



SAVAGE WORLDS



RIFTS[®]

THE GARNET TOWN GAMBIT

RIFTS®

THE GARNET TOWN GAMBIT

Written By: Ross Watson

Lead Developer: Ross Watson

Art Director: Aaron Acevedo, Alida Saxon

Graphic Design & Layout: Aaron Acevedo,
Jason Engle, Thomas Shook

Editors: Sean Patrick Fannon, Thomas Shook

Cover Illustration: Matheus Calza, Ross Grams

Interior Illustrations: Bruno Balixa,
Matheus Calza, James Denton, Ross Grams

WWW.PEGINC.COM



PINNACLE
ENTERTAINMENT GROUP

Savage Worlds is © 2016 and TM Pinnacle Entertainment Group. All Rights Reserved. Rifts® and Megaverse® are Registered Trademarks of Palladium Books, Inc. All character names and likenesses are copyright and trademarks owned by Palladium Books, Inc. and used under license.

Distributed and Printed by Studio 2 Publishing, Inc. Printed in China.

CONTENTS

THE GARNET TOWN GAMBIT 3

Overview	3
Dramatis	
Personae	4
Lieutenant James Beehan	4
Symon the Seer	4
Lithari	4
Von	4
Agor, Brodkil Chief	5
Strickland, Mercenary Pilot	5
The Federation of Magic	5
The Coalition States	5
The Black Market	5

ACT ONE: AN UNFORTUNATE DISCOVERY 6

Travelling in Rifts Earth	6
Trouble on the Road	6
A Skirmish Ensues	7
After the Fight	8
On to Garnet Town	9
The Request for Help	15
Notable Locations in Garnet Town	16

ACT TWO: TRACKING THE BLACK MARKET 17

The Investigation	17
Using Skills	17
Talking to the Townsfolk	17
Scouting	20
The Black Market/Mercenary Camp	20
Mercenaries, Robots, and Chieftains	20
Scouting the Camp	21
The Non-Violent Option	21
The Fight at the Camp	22
Freeing the Prisoners	23
Discovering Symon's Role	23

ACT THREE: THE FATE OF GARNET TOWN 24

The Decision	24
The Tomorrow Legion Option	25
A Choice is Made	25
The Rift Opens	26
Confronting Symon	26
A Big Damn Ending	27
Aftermath	27

APPENDIX 28





THE GARNET TOWN GAMBIT

THIS adventure is an introduction to the main conflict of *Savage Rifts*®: the people caught in between the Coalition States and the Federation of Magic. As an introductory adventure, it is intended for up to six characters of Novice or Seasoned Rank. The characters are all assumed to be part of the same team working for the Tomorrow Legion.

A group of legionnaires are returning from a patrol when they stumble onto a town in the midst of trouble. This settlement, known as Garnet Town, is under pressure from three groups due to the nearby proximity of a nexus point. Depending on the actions of the legionnaires, the future of Garnet Town may lie with any of the groups trying to take control—or none.

OVERVIEW

In **Act One**, the heroes encounter a young D-Bee running away from a group of Brodkil intent on capturing him. After dealing with the Brodkil, the boy introduces himself as Von and explains his home, Garnet Town, is under dire threat from the Black Market. Garnet Town is near a nexus point, making it a strategically important point for both

the Coalition and the Federation of Magic, both of whom have representatives in town pressuring the mayor to join them. Making things worse, the Black Market took several townsfolk prisoner at their camp.

Act Two begins with the heroes investigating the Black Market and the missing townsfolk. There are many paths to discover where the Black Market mercenaries are holding their prisoners—a camp by the river. Dealing with the Black Market can result in a fight or a negotiation, depending on the players' choices. In the end, the legionnaires discover the mercenaries don't work for the Black Market. Instead, they were hired to impersonate the Black Market on behalf of the Federation of Magic's representative. The missing people were to be used as hostages to sway the mayor's decision of which group the town should join.

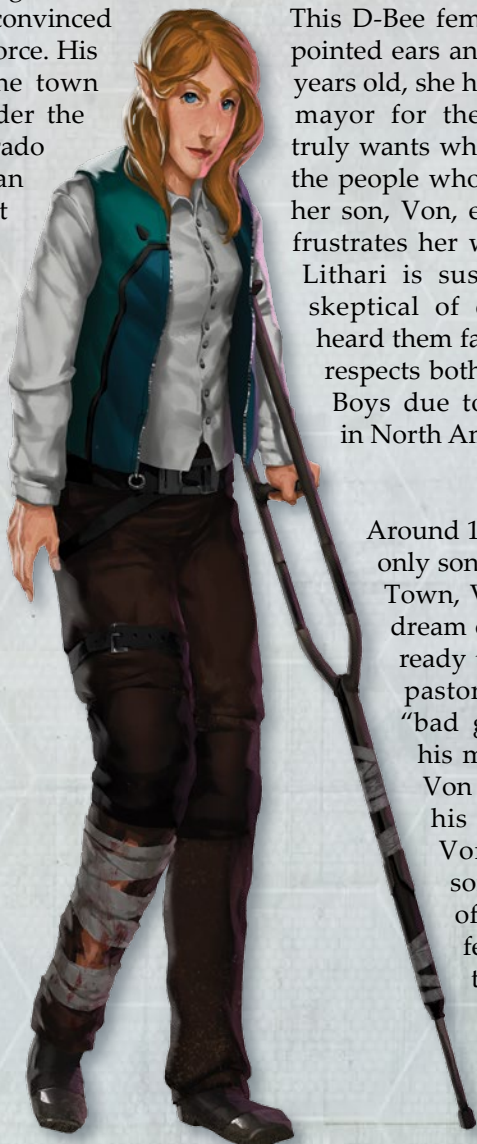
The end of the adventure concerns Garnet Town's decision—should they ally with the Coalition, the Federation of Magic, or someone else? Many factors influence the town's fate, most importantly the heroes' input. However, no sooner is the decision made than a new crisis occurs—a Rift is opening at the nexus point! Secretly, the Federation of Magic representative is a Shifter, and he is in the process of summoning a powerful demon through the rift to destroy Garnet Town for good!

DRAMATIS PERSONAE

Below you will find the most important personalities, villains, and potential friends for this adventure.

LIEUTENANT JAMES BEEHAN

Beehan is an intelligence officer of the Coalition Army. He truly believes the Coalition States represent the best hope for humanity. Beehan has no real hatred of non-humans or practitioners of magic, but he has difficulty trusting them. In addition, he is firmly convinced magic is a dangerous force. His mission is to bring the town into the Coalition under the protection of Fort El Dorado so a military force can be stationed in Garnet Town to guard the nexus point and patrol along the ley lines.



SYMON THE SEER

A loyal servant of Lord Dunscon, Symon is a cunning and devious Shifter—a particular type of spellcaster who gains power through pacts with beings beyond the Rifts. Symon's plan is to use the "Black Market" mercenaries to pressure the town into deciding they need protection. He believes he can charm the mayor through promises of freedom to contrast with the Coalition's anti-magic and pro-human policies. However, if all goes awry, he's got the hostages to use to force a decision in his favor... and the nexus point if he needs to wipe out Garnet Town altogether.

LITHARI

This D-Bee female resembles an elf, with pointed ears and jewel-like eyes. Over 200 years old, she has served as Garnet Town's mayor for the last eight decades. She truly wants what is best for her town and the people who depend on her. She loves her son, Von, even though he sometimes frustrates her with his love of adventure. Lithari is suspicious of outsiders and skeptical of claims of altruism (she's heard them far too often in the past). She respects both Cyber-knights and Glitter Boys due to their history of heroism in North America.

VON

Around 12 years old, Von is Lithari's only son. Born and raised in Garnet Town, Von is at the perfect age to dream of adventure. He's only too ready to break out of his peaceful pastoral life and take on some "bad guys." This drive worries his mother greatly and inspires Von to take risks other children his age never even consider. Von is truthful and even sometimes blunt in his way of speaking. He is relatively fearless and rarely considers the consequences of his actions or words.

AGOR, BRODKIL CHIEF

Agor likes fighting and causing havoc, making him a perfect catspaw for Symon's scheme. Agor and his Brodkil band have been hired to impersonate Black Market thugs and kidnap anyone they can from Garnet Town. However, the lack of any "real" action has Agor and his troops eager for a fight against foes who can defend themselves.

