

# THE GOBLINS OF TAME - GT1



A Sample Adventure

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- You are the “Game Master” (GM) and are the one reading this adventure.
- Your friends are the “Players” and have all selected one of the sample characters.
- Goblin details can be found at the back of this booklet.

You read the boxed text out loud to the players.

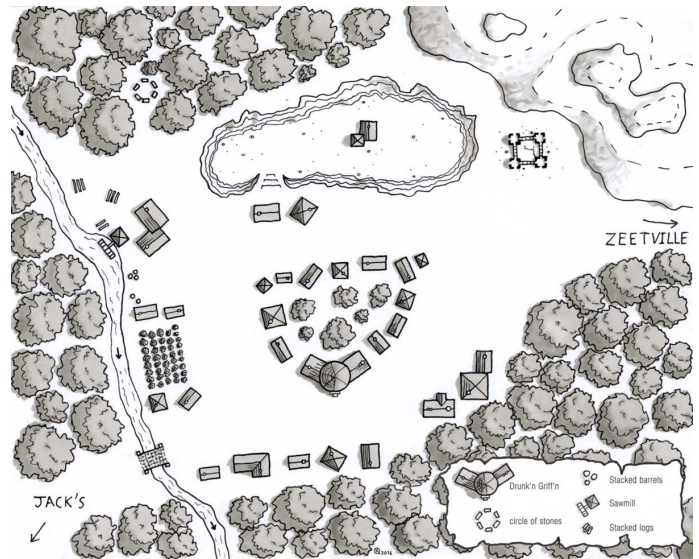
## SETTING THE SCENE

The adventure begins in an old red barn which just happens to be the property of an elderly man named Jesse and his three adult children: Daisy, Bo and Luke. Seeking shelter from the cold, all of you have some how managed to find the same kind family who lets folks like you sleep there for just a single copper coin each night.

Encourage the players to introduce their characters to one another and explain how it is that they each came to be there. And more importantly, why they want to explore the goblin infested path to Jack’s Lumber Camp.

# TAME VILLAGE

(Player Map)



## AT A GLANCE

Most of this village is owned by the brew master. He’s a short, greedy bastard who can sweet talk those passing through with his silver tongue. He has appointed a sheriff and two deputies who are all as stupid and inept as the brew master is greedy. (Think “Dukes of Hazard”)

## TRADE

Barrels of fresh water and chopped logs float downstream from Jack’s camp, and wheat, hops and barley are shipped in from River city. A large mill is built next to the river cuts the logs into usable wooden boards. Bricks are carefully carved out of a large quarry, and a local mason adds the finishing touches so they stack properly. Fruit and nut trees plus a variety of berries all grow naturally here. These are gathered and packed into wooden crates.

## ADVENTURE

Traveling north west along the river (upstream) you will find the old pathway to “Jack’s Lumber Camp”, but the path is now infested with goblins.

## ROLE PLAYING

The village of Tame is rather small but the people here are very friendly and glad to help you out.

Before exploring the goblin infested path to Jack's Lumber Camp, it's a good idea to go around the table and ask each player where their character wants to go? And what they want to achieve?

Get to know your players. Do they like to dive into battle and earn XP? Do they enjoy role playing, meeting the locals, getting a feeling of who they are, where they are, and what options might not be obvious?

Some adventures require characters to gather clues, unravel mysteries, etc. but this is a simple hack and slash, no brains required, battle scenario.

At the very least, it is a good idea to allow them to buy supplies and speak with the locals. Since these are new players, make it easy for them.

### IF THEY WANT TO SHOP FOR SUPPLIES

Searching about, it's very easy to find a "General Store", a Black smith, etc.

### IF THEY WANT TALKING TO THE LOCALS

The old path to Jack's Lumber Camp is crawling with goblins. But fear not. The town's militia keeps them at bay. None of this is by no means is new to any of the local folks why love to tell stories about the goblin horde that was pushed back and locked away in their caves by a mighty band of heroes many years ago.

### AND NOW THE ADVENTURE BEGINS

Your plan is to travel north west along the river (upstream) where you hope to find the old pathway to "Jack's Lumber Camp". However, the path is said to be infested with goblins.

