

B1

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WECS 101

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Badderlands Adventure Module B1

HOBGOBBLE'S EVE

by L. Willy Wickman



This adventure plunges a party of lost Arks into Trollspittle Swamp, a stagnant land that swarms with Hobgoblins after sunset. To make things worse, it's the night before the Great Hobgobbling Feast! There's nothing worse than being within sniffing distance of hungry, hungry Hobgob hunters and their vicious turkey-dragons! If there's one thing to give the Arks some comfort, it's the fact that Hobgoblins like to take their prey alive; they just can't stand salted meats.

Will the party make it out of the swamp, or are they destined to be hobgobbed up?

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HOBGOBBLE'S EVE

by L. Willy Wickman

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Welcome to WEGS!

The Wickedly Errant Game System is a brand new, sword-n-sorcery adventure game system that uses only 2d6 and 2d10 to fuel its playing action. Not quite a full-blown rpg and far from a tactical miniatures game, WEGS is designed for speed-of-play, wicked dice action and full throttle fantasy adventure!

In WEGS, players create heroic characters called Arks and then hunker down for an awesome night of adventure gaming. The game is presided over by a game master called the Kreator (rules monger) who may double as the game's Minion Master (the person who controls the actions of all the minions).

WEGS is great for introducing new players to the fantasy game genre, and rpg veterans will get big kicks out of this retro-hybrid!

Grab your dice and jump into the fray!

Format

This adventure module has been formatted to be printed on your home printer. The landscape page layout allows you to "three hole punch" the spine and quickly insert into your favorite binder. We have avoided the use of color in this layout to optimize home printing.

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The "Stop Reading Now" Clause

This is the standard clause for adventure game modules to let readers know that if they plan on being a player in the module that it's best to read no further. This, however, is not the case in WEGS; we tend to enjoy the challenge when all sides of the gaming table are level. Where's the sport in holding all the cards? Now, if you do plan on being a player and want to be surprised by what waits in store for you, by all means, stop reading now. Feel free to take a gander at the pictures in the pages to come (consider them your coming attractions). Despite what you see and read hereafter, a wicked Kreator can (and should) add their own twists and turns to the plot! *That's WEGS, baby!*



KREATOR NOTES

Arks & Arkreation

The rules for Arkreation are fully outlined in *WEGS 101 Old Skool*. This adventure is designed for 4 - 6 Arks/players. For Arkreation, the Kreator can start the players with a 40, 30, 20, 20, 10, 10 Rank score progression. This will give the party a stronger footing for the adventure.

Multi-Arking

For those players who come to the table with some *WEGS* experience, encourage them to create multi-classed Arks from the *Old Skool* skill deck. Players can take up to 11 skills/spells from the deck for custom characters. Remind players that if they are taking spells, they also need to take the appropriate *Sense Magic* or *Sense Mystic* skills.

Chapters, Innings & Intermezzos

This adventure module is played in three chapters. Each chapter contains details on the setting, the minions found in that chapter (including their stats and skills) and other helpful hints and information for the Kreator/Minion Master to share. Trove (treasure) notes are also found within each chapter. Trove items might be possessed and used by the minions, other times they have to be found by the Arks via further exploration.

Kreators should detail the encounter first and then give the players time to ask questions and get a sense of the setting. Once everyone is comfortable with the setting, the C2O (call to order) is given and the inning action begins. Encounters should last between 8 and 16 innings. Players can be given d6 innings after an encounter for chapter resolution/healing.

In between chapters there are short interlude scenes called *Intermezzos*. These are meant to connect the chapters from one to the next. It is up to the Kreator how much of an encounter each will be.

At module's end, there is a chapter-by-chapter recap which details chapter mechanics, chapter bonuses, and stat summaries.



Chapter Jargon

Chapter Strength

Each chapter has a set level of difficulty known as the chapter strength. Chapter strength is the total accumulated levels for the chapter's minions and their powers. If the game is played with six or more Arks/players, the Kreator can increase the chapter strength by adding additional minion forces. Conversely, the Kreator can decrease the number of minions for an easier encounter. The fewer minions the party has to deal with, the quicker (and less challenging) an encounter will be.

Chapter Spoints & SPI

Each chapter has a set pool of spoints to be used by the Kreator during the encounter. Each chapter also sets a maximum spoints per inning (spi) which limits the spoints the Kreator can expend from the pool. If the chapter's spoint pool is not entirely consumed by the end of the chapter, the remaining spoints carry forward into the next. It is the Kreator's option to let these accumulate or not; sometimes it's best to save some for the final showdown!

