneration:** Can make a natural healing roll every 24 hours.

Stone Sentinels

These magical constructs were originally created by goblin sorcerers as an early warning defense system, to protect the southern and eastern borders. However the sentinels do not reproduce, and the technique for their creation has long since been forgotten, so their numbers have gradually dwindled – particularly in the last decade, due to greedy human adventurers hunting for treasure along Hightree Ridge.

Stone Sentinel

Stone sentinels are massive rocky spheres, with a large central eye, six barbed tentacles, and a crown of four eyestalks capable of shooting heat rays. They generally tolerate goblinoids, and can even be found inhabiting caves with borderland goblins on occasion.

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

Skills: Fighting d10, Intimidation d10, Notice d12, Shooting d10, Stealth d12

Pace: 6 (flight); **Parry:** 7; **Toughness:** 14 (4)

Edges: Alertness, Marksman, Improved Sweep

Special Abilities

- **Armor +4:** Rocky skin.
- **Barbed Tentacles:** Str+d6.
- **Eyestalk Rays:** Range 12/24/48; RoF 4; 2d6 damage.
- **Improved Darkvision:** No penalties for darkness.
- **Flight:** Flying Pace of 6" and Climb 0.
- **Hardy:** Shaken is never upgraded to a wound.
- **All-Around-Vision:** Immune to Gang Up bonuses.
- **Size +2:** Increases Toughness by +2.



Stonefist Goblin Tribe

There are more than twenty thousand goblins in the Stonefist tribe, the second largest of the major tribes. These goblins live in an extensive network of tunnels and caves running through the Longtooth Mountains and underneath Northside Plateau, and only rarely do they visit the surface.

The Stonefist farmers cultivate dozens of sprawling fungus farms in a series of vast caverns deep below the ground, providing the tribe with an overabundance of food. The excess food is often traded with other tribes, usually in exchange for pelts and meat. The Stonefist tribe doesn't usually trade for weapons, however, as they prefer the more traditional choices of rock glove or battle hammer.

Grunt

Many Stonefist goblins have warty protuberances that look like small rocks growing from their flesh, and most of the tribe are sensitive to bright light, after having spent their entire lives underground.

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d6, Survival d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Rock glove (Str+d6)

Hindrances: Light Sensitive, Warty

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.



Boss

Much like the other tribes, Stonefist bosses tend to be stronger and tougher than the rank and file grunts.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Survival d8, Throwing d8

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

Gear: Battle hammer (Str+d8; AP 2 vs. rigid armor)

Edges: Brave

Hindrances: Light Sensitive, Warty

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Geomancer

The Stonefist goblins worship the Obsidian Heir, and their sorcerers usually channel the power of the earth.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Spellcasting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Rock glove (Str+d6)

Edges: Arcane Background (Magic), Power Points

Hindrances: Light Sensitive, Warty

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Spells:** Geomancers frequently know *armor*, *barrier*, *burrow*, and *pummel*.
- **Power Points:** 15.



Chief Rockhead

The chieftain of the Stonefist tribe is a great warrior, but not such a great thinker. He has sworn to root out the last of the mountain humans, no matter how long it takes to destroy them.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d10, Fighting d12, Intimidation d12, Notice d4, Stealth d8, Survival d8, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 8 (1)

Gear: Rock glove (Str+d6)

Edges: Brawny, Extreme Inspiration, Gloom Stalker, Harder to Kill, Nerves of Steel, No Mercy, Improved Sweep, Intimidating Prowess, Quick

Hindrances: Clueless, Light Sensitive, Vow, Warty

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Nearly four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.

Swamp Hags

A coven of powerful hobgoblin witches have lived in Whitebone Bog for as long as anyone can remember. Some believe that they are led by the same hags who originally taught the Bonedigger tribe the secrets of necromancy, over a hundred years ago, and that their magic has allowed them to cheat death.

Whether these rumors are true or not, there is no disputing the fact that the swamp hags possess great knowledge and arcane skill, and they are venerated by the Bonedigger tribe.