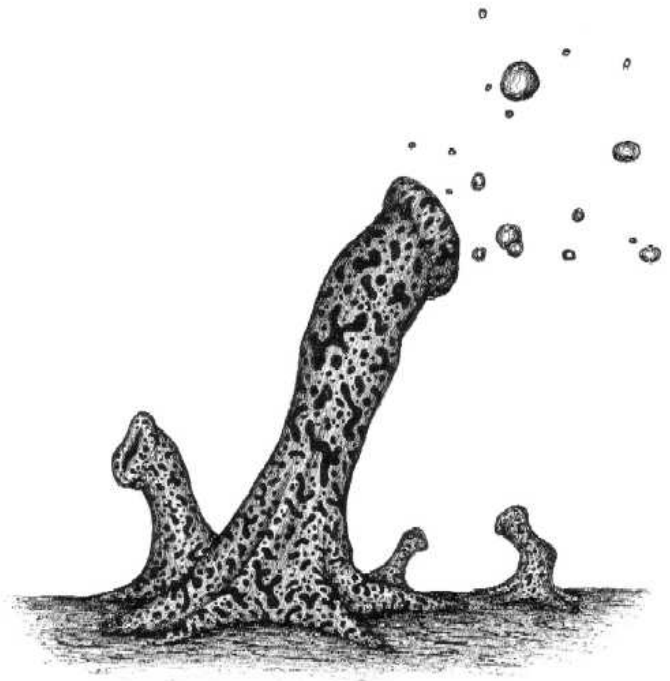
## WILLPOWER CHECKS

All set and prepared to go, you leave the village behind, and head toward the woods. Did you forget something? Are you sure you are ready for this? Who's bloody idea was this anyway?! ... you suddenly find yourself overwhelmed by fear, and must stop dead in your tracks, just 25 feet from the forest edge.

"Willpower Checks" are a good way to determine if the characters are strong enough to survive an adventure. In this case you (the GM) will roll 3 dice (6-sided) and add them up to get a total WP check value of 3 to 18.

Any character who wants to enter the woods MUST roll their Willpower (WP) dice and get a sum that is larger than your GM roll.

Only if everyone surpasses the GM's roll, should the party of adventurers enter the woods. But, if they insist on going forward anyway, well as the saying goes, "It's their funeral"



## IT'S BATTLE TIME?!

A silence falls over your adventure party. A cool south-easterly breeze gives away your position to all the creatures and beast who can smell you coming.

This is it, ...your last chance to turn tail and run back to the village. What is it going to be?

Then, you see movement. Could it be a goblin horde? It seems they don't like the sight of you lined up and ready to enter their woods.

7 goblins emerge. They appear as ugly as they are evil. They have no desire for peace and despise everyone who is different from their own goblin kin: trolls, ogres, orcs, goblins, gnolls, kobolds, etc.

### THE BATTLEFIELD

The game play stops briefly, as you (the "GM") now setup the battlefield. First define the forest edge. Next place the characters 25 feet (5 inches) from the edge. And lastly, place 7 goblins emerging from the forest edge.

Share this friendly reminder:

To get any closer requires a WP Check, but smart players will let the goblins come to them.

You are the GM. Your rule is final, including the placement of characters and monsters. However, you **MUST** be just and fair, listen to the players wishes, and **DON'T BE AN ASS**.



### TIP

Please familiarize yourself with the basic game rules found here on pages 3 to 8.

## ROLLING DICE

BRUTAL only uses 6-sided dice. Phrases like "**3d6**" are simplified as "**3d**". Phrases like "**3d**" mean you roll three 6-sided dice at the same time and add the results, generating a value between 3 and 18.

Phrases like "+2d" **Bonus** mean you get to roll two extra dice.

Phrases like "-1d" **Penalty** mean You **MUST** roll one less dice than normal. At no time may any Penalty ever reduce your roll below one die.

Phrases like "+1p" **Pip** mean you get to add one point to the final sum of rolled dice.