Chapter Rewards

Each chapter has two types of Rank rewards:

Elimination: This bonus is given to an Ark for eliminating a minion. The total is randomly diced by the player who dealt the elimination blow. If the player desires, the bonus may be shared with any player who had a hand in the minion's demise.

End Points: This bonus is awarded for the closing of a chapter. This total value is divided among the players who complete the chapter. The players should decide the split, including/excluding Arks to share in the bonus as they see fit.

Bonuses are applied immediately to one of the Ark's Rank totals. Optionally, players may spend 6% from any bonus and purchase an additional *Phew!* point for their Ark.

ADVENTURE NOTES

Welcome to the Badderlands...

This adventure begins with the party of Arks lost in Trollspittle Swamp, a blighted area on the outskirts of the fabled *Keep on the Badderlands*. The Keep is the launching pad for hearty souls who wish to seek glorious adventure in the chaos-filled lands that lie beyond its fortified walls. The dark and dangerous region beyond is known simply as the Badderlands!

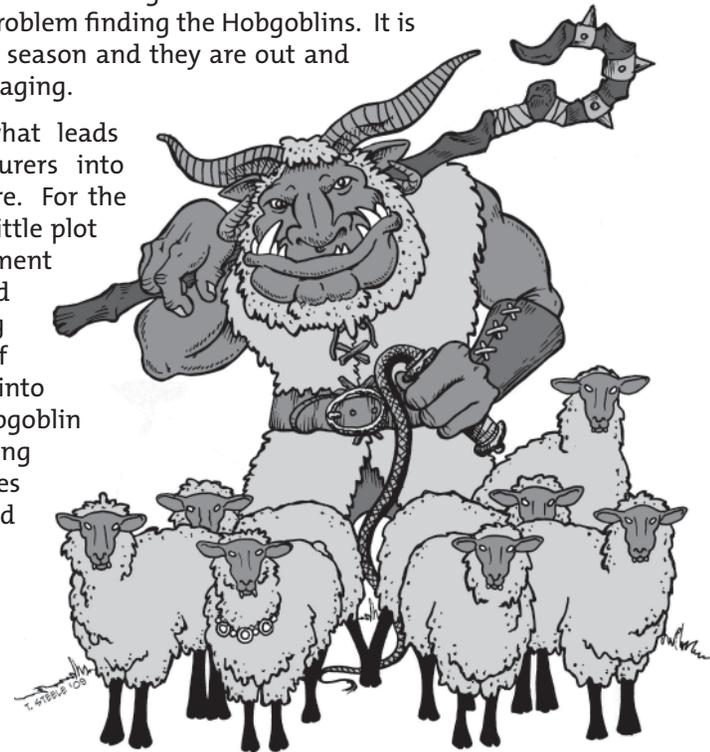
The Kreator is free to construct a story as to how the Arks came to be lost in the wretched swamp. One such story can involve the old Goblin shepherd Gorf dink who lives on the edge of the swamp with his plump (but strangely befanged) sheep. He is looking for a stalwart band of adventurers to drive off a colony of Hobgoblins who have been raiding his livestock. Tapping a thick whip on his belt, he notes that he's managed to teach only one or two of them a lesson so far.

No longer up for adventure himself, he would rather pay some mercenary-types to do the dirty work. He promptly shows the Arks a mighty bag of copper pieces for this undertaking. Gorf dink tells them that they should have no problem finding the Hobgoblins. It is nearing their feasting season and they are out and about hunting and foraging.

This, of course, is what leads the band of adventurers into their current quagmire. For the devious Kreator, this little plot can be an arrangement between Gorf dink and the Hobgoblin King Umm Lumm. Gorf tricks adventurers into the swamp and a Hobgoblin ambush. In return, King Umm Lumm leaves Gorf dink's livestock and lands alone.

As far as the strangely befanged sheep go?

Oh... That's a story for another day.



Minions and Levels

In WEGS, minions have only eight levels. Minion Level is notated as ML 1/11 for a Level 1 minion, ML 2/22 for a Level 2 minion, and so on. The first half of the notation is the minion's strength, the second half is their stat base. Each minion has a declared Arketype (just like the player characters). An ML 5/55 Warrior has 5 Warrior Strength, 5 Move, 55 Wounds, 55% Invulnerability and 55% base for their Prowess stat rolls (that's the prime stat for Warriors). It's all 5s and 55s across the board for ML 5/55 minions. ML 6/66, 7/77 and 8/88 minions are considered Master Minions and get the associated skills of their Arketype, lesser minions do not. More detail on this can be found in the *WEGS 101 Old Skool* rule book. Note: ML = Minion Level.