STRICKLAND, MERCENARY PILOT

An enigmatic robot pilot and mercenary, Strickland joined Symon's plan in return for a sizable payment—enough to repair his Forager battle robot and pay off some gambling debts. In the meantime, Strickland is willing enough to support the Shifter's plot as long as it's worth the money. Strickland established a working relationship with Agor's Brodkil, in that Strickland's robot packs enough firepower that Agor has little choice but to obey Strickland's orders. If a better offer were to come along, Strickland is willing to abandon Symon's operation and head off on his own.

FACTIONS OF NORTH AMERICA

The following are some basics on the major factions of North America involved in this adventure:

THE FEDERATION OF MAGIC

A loose-knit conglomeration of various towns, villages, and kingdoms in and near the Magic Zone, the Federation of Magic is one of the largest and most influential nations in North America. Led by Lord Alister Dunscon, the Federation has a dark reputation for necromancy and consorting with demons. The people of the Federation by and large shun technology in favor of magic and hunger for revenge against the Coalition.

THE COALITION STATES

Protected by a powerful military and ruled by a power-hungry Emperor, the Coalition States dominate much of North America. The Coalition thrives through high technology, fanatical soldiers, and propaganda aimed to stir up fear and distrust against practitioners of magic and non-humans. The Southern Missouri/Northern Arkansas region is claimed by the Coalition States, but they have yet to solidify their grasp over this area. Various wars and other conflicts have distracted the Coalition for some time, but they have a long-standing feud with the Federation of Magic.

THE BLACK MARKET

A collection of various criminal enterprises, the Black Market is a term applied to various syndicates operating throughout North America. Wherever there are illicit goods, gambling, contraband, smuggling or forbidden knowledge, the Black Market has a hand in it. Turning a profit is the prime motivation for most Black Market operations, but shaking down a small town in the middle of nowhere doesn't fit the typical mold.



ACT ONE

AN UNFORTUNATE DISCOVERY

THE beginning of the adventure takes place with the heroes returning from a successful mission. It is assumed the legionnaires have worked together for a few days. Since this is an introductory adventure, the Game Master can use the start of **Act One** as a good time to give the players a chance to introduce their characters to each other.

This is also a great opportunity to use Dramatic Interludes (see *Savage Worlds Edition*) to give each player a chance to talk about something important to his character. It is a good idea to ensure all the players understand the basics of their characters, especially Edges and Hindrances. The Game Master should take note of any characters with the Enemy (Coalition), Enemy (Federation of Magic), Enemy (Black Market), or Enemy (Mercenaries) Hindrances, as those are definitely going to come into play later.

TRAVELLING IN RIFTS EARTH

The heroes are not expecting trouble, they're simply moving through the Southern Missouri wilderness back towards Castle Refuge. Characters with a pace of 8 or

lower are generally going to be walking, or the Game Master can assign a Mountaineer ATV (see *The Tomorrow Legion Player's Guide*) to the group. Characters with higher pace (especially Juicers, Combat Cyborgs, and Glitter Boys) can keep up with a vehicle easily.

TROUBLE ON THE ROAD

The Game Master should read aloud or paraphrase the following:

You have spent the last few days together on a journey into Northern Arkansas. The Tomorrow Legion sent your team on a long-range patrol out towards the Texas border, and you're on your way home to Castle Refuge to celebrate your successful mission.

Currently, you're travelling through Southern Missouri, a wilderness composed of thick forests and rolling hills. On Rifts Earth, there aren't many actual roads, so your group has been moving along a dirt track that winds its way through the trees. As you are approaching a rushing river, you see a rickety wooden bridge ahead. Suddenly, a high-pitched cry for help rings out!

Ask the players to make a Notice check. Success indicates they heard the cry for help and are aware of the brewing situation—read aloud or paraphrase the following:

The cry for help is coming from a running figure, what looks like a young human sprinting down a path along the river's edge. Behind him are several large humanoid figures with red skin and obvious bionic parts gleaming in the afternoon sun. One of the creatures points at the boy, growling "No witnesses!" His voice has a synthesized, electronic timbre.

A raise on the Notice check means the heroes notice the following things:

- The running figure is not human, he is what is called a "D-Bee," slang for "dimensional being." His ears are pointed and his eyes are colored like jewels.
- He's roughly 12 years or so old, and he's wearing rough work clothes—overalls, a patched shirt, and sturdy shoes.
- The beings chasing him are carrying laser rifles, but they seem intent on capturing the boy rather than killing him.

If the heroes fail the Notice roll, they are still aware that something is wrong over by the river, but lack any of the details mentioned above. A successful Survival roll indicates the red-skinned humanoids are, in fact, Brodkil—a type of demon from the Rifts that enjoys fighting and loves cybernetic enhancements. These supernaturally evil creatures often end up as thugs and mercenaries thanks to their love of combat.

LEY LINES AND NEXUS POINTS, PART I

If there is a Ley Line Walker with the group, the Game Master should point out he can sense a Ley Line stretching East-to-West about a mile or so north of here. Also, there's a nexus point about two miles northwest. At this time, the two landmarks (the ley line and the nexus point) are too distant to have any game effect, but the Ley Line Walker has a special ability to sense these things, and they are important later. (See page 9)

A SHIRMISH ENSUES

The next step is to begin a combat. There should be an equal number of Brodkil to the legionnaires. This is meant as an introductory combat, and doesn't need to be overly long or challenging.

SETUP

The Brodkil are clustered around 6 yards behind the boy, Von. Von should be about 2 yards from the edge of the map, along the river. The heroes should begin across the bridge, within 1 yard of the long edge of the map.

BRODKIL TACTICS

The Brodkil are likely to be aware of the legionnaires unless they've taken special precautions (remember, they were traveling home and were not expecting trouble!). Two Brodkil attempt to grab Von and wrestle him to the ground (given the differences in their sizes, a simple opposed Fighting roll works for this). The other Brodkil ready their laser rifles and attack. If some of the legionnaires are obviously Mega-Damage beings (such as Glitter Boys and Combat Cyborgs), make a Smarts roll for the Brodkil. On a success, the demons know their weapons can't harm Mega-Damage armor and instead target anyone else. If any of the heroes move closer to try and rescue the boy, the Brodkil switch to vibro-swords and move to melee. The Brodkil have no desire to surrender and fight to the death.

If the legionnaires somehow manage to restrain or capture some of the Brodkil during this battle, a particular cybernetic implant sets off a micro-explosive, destroying the creatures' brain. Reading the Brodkil's thoughts during this initial encounter only determines the Brodkil are intent on capturing the boy and to leave no witnesses. Any attempts to read the Brodkil's minds reveals confused images of violence and glimpses of other faces, human and non-human (the other kidnapped villagers).

DURING THE BATTLE: VON

Von tries to get free from the Brodkil as quickly as possible. After that, he heads for any of the legionnaires who appear particularly heroic or impressive (Cyber-knights and Glitter Boys being two obvious choices). He's impressed with the characters' abilities and cheer them on. This is a good opportunity for the Game Master to showcase just how unusual or impressive the heroes are.

- **Brodkil (1 per hero; half have cybernetics):** See page 28



AFTER THE FIGHT

The Game Master should read aloud or paraphrase the following:

Von grins as the last demon falls. "That was amazing!" He shouts, then calms himself visibly. "I'm grateful, of course, for the rescue. It's lucky you showed up when you did!"

Von points northwards. "I live in a village called Garnet Town, it's not far from here. We've been under attack by these... things," He indicates the Brodkil, "...said they were with the Black Market. A lot of my people have gone missing when these monsters showed up."

Von holds out one hand. "Come back to town with me, my mother is the mayor. I'm sure she'd want to thank you in person!"

QUESTIONING VON

The legionnaires may wish to talk to Von about what's going on. Here are some common questions the heroes may ask, and Von's responses:

Why did the Brodkil say "No Witnesses?"

"I don't really know. I was just out looking for some supplies by the river when they found me."

(If the heroes press for more information on this subject, Von eventually admits he saw something in the water—something big and black and metallic-looking. He didn't have a good look at it before the Brodkil showed up.)

What were you doing all by yourself?

"Well, since the Black Market showed up and started kidnapping people, we haven't had any traders come and the farmers haven't brought in the harvest. So... I was out looking for some food to bring back to my mom. She got hurt last time the Black Market guys came around."

What do you know about the Black Market?