Phrases like "3 in 6" **Chance** mean you must roll one dice, and if you roll a 3 or lower than something happens.

Phrases like "x2 damage" **Multiplier** mean that damage is doubled, only after the damage is calculated in the normal manner.

For "2 to 7" .....roll = 1d + 1p

For "1 to 3" .....roll 1d (1,2,3 = 1) (4,5 = 2) (6 = 3)

## HOW TO USE LUCK

You may use "Luck" at any time, but only as many times per day as your Luck (LK) rating.

Let's say you roll 5 dice for a 15 total	
First you re-roll all the dice showing a 1	
Then for every dice showing a 6 roll an extra dice	
You add up all the dice For an improved roll of 27 total	

## CHARACTER ABILITY RATINGS

There are no character classes and no character levels. All we care about are abilities such as strength, and ratings such as 5 dice. Together these form "Ability Ratings" (Strength=5d). Ability ratings are used to determine how many dice to roll.

### **CB Combat**

Attacking others while defending yourself.

### **CN Coordination**

Pick locks, overcome physical obstacles, sprint on battlefields, avoids trap and react quickly.

### **CR Corruption**

Trip others, nudge others, lie to others, taunt others.

### **IN Intellect**

Find stuff, spot hidden traps, hidden creatures, hidden treasure, secret doors and hidden spell glyphs.

### **MG Magic**

Able to use more and more difficult spell glyphs.

### **NT Nature**

Detect poison and sense danger

### **PR Primal**

Tap into your primal racial abilities.

### **ST Strength**

Push, pull, lift, etc. Wield massive weapons.

### **WP Willpower**

Resist fear, gore, horror, and survive magic.

## ATTEMPTING ACTIONS

Most of the time, your character may freely travel the roads, speak with the inn keeper, and explore dungeons. But sometimes, things are not so simple. To find a secret door, for example, you roll some dice to see if you can manage it. Some characters will get to roll more dice than others.

### **RESISTING ACTIONS**

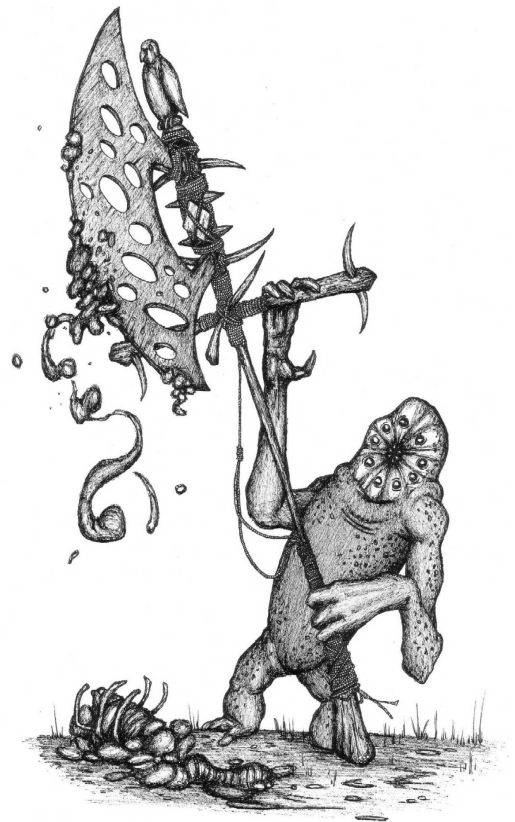
To avoid being spotted, the secret door will also roll some dice. And just like the characters, some secret doors will roll more dice than others.

### **OPPOSING DICE ROLLS**

Everyone involved rolls some dice and adds them up. Whoever rolls the highest wins. Ties always go to the defender who is trying to resist the action.

### **DIFFICULTY CLASS (DC)**

Occasionally the GM will use a predetermined value or fixed target number known as the difficulty class, or "DC".



# COMBAT OVERVIEW

## INITIATIVE BASED COMBAT

BRUTAL is “Initiative” based. It’s common for multiple characters (and monsters) to make moves and attempt actions – all at the same time. It is VERY possible for two opponents to kill each other during the same “Countdown Initiative”.