Act Fast!

The Kreator should remember that each encounter begins with an *Act Fast!* test. Players roll 2d6 and must score their Move score or less. Those that succeed get one free action before the start of the inning. Those that fail the test receive no bonus and just have to wait for the normal inning to begin.

Top of the Inning

Determining who holds top of the inning is based on which side (Arks or minions) has the highest prime stat in play. If the Arks' highest prime stat is 67% and the best the Minions can do is 66%, then the Arks go first in the inning. If there is a tie, it is then determined by who has the second highest prime stat, then third, and so on.

OSPI & SFI

Remember that an Ark/minion is allowed to use only one skill per inning (OSPI). While some minions may get two actions per inning, they are still limited to a single skill use. Note also that a skill-free inning (SFI) does not mean an Ark/minion cannot act, they can (they just can't use any skills that inning). Big WEGS rule: don't break the OSPI!

Squares

In WEGS, we talk in squares for distance, movement, range, etc. This is because combat encounters are battlemat based (if you don't know what a battlemat is, it's kinda shocking that you've read this far!). An Ark/minion's Move score determines how many battlemat squares they can move per inning. A rule of thumb is that a single battlemat square is approximately one square yard for 20 mm or 25 mm miniature use.

Lost and Weary (Wounds Loss)

The Arks start the game lost for d6 days in the swamp. Exhaustion is beginning to take its toll, and each player should make a Ruggedness INI test. Those that succeed (by rolling under their RUG INI score) reduce their wounds by the number of days lost. Those who fail lose that same amount plus an additional d10 wounds. Re-roll 1s on all INI dice rolls above. Note: RR1s is WEGS lingo to re-roll any score of 1 until a greater score is achieved.

Hobgobble's Eve (Insanity Gain)

The news gets worse for the Arks, as the number of days lost has brought them to Hobgobble's Eve; a night when no sane person would want to be stuck in Hobgoblin territories! Hobgobble's Eve begins the season when Hobgoblins raid neighboring Hobgoblin colonies to establish dominance over the territory. It is a period of aggressive raiding and pillaging. This is why it is easy to encounter Hobgobs during this dreaded season, and a great reason to avoid their lands at this time. To make this register with the players, each should make a Sanity INI test; those that fail gain d10 Insanity points each (RR1s).

A Note on Improvised Combat

Weaponless combat reduces Damage Die rolls by three points. Improvised weapons (sticks, stones) reduce Damage Die rolls by two points for non-fighters (Mages, Sages and Lucky Tricksters) or by one point for fighters (Warriors, Rangers and Tough Tricksters).

All improvised weapon attacks fail at 77% and above.

If a player dices a *Wicked Failure* during an attack with an improvised weapon, the weapon has broken, shattered or has been rendered useless.

A *Wicked Success* score (01, 02, 03) counters the Damage Die penalty noted above.



A Note on Hobgoblins

Hobgoblins are small, hairless, sinewy savages who enjoy hunting and feasting on other bipedal creatures. For some reason they have a distaste for quadrupeds. Hobs, of no relation at all to Gobs, enjoy simple pleasures like the misfortune of others, devious traps, dancing around blazing bonfires, and outnumbering their foes three-to-one. They have no ability or desire to communicate with non-Hobs; it just isn't in their nature to talk to their food. In game terms, Hobgoblins possess two special skills: *Gnobbity Immunity* and *Hobganging*.

Gnobbity Immunity (Innate)

Hobgoblins are slightly taller than Gnobbits, and as such are immune from that race's in-square invasion bonus. Hobgoblins are too clumsy to gain that bonus for themselves though.

Hobganging (Innate)

Whenever three or more Hobgob Warriors or Rangers gang up on one normal-sized target, each gain a +20% attack bonus and a +1 strength bonus. This can be applied for groups of Warriors or Rangers, but not mixed groups (such as Warriors and Rangers acting in concert).