"Not a lot. I never even heard of 'em until these cyborg things showed up and started attacking the town."

What do you know about the disappearances?

"About a dozen people over the last few weeks have gone missing. Most of 'em when they were out working in the fields or wandering outside of town. I remember they grabbed Old Man Duncan first."

(If asked, Von describes Old Man Duncan as

"A really ancient Dwarf, who runs the town hospital. Without him, we ain't got nobody to mend our hurts.")

ON TO GARNET TOWN

Von insists on taking the legionnaires to meet his mother, Lithari, at his home. Garnet Town is only about a mile or so distant from the bridge. Approaching the town, the heroes travel over a slight ridge, giving them a good look at their destination. The Game Master should read aloud or paraphrase the following:

Garnet Town is built along the banks of the river, using the swift and deep river flow to their advantage with a water-wheel mill. The settlement is picturesque, composed of buildings made from local woods in a somewhat faerie-tale style, very "old world" in their construction. However, there are signs of technology as well—a fusion generator near the center of town and electrical wires strung up between some of the buildings. All in all, the town looks fairly prosperous.

However, the newest addition to the town isn't quite so pretty. A low wall around four-foot high surrounds the settlement, made primarily of sandbags and mud. A pair of men—farmers, based on their attire—stand watch near a makeshift gate.

Call for a Notice roll. Those who succeed see the two "guards" look very ill-trained with the weapons they are holding. One of the rifles has no ammunition loaded, and the other is carried in a very unsafe manner. Those who get a raise spot signs of a recent skirmish—there are evident burns from energy weapons on the wall and buildings closest to the outskirts of town. The damage is light and is more-or-less cosmetic. If asked about the skirmish or the damage, Von (or the guards on the gate, Willem and Walter) responds these signs are from the most recent attack by the Black Market thugs.

LEY LINES AND NEXUS POINTS, PART 2

If there is a Ley Line Walker in the group, his special senses indicate the nearby ley line does not run right through the town, but it is very close at hand. Magic characters can regain PPE and Major Psionics can boost powers (see **Ley Lines** in *The Tomorrow Legion Player's Guide*). A Notice roll is not needed for this information—Ley Line Walkers couldn't miss the signs. If there is not a ley line walker in the group, call for a Notice check from any practitioners of magic or psychic characters in the group. Any characters who succeed realize a ley line runs near the town, but they are unaware of the nexus point. Even if the group possesses no characters who can sense a ley line or nexus point, the heroes can still discover the presence of these landmarks when they encounter Beehan (see *Meeting Beehan* on page 11).

As an introductory adventure for *Savage Rifts*®, this is a good time for the Game Master to explain just what ley lines and nexus points are in the setting. Ley lines are glowing, blue-white conduits of magical energy that criss-cross much of the Earth. At night, the glow of an active ley line is visible for miles. Sometimes, ley lines surge with eldritch power, creating dangerous phenomena known as ley line storms (see **Ley Lines and Rifts** in *The Game Master's Handbook*). Practitioners of magic, such as Ley Line Walkers and Mystics, can siphon power from a ley line to quickly and easily replenish lost PPE. Thus, the presence of a ley line near Garnet Town means there are many opportunities for magic to enhance the town's prosperity.

A nexus point is where two or more ley lines converge. At these points, surges of magic energy sometimes create Rifts—dimensional portals between our world and another reality. Nexus points are dangerous because Rifts may lead to hostile alien environments, or allow aggressive and violent dimensional beings (“D-Bees”) to enter Rifts Earth. This means a nearby nexus point is a threat to everything in the area, including Garnet Town. Without any kind of defenses, any monsters who escape through a Rift at the nexus point could rampage through the settlement and cause significant suffering.

MEETING LITHARI

When the legionnaires enter Garnet Town, paraphrase or read aloud the following:

A woman swiftly approaches your group as you approach the center of town. This woman looks to be in her late thirties, with wavy brown hair and purple, amethyst-colored eyes. Her pointed ears, her eyes, and her facial features all indicate a close relation with Von. The woman is limping, assisted by a crutch she holds under one arm. Her leg looks to be wounded and has been awkwardly bandaged.

“Von! You’re safe!” Her voice is filled with a mingling of concern and relief. Von runs towards the woman, shouting “Mom!” Soon, the two are embracing. The woman lifts her head with tears glistening in her eyes to regard you.

“My name is Lithari, strangers. You have my gratitude for bringing my son home safely. I am the Mayor of Garnet Town, and you are welcome to our hospitality.”

Lithari asks what happened to Von (who enthusiastically embellishes the truth a bit to make the rescue sound more ‘awesome’ unless one of the other characters jumps in). The Mayor is truly grateful for the rescue of her son. She greatly respects any Cyberknights and Glitter Boys in the group, thanks to the legacy of heroism attached to those groups of champions.

Lithari brings up the Black Market herself if the heroes don’t ask her about it. Read aloud or paraphrase the following:

“The Brodkil say they’re with the Black Market. They’ve attacked our town a few times, but mostly they’ve been taking people prisoner. Anyone they can find outside the walls.”

Lithari motions to her hastily-bandaged leg. “I tried to follow them the last time they raided us, but I got hit during the fighting.”

Lithari offers the legionnaires food and water. If any of the heroes are hurt, she offers them a place to rest but apologizes for lack of medical care, due to the town doctor missing. He’s been taken by the Black Market thugs, and the hospital is currently empty because of that. If any of the heroes offers to take a look at her leg, Lithari is grateful. A successful Heal roll (or using the Healing Power) means her wound is looking better (or at least better bandaged!). However, the “Golden Hour” has passed for Lithari, meaning her wound requires rest (see Healing in the *Savage Worlds* rulebook).

After speaking to the heroes for a bit, Lithari pauses and narrows her eyes slightly towards whomever she perceives to be the group’s spokesman. Read aloud or paraphrase the following:

“You’re with the group south of us... the Tomorrow Legion, correct?”

If the heroes confirm this, she continues:

“While I am very grateful for what you’ve done to save my son, I have to tell you this settlement is my responsibility, one I take very seriously. I won’t be swayed into allying Garnet Town with your group or any other.”

Lithari’s suspicion of the group’s motives is caused by the presence of the Coalition and the Federation of Magic in Garnet Town (in the person of Lt. Beehan and Symon the Seer, respectively), pressuring her to align the town with one group or the other. In addition, of course, there’s the Black Market laying siege to the town from without. Lithari has been the leader of Garnet Town for eighty years, and during that time, she’s come to love her adopted

home. She values the town's independence, but ultimately, she wants what is best for the town itself. In any case, the pressure of the various groups struggling for control of Garnet Town has escalated her suspicion of outsiders, causing her to question even the most altruistic gestures.

MEETING BEEHAN

Not long after Lithari thanks the heroes for rescuing her son, read aloud or paraphrase the following:

A door opens on one of the nearby buildings and a man in sinister black armor steps out into the sunlight. The body armor he wears is distinctive—glossy and dark with the stylized symbol of a skull's head on the armor's chest plate, its helmet shaped somewhat like a skull as well.

The man removes his helmet, revealing a relatively plain human male with sandy blonde hair. The man nods to Lithari and puts his helmet under one arm. "Mayor."

Lithari returns the nod somewhat stiffly. "Lieutenant Beehan."

Beehan responds, "It's fortunate your son wasn't harmed. I must point out that if you allowed the Coalition to station a permanent guard force here, this kind of thing wouldn't happen."

Lithari sighs wearily. "So you've said before, on numerous occasions."

This is a good time for the Game Master to point out the armor worn by Beehan is well known throughout North America. It is the uniform of the Coalition States and the signature of the Coalition's powerful military. Any characters who have the Enemy (Coalition) Hindrance should be even more aware of this, and wanted posters featuring their faces are likely posted in Fort El Dorado. (For more info

on the Coalition States, see the sidebar on Factions of North America on page 5).

Beehan takes careful note of anyone in the group who is non-human or who is obviously a practitioner of magic. Any characters with the Enemy (Coalition) Hindrance may notice he looks at them a bit longer than the others, but he doesn't show any signs of aggression at this time.



If the legionnaires did not discover the presence of a ley line or the nexus point nearby, Beehan takes the time to point this out during his discussion with the mayor. Unless the heroes choose to talk to Beehan or get aggressive with him, the Lieutenant merely nods again to the Mayor and excuses himself:

"Perhaps we'll speak more later. If you need me, I'll be in my tent."