Other goblins will sometimes seek out the swamp hags, hoping to receive their advice and wisdom, and the Bonediggers will usually permit safe passage to such individuals.

Acolyte

The coven occasionally recruits new acolytes if they show potential. These youngsters are inexperienced, but still demonstrate considerable arcane talent.

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

Skills: Fighting d6, Knowledge (Arcana) d6, Notice d8, Spellcasting d8, Stealth d8, Survival d6

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

Edges: Arcane Background (Magic), Iron Nails

Special Abilities

- **Claws:** Str+d4.
- **Spells:** Acolytes typically know *barrier*, *bolt*, *deflection*, and *detect/conceal arcana*.
- **Power Points:** 10.
- **Darkvision:** Ignore darkness penalties (range 12").
- **Goblinoid:** -4 Charisma when dealing with humans.

Seer

Acolytes who successfully complete their training are promoted to the rank of seer, while those who fail are ritualistically sacrificed before being eaten by the rest of the coven.

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

Skills: Fighting d6, Knowledge (Arcana) d10, Notice d8, Spellcasting d10, Stealth d8, Survival d8

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

Edges: Arcane Background (Magic), Combat Reflexes, Iron Nails, Level Headed, New Power, Power Points, Rapid Recharge, Wizard

Special Abilities

- **Claws:** Str+d4.
- **Spells:** Seers typically know *barrier*, *bolt*, *damage field*, *deflection*, *detect/conceal arcana*, *dispel*, and *zombie*.
- **Power Points:** 20.
- **Darkvision:** Ignore darkness penalties (range 12").
- **Goblinoid:** -4 Charisma when dealing with humans.

Coven Mistress

The undisputed leaders of the coven, these hags are ancient and extremely powerful.

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

Skills: Fighting d8, Knowledge (Arcana) d12, Notice d10, Spellcasting d12, Stealth d8, Survival d10

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

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Improved Rapid Recharge, Iron Nails, New Power, Power Points, Power Surge, Scholar, Soul Drain, Wizard

Special Abilities

- **Claws:** Str+d4.
- **Spells:** Coven mistresses typically know *barrier*, *blast*, *bolt*, *damage field*, *deflection*, *detect/conceal arcana*, *dispel*, *divination*, *mind reading*, *puppet*, and *zombie*.
- **Power Points:** 30.
- **Darkvision:** Ignore darkness penalties (range 12").
- **Goblinoid:** -4 Charisma when dealing with humans.



Town Humans

Town humans are the most common breed of human, and also the greatest threat to the tribes, because they breed like rabbits, and are far too stupid to recognize their own limitations.

The tribes call this breed of human "town humans" because of the massive settlements they love to build. Sometimes they construct their towns by first cutting down hundreds of trees, chopping off the branches, and then sticking them all back into the ground. Other times they spend months digging up rocks and using them to construct buildings above ground, completely oblivious to the fact that there was already a perfectly serviceable cave directly below them.



Townfolk

Tall and lanky, with hilariously small heads, the town humans are stupid, ugly and violent.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4

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

Hindrances: Clueless, Ugly

Gear: Cudgel (Str+d4)

Special Abilities

- **None:** There is nothing special about town humans.

Soldier

Most towns are guarded by trained soldiers, who take advantage of their sole talent: mindless violence.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

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

Hindrances: Clueless, Ugly

Gear: Short sword (Str+d6), shield (+1 Parry), leather armor (+1)

Special Abilities

- **None:** There is nothing special about town humans.

Knight

Some town humans like to dress up in valuable armor, and ride into battle on delicious plant-eaters. Suffice to say, these knights are popular targets for the tribes, who consider them a great source of food and loot.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d4, Riding d8

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

Hindrances: Clueless, Ugly

Edges: Combat Reflexes

Gear: Longsword (Str+d8), shield (+1 Parry), platemail (+3), pot helm (+3 on head)

Special Abilities

- **None:** There is nothing special about town humans.