## SETUP A BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by the Game Master (GM). Borders, exits and landmarks are typically located first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense. A battlefield may be as simple as a small square room, or as complicated as a massive valley with trees and a river.

## DISTANCES

Because battles are played out using miniatures on the table top, distances are often described using the word “inches”. A weapon with a range of 6 inches literally translates to 6 inches on the tabletop. A ruler can be used to measure distances.

- 1 dice = 1 inch, 2 dice = 2 inches, and so forth.
- 1 inch is seen as 5 feet to the characters.

## BATTLE MAPS

For those of you using a pre-printed battle map with square grids or hexes (Tiles):

- Each square grid or hex (Tile) = 1 inch.
- Only one character or monster may occupy a map tile at a time.
- Some large creatures may occupy 2 or more tiles at once.
- Some “swarms” (such as rats) move and attack as a single creature.

## ROUNDS OF COMBAT

Battles are played out as one or more consecutive rounds of combat. Each round is further divided into 12 initiatives.

## GM “NEW ROUND”

The GM calls out “New Round”:

Everything from the previous round ends and a new round begins. “Forgot to do something? ...too bad!”

## GM “FREE MOVE”

The GM calls out “Free Move”:

You may (optionally) move your character 1 inch. This accounts for shifting bodies during a battle.

## GM “NEW INITIATIVES”

The GM calls out “New Initiatives”:

Your initiative is probably “1d+3p”. This means you roll 1d and add +3p to it to generate a random number between 4 and 9.

- Initiatives higher than 9 are possible when using magic, perks and such.
- The best initiative allowed is 12.
- The worst initiative possible is 4.

## GM “COUNTING DOWN” (INITIATIVES)

The GM counts down the initiatives by calling out “12, 11, 10, 9” and so forth.

## IN PLAY

You cannot do anything until your initiative equals the GM’s countdown. Once it does, you are said to be “In Play”. You may announce this to the other players or keep it secret.

## COMBAT MOVES

- You get as many “Moves” as you have in your Move (MV) rating.
- You may only attempt 1 “Move” per countdown initiative.

Move (Standard) (1 Move)  
No roll needed

It takes 1 Move to travel 1 inch. Normally, you may move without rolling any dice. But sometimes the terrain is so difficult that the GM will require you to roll your CN vs Terrain.

Run Away (2 Actions)  
No roll needed.

- You must yell out “Run away! Run away!” before the Countdown Initiatives begin.
- Your initiative is set to 12 and you automatically get to go first, but you must select an “Exit” and try your best to “Sprint” to it.
- Everyone who runs away forfeits all their XP for the current battle.

Sprint (First Action)  
Attempt with CN vs. Terrain

The “Sprint” action can double your total Move. You still only move once per countdown, but each Move may be 1 or 2 inches. The “Sprint” action MUST be Attempted before you make any other Moves or Actions

- If you fail to “Sprint” your turn ends, and there is a 1 in 6 chance of “Falling Down”.

Stand Up (2 Actions)  
No roll needed

You use an entire round of combat (2 “Actions”) to stand up.

## COMBAT ACTIONS

- Your two “Actions” must be different
- You may only attempt 1 “Action” per countdown initiative.

### COLORED DICE FOR COMBAT

Using colored dice makes dice pooling a lot easier.

**BLUE DEFENSE.....** (*Dice Pool*) The sum of your Defense (D) ratings of all the armor you are currently using.

**WHITE ATTACK....** (*Dice Pool*) The Attack (A) rating of the weapon you are currently attacking with.

**YELLOW BONUS..** Any special dice granted by magic, perks and such.

**RED COMBAT .....** (*Rating*) Your own personal Combat (CB) rating.

### NON-COMBATANT

With a Combat rating (CB) of 3 or fewer you are a “non-combatant”. You should place all your red CB dice into your blue defense pool. If you do, then you also gain +1d yellow bonus for using “All Out Defense”.

- Defense Pool = (blue) + (1 to 3 red) + (1 yellow)
- Attack Pool = (white) + (0 red) = No attack!

