



Blood Rapids Run

A Savage Worlds One Sheet Adventure for Saga of the Goblin Horde

Go, go, go, you blokes!
Swiftly down the Stream.
Verily, verily, verily, verily,
This will end in screams!

The Darkmire Rapids have become a favorite haunt for sporting and adventurous goblins, who have been known to brave its churning waters by surfing down them atop wooden planks. One event, held annually on the summer solstice, is known as the "Blood Rapids Run," and it has drawn considerable attention due to its brutal nature.

The race has no rules regarding sportsmanship, and anyone—from surfer to swimmer—may participate. Besides bragging rights, the winner earns a hefty pile of loot, which spectators offer up to help incentivize more violence from the contestants.



Winning Strategy

Chief Bignose has learned through his spies that one of the prizes at this year's race is going to be an ogre sword, and he wants it for his collection of trophies. He yells for the gang bosses to enter his tent, and gives them their orders. Read or paraphrase the following:

"Okay, listen up you louts! You're going to enter the Blood Rapids Run and you're going to win me that sword. And to ensure that you do, I have devised the perfect plan. While all the other contestants are riding on those clumsy wooden planks, you'll be riding on the backs of agile sea turtles. But here's the thing: in order to capture the dang critters you're gonna need to earn the trust of some orc pirates, so they can take you out onto the ocean. Now go! The race is a week away, and you better be in it."

He throws the bone he's been gnawing on, shooshing the bosses out of the tent.

Sailing on a Relationship

Assuming the characters decide to take a direct path, and barring any detours, they should reach the north banks in 3-4 days. They will need to enter one of the orc settlements, find a ship captain, and convince him to take them out to sea. The taverns near the docks are probably the best place to start. Treat the negotiation with the captain as a Social Conflict, with one of the following possible outcomes:

0 successes: The captain feigns interest, and he will even rent out a longboat for three knick-knacks, but after the bosses leave he tips off the sea goblins. The sea goblins will harass the bosses in the next scene.

1-2 successes: The captain is rather amused by the proposal, offering the longboat for two knick-knacks.

3-4 successes: The captain is persuaded to charter a voyage on his schooner for just a single measly knick-knack. His crew will also help the characters catch the turtles, providing a bonus in the next scene.

5+ successes: The captain is genuinely intrigued. Not only does he agree to help the characters free of charge, he also promises to come and watch the race, adding something to the pile of winnings. Each of the players earn a Benny for their efforts, in addition to receiving a bonus in the next scene.

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Testudine the Waters

Now that the gangs have a boat, they must find and catch some sea turtles. However the open waters are vast, and each boss must catch their own turtle before nightfall. Players must make the following trait rolls in succession: a Notice roll to spot the turtle, a Throwing roll to cast the net, a Strength roll to haul it in, and a Smarts roll to secure the turtle.

If the negotiation in the previous scene received 3 or more successes, the orcs will lend a hand, adding a +1 bonus to each trait roll. However no successes means a pod of sea goblins swarm the boat, imparting a -2 penalty to all rolls. Characters with no interest in riding a turtle during the race (such as amphiblins, or a gremlin with a *boost Swimming* device) may aid one other boss each round with a Cooperative Roll.

Failing to meet all of the objectives means a turtle could not be found or caught, and it is now too dark and too late to continue the effort.

Reward: Any character who *failed* to catch a turtle receives a Benny as compensation.

Caged Animals

After spending the night relaxing from their tiring sea trip, the gangs set off to the Darkmire Rapids, towing the cart with their captive creatures behind them. The path eventually leads down into a rocky dell where the xenophobic Nightsworn tribe has set an ambush for foolish wayfarers. This is resolved as a normal combat encounter, with the ambushers beginning the scene on Hold. Any player who fails a Notice check is not dealt a card in the first round of combat, while a critical failure on the Notice roll means the attackers also get the Drop on that particular character.

There are 3-4 Nightsworn grunts per player, along with two shadow priests (see *Saga of the Goblin Horde* page 94). The rival goblin tribe attacks from the sides in a pincer move, attempting to surround the Redfang intruders. The rocks in this area provide the attackers with cover, however the player characters will be able to take advantage of the terrain as well.

Reward: Everyone who survives earns a Benny.

Turtles All the Way Down

The race itself is handled in two parts. The first part is resolved as a Quick Skirmish, representing the chaotic frenzy of the initial half of the race. The second part is a standard five-round Chase, signifying the measured push to the finish line.

Quick Skirmish: There are scores of participants in the race besides the bosses, and they are fairly evenly matched, so there are no bonuses or penalties to the

rolls—except for any turtle-riders or amphiblins, who receive a +2 bonus.

The goal is for each boss to earn 4 Victory Tokens as they fight off the competition and pull ahead of the melee. If a boss suffers 3 wounds (even if some were from a previous scene), they are knocked out of the race and wash up on the shore. Gang members do not participate in the race, but the Meat Shield setting rule can still be used by grabbing a random competitor.

Chase: Many of competitors have been eliminated by this point, but there are still 2-3 of them per player. Characters roll Agility for the maneuvering trait rolls, and turtle-riders and amphiblins add +2.

Although the gang members don't take part in the race directly, they aren't completely useless. Each boss may spend a Benny once during the Chase to apply a -2 penalty to an opponent's trait roll, or add +2 to one of their own trait rolls. This is done *after* making the trait roll, and represents the gang members chucking stuff at the competition from the sidelines.

The characters win if either all other competitors are knocked out, or if a boss ends the last round of the Chase with the highest action card. The winners are awarded the ogre sword plus ten knick-knacks worth of stuff (twelve if the orc captain saw them compete). While there is technically only one victor, the Redfang bosses are expected to share the spoils.

Rides and Rivals

Listed here are stats for the sea turtles, and for typical "Blood Rapids Run" contestants.

Sea turtle

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Notice d6, Fighting d6, Swimming d8

Pace: 1 (or 8 in water); **Parry:** 5; **Toughness:** 8 (2)

Special Abilities

- **Armor +2:** Thick shell.
- **Bite:** Str.
- **Aquatic:** Swimming Pace 8, and cannot drown.

Typical "Blood Rapids Run" Contestant

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

Skills: Fighting d6, Notice d6, Swimming d6, Taunt d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Gear: Shank (Str+d6), throwing spikes (Range 3/6/12; Str+d4)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size -1:** Three to four feet tall; -1 Toughness.
- **Goblinoid:** -4 Charisma when dealing with humans.