Noble

The town human leaders call themselves "nobles," and they tend to be an even bigger waste of space than their minions.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

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

Hindrances: Clueless, Ugly

Edges: Noble

Gear: Rapier (Str+d4; +1 Parry)

Special Abilities

- **None:** There is nothing special about town humans.



Trolls

Rare and exceptionally dangerous, trolls are the result of an extraordinary metamorphosis, which takes place when a dark slime consumes a hapless goblinoid.

Most trolls seem to settle within Darkmire Swamp, but several have been sighted on Westside Plateau and in Whitebone Bog, and a handful have even been seen within Shadowglade Forest.



Troll

Trolls look like big, muscular goblins, with long fangs and wickedly sharp claws. These powerful brutes are beautiful and terrifying to behold, and some goblins view them as the pinnacle of goblinoid perfection.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d10, Notice d10, Stealth d10, Survival d8, Tracking d8

Pace: 7; **Parry:** 8; **Toughness:** 15 (2)

Edges: Berserk, Brawny, Combat Reflexes, Elan, First Strike, Improved Frenzy, Quick, Very Attractive

Special Abilities

- **Armor +2:** Thick rubbery skin.
- **Bite/Claws:** Str+d6.
- **Darkvision:** No penalties for darkness (range 12").
- **Scent:** Can navigate and track by scent.
- **Fast Regeneration:** Can make a Vigor roll once each round to heal damage, unless that damage was caused by fire.
- **Hardy:** Trolls do not suffer any wounds from being Shaken twice.
- **Size +3:** 12-14 feet tall; Toughness +3.

Vulture People

One of the least common breeds of beastfolk, vulture people sometimes make their nests on the Longtooth Mountains, or on the tallest peaks of Hightree Ridge.

These scavenger have exceptional eyesight, and they feed almost exclusively on carrion; goblin scouts have learned to follow their flight patterns when tracking adventurers, as the humans invariably leave a trail of uneaten corpses in their wake.

Vulture Person

These beastfolk look like skinny humanoids, with the head and wings of a vulture.

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

Skills: Fighting d6, Notice d12, Throwing d6

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

Edges: Alertness, Quick

Gear: Spear (Str+d6; +1 Parry; Reach)

Special Abilities

- **Beak/Talons:** Str+d4.
- **Flight:** Flying Pace of 10" and Climb 0.





Ambush Cards 1-6



Bait and Smash

Roll Taunt

You've found the perfect spot for an ambush in a side tunnel, you'd just need to taunt an arrogant adventurer into chasing you. Describe what you do to insult or upset him so much!



Dark Slime

Roll Smarts

There is a small dark slime living in the cave. If lured into a better tactical location, it could give the humans a very nasty surprise! Describe where you're going to position the slime.



Deadly Trap

Roll Repair or Survival

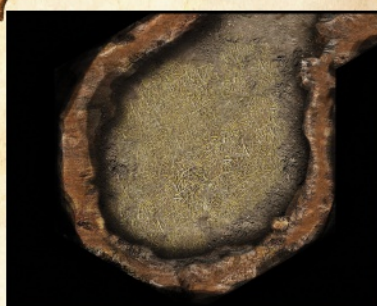
You've found an ideal location to rig up a deadly trap, which would be triggered when one of the careless adventurers walks past. Describe the trap, make it as nasty as possible!



Hit and Run

Roll Fighting

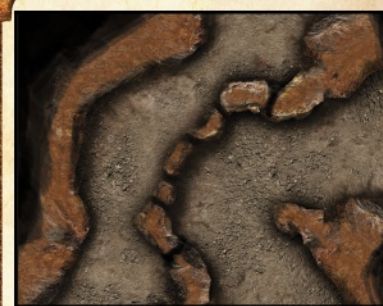
You've found a good position at the fork of a tunnel, where you can leap out and attack an adventurer head-on, giving them a personal demonstration of the ferocity of the tribal goblins!