After this, he leaves, walking towards the West end of town where he's set up camp.

If the heroes choose to speak with Beehan, he attempts to keep the conversation short. His main points in any discussion are likely to be the following:

- The Coalition States is the strongest force in North America and the best chance for Garnet Town's prosperity.
- Bringing Garnet Town under the banner of the Coalition will improve the quality of life for most of its citizens (the human ones, anyway). Higher technology, more access to medical supplies and techniques, and improvements in communication, plumbing, and food are just some of the benefits.
- A strong military presence in Garnet Town guarantees any threat emerging from a rift at the nearby nexus point is likely dealt with. The settlement won't have to worry about raiders, the Black Market, or anyone else disturbing their peace.
- Unfortunately, (as Beehan puts it), non-humans will have to find somewhere else to live, and magic is outlawed under Coalition rule.
- It is only a matter of time before CS Missouri or CS El Dorado dominate this part of this country.

The Game Master should do his best to present Beehan as a reasonable, sincere and rational man. Some of what he proposes is distasteful (such as outlawing magic and forcing non-humans to leave the town), but much of what he has to say should sound sensible and practical given the dangers of Rifts Earth. Beehan represents a very sympathetic version of the Coalition States—

the heroes should all come away from talking to Beehan with a better understanding of why so many people support this nation.

KEEPING THE PEACE

Interactions between the heroes and Lieutenant Beehan (or the heroes and Symon the Seer) can get heated, especially if any of the characters involved have Hindrances such as Mean, Overconfident, or the appropriate Enemy. If it looks like the conversation is about to escalate into violence, Lithari physically interjects herself in between the two groups and demands everyone calm down. Lithari reminds everyone this is **her** town, and there is to be no fighting within the settlement when her people are at risk from a missed shot or a wayward spell.

MEETING SYMON

Not long after Beehan departs, Lithari continues speaking to the group about the issues in Garnet Town. Read aloud or paraphrase the following:

Lithari turns to you with a sigh after Beehan walks away. "So you see, things here in Garnet Town are a bit more complicated than they appear."

The Mayor frowns thoughtfully. "He's not wrong about the nexus point, though. We need some way to defend ourselves if a Rift were to open and let out something horrible."

At that moment, a robed figure emerges from a side street. "Indeed, it is a troubling thought!" The figure pulls down its hood, revealing a saturnine male face, his brow adorned with two prominent horns. This is a D-Bee known as a D'norr Devilman. Despite their somewhat unsettling appearance, it is well-known they are not inherently evil.

The robed figure smiles. "I am Symon, a representative of the Federation of Magic." Symon's robes are adorned with several arcane sigils, and a pouch on his belt bears a glowing rune shaped out of bronze.

If any of the characters are obviously practitioners of magic, Symon greets them thusly:

"Welcome, brother (or sister)! Surely you can see the dire straits this town is in... and our magic may be their only hope!"

Next, Symon addresses the Mayor.

"Lithari, the nexus point is a danger to this entire region... as are these horrid Black Market enforcers." Symon waves a hand at the makeshift barrier serving as the town's defensive wall. "My Lord Dunscon offers you protection. Elementals to guard you, golems to till your fields. You'd have all the freedom you wished under the Federation's benevolence."

Lithari nods, an expression of strained patience on her face. "I understand, Symon, you mentioned the same thing yesterday."

This provides an opportunity for the Game Master to explain a bit about the Federation of Magic. (For more info on the Federation of Magic, see the sidebar on *Factions of North America* on page 5)

If any of the characters have the *Enemy (Federation of Magic) Hindrance*, Symon takes a moment to look that hero up and down slowly, but otherwise doesn't react. There's too much at stake now for him to make an issue out of the character's status in the Federation. However, Symon is quite friendly to any practitioners of magic in the group, constantly calling them "brother" or "sister."

Symon gives the Game Master a chance to further highlight what is at stake for the town, for he is able to speak knowledgably about the ley line, ley line storms, the nexus point, and the possibilities of a Rift. If the Game Master

feels any of the players are unclear as to the difficulties a nexus point, a ley line, or a Rift might present to Garnet Town, Symon can (and should) explain.

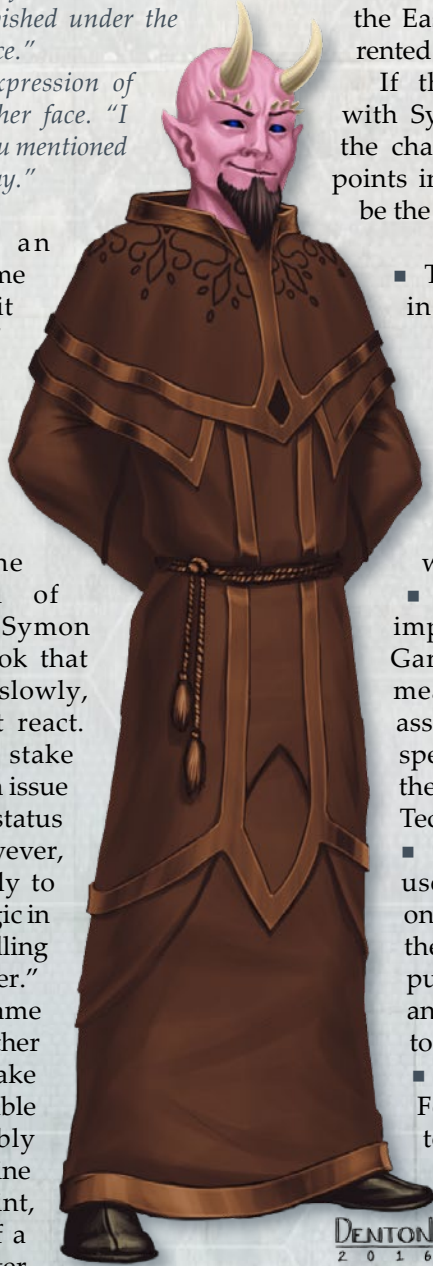
Unless the heroes choose to talk to Symon or get aggressive with him, the D'norr Devilman merely smiles and makes his farewells:

"I would enjoy discussing this at length another time, Mayor."

After this, he leaves, walking towards the East end of town, where he has rented a room from Widow Mikkelson.

If the heroes choose to speak with Symon, he attempts to engage the character in a debate. His main points in any discussion are likely to be the following:

- The Federation is not interested in enforcing rules or laws on Garnet Town. All the Federation requires is permission to keep a force of spellcasters here to maintain a watch on the nexus point, an oath of loyalty to Lord Dunscon, and a ten-percent tithe of the town's wealth, paid annually.
- The Federation intends to improve the quality of life in Garnet Town through magical means. This means magically-assisted healing, communication spells, and taking advantage of the ley line to move and power Techno-wizard vehicles.
- Non-humans and magic-users are welcome to remain once the town becomes part of the Federation of Magic. Surely, putting up with a few demons and necromancers is a small price to pay for freedom...
- Adding the town to the Federation of Magic is likely to trigger a response from the Coalition, but at least the town will be defended. This will also slow the Coalition's absorption of the region.



DENTON
2 0 1 6

Symon should be presented as charming, proud, and smug. He believes he has the upper hand on Garnet Town by capturing several of its citizens to use as hostages if Mayor Lithari makes the “wrong” choice. He has a disdain for technology and believes magic solves all problems, and delights in pointing out how much the town stands to lose if it joins with the Coalition States.

SYMON’S SECRETS

Symon is secretly a type of wizard known as a Shifter. Shifters specialize in dimensional magic, able to sense Rifts, open dimensional gateways, and even summon—and control—creatures from other dimensions. Shifters are often thought of as evil, irrational beings who make deals with beings from beyond the Rifts. Some Shifters do, in fact, enter into pacts with Demon Lords, Gods, and other entities in return for greater power. In fact, Symon has made such a pact with a demon lord known as Gar’t hul.

Even worse, Symon is behind the attacks on the town—the Black Market isn’t involved at all. The Brodkil are demons he summoned and bound to his will. Symon intends to use the kidnapped villagers as hostages to guarantee the Mayor’s decision in favor of the Federation of Magic.