### COMBAT (BEGINNER)

With a Combat rating (CB) of 4 to 8 you are a “combat beginner”

- Defense Pool = (blue) + (3 red max) + (yellow)
- Attack Pool = (white) + (1 to 5 red) + (yellow)

**Attacking** (1 Action)  
Attempt with (Attack Roll) vs (Defense Roll)

“Multiple Attacks” and/or “Multiple Weapons”, all count as a single “Attack” action.

(ATTACKING)

- Roll each attack separately.
- Only one attack per countdown initiative
- Whoever rolls the highest wins.
- Ties go to the defender.
- Damage = the difference between the two rolls.

(MOVING)

- You may attack if you are within weapon range somewhere within your current move.
- You may Move then Attack (or Attack then Move) during the same countdown initiative.

Defending yourself is not a Move or an Action. And there is no limit as to how many times you may defend yourself.

### **ALL OUT ATTACK**

When you use all (max 5) your RED Combat (CB) dice to attack only (no defense) then you get a YELLOW bonus dice to all your attack rolls

### **ALL OUT DEFENSE**

When you use all (max 3) your RED Combat (CB) dice to defend only (no attack) then you get a YELLOW bonus dice to all your defense rolls

### **PARRY**

Any weapon that has “Parry” in their weapon description may also be used to defend yourself, while still attacking others. Parry only works against melee attacks. Parry is its own “Action”

### **TAKE COVER**

When you get behind a tree, stone, table, etc. you gain a YELLOW +1d defense bonus against ranged weapons. Take Cover is its own “Action”

**Aim** (1 Action)  
No roll needed.

You stop moving for a few seconds and focus on your target.

- You gain a YELLOW +1d bonus to your first range attack.

**Blind Fighting** (1 Action)  
Attempt with NT vs. NT

You successfully remove the penalties for the remainder of this round, and all of the next round.

**Battle Cry** (1 Action)  
No roll needed.

You let out a mighty roar in the heat of battle.

- You gain a YELLOW +1d bonus to your first melee attack.

**Battle Song** (2 Actions)  
No roll needed

You sing epic battle songs. It requires both your actions for as many rounds as you keep singing. You may not attack, but all your friends within 24 inches gain a benefit.

- They gain a YELLOW +1d attack bonus to all their attacks.

Two or more characters singing Battle Songs at the same time may not combine their benefits but you might manage to reach a larger audience.

**Drink a potion** (1 Action)  
No roll needed.

You may drink a potion, assuming you are holding the potion in your hand.

Escape (2 Actions)  
Attempt with (Special)

It takes both actions each round to attempt one escape roll.

- Knots: CN of she who tied the knots
- Ropes: ST of 7 for standard rope
- Chains: ST of 12 for standard chain
- Nets: CN of 7 for standard net
- Whip: CN of 7 for standard net
- Webs: ST 15 for giant spider web
- Grapple: ST of the one who is holding you

Exchange items (1 Action)  
No roll needed.

You may swap something held and used, for something else you are carrying.

Feign Death (Play Dead) (2 Actions)  
Attempt with NT vs. IN

You lay still and hope everyone thinks you are dead.

Frighten (1 Action)  
Attempt with CR vs. (WP x 2)

You growl, scream, make ugly faces to frighten unfriendly targets  
(See "Frightened")

Wait for It. (1 Action)  
No roll needed

Your turn ends, but you gain a +3p bonus to your initiative, at the start of next round.

## EXPERIENCE POINTS

You work together to survive, complete quests, defend villages, find treasure, etc. When you succeed, you earn Experience Points (XP).

Each goblin that is killed or runs away is worth 3 XP. Total the XP earned, then immediately divide it equally among the surviving characters (round up!)

You use this XP to buy improved ability ratings. As you improve your ratings, you roll more dice and unlock various skills.

It costs 2 XP to advance from 1d to 2d  
It costs 3 XP to advance from 2d to 3d  
It costs 4 XP to advance from 3d to 4d  
And so on.

You may NOT skip ability ratings and jump from 3d to 6d without first purchasing 4d then 5d.

Once XP is used to improve an ability rating, that XP is spent (just like gold is used to buy equipment).