Hotfooted Surprise

Roll Shooting or Throwing

You've found a side chamber filled with dry wood shavings and piles of flammable debris. It could easily be turned into an inferno. You can also eat the barbecued adventurers later!



Murder Holes

Roll Notice

You've found a great location where your gang members can use their spears to stab through holes in the walls, just as the adventurers walk past. Human shish kebab, anyone?

These cards are used for Episode 1: Dungeon Squat.

Print this and the following page (double sided), then cut out the cards!

Ambush Card Backs

Ambush
Cards

Ambush
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Ambush Cards 7-12



Rocks Fall

Roll Strength

You've found a great hiding spot above a long tunnel, where you could drop a pile of heavy rocks onto an adventurer as they walk underneath. It would be a crushing defeat for the humans!



Scary Show

Roll Intimidation

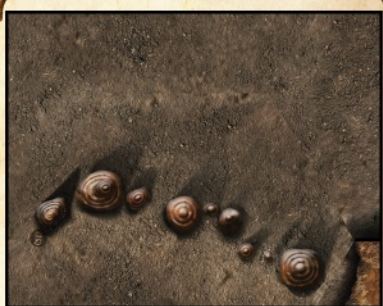
You've found the perfect vantage point for terrifying the adventurers, a raised stage in the cave where you could put on a horrifying show for the audience. Describe what you do, in gory detail!



Secret Tunnel

Roll Stealth

This is the perfect spot to lie in wait, and ambush a hapless adventurer as they walk past. You can just slide open the hidden door, step out behind the human, and stab them in the back!



Sniping Spot

Roll Shooting or Throwing

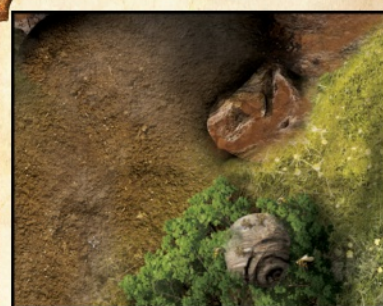
You find a perfect spot for sniping, a location where you can shoot one of the adventurers as he moves into sight, then escape before he can get close enough to attack you back.



Underground Stream

Roll Swimming

This is an ideal location to lie in wait. When an adventurer wades across the underground stream, you could pull him under the water and then hold him down until he drowns!



Wasp Nest

Roll Throwing

One of the borderland goblins reveals the location of a particularly large wasp nest. If you're very careful, it could be wrapped up in a cloak and then hurled at the enemy. Brutal!



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Ambush Card Backs

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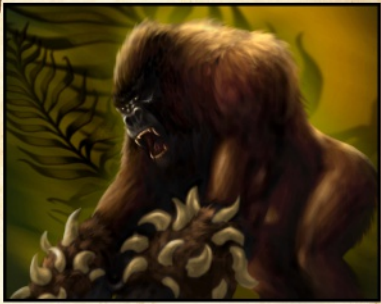
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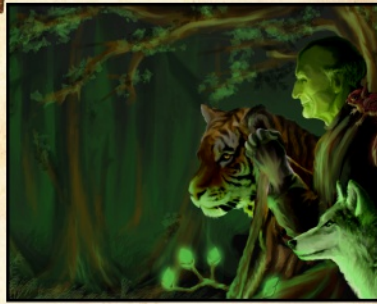
Forest Cards 1-6



Aggressive Animal

Roll Notice at -2

A large beast leaps from the trees overhead and attacks! If you fail your Notice roll, it grabs one of your gang members and drags them away; you hear a brief scream, followed by the sound of crunching bones. Yummy.



Beast Master

Roll Smarts or Survival

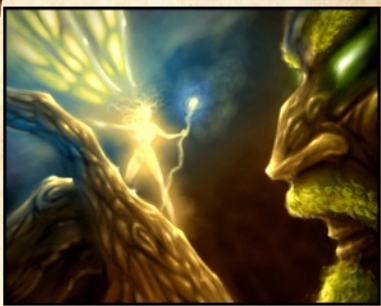
A druid summons forth a host of animals to attack. On a failure you suffer 3d6 damage from the beasts, while on a normal success you only suffer 2d6 damage. On a raise you manage to escape without injury.