CHAPTER INTERMEZZO

Getting the Arks from Chapter 1 to Chapter 2 is up to the Kreator as per their own playing style. The chapters detailed here are the “big scenes,” but certainly not the only ones as the Kreator is free to improvise new ones. Moving from one chapter to the next can be an abrupt “turn of the page” or it can be a narrative moment where the juxtaposition is dramatically explained away by the Kreator:

“As the feathers fall after the terrible, bloody and noisy battle with the vicious turdragons, the party suddenly becomes aware that a hungry Hobgoblin hoard has them surrounded. Before a word can be uttered, a whirring noise comes from above and the party finds themselves trapped in the barbs of the Hobgoblin nets. As the chattering of the Hobgoblin tribe fills the air, the party is dragged through the dark underbrush and into the dank burrows of the wicked wee-cannibals!”

Another option is to allow the players to choose their fate from two scripted options: (a) capture by Hobgoblins or (b) via a Hobgoblin pit trap that drops them into the Chapter 2 prison-cave. This choice should spark a rousing debate for the players. Both situations have different consolations:

If the party opts to go via “capture”, they suffer no wounds, but will be stripped of all their trappings and weapons before being thrown into the darkness of the cave. See *Improvvised Combat* rules.

If it is to be via “pit trap”, each Ark will suffer wounds from the fall equal to an INI roll (2d6 + 2d10, RR1s). A successful *Act Fast!* test counters the RR1s. The upside of taking a fall is that the party will still have their weapons (scattered about them in the darkness of their prison-cave).

For Kreators who want to quickly get to the next chapter, any Deus Ex Machina works just fine, too:

“Suddenly, a mysterious cloud of swamp gas begins to swirl around the adventurers. One by one they fall into a deep slumber. They awaken hours later as prisoners in an underground cave guarded by Hobgoblins.”

It’s up to the Kreator if such a machination warrants an *Act Fast!* test for the players. One action can make a world of difference in WEGS!

LOST ARMOUR + WEAPONS

Where’d Our Weapons and Armour Go?!?

If the Arks end up in Chapter 2 via capture or mysterious swamp gas, all their trappings have been distributed amongst the Hobgoblins. A good portion can be used by the Chapter 2 Hobgoblins, but the really nice stuff has probably been given to the King and his guards (Chapter 3). If the Arks want to poke around in the prison-cave looking for things to arm themselves with (stones, bones, sticks), each Ark may make a *Frozen Roll* test; success yields that they have found something that can be considered an improvised weapon. For Rangers, this could be d6 stones. The only real weapons to be found are in the hands of the Hobgoblins!

If the armour of the Arks is taken away, their Armour total on the Ark Kard is reduced to zero. From this point forward they rely just on their *Stealth Rank* for *Invulnerability* tests. The Arks will find some of their armour being worn by the Hobgoblins in Chapter 2 (and perhaps even Chapter 3). This armour becomes part of that chapter’s *Trove* items. Note that the *Trove* armour is limited to the total amount of armour lost by the Arks (that’s where all this extra armour came from after all). The Hobgobs can’t have more armour than the Arks lost!



Taking It Back!

Once a minion is eliminated, an Ark can remove its armour and secure it on their person in one full inning. The Master Trickster in Chapter 2 is wearing twice as much armour as the lesser minions. It takes twice as long to remove hers (2 innings).

Retrieving weapons from defeated minions requires the Ark to expend 2 Move actions (so their Move score is decreased by two points for that inning). If an Ark has 5 Move Strength, they would be reduced to 3 MS for the remainder of the inning.

CHAPTER 1

A RAFTER OF TERROR

Deep in the heart of Trollspittle Swamp, the Arks are besieged by a rafter of wild turdragons when they unwittingly stumble upon their nesting tree. Turdragons are aggressive birds-o-prey that possess the attitude of a cranky dragon and a fleshy face covered with blistering lumps. With snoods flapping, these fowl creatures will do all they can to drive trespassers off, attacking the weakest first with hopes that dinner will shortly follow. There are three turdragons present: two gobblers (male) and one hen (female). Per their mating habits, the males (who always travel in pairs) hide in the underbrush surrounding the nesting tree, while the hen (who is three times the size of a male) comforts the eggs in the nest above.



1.1 GIMMICKS

This first chapter is to give the players a taste of the system and to “warm them up” for Chapter 2 combat. An encounter option for the Kreator is to allow the hen to loudly squawk whenever she is attacked; the hen’s shriek is capable of rousing the curiosity of nearby Hobgoblins. Treat the chance for this to happen as a *Frozen Roll* (tens under sixes); if successful, d6 Hobgoblins will appear in 2d6 innings. The Hobgoblins can attack upon arrival or lay in wait for the encounter to end, then ensnare the Arks with their nets (in such circumstances, these Hobgoblins may also gain the Chapter 1 Trove).