Naturally, Symon has no intention of exposing any of his secrets to the legionnaires! However, Rifts Earth is home to many powerful psionic beings. Remember, if a character uses the *mind reading* Power on Symon successfully, the player must ask a question. For a question like “Are you involved with the Black Market?”, Symon can truthfully answer “No.” The Game Master should use all of Symon’s wiles in the event he is affected by a power like *mind reading* or *mind walk*. However, if the heroes manage to discover Symon’s plot at this point in the adventure, all is not lost. Gar’t hul has other servants, and they can be the ones to open the Rift in **Act Three** (see page 24).



THE REQUEST FOR HELP

Once both Symon and Beehan have left, read aloud or paraphrase the following:

Lithari takes a deep breath and turns to you. "Now you can see what we're up against. The Coalition, the Federation, the Black Market... and now you folks. With Garnet Town caught in the middle."

If the heroes have a clear spokesman, Lithari appeals to that person directly. If not, she speaks to the entire team:

The Mayor looks at your group steadily. "You've proven yourselves as capable warriors when you rescued my son. So I have a request for you. I want you to locate where the Black Market is keeping my people and set them free. If you can bring them all back to town safely, I'll..."

Lithari's voice breaks, then she visibly steels herself and continues. "We'll all be very grateful. I can't offer you any money, and I can't promise to put the town's future in your hands. I'm asking you to do this for me, as a personal favor."

If the legionnaires agree to help, proceed to **Act Two** on page 17. If the group seems hesitant, the Game Master should note the stakes are high. If the Federation of Magic or the Coalition States were to gain a foothold in Garnet Town, it expands the sphere of influence for both those large powers in this region and threatens to spark off another conflict between them... possibly even a war. Even if everyone were to walk away, the nexus point could turn into a Rift at almost any time, unleashing all kinds of horrors upon the undefended town.

WHAT DO THEY STAND TO GAIN?

In case any of the characters are curious, here is some information that is easy to extrapolate from the current situation in Garnet Town:

- **The Black Market:** It is unknown what the Black Market might gain from controlling Garnet Town. The village isn't a major center of wealth or influence, after all. Easy access to the ley line and a nexus point could facilitate smuggling, especially for certain Black Market cartels which dabble in magic.
- **The Coalition States:** This faction already claims all of Missouri, but has yet to significantly extend its influence into the southern part of the state. Annexing Garnet Town could be the first step, however, towards cementing the Coalition's grip over the region. After such an event, it wouldn't be long before several other communities follow Garnet Town's lead and willingly join the Coalition.
- **The Federation of Magic:** This faction controls territory to the East and harbors an abiding grudge against the Coalition. If Garnet Town were to become part of the Federation of Magic, Lord Dunscon would have a good reason to extend his authority into the Coalition State of Missouri and potentially touch off the long-awaited war of vengeance for the fall of Tolkeen. Controlling a nexus point definitely increases the Federation's power in this region.
- **The Tomorrow Legion:** While the Legion has no interest in conquest, gaining influence in this region is a boon for the organization's stated goals. A stable, friendly, and secure settlement like Garnet Town offers the Legion easy access to the river, the ley line, and the nexus point. Securing the freedom of Garnet Town would also be a strong statement for the young Legion, a demonstration the Federation of Magic and Coalition States can't simply steamroll anyone who stands in their way.

The mandate of the Tomorrow Legion is to help the people of North America survive and thrive, and neither the Federation nor the Coalition are any friends to the heroes. Just sitting back or moving on condemns the people of Garnet Town to significant suffering—especially those who’ve been taken captive by the savage Brodkil.

PACING ACT ONE

It is important for the Game Master to keep things moving in **Act One**. Make sure to allow the players plenty of time to roleplay their characters during the interactions in Garnet Town, but don’t be afraid to simply have Symon, Beehan, or Lithari walk away (any of them can “have urgent things to attend to”) if events are slowing down too much. Since this is an introductory adventure, it is not a bad idea to take a quick break at the end of **Act One** to check on the players and see if everyone is enjoying themselves or if there are any parts of the character sheets the players don’t understand.

NOTABLE LOCATIONS IN GARNET TOWN

Garnet Town is not a large settlement, consisting of around 100 souls. The population is roughly 55% human, the rest being D-Bees of various races, including dwarves and others of the same race as Von and Lithari. Below, you will find descriptions for some of the most important parts of the town:

BEEHAN’S TENT

Towards the West end of town is a plain military tent, pitched on a small rise of land with a good view of the surroundings. Near the tent is a small generator and some sophisticated-looking sensor equipment. Lieutenant Beehan can often be found here, using his gear to survey the town and the nearby area.

THE FARMS

Garnet Town has a few farms scattered around beyond the wall. Mostly, these are fruit orchards or terraced wheat and barley farms. Most of the buildings in town are constructed with a small garden just outside the back door for additional vegetables.

THE HOSPITAL

Unsurprisingly one of the cleanest buildings in town, the hospital is usually run by Old Man Duncan, the town’s doctor. However, since Duncan has been abducted by the Brodkil, the hospital has remained empty. Inside are some basic medical supplies (bandages, antiseptics, a small selection of surgical tools, etc.). It is clear from just one look at the place medical care in Garnet Town is not very advanced or reliable.

THE MAYOR’S HOUSE

Lithari lives in the largest building in town. Her actual living quarters are no more luxurious than anyone else’s, but her house has an addition built on with a room which functions as a meeting hall. The mayor’s house is the closest thing Garnet Town has to a city hall. This is where judgments are made, important decisions are debated, and where folk can appeal to the mayor’s authority.

THE MILL

Run by the irascible Jonas Trent, the town mill is placed right by the river. A waterwheel drives the mill’s gears, and there’s a small river dock just nearby. Trent is Garnet Town’s most successful trader, often dealing with outsiders for processed grains, fish, and other products of the settlement. Unknown to everyone else, Trent occasionally works with the Black Market’s smuggling operations (see page 20).

WIDOW MIKKELSON’S BOARDING HOUSE

A rickety, two-story building with a balcony on the West side of Garnet Town is the home of Widow Mikkelson. This ancient human woman rents out many of the rooms within, making her boarding house the only real option for travelers who don’t have their own accommodations. Symon can be found here most of the time in his room on the ground floor.



ACT TWO

TRACKING THE BLACK MARKET

IN this act of the adventure, the heroes must first locate the Black Market's lair, then go there and rescue the captives. Finding the Black Market camp is the first challenge, and there are numerous paths for the heroes to get the information they're after. The legionnaires can investigate on their own, speak to people in Garnet Town, or enlist the aid of Lieutenant Beehan.

THE INVESTIGATION

The first method the heroes may use to locate the missing townsfolk is to investigate on their own.

USING SKILLS

There are a number of Skills potentially useful for this investigation. The most appropriate Skills are listed below.

- **Investigation:** Using this Skill means the character must have access to a database of information (such as a library computer) or a compilation of written notes and journals. If the legionnaires possess such resources to use this Skill, a success indicates the

Black Market does have a smuggling route passing through this region. However, it is unlikely the Black Market wants to call attention to the fact, especially for the Coalition.

- **Knowledge (Area Knowledge):** A successful use of this skill indicates the hostages are likely being kept somewhere near the river, for quick access to fresh water.
- **Persuasion:** See Talking to the Townsfolk on page 17.
- **Streetwise:** See Talking to the Townsfolk on page 17.
- **Survival:** See Scouting on page 20.
- **Tracking:** See Scouting on page 20.

TALKING TO THE TOWNSFOLK

If the legionnaires wish, they can talk to Von, Lithari, or some of the other people in Garnet Town for more information about the abductions. In most cases, a successful Persuasion Skill roll gets the individuals listed below to open up and explain what they know to the heroes. Exceptions include Symon (who generally does not reveal anything useful) and Jonas Trent, who requires a successful Streetwise roll instead.

Von and Lithari: The Mayor and her son are predisposed to help the legionnaires find the missing townsfolk. However, they have

FINDING THE CAMP

The Game Master should keep in mind the interesting part of the investigation revolves around interpreting the answer, not in acquiring the information itself. Therefore, a failed skill roll during this Act of the adventure should still result in the group finding the mercenary camp, but failures should cause complications. A list of example complications the Game Master can introduce on a failed Skill roll are listed below:

- **Angering the Townsfolk:** Failing a Skill roll could be represented by the heroes' gaining a poor reputation in the town. Perhaps the locals think the legionnaires are wasting time, or take offense. Whatever the reason, this complication results in a -2 Charisma penalty for the entire group which applies whenever they are in Garnet Town (this penalty ends when the heroes return with the captured hostages from the mercenary camp).
- **Extra Time:** Failing a Skill roll could result in the group being delayed until nightfall. This adds some penalties to the fight at the mercenary camp (see **Illumination** in the *Savage Worlds* rulebook).
- **Warning the Mercenaries:** The most dangerous complication, this result means Symon learns the heroes are investigating his plot, and manages to send a warning message to the mercenaries. Once the heroes begin a fight at the mercenary camp, the Brodkil get two Initiative cards and may select the best for the first round of combat.