You may save your XP or use them right away. Keep track of any XP not yet spent.





## TREASURE!

The goblin armor and weapons fall apart during combat and are worthless scrap. However, a typical goblin has 2 to 7 copper, 1 to 3 iron, and 1 silver. However, the village requires a dead goblin disposal fee of 3 copper each.

## HEALING AND RECOVERY

**Bind Wounds** (3/day)  
No roll needed.

You may receive “Bind Wounds” by someone else 3/day to regain 2 to 7 (1d+1p) Hit Points (HP)

- You cannot bind your own wounds.
- Bind wounds does not work on characters and creatures who naturally regenerate.
- Bind Wounds does not work if you are poisoned.

**Resting**  
No roll needed.

Lost “Hit Points” (HP) recover at a rate of 1 point every 4 hours, or 6 points for every day spent resting.

- Resting may never be used to raise your current HP above your maximum HP rating.
- Resting does not work on characters and creatures who naturally regenerate.
- Resting does not work if you are poisoned.

**Healing Potions**  
No roll needed.

Healing potions cure 2 to 7 (1d+1p) Hit points (HP)

- If unconscious, a friend may pour the potion in your mouth for you.
- Healing potions will neutralize all poisons

## WHAT’S NEXT?

Encourage the characters to stay in or near the village until they can easily handle the goblins.

While in the village, typical play swings back and forth between role-playing and combat. And, the characters can safely rest up and heal. If a character dies, feel free to let the player bring in a new character immediately! Rushing in from the village to fend off the goblins. Once the characters venture too far away, they may not get a chance to rest up, heal, or bring in new characters if their character dies.

### MORE BATTLES

Do your best to mix things up a bit: (1) Maybe add a goblin or two riding wolves. (2) Maybe have them start getting paid to help the militia, then attack them as they patrol the village border. (3) Maybe a few goblins sneak into town and try to snatch a delicious young child.

### PREPARE TO ENTER THE WOODS

Warn the players not to just increase their Combat (CB) and Willpower (WP) ratings. Min/Maxing a character is okay, but a well-balanced group is even better.

Try to make sure they understand that they get TWO actions each round. One may be used to attack, while the other is just important, used to “Battle Cry”, “Aim”, “Parry”, etc.

Morgan the human is a “Warlord. He should be using his ability to grant extra free moves.

Bahr Bee the half-elf is a ‘Bard’ and should be singing epic battle songs to give everyone +2d YELLOW bonus dice to all attack rolls.

(Download “The Goblin Millhouse - GT2”)  
(Download “The Goblin Dungeon – GT3”)

## GOBLIN

Say: (GOB-lin)



CB	CN	CR	IN	MG	NT	ST	WP
6	2	3	2	1	2	2	2

DV	MV	JP	SZ	LF	HP	XP
0"	2	1/3	2	2	7	3

<b>7</b> Hit Points	<b>Quantity</b> 2 to 7 (1d+1p)
<b>2"</b> Move	<b>Treasure Types</b> A (each)
<b>5</b> Defense	<b>Keywords</b> Goblin
<b>5</b> Small Sword	(D) Skin (Torso) = 0d (A) Fist (Hand) = 0d

Goblins appear as small ugly men with a large diversity of facial features. They live in villages or clans, but can also join with bandits, cults, etc.

### STANDARD EQUIPMENT

- (D) Leather Armor (Torso) = +1d
- (D) Wooden Shield (Hand) = +1d
- (A) Small Sword (Hand) = +2d

## WOLF

Say: (WOLF)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	6	6	3

DV	MV	JP	SZ	LF	HP	XP
0"	3	2/6	6	6	21	8

<b>21</b> Hit Points	<b>Quantity</b> 2 to 7 (1d+1p)
<b>3"</b> Move	<b>Treasure Types</b> None
<b>7</b> Defense	<b>Keywords</b> Beast
<b>9, 9</b> Claws	(D) Skin = 4d (A) Claw = 4d

Wolves are large furry creatures typically found in forest. They normally live in packs. If they find prey that is too big to take down on their own, they howl to summon other wolves, then attack together as a pack.