1.2 MINIONS

⊙ 2 Turdragon Gobblers

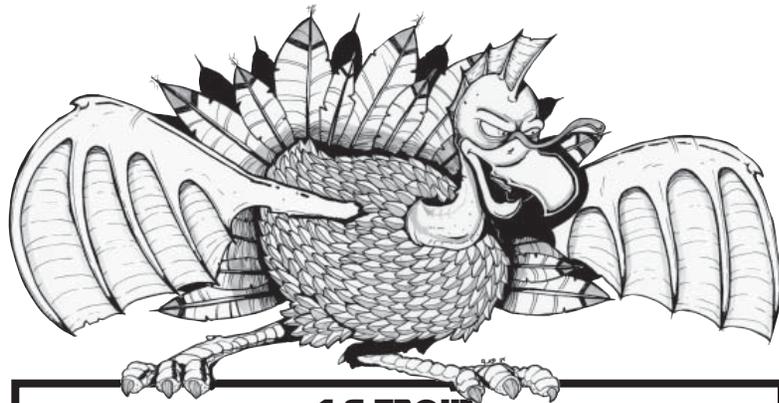
ML 6/66 Warrior, (4/44 Trickster, 2/22 Ranger)

Gobblers possess a thick barbed tail and wings too puny to allow flight. Gobblers can spoint move during the Spante (1 spoint = full move). They cannot attack during this special move. Gobblers possess the *Warrior Attack Forms* and can *Move+Attack* as a single action. Due to their small size, they can invade the square of their opponents and reap the Gnobbit Invasion bonus (see *WEGS 101 Old Skool* rules).

⊙ 1 Turdragon Hen

ML 6/66 Ranger, (4/44 Trickster, 2/22 Warrior)

With its wondrous fan-shaped tail, the large and nasty hen is capable of short bursts of flight (9 squares), which she uses to attack distant targets. This is her ranged RUG% attack. She can *Move+Attack* as a single action and possesses the *Ranger Attack Forms*. She also has a *Blood Chip*; when reduced to zero wounds, roll $((d6 + 4) \times 10)$ to determine her true remaining wounds.



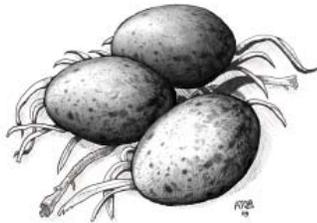
1.3 TROVE

Eggs aside, the Arks will discover a golden ring under the feathers in the nest. The snoods of the beasts are also of value and grant special effects when swallowed whole (heroic songs do tell of the snood-swallowers of yore).

A successful Ingenuity INI test will reveal all or part of each item's special properties, but a *Sense Mystic* will be needed to reveal the ring's special effects (otherwise it looks like a normal ring worth a couple hundred copper pieces).

☉ (d6+1) Turdragon Eggs

Effect: Each restores (d6 x Ranger Strength) wounds.



☉ 2 Male Snoods

Effect: Restores (d6 x 6) spoints; causes (d6+4) Insanity.

☉ 1 Female Snood

+6% Ruggedness INI; +d6% Prowess Rank, +d6% Stealth Rank, and +d6% Ingenuity Rank. Also causes +2d10% Insanity points (RR1s). Another downside is that the nose of the person who eats this becomes a bit droopy over time.

☉ Ring of Invulnerability (Level 2 Mystic)

Cost: 1 spoint each use. Effect: -1 off opponent's Damage Die. Only counters natural wounds, not enchanted or elemental wounds.

CHAPTER 2 ON TONIGHT'S MENU

The Arks find themselves trapped in a prison-cave in the belly of the Hobgoblin burrow. The mouth of the cave is guarded by several Hobgoblins armed with spears. Behind the guards, a group of Hobgoblins are chaotically rush about preparing for a big feast and stoking a large roasting pit. One Hobgoblin cautiously coats a platter of root vegetables with a thick red concoction kept in an open bucket .

Things get tense when a nasty whip-wielding Hobgob chieftess and her giant pet rat pop their snouts in to check on the activities. After barking several commands to the workers, she looks over at the prison-cave and grimaces with delight. It is obvious to the Arks that it is only a matter of time before one of them is selected to be the main entree on tonight's menu.



2.1 GIMMICKS

As per the *Chapter Intermezzo* notes, there are two ways to get the adventurers stuck in this predicament. Either way, the premise of this chapter is straightforward: escape! All the Arks have to do to escape is make it past the guards and off the battlemat. However, it is to their advantage to dispatch as many Hobgoblins as possible before doing so, for those left behind reappear in Chapter 3!

