Worm Food

A Savage Worlds One Sheet for Saga of the Goblin Horde

Ooey Gooey was a worm,
A mighty worm was he!
But he didn't spot the goblins,
Who waited in the tree...

A band of hareborn hunters on Hightree Ridge have learned how to call and ride the giant worms that live below the mountains; if the goblins can discover this secret technique, they could call a worm of their own, and bring home its head as a trophy for the chief!

The worm's impenetrable skin is another problem, but the bosses have a solution for that too: they could simply clamber into the worm's soft throat and kill it from the inside. Easy! What could possibly go wrong?

Rabbit Season

The goblins set off to find the hareborn hunters. It takes about three days to reach their territory on foot, but the goblins can travel much faster by river – it'll only take one day if they raft down Serpent Brook.

Locating the hareborn hunters requires a Tracking roll, while overpowering them should be resolved as a Quick Combat (with a −2 penalty if the Tracking roll failed, or a +2 bonus if the Tracking roll was a raise). The hareborn leader is a particularly big fellow named Thumper, and can be interrogated as a Social Conflict using either Persuasion, Intimidation or Taunt.

Thumper reveals how he pounds the ground with a particular rhythm using his hind foot, and the worm is attracted by the vibrations. When it erupts from the ground, a carefully positioned hook gets caught in its mouth, and the hareborn grab the attached rope and clamber onto the giant creature's back.

The margin of success on the interrogation roll indicates any additional hints or clues the goblins are able to pry from Thumper: 0 gives a −2 penalty in the next scene, 1-2 gives a +0 modifier, 3-4 grants a +1 bonus, and 5+ grants a +2 bonus.

Reward: A raise in Quick Combat grants a Benny.

Good Vibrations

The goblins find the perfect spot on Hightree Ridge to attract the worm, a rocky location where they can climb up into the safety of a large tree. They can then use rocks tied to ropes to thump on the ground below, so that none of them get eaten when the worm arrives; the goblins want to be swallowed whole, after all, not get chewed up and digested!

Resolve this scene as an Agility-based Dramatic Task at the standard −2 difficulty, applying a modifier based on the interrogation in the previous scene. If the characters fail to achieve five successes, each success they fall short results in a goblin gang member being eaten, crushed or mangled when the worm arrives. Failure on clubs is treated as no successes, and goblin losses should be distributed evenly among the gangs.

Reward: If the goblins attract the worm without suffering any losses, each player earns a Benny.

Baiting the Hook

A giant worm erupts from the rocky ground below the tree where the goblins are sitting, and swallows the dangling hook, which gets lodged in the back of its throat. The goblins barely have enough time to drop onto the creature's back and grab the rope before it panics and tears off across the landscape!

This particular worm is rather a large one, at over a hundred feet in length. The goblins must make their way up the rope to the worm's head, while it smashes through trees and scrapes alongside rocks, attempting to dislodge its unwelcome hitchhikers.

Resolve this scene as a series of five trait rolls. Each round, each player must make a trait roll as follows:

Round 1: Roll Strength to hold onto the rope as the worm lurches forward. Failure means you smash into a gang member, knocking them to their death.

Round 2: Roll Climbing to clamber up the rope. Failure means you slam into a rock for 2d6 damage.

Round 3: Roll Notice to spot (and duck under) a low-hanging branch. Failure results in 2d6 damage.

Round 4: Roll Climbing to clamber the rest of the way up the rope. Failure means you get dragged along the rocky ground for 2d6 damage.

Round 5: Roll Vigor for the sheer amount of effort involved. Failure results in a level of Fatigue.

After the fifth round the goblins are able to swing into the worm's gaping maw and slide down its throat. Each boss must make an Agility roll at −2, or take 2d6 damage as they pass between the gnashing teeth.

Reward: Each player earns a Benny for surviving being swallowed by the worm.

Eat your Greens

The goblins wriggle down the worm's throat, stabbing its soft flesh. Each round, each boss makes a Fighting roll to see how well they and their gang are doing: on a failure the boss suffers 3d6 damage (4d6 on a critical failure); on a success the boss suffers 2d6 damage but also earns a Worm Token; on a raise they suffer 1d6 damage and earn two Worm Tokens. The boss may sacrifice a gang members instead of applying damage if they wish (this doesn't cost a Benny).

If the goblins greased themselves up beforehand, or made other preparations to aid their passage through the worm, the Game Master should award them a +1 situational bonus to their Fighting rolls. If a boss is Shaken on their turn, they must still make a Fighting roll as normal, but they suffer a −2 penalty to the roll.

The characters must earn a total number of Worm Tokens equal to 5 per player to cut their way free.

Reward: Each player earns a Benny for escaping the worm, rather than being digested and excreted.

Hook, Line and Sinker

While the goblins were busily carving their way out of the worm, the terrified creature attempted to escape the torture by charging into the Endless Ocean, where its agonized death throes attracted the attention of the King of the Deep! The gigantic sea monster grabs the juicy worm with one tentacle and devours most of it in a single bite, just as the goblins break free from the mutilated corpse.

Fortunately the worm's head is still intact, and the King of the Deep is already swimming away, so all the goblins need to do is paddle the head back to shore before it sinks. Once they reach the shallows, they can use the rope to reel the head onto land, after which they'll be able to roll it back home.

Unfortunately the head is washed up at the estuary of Serpent Brook, near the border of the Bonedigger territory, and the nasty little necromancers have some plans of their own for the worm's head. The bosses will have to fight off a vicious gang from the rival tribe if they hope to keep their prize!

Resolve this scene as a regular combat encounter. There are 2-3 Bonedigger goblins per player, led by the infamous Perkie Browntongue. If the characters are in particularly bad shape, just reduce the number of Bonediggers and/or leave out Perkie.

Enemy Combatants

Listed here are the foes the players will face.

Bonedigger Gang Member

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5 (1)
Gear: Bone shovel (Str+d4), blowpipe (range 3/6/12; 2d6 poison damage), crude bone armor (+1)
Special Abilities
• **Darkvision:** Ignore darkness penalties (range 12").
• **Size −1:** Three to four feet tall; −1 Toughness.

🦇 Perkie Browntongue

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 6 (1)
Gear: Barbed axe (Str+d8), blowpipe (range 3/6/12; 2d6 poison damage), crude bone armor (+1)
Hindrances: Snobgoblin, Swamp Skin, Tasty
Edges: Alertness, Brave, Me and Myself, Opportunist
Special Abilities
• **Darkvision:** Ignore darkness penalties (range 12").
• **Size −1:** Nearly four feet tall; −1 Toughness.