VOLUNTEERING INFORMATION

Also, if the players seem stuck at any point, the Game Master can have Lieutenant Beehan or Lithari come forward to discuss the situation. This provides the information these characters possess which may help guide the group in the right direction. If all else fails, use Beehan's growing suspicion something is "not right" about the Black Market situation to hand the heroes his sensor readings leading directly to the mercenary camp.

a lot on their mind—the fate of the town's future, in fact. If the heroes speak to Von or ask him about the Brodkil skirmish in **Act One**, he'll eagerly tell them anything he knows. If they ask him about the words "No witnesses," spoken by the Brodkil, read aloud or paraphrase the following:

Von blinks. "Oh, yeah!" He says excitedly. "Just before you guys showed up, I was looking at something in the river. Something big and black under the water. I didn't really get a good look at it, and I kind of forgot in all the craziness that came afterwards."

If the heroes discuss investigating the missing townsfolk in front of Lithari, the Mayor reminds them of a possible ally or resource. Read aloud or paraphrase the following:

Lithari tilts her head thoughtfully. "You know, you could check with Lieutenant Beehan. I think he was looking into this as well, and he's got quite a bit of sophisticated survey sensors set up at his campsite. It might be worth a look."

Symon the Seer: Most often, speaking to Symon about the abductions is a dead end. He has no reason to explain his scheme to the heroes, and is too smart to try and mislead them in the wrong direction (doing that only draws suspicion!). Thus, he professes nearly complete ignorance of the Black Market thugs and their activities.

If the legionnaires try to ask him about the abductions, read aloud or Paraphrase the following:

"I'm afraid I don't really know anything about that. The Mayor was hurt in their last raid on the town, and alas, my magics don't include any healing spells. I understand these Black Market

ruffians can be quite dangerous. If I were you, I would be very careful tracking them down."

Lieutenant Beehan: If the heroes decide to talk to Lieutenant Beehan, he is inside his tent on the West end of town. Read aloud or paraphrase the following:

The tent flap opens and Lieutenant Beehan steps out. He nods a greeting warily. "Something going on?"

Once the characters describe the purpose of their visit, read aloud or paraphrase the following:

Beehan rubs his jaw. "You know, I've been surveying the town and the surrounding area for a few days now, and I have picked up some unusual readings."

The Coalition officer looks at your group. "Time to lay the cards on the table. Something's fishy about these Black Market thugs attacking the town. I've been thinking about investigating it, but I'm just one man... but if we team up, we can actually do something about it."

Beehan holds out a gauntleted hand towards you. "Tell you what. I'll give you the data my systems have picked up, and in return, I'd like to tag along with you when you go after them."

If the heroes question Beehan's motives, read aloud or paraphrase the following:

The lieutenant frowns. "It's all well and good to debate what's best for the town, but I believe actions speak louder than words. I'm going to show Garnet Town the Coalition Military stands for the safety and security of mankind. Some of the people who've been taken are humans too, and I intend to rescue them if I can."

If the heroes allow Beehan to come with them, he offers to take the point position. Beehan is well aware the legionnaires are likely to look on him with suspicion. If his offer is rejected, Beehan reluctantly offers his data to the group anyway, rationalizing his contribution towards the rescue of the hostages is worthy enough.

Beehan's survey data indicates a large heat source—likely the engine for some large vehicle or robot. The heat source stays close to the river and usually lingers at a clearing about two miles due East of town. That's where the Coalition Officer believes the "Black Market" thugs are encamped.

Jonas Trent: A successful Streetwise roll (or possessing the Connections Edge with the Black Market) means the characters are aware of a Black Market contact in Garnet Town—Jonas Trent, the miller! While he is a greedy man, Jonas is no villain. He has nothing to do with the kidnappings and is eager to clear the name of his organization.

If the heroes confront Jonas in the mill, read aloud or paraphrase the following:

The inside of the mill is a cluttered mess. Bags of grain and barrels of milled flour are stacked everywhere. Inside is a tall man with a thick, bushy beard. "What do you want?" He demands, his eyes narrowing.

Jonas does not deny his association with the Black Market if any of the heroes bring it up. If the legionnaires mention the kidnappings, read aloud or paraphrase the following:

Jonas snorts. "I can tell you this, whoever is behind the abductions, they aren't the Black Market. Doesn't make any business sense, y'see. There's a smuggling route here in town, sure enough, but why mess around with a sure thing by kidnapping folks?"

The miller shakes his head. "Way I see it, someone is trying to cast blame on the Black Market to distract people from his own plans."

Jonas has a small amount of gear tucked away in the back of his mill he's willing to sell to the heroes—as long as they haven't treated him poorly, that is. It is at the Game Master's discretion just what is available, but for the most part his stock is limited to basic adventuring gear, non-mega-damage weapons, and non-environmental body armor.

SCOUTING

The Brodkil under the command of Agor (or Strickland, depending... see page 30) are no fools. They have worked hard to keep their campsite secret from the townsfolk and have taken precautions to keep anyone from finding them easily. This means Tracking and Survival rolls suffer a -2 penalty, and only succeeding with a raise is enough to get any indication of where the camp lies. Characters who do manage to get a raise using those skills find some evidence of tracks leading to the East along the riverbank. These tracks may include the heavy, obviously artificial feet of a giant robot (if Strickland is present).

If any of the characters have a sensor suite with thermal imaging (such as most power armor), they can get the same information provided by Beehan on page 19—namely, there's a large power plant operating somewhere to the East along the river. This requires a raise on a Notice roll.

Characters able to fly, either through magic, psionics, or technology, may wish to try and scout aerially around the town to locate the kidnapers. In this case, call for a Notice roll. On a success, the scout locates the camp but only gets a general idea of the opposition awaiting them. On a raise, the scout gets the exact numbers and makeup of the enemies in the camp. In addition, the scout can confirm the presence of the prisoners in a makeshift prison in a cave at the back of the camp. See **Scouting the Camp** on page 21 for a description of the camp and its defenders.

THE BLACK MARKET/ MERCENARY CAMP

The "Black Market" forces are actually just some mercenaries, controlled (or hired, in Strickland's case) by Symon the Seer. The purpose of these mercenaries is to kidnap people from Garnet Town to use as hostages to ensure the Mayor chooses to ally her settlement with the Federation of Magic.

The camp itself is laid out in a very simple manner. There's a number of crude lean-tos built around a fire pit for the Brodkil (and Agor, if he is present), a cave transformed into a makeshift prison with a bamboo cage door, and a small area near the river to store supplies (this is also where Strickland keeps his robot, if he is present).

MERCENARIES, ROBOTS, AND CHIEFTAINS

As mentioned on page 31, Strickland is a mercenary robot pilot hired by Symon. He pilots a Forager combat robot (see page 31 in the appendix), and is largely loyal only to himself and a decent paycheck. Strickland represents two things in the context of the mercenary camp. First, he can be bargained with, meaning this encounter can be solved non-violently. Second, his robot is a significant opponent, capable of incapacitating nearly any character in battle. The default is that Strickland is present in his robot for this encounter.

The Game Master should consider whether or not he wants Strickland to be part of this encounter. If the legionnaires are interested in a non-violent solution (or have the correct Skills to make this happen, such as Persuasion and Streetwise), then having Strickland involved is a good thing. Likewise, if the group has access to serious mega-damage weaponry (such as a Glitter Boy or a robot of their own), Strickland makes a good adversary for the combat.

DON'T FORGET AGOR

Similarly, the Game Master should consider whether or not Agor is present for this encounter. Agor and his Brodkil are not reasonable people—they are demons, intent on causing as much carnage and mayhem as possible. Therefore, including Agor means there is almost certainly going to be a battle. Agor makes a good substitution for Strickland if the heroes don't have access to serious mega-damage weapons. However, if the group is particularly ready for a good, challenging fight, adding Agor and Strickland together into the encounter means this is going to be quite a memorable battle!