Optional Gimmick: Another gimmick that can confront the Arks is the cramped nature of the Hobgoblin burrow. Due to the uneven floors and low ceiling, Move suffers a penalty of -1 for Chapter 2 escape. Nothing like slowing the Arks down when they need speed the most! Gnobbit Tricksters can be granted immunity to this effect. A successful Stealth test will counter the Move penalty and allows an Ark to move normally. The STL% test counts as their skill use that inning, though!

2.2 MINIONS

7 Hobgoblin Guards

(4) ML 4/44 Warrior, (2/22 Trickster)

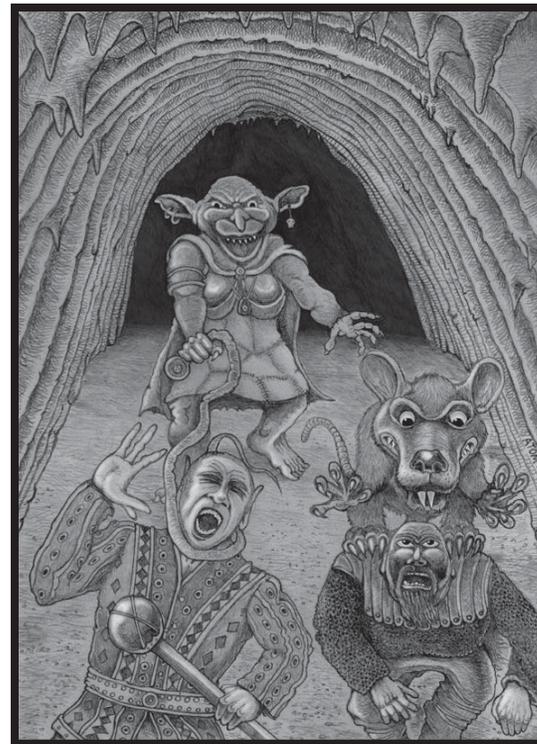
(3) ML 4/44 Ranger, (2/22 Trickster)

As 4/44 minions, the Warriors and Rangers possess no skills, though they can gain the *Hobganging* bonus noted earlier. The Rangers each have a net, which can be thrown up to 12 squares away and ensnare all targets touching the targeted location. Those ensnared suffer a *Lost Action Phase*. The Rangers possess six goreballs each that they launch at their foes from a cupped stick (jai alai style). The goreballs add +1 to their Damage Die roll (and their Strength will be up +1 if they are hobganging). Net and goreball use requires one inning to aim.

1 Giant Rat

ML 5/55 Warrior, (3/33 Trickster)

The giant rat is quick to run into combat when the Master Hobgoblin's whip starts cracking. If the Trickster meets her demise, it will be just as quick to scurry away.



Chieftess Gree Kramm, Master Trickster

ML 7/77 Trickster, (5/55 Warrior + Ranger)

Spoints: 40. SPS: 4.

Trove: Amulet of Elemental Protection

The Trickster is a Master Minion and has all the Trickster skills at her command, as well as her own spoint pool. Her whip requires at least 1 square range to strike and she can hit a target up to 3 squares away. As a 7/77 minion, she can *Move + Attack*, assuring her required whip range.

The whip is a RUG% ranged hand weapon, but allows her the use of her *Stealth Attack* skill. Her expertise with the whip gains her a +4 RS *Attack Form* (bringing her RS to 9 for each whip strike). If she uses any other weapon, she does so as a standard 5/55 Warrior or Ranger. When attacking she can count as either a Warrior or Ranger for *Hobganging*.

2.3 TROVE

⊙ Various Hobgob Trappings (+ Ark armour)

3 Nets, 18 goreballs, 3 cupped launchers, various weapons and crude implements used by the Hobgoblins. 1 really nice (but totally normal) whip. It was the Trickster's expertise that gave this weapon its +4 RS bonus (if the Arks are curious, the whip is quite similar to the one Gorfdink possesses). The Hobgoblins may also possess various pieces of armour stolen from the Arks (see *Intermezzo* notes for more info).

⊙ Amulet of Elemental Protection (Level 4 Magic)

Cost: 2 spoints each use. Effect: Decreases elemental Damage Die by 2 points. For elemental wounds that don't use a Damage Die roll, the amulet reduces total elemental wounds by (d10 x 2). Round total to nearest ten spot for minion chip play.