Beastfolk Warrior

Roll Fighting at -2

A fearsome beastfolk warrior bursts from the forest and attacks! If you fail your Fighting roll, suffer 3d6 damage. On a normal success you still suffer 2d6 damage. On a raise you defeat it without injury.



Fair Folk

Roll Smarts at -2

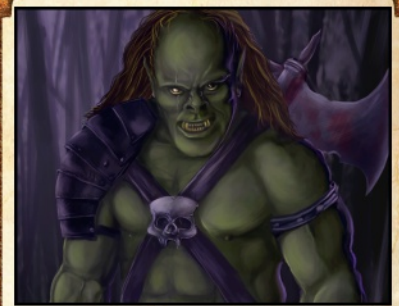
Fay creatures attempt to deceive or match wits with you! On a failure you lose a Benny (suffer a level of Fatigue if you have no Bennies left). A normal success has no effect, but succeeding with a raise earns you a Benny.



Forest Humans

Roll Notice or Stealth

You have a run-in with a group of forest humans! On a failure you suffer 2d6 damage and lose a gang member. On a success, either suffer the damage or lose a gang member (your choice). On a raise, you don't suffer any losses.



Ogre Brute

Roll Fighting at -2

A vicious ogre rushes from the trees and attacks! If you fail the Fighting roll, you suffer 3d6 damage. If you succeed, you still suffer 2d6 damage. If you succeed with a raise, you suffer no damage and earn a Benny.

These cards are used for Episode 3: Head Hunters.

Print this and the following page (double sided), then cut out the cards!

Forest Card Backs

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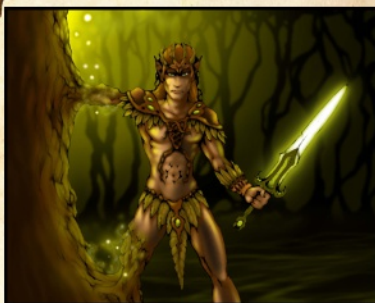
Forest Cards 7-12



Orc Ranger

Roll Persuasion or Intimidation

You cross paths with an orc ranger. If you fail your trait roll, he shoots you for 3d6 damage before fleeing! On a normal success he departs in peace, while on a raise he grants you +2 to your next Forest Card trait roll.



Psychotic Druid

Roll Survival at -2

An insane druid lives in this part of the forest, and he animates the plants in your vicinity, causing the flora to harass and hinder you. If you fail the Survival roll, suffer a level of Fatigue.



Rampaging OGREKIN

Roll Fighting

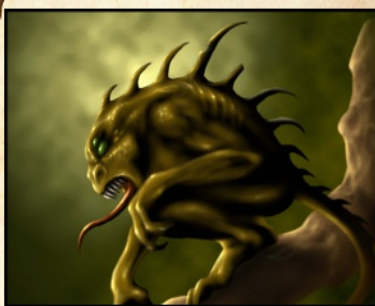
A band of rampaging ogrekin attack your gang. On a failure you lose 2 gang members, and even on a normal success you lose 1 gang member. If you succeed with a raise you earn a Benny, and lose no gang members.



River Crossing

Roll Swimming at -2

A powerful river flows through the forest. If you fail the Swimming roll, one of your gang members is washed away, and you suffer a level of Fatigue from near-drowning.



Weird Beast

Roll Shooting/Throwing at -2

A weird beast leaps from branch to branch in the trees overhead, hurling things at you. If you fail your trait roll you suffer 3d6 damage. On a normal success, you still suffer 2d6 damage. On a raise, you kill it without injury.



Wild Goblin

Roll Persuasion

Some wild goblins live in the forest, and might be convinced to join your crew. On a failure one shoots you for 2d6 damage. On a success you recruit one of them (or two on a raise) as a bonus gang member for the session.

These cards are used for Episode 3: Head Hunters.

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Forest Card Backs

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