Samhain Surprise

A Savage Worlds One Sheet for Saga of the Goblin Horde

Trick or treat, trick or treat,
Give me someone good to eat!
Trick or treat, trick or treat,
Someone meaty, someone sweet!

Once a year, the young children in the human town of Yellowbrick dress themselves up as goblins, visiting homes to collect candy while playing a strange game they call "Trick or Treat". The goblins think this is a grand idea, and have decided to use the opportunity to sneak into town, play some vicious pranks, and enjoy some delicious treats. And better still, they won't even need to wear any stupid disguises!

However, unbeknownst to the vicious crew of pint-sized punks, this year the event has been canceled. An evil druid has been threatening the town, and plans to unleash his personal army of homegrown hooligans to wreak havoc. The town recently learned of the druid's vile plot, and the parents decided at the last minute to keep their precious children safely at home.

Free Maps: Middle Kingdoms Adventure & Trading Company has created three maps for this One Sheet, you can download them from **here**, **here** and **here**.

Silent Street

The goblins clamber over the wall and make their way into town. Everyone should make a Notice roll: on a success they realize that the streets are unusually quiet; on a raise the character also receives a +2 bonus to their Notice roll in the Meet and Greet scene.

As the goblins wander through town, some of the gang members discuss how another crew of goblins supposedly pulled a similar prank a few years ago. Any player may decide that their character took part in that legendary escapade if they wish, by running an Interlude to describe what happened.

Reward: Anyone running an Interlude gets a Benny.

Trick or Treat

Once they reach the center of town, the crew splits up into individual gangs to see who can cause the most trouble and collect the most treats. The Game Master and players should try to roleplay this scene as much as possible; use the game mechanics to support the narrative, not to replace it.

The gang bosses each visit five different houses. For each house, draw a card: Clubs or Spades means the character can play a trick using an arcane or combat skill of their choice; Diamonds or Hearts means they receive some sort of treat, and must roll their choice of either Persuasion, Taunt or Intimidation to see how well they do. On a Joker the player can choose to resolve the action as either a trick or a treat.

If a player draws Clubs there is also a complication; they suffer a −2 penalty to their roll, and on a failure they suffer 2d6 damage from the trick.

Here are some examples of possible complications the goblins might encounter:

• A crotchety old man yells at the "kids" for standing on his porch, and tries to give them a beating.

• A drunkard has a large, vicious dog; it recognizes the scent of goblins, and attacks!

• A seemingly nice old lady offers the goblins some cookies, but her baked delights are laced with cyanide and filled with barbed fishhooks.

• Chanting voices can be heard coming from within a dark house. The robed human cultists inside will try to dispose of any "children" who witness their ritual!

• Guard house; the guards immediately realize that the "kids" are goblins, and attack!

Reward: Count how many successes and raises each character earned, whoever has the most is the winner, receiving 2 Bennies (or 1 each, in the case of a tie).

Meet and Greet

As the goblins take a short break from their trick-or-treating, sitting around the large fountain in the town square to compare their stories and spoils, they are suddenly assaulted by a horde of strange pumpkin-headed monstrosities. There are four pumpkin men per player, and the goblins are caught off-guard; each character must make a Notice roll in order to be dealt in on the first round of combat.

Note this is not quite the same as Surprise, as the pumpkin men do not begin combat on Hold. Any player who achieved a raise in the Silent Street scene receives a +2 bonus to their Notice roll.

The pumpkin men are not particularly smart, and will fight to the death. The druid is hiding on the roof of a nearby inn, where he'd been expecting to watch a slaughter, and he flees when the last pumpkin man dies, realizing that he's facing real goblins.

Reward: Each player earns 1 Benny for surviving.

Swift Retreat

The goblins only spot the druid after the battle, when he turns into a wolf, leaping from the inn to make his escape. The goblins recognize the druid; he has caused trouble for the Redfang tribe in the past, and the crew will be rewarded greatly if they return with his head!

As the shapechanged druid flees through the town, he is joined by four more pumpkin men, who run alongside him and shield him with their bodies.

This scene should be resolve as a standard 5-round Chase. The druid has Pace 8 while in wolf form, the same as the pumpkin men, which means he'll probably have a +2 bonus to his maneuvering trait rolls. The pumpkin men do not do anything during the Chase other than protect their master.

If the druid suffers damage during the Chase, it is redirected to a pumpkin man. The player who caused the damage earns a Benny as compensation.

Round 1: The druid flees through the streets, with the goblins in hot pursuit. Characters use Agility for the maneuvering trait roll this round.

Round 2: The druid clears the wall in a single leap, the goblins scrambling over behind him. Characters may use Climbing this round, or make a Jumping roll at −2, otherwise they must roll Agility at −2.

Round 3: The druid dives into a narrow river and swims across. Characters roll Swimming this round, on a failure the player must choose between taking a level of Fatigue, or losing a gang member to drowning.

Round 4: The druid bounds through the forest, the goblins sprinting after him. Characters use Agility for the maneuvering trait roll this round.

Round 5: The druid makes a last-ditch run for his home, the goblins tenaciously keeping up. Characters must roll Vigor for this final round.

Druid Meat

When the druid finally reaches the refuge of his home, he calls upon the forest animals for aid. Resolve as a standard combat: there are 2 wolves per player, as well as the druid and any surviving pumpkin men.

Foes to Beat

Listed here are the foes the players will face.

Druid

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Faith d8, Fighting d8, Notice d6, Swimming d8
Charisma: −6; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)
Hindrances: Bloodthirsty, Mean, Vengeful
Edges: Arcane Background (Miracles), Elan, Luck
Gear: Staff (Str+d4; +1 Parry; Reach 1), jerkin (+1)
Special Abilities
• **Spells:** The druid has 20 Power Points, he knows *bolt* (lightning), *deflection* (wind shield), and *shape change*.

Pumpkin Man

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d6, Notice d6
Pace: 8; **Parry:** 5; **Toughness:** 6
Special Abilities
• **Wooden Claws:** Str+d6.
• **Low Light Vision:** Pumpkin men ignore penalties for Dim and Dark lighting.
• **Plant:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.