⊙ Hot Sauce (optional)

The Hobgoblins love their food spicy and so keep a big bucket of hot sauce at hand. If a ladle of this is splashed on skin, (d6 + 4) elemental wounds result. If the whole bucket is thrown on a target, (d6 x 4) elemental wounds are suffered. The sauce will cause a *Lost Action Phase* if tasted. It is meant to be a marinade, not a condiment. If the Hobgoblin rangers run out of goreballs, they can resort to flinging hot sauce at their foes. *Ranger Strength* (RS) defines the SQR throwing range.



CHAPTER 3

DON'T COUNT YOUR TURDRAGONS

The escape from their Hobgoblin captors returns the Arks to Trollspittle Swamp; still quite lost and now with a very angry Hobgoblin tribe in hot pursuit! The nearby screams of their pursuers confirms that it's only a matter of time before the tribe catches up! The sound of a giant hunting beast can also be heard thundering through the underbrush. Soon, the Hobgoblin King Umm Lumm and his Giant War Turdragon will arrive!

3.1 GIMMICKS

The Hobgoblin King, his personal guard and remaining tribe from Chapter 2 are (d6+2) innings away.

At the start of Chapter 3, each Ark should make a *Ruggedness INI* test. Those that succeed have found a trail that leads out of the swamp. If more than one Ark succeeds, multiple paths have been found. If the Arks debate on which path is more trustworthy, this will eat into their inning lead. Inevitably, the Hobgoblins will catch up, so it's a matter of what they do with their extra innings to prepare for that moment. If, for some reason, the party splits ways and takes two or more paths, feel free to have those paths converge with each other in 4 innings or so (just in time for the Hobgoblin King and friends to arrive)!

Optional Gimmick: Depending on how distressed (beat up) the Arks are by this point, a couple of friendly Rangers or Warriors can arrive to help them with their last stand. The new allies can be ML 5/55 or 6/66 minions and possess the appropriate *Attack Forms*. These allies can be summoned to the encounter by the turdragon's *Mighty War Gobble* (similar to the Chapter 1 noise rules). Just as before, the help may or may not appear depending on the dice rolls.



3.2 MINIONS

⊙ 4 Hobgoblin Guards

(2) ML 5/55 Warrior, (3/33 Trickster)

(2) ML 6/66 Warrior, (4/44 Trickster)

The 5/55 minions are standard. They may have a +5% Armour bonus if the Kreator deems it necessary (giving them 60% INV). The 6/66 minions possess *Move+Attack*. These may be given +4% Armour, raising them to 70% INV.

⊙ 2 War Crows

ML 6/66 Tricksters (4/44 Rangers)

The crows are sent out ahead of the King to track prey. A couple innings before the Hobgoblins arrive, the crows will appear overhead, squawking loudly in the sky. During battle, the annoying birds circle menacingly above head and try to pluck an eye out of the foe. This is their special Trick Attack (STL%) and it only succeeds by rolling 01% – 06%. A lost eye causes a double *Lost Action Phase* and drops Prowess, Ruggedness and Stealth Rank scores by an INI roll each! The crows target opponents with low Invulnerability. Note: This is their only attack and so does not count for the chapter's Minion Level strength total.

⊙ King Umm Lumm, Master Ranger

ML 8/88 Ranger, (6/66 Warrior + Trickster)

Spoints: 45. SPS: 4.

Trove: 3 normal spears, Spear of Fire, Shield of Elemental Repulsion

Umm Lumm is as big as a Hobgoblin gets and stands at least three hands taller than the rest of the tribe. Umm wears a crown of bones and his face is covered with tribal tattoos. As an 8/88 minion, Umm has all Ranger skills. He also has the *Warrior Attack Forms*. His 8/88 status allows him *Move+Action+Action!* A formidable opponent, he only use his enchanted spear for hand-to-hand combat; it is far too precious to throw away!

⊙ Giant War Turdragon, Master Trickster

ML 8/88 Trickster, (6/66 Warrior + Ranger)

Trove: Snood

This super-sized gobbler was the pick of the litter. Though male turdragons are usually smaller than the hens, this one grew to monstrous proportions and makes a proper steed for Hobgoblin royalty. Some believe the beast is from the far-off Giantlands where all things are enlarged. Someday it will feed the whole tribe (it's bipedal you know.). As an 8/88, the gobbler is allowed *Move+Action+Action*. It possesses all the Trickster skills, plus a Trick Attack, the *Mighty War Gobble*.

