

THE HOSTAGE PRINCE

AN ADVENTURE FOR THE CHILDREN OF THE APOCALYPSE SETTING FOR SAVAGE WORLDS

DESIGNED FOR SEASONED CHARACTERS

(Note: This adventure easily follows Deadly Diplomacy in the Children of the Apocalypse setting book)

Prince Taskill of Manchester defected from the realm of Queen Candice of Haverhill because of disagreements with her cruelty in ruling her people. Candice has never forgiven Taskill for this defection, and has enacted multiple schemes to try to lure his followers back or destroy him. Taskill, however, is very popular with his people, even considering his recent alliance with the nearby Isetian cities.

Candice's latest scheme is kidnapping Taskill and holding him hostage. Her troops have informed Taskill's seneschal, Dalia, that he will be killed if the people of Manchester do not return to Haverhill. Manchester itself is to become a fortified outpost of Haverhill. Any attempts by the forces of Manchester to rescue Taskill will result in his immediate execution. Dalia has sent word to Peterborough and Charles-town asking for aid in rescuing Taskill; the adventurers have responded to this call.

TRACKING THE RAIDERS

Taskill was ambushed on a hunting expedition near Manchester in the forest. Tracking his pursuers is relatively straightforward until they reach an area of ruins, at which point Tracking rolls are needed to avoid a brute force search. If the heroes succeed in their Tracking rolls, they have a chance to come upon the campsite unawares; otherwise, the Haverhill forces will be on the alert.

Searching the ruins methodically takes 90 minutes. During the search, adventurers who make a Notice roll at -1 can spot a small treasure cache: \$200 worth of artifacts.

To help them avoid notice, the Haverhill raiders are camped inside the ruins behind a giant spider nest (2 spiders plus 1 per hero). If the heroes approach by day, the spiders are sleeping (which gives them a penalty of -2 on their Notice rolls), and it may be possible to move past them by Stealth. If the heroes approach under cover of darkness, the spiders will be awake and active. In either case, the sounds of fighting will alert the enemy.

The Haverhill raiding force consists of 10 Adharcan warriors led by Juliett Carver, a mage. As soon as she is aware of the players, she will attempt to warn them off and order one of the warriors to move close to the bound Taskill. Taskill, however, is not a passive or cooperative prisoner. He has managed to free his legs enough to move, and will attempt to fight off the warrior if battle ensues.

Carver is loyal to Queen Candice and cannot be Persuaded or Intimidated to yield Taskill. If a fight breaks out, she will order him killed. It may be possible to bluff or deceive her into surrendering, but only if the heroes can demonstrate overwhelming force.



JANE CARVER (WC)

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Investigate d6, Knowledge(Arcana) d8, Notice d6, Persuasion d6, Spellcasting d8, Survival d6, Tracking d6

Pace: 6 Charisma: 0 Parry: 5 Toughness: 8/7

Hindrances: Bloodthirsty

Edges: Arcane Background (Magic), Wizard

Gear: Leather armor (Armor +1), axe (Str+d6), magical supplies

Powers (20 PP): bolt, deflection, blast

ADHARCAN WARRIORS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; Parry: 7; Toughness: 11/8

Gear: Plate breastplate (+3), chain arms and legs (+2), battle axe (Str+d10)

Edges: First Strike

Giant SPIDERS

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Intimidation d10, No-

tice d8, Shooting d10, Stealth d10

Pace: 8; Parry: 6; Toughness: 5

Special Abilities

- Bite: Str+d4.
- Poison (-4)
- Wall Walker: Can walk on vertical surfaces at Pace 8.
- Webbing: The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

PRINCE TASKILL (WC)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d12, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

Charisma: 0; Pace: 6; Parry: 9; Toughness: 9 (3)

Hindrances: Loyal, Curious

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line

Gear: None



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