SCOUTING THE CAMP

If Lieutenant Beehan has accompanied the heroes, he suggests sending some scouts ahead to check out the camp once the group gets within 100 meters or so of the campsite. The Brodkil (including Agor and Strickland, if present) aren't really vigilant for trouble, distracted by the noise of the captives and the flickering of the campfire, meaning they suffer a -2 penalty to all Notice checks.

Characters choosing to scout ahead should make Stealth rolls to approach the camp undetected. When the characters get close enough to get a good look at the camp site, read aloud or paraphrase the following:

A campfire illuminates a small group of crudely-built tents next to a cavern entrance. Across the mouth of the cave, several bamboo poles have been lashed together to build a makeshift cage door—obviously some kind of prison. Seated around the fire are several Brodkil—the red-skinned, muscular and cyber-enhanced humanoids you battled earlier by the bridge.

If Agor is present, add:

One of the Brodkil is far larger than the others, with one of his arms fully replaced by cybernetics. He is adorned with several grisly trophies and seems to be a leader amongst his kind.

If Strickland is present, add:

A towering giant robot stands on the riverbank. Clearly some kind of combat model, the robot has two large missile launchers on its shoulders and two stubby energy weapons on a ball turret in its chest—it is a fairly well-known model called a Forager combat robot. The robot looks like it is a mercenary vehicle, with several battle scars and old, weathered insignia. A stylized capital "S" has been marked on the right leg. (If any of the characters has an appropriate Enemy Hindrance, this is a good time to point out Strickland as that hero's enemy.)

The giant robot begins to move, walking forward into the river until it is entirely submerged and vanishes from sight.

PREPARE FOR THE ROBOT!

Many types of characters in *Savage Rifts*® have strong defensive abilities they can take advantage of in combat. When the giant robot is about to join the battle, the Game Master should remind the players this is a good time to use their actions defensively—to raise force fields, activate deflection, take cover, and so forth

Once the robot has entered the river and submerged, it is effectively invisible to most sensors. A successful Notice roll at -4 can determine the robot's general location in the water, either by tracing bubbles and froth or using a sensor suite with thermal imaging. It is important to note the river flows north-to-south and the current is fairly strong (costing double Pace for every five feet traveled against the current). This does not apply to vehicles (such as Strickland's robot).

THE NON-VIOLENT OPTION

If the characters attempt to contact Strickland (this can be accomplished either through using a Power like telepathy or making radio contact with his robot), they can talk things over with the mercenary and possibly change his mind. When the heroes speak to Strickland, read aloud or paraphrase the following:

"I'm listening. Just make this conversation worth my time, or else I'll have to get my kicks taking you on with my robot's weapon systems."

Reasoning with Strickland requires a successful Persuasion roll. Strickland starts out at Hostile on the Reaction table (see the *Savage Worlds* rulebook). If the legionnaires can move him to Uncooperative, he'll consider walking away from the job—in return for a significant payment. If he is moved all the way up to Neutral, he'll

actually offer to actively help the heroes (once again demanding serious compensation). Strickland's Reaction will not rise higher than Neutral in this encounter.

As for payment, the heroes could promise their own personal funds, a contract with the Tomorrow Legion, or setting him up with a Black Market contact (such as Jonas Trent in Garnet Town, see page 19). The Game Master should reward creative thinking on the part of the players if they come up with some convincing arguments to sway Strickland's loyalties.

If Strickland is convinced to walk away, he honors the agreement, showing up again in **Act Three** (see page 24) to demand his promised payment. If Strickland is talked into helping the heroes, he orders the Brodkil (and Agor, if he is present) to leave the campsite or be fired upon by his robot's weapon systems. The Brodkil are not happy with this, but they obey—fighting against the giant robot is nearly suicidal under the circumstances. Agor and the Brodkil

then leave the camp. At the Game Master's discretion, the Brodkil could either simply leave the area or head to the nexus point to help out in the final confrontation with Symon (see page 26).

THE FIGHT AT THE CAMP

Once the fight begins, the enemy's tactics are simple. The Brodkil seek to close with the enemy and avoid attacking enemies with mega-damage armor unless they can get in close with their vibro-swords. Strickland emerges from the river at a dramatically appropriate moment and targets the most dangerous-looking opponent with his ion weapons. If Strickland's robot is damaged, he switches to missiles. If Beehan is with the heroes, the Game Master should either control Beehan independently or let one of



the players control his actions in the battle. On his own, Beehan snipes any Brodkil he can see with his rifle and uses his grenades if any of the enemy bunch up (or against the robot if that's the only target remaining).

- ☠ **Agor:** See page 30.
- ☠ **Strickland:** See page 31.
- **Brodkil (3 plus 1 per hero; half have cybernetics):** See page 28.

FREING THE PRISONERS

Once the Brodkil and Strickland have been dealt with, it is a simple matter to destroy the crude lock on the bamboo cage and release the prisoners. All of the abductees look dirty, tired, and ill-fed during their captivity. The hostages' spokesman is an elderly dwarf with a long white beard—the town's doctor, Old Man Duncan. He thanks the heroes for releasing them and promises a celebration when the hostages are returned to Garnet Town.

DISCOVERING SYMON'S ROLE

Once the townsfolk have been rescued from the mercenary camp, the heroes then discover who's really behind the troubles of Garnet Town: Symon the Seer. There are a number of methods to get this information into the hands of the players.

First, the characters may have taken some prisoners during the fight; Brodkil, even possibly Agor or Strickland. The *mind reading* Power can come in handy here, or the heroes may just start asking questions. If the heroes are dealing with Strickland, he quickly reveals Symon's involvement. Read aloud or paraphrase the following:

"I don't know his name, but there was fellow in a hooded robe. He originally hired us to capture some of the townsfolk and hold them here. I don't know his name—didn't want to know. But I'm pretty sure he's some kind of spellcaster."

The Brodkil, including Agor, refuse to talk. They are Demons, and are far more interested in the mayhem Symon promised them than anything the heroes can offer. If one of the legionnaires successfully affects one of the

Brodkil with *mind reading* (remember, *mind reading* requires specific questions) or *mind walk*, paraphrase or read aloud the following:

You see a scene in the creature's mind—watching a spot by the river through the Brodkil's eyes. A humanoid figure in a deep, hooded robe gives commands, gesturing towards the cave. "No witnesses." The hooded figure intones. "And remember to say you're with the Black Market."

If none of the above options are available or if the heroes just don't ask, Old Man Duncan approaches the legionnaires. Read aloud or paraphrase the following:

"Excuse me, youngsters." The elderly dwarf you rescued along with the other hostages makes his way over to your group. "Something you folks oughta know. I was one of the first people these demon took captive, so I got to see how they brought in the others."

Duncan spits on the ground. "This one time, a tall fellow in a hooded robe showed up, seemed to be in charge of the Brodkil. It was him who was giving the orders. I heard him say somethin' about 'no witnesses,' and remindin' the demons to pretend they was working with the Black Market. Guess they didn't figure on keepin' us alive much longer if they were so free with their tongues in front of us. Lucky you folks got here first!"



ACT THREE

THE FATE OF GARNET TOWN

THE final act of this adventure begins with the heroes returning the kidnapped townfolk to Garnet Town. The journey back from the mercenary camp is largely uneventful and doesn't take more than a couple of hours. Most of that time is spent organizing the hostages and a slower pace due to the captives' poor physical condition.

Once the characters and the rescued townfolk arrive at the settlement, paraphrase or read aloud the following:

A crowd gathers on the other side of the wall as you approach Garnet Town with the rescued hostages. A cheer rings out as they recognize their loved ones, and the rescued townfolk surge forward with glad cries. In moments, the entire town seems to be celebrating.

Lithari limps forward quickly with tears in her eyes and embraces your group, one by one. "Thank you. Thank you, I don't know what else I can say but... you've done us a great service, one we'll never forget."

From this point on, all the legionnaires gain a +2 Charisma bonus when in Garnet Town due to their heroics. The Game Master should allow the characters to enjoy their triumph a bit before moving on. Lithari naturally asks the characters to tell her what they found at the mercenary camp.

Anyone looking for Symon does not see him—he's not anywhere in sight. Asking about Symon's whereabouts reveals no one has seen him in a while. Von remarks Symon might be at his rented room at Widow Mikkelson's boarding house.

