

Jumping the Bearsharktopus

A Savage Worlds One Sheet for Saga of the Goblin Horde

Bearsharktopus, Bearsharktopus.
Swim, swim, Bearsharktopus.
Bearsharktopus, Bearsharktopus.
Drink, sleep, Bearsharktopus!

A Redfang scout recently discovered a huge mound of bear excrement deep within Shadowglade Forest. For reasons that are probably best not discussed, the scout decided to thoroughly examine the dung, and found it contained the bones of several sea goblins, as well as a fishing net and even a small anchor! Has the legendary Bearsharktopus finally woken up again, after decades of hibernation? And more importantly, what does the great beast taste like? Chief Bignose wants to know!



The bosses have been sent to investigate the scene, find and capture the Bearsharktopus, and drag it back home, for Chief Bignose wants the honor of killing it! According to legend, the beast is huge, and incredibly strong and tough, so the goblins will need to find a way to get the jump on it. They're each given several alchemical potions which induce a magical slumber, and if they feed the Bearsharktopus enough potions, they should be able to render it unconscious.

Note: This adventure is designed to show some of the different ways you can use the Countdown Deck, which you can get [here](#) (VTT) or [here](#) (printed).

Tall Tales of Terror

The goblins spend the first day rafting down Serpent Brook, then make camp at the edge of Shadowglade Forest. As they huddle around the campfire, the bosses regale each other with terrifying tales of the dreaded Bearsharktopus, attempting to scare their flunkies as well as each other.

Resolve this scene using the Countdown Deck: each player should draw three cards, then make up a short scary story that incorporates all of the saga symbols from their cards.

Reward: Spinning a tall tale is worth a Benny!

It did it in the Woods

The next day, the goblin gangs make their way to the location described by the scout, and find the huge pile of dung in the middle of a clearing. It's clear the scout had a good rummage around, but the bosses can take a look to see if he missed anything.

Each player wishing to dig through the dung should make a Notice roll. On a success they find a random knick-knack (use the knick-knack table on page 30 of *Saga of the Goblin Horde*), and on a raise they also earn a Benny. On a failure the character's gang gets bored of waiting around, and end up getting into some trouble; invoke the Shenanigans setting rule!

When the goblins are ready to continue with their search, a cursory examination of the surrounding area reveals a set of massive bear tracks leading west (no Tracking or Notice roll is required).

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Dun Dun... Dun Dun...

The tracks lead to the coast, where dozens of young Redfang goblins frolick on the beach and bathe in the shallows, enjoying the afternoon sun. As the bosses approach the shore, a huge shark fin cuts through the water, and suddenly the Bearsharktopus attacks!

Each player can draw a card from the Countdown Deck, and use the saga symbol to help them describe how they plan to feed a potion to the Bearsharktopus. The Game Master chooses an appropriate trait based on the description, and the player makes a trait roll at -2: failure results in 2d6 damage or the loss of a gang member, and the player must try again. Here are five example plans based on the cards depicted above:

We're Gonna Need a Bigger Goat (2♦): The young goblins had a plant-eater pegged to the ground, which they planned to grill later. If an enterprising boss were to pour a potion down the animal's throat and toss the hapless creature into the ocean, the Bearsharktopus would probably devour it! Roll Throwing at -2.

Big Wave Surfing (J♠): Some of the beach goblins had wooden boards, which they were using to ride the waves. An agile boss could try to surf along the coast and jump over the Bearsharktopus, dropping a potion right into its open mouth! Roll Agility at -2.

Minion Madness (Q♣): Those gang members are always getting into trouble! The player should invoke Shenanigans, and narrate what happens when one of her foolish gang members tries to feed a potion to the Bearsharktopus. Roll Spirit at -2.

Bait and Switch (10♥): This plan is both simple and foolproof: the boss will tie a gang member to the end of a rope, toss the "volunteer" into the ocean, and then wait for the Bearsharktopus to approach. Just as the foul beast is about to eat the goblin, the boss will reel the poor flunky back in, and throw a potion into the Bearsharktopus's wide maw! Roll Taunt at -2.

Honey Plot (3♣): The boss can steal honey from a nearby beehive, mix it into a potion, and then toss the concoction into the water. The smell of honey should lure in the hungry beast! Roll Smarts at -2.

Once all of the bosses have fed the Bearsharktopus a potion, it staggers from the water and lumbers off into Shadowglade Forest, looking for a good place to take a nap. The goblins can give chase, but the beast moves very quickly, and they'll struggle to keep up.

Food Fight

After about an hour, the Bearsharktopus stumbles into a forest clearing and passes out. Unfortunately a band of frogfolk hunters are attracted by the loud snores, and come to investigate. Once they spot the sleeping beast, they decide to claim its meat for themselves.

The bosses roll for Surprise, as the hungry frogfolk leap from the treeline. Resolve this scene as a regular combat against 3-4 frogfolk per player, along with a frogfolk shaman (see *Saga of the Goblin Horde* page 85).

The Long Road Home

After recovering their sleeping prize, the bosses need to find a way to get the Bearsharktopus back home to the chieftain. The beast is about the same size as an elephant, so the goblins will probably need some sort of contraption—perhaps they could build a large raft, or construct a rolling platform on logs? Regardless of the solution, it's going to be a long trip back!

This scene can be resolved as a Dramatic Task at the standard -2 penalty, with a different player taking the lead each turn. Use the saga symbols on the cards to narrate the journey and the challenges encountered; the Game Master can use the players' descriptions to determine which trait they need to roll each turn.

When the goblins finally drag the Bearsharktopus back into camp, Chief Bignose casually walks up to it and drives a shiv through its eye, nods briefly at the bosses, shouts for his cook, then strolls back into his tent without a word, closing the flap behind him.

Fighting the Freak

If the bosses attempt to overcome the Bearsharktopus using brute force, it will be a very tough fight!



Bearsharktopus

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d10, Swimming d12, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 17 (2)

Edges: Berserk, Improved Frenzy, Quick

Special Abilities

- **Armor +2:** Thick fur.
- **Tentacles:** Str+d6; Reach 1"; Grab.
- **Bite:** Str+d8.
- **Low Light Vision:** Ignore dim and dark lighting.
- **Grab:** Pin opponent on a raise; they require a raise on an opposed Strength roll to escape.
- **Aquatic:** Swimming Pace of 12", and cannot drown.
- **Size +7:** Increases Toughness by +7.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.