SPECIAL MINION SKILL

Mighty War Gobble

Level 4 Trickster Skill

Cost: 1 spoint each use.

Test: Cold Roll + 20% to succeed.

Effect: Four squares in all directions. Unfriendly targets in area of effect suffer a Sanity test. If the Sanity test fails, the target suffers a skill-free inning. If they succeed, they suffer no ill effects that inning.

Turdragon Tactics: The Joust-about!

During the first few innings, the Hobgoblin King and his steed will joust-about the field of battle. Both are played as independent minions, each able to take full advantage of their **Move+Action+Action** bonus. As each is an 8/88 minion, they are able to Move and then perform two actions per inning. Their attack strategy could be:

Turdragon Action 1: Move + *Mighty War Gobble*

Turdragon Action 2: Attack (66% PRW test)

King Action 1: Aim Enchanted Spear

King Action 2: Fire Enchanted Spear (88% RUG test)

In such an exchange, the turdragon first gobbles (to hopefully send some Arks into a *Skill Free Inning*) and then attacks. If the minions hold top of the inning the *Mighty War Gobble* will prevent skilled counterstrikes. If the minions hold bottom of the inning, the gobble prevents skill use against them at the top of the next inning.

King Umm Lumm is calling the shots here and guides his steed to the most strategic area for attack. After the turdragon attack, the King can expend his two inning actions as a Ranger (Aim + Fire) at any target within range. Once the King grows tired of this mounted exchange, he will dismount leaving his steed to wreak havoc on the foe as it will. Possessing all Ranger skills and *Warrior Attack Forms*, King Umm Lumm will be quite an opponent on the field of battle!

It's good to be King.



3.3 TROVE

☉ Spear of Fire (Level 4 Magic)

Cost: 2 spoints. Effect: The spear shoots flames up to 12 squares away. Ruggedness test required to hit target. (d6 x 4) elemental wounds are inflicted on the target. Armour provides no protection from elemental damage.

☉ Shield of Elemental Repulsion (Level 4 Magic)

Cost: 2 spoints. Effect: Redirects elemental damage to one target within range (12 squares in any direction). Maximum damage diverted is 20 elemental wounds (that's 5 points per magic level). Using the shield counts as a reaction and a skill-free inning may result as per the *WEGS 101 Old Skool* rules.

☉ 1 War Turdragon Snood

The awful tasting snood must be swallowed whole and raw. It will restore (d6 x 6) spoints and adds +6 Stealth Rank, +d6 Prowess Rank, +d6 Ruggedness Rank and (d10+6) Insanity points.



EPILOGUE

If the Arks are fortunate enough to survive their adventure in Trollspittle Swamp, a proper retreat to the fabled *Keep on the Badderlands* is the next course of action!

Though they may have begun this adventure with very little experience, successfully taking on the Hobgoblin King and his tribe will have left them further along the road to becoming true heroes!

This was just the first test of their mettle!

There will be other adventures for them in the days to come. The journey they began here only leads deeper and deeper into the Wegsworld! Adventure awaits!



CHAPTER RECAP

CHAPTER STRENGTH PROGRESSION = 22 44 66

Chapter 1

A Rafter of Terror

Spoints: +11 spoints / 2 spi

Elimination Bonus: d6+1%

End Points: d10+2%

2 x L6 Warriors = 12 ML

1 x L6 Ranger = 6 ML

1 x L4 Blood Chip = 4 ML

Total Minion Levels: 22

Chapter 2

On Tonight's Menu

Spoints: +22 Spoints / 4 spi

Elimination Bonus: d6+2%

End Points: d10+4%

4 x L4 Warriors = 16 ML

3 x L4 Rangers = 12 ML

1 x L5 Giant Rat = 5 ML

1 x L7 Trickster = 7 ML

1 x L4 Strength (Whip) = 4 ML

Total Minion Levels: 44

Chapter 3

Don't Count Your Turdragons

Spoints: +33 Spoints / 6 spi

Elimination Bonus: d6+3%

End Points: d10+6%

2 x L5 Warriors = 10 ML

2 x L6 Warriors = 12 ML

2 x L6 Tricksters = 12 ML (Crows)

1 x L8 Ranger = 8 ML (King)

3 x L4 Attack Forms = 12 ML (King)

1 x L8 Trickster = 8 ML (Turdragon)

1 x L4 Trick Attack: Gobble = 4 ML

Total Minion Levels: 66



MINOTAUR MEAT

Badderlands Adventure Module B2

Another free WEGS adventure coming in January 2010!