Once the group is ready to continue, read aloud or paraphrase the following:

Lithari holds up her hands for silence and the crowd slowly quietens down. "It's time we made a decision, as a town, about our future. These good people..." She gestures towards your group, "...have given us a chance to determine our own destiny."

THE DECISION

Lithari asks the heroes to speak, inviting them to share their thoughts on the future of Garnet Town. The GM should ensure each player gets a chance to speak during this scene. These are the Mayor's main concerns:

Security: Garnet Town needs help to defend itself against any outside threat. The point nearby represents an ongoing concern something dangerous could come through a rift at any time.

Freedom: Allying the town with the Federation of Magic offers a great deal of freedom, whilst allying with the Coalition means Garnet Town would then live under the heel of Coalition law. The security offered by the Coalition comes at the price of the town's precious independence.

Involvement in Conflicts: Joining the Coalition States invites aggression from the Federation of Magic and the Pecos Empire. Joining the Federation of Magic is a provocation against the Coalition's interests in Missouri. Either way, the town gets dragged into a fight.

What's best for the townsfolk: One of the most compelling arguments for joining the Coalition is the major technological benefits for the town. Specifically, medical treatment would be greatly improved; so, too, communications, building materials, even basic plumbing and power concerns become trivial. Naturally, these benefits would only apply to the human residents of the town as the non-humans are likely forced to leave.

THE TOMORROW LEGION OPTION

It is possible to convince the Mayor to work with the Tomorrow Legion rather than the other factions. While the Legion does not possess a massive military force or technological advancements like the Coalition, the Legion can agree to station a small force of legionnaires in Garnet Town to protect it. The heroes themselves might be assigned the duty! This option offers the heroes a home base to operate from, and at the same time, gives the Game Master a hub around which he can then build further adventures in *Savage Rifts*®.

Additionally, the Legion can offer to train the townsfolk to defend themselves. It is even possible to use some of the captured weapons, or the weapon systems from Strickland's robot, to further shore up the town's security.

A CHOICE IS MADE

After the legionnaires have given their thoughts on what the town should do, Lithari considers for a moment, then announces her decision. The choice she makes depends

WEAPONS FOR THE TOWN

Some characters may wish to bring back the Brodkil's weapons to help arm the town's defenders. This is a very easy task. The only note the Game Master should keep in mind is the weapons carried by the Brodkil are in rough condition and generally quite filthy due to the demon's nature.

If the heroes want to bring back Strickland's robot, they certainly can do that. However, if the robot was destroyed, the Game Master should call for a Repair roll to successfully salvage weapons from the fallen robot. Alternatively, the legionnaires can simply tow back the entire robot wreckage to work on in the town itself.

Bringing back weapons and the robot adds a bonus of +2 to any Persuasion checks made during **The Decision** (see page 24) when trying to convince the town to ally with the Tomorrow Legion.

on the outcome of the heroes' actions during the adventure:

- If the hostages have been returned and Symon's plot revealed, Lithari will not decide in favor of the Federation of Magic. Before the heroes' arrival, she was strongly leaning in favor of the Federation.
- If the heroes have not provided any compelling arguments or other options, she decides in favor of the Coalition States. If Lieutenant Beehan helped with the rescue of the hostages, Lithari considers his actions to be a good sign of the Coalition's intentions. However, she is not eager to make this decision.
- If the idea of joining with the Tomorrow Legion has been discussed with her, Lithari agrees to ally the town with the legionnaires. She is ready to seize any

third option giving her people the best chance for freedom, safety, and which doesn't ostracize non-humans.

The Mayor, her son, and the townsfolk beg the heroes to investigate the Rift and make sure no monsters escape to ravage the settlement.

THE RIFT OPENS

The finale of the adventure takes place directly after the decision for the town's future is made. Any Ley Line Walkers in the group suddenly sense a Rift opening at the nexus point. At the same time, any character with the Danger Sense Edge feels the presence of a major threat.

Read aloud or paraphrase the following:

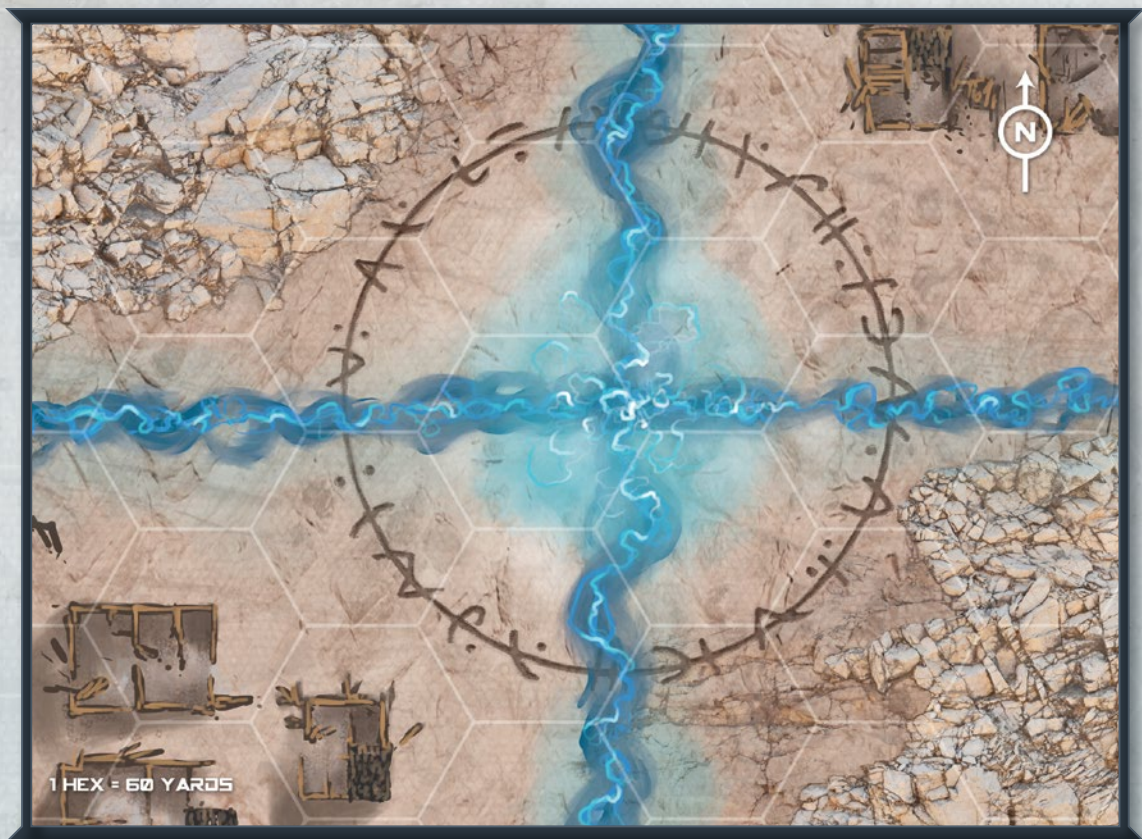
Just as the town begins to celebrate in the aftermath of Lithari's decision, a brilliant light flares up to the Northwest. The townsfolk gasp or cry out in horror.

"It's the nexus point." Lithari says, her face showing an expression of shock. "A Rift is opening!"

CONFRONTING SYMON

It is Symon the Seer who is responsible for opening the Rift. Frustrated with the collapse of his plans, the Shifter has chosen to summon demons and unleash them upon Garnet Town. The nexus point is roughly a mile and a half away from the town, meaning the heroes can reach it in a matter of minutes. When the legionnaires arrive at the nexus point, paraphrase or read aloud the following:

The nexus point lies at a rocky plain in the shadow of a short ridge. The blue-white energies of two ley lines intersect here, the junction almost blindingly bright as a dimensional portal begins to bridge our world with another reality. Sinister-looking flames and sinuous shadows can be glimpsed in between the Rift's outer edges. Not far from the opening Rift, Symon the Seer stands in a triumphant pose, his





hands glowing with energy linking him to the Rift—clearly he is responsible for this phenomenon.

“If I can’t have the town, no one will!” He cries out.

At that moment, a demon emerges from the Rift.

A BIG DAMN ENDING

This is the climactic battle of the adventure. Symon and his demonic allies must be dealt with, or they attack Garnet Town and raze the settlement to the ground. Depending on the makeup of the legionnaires’ group, the Game Master should decide what kind of demons appear from the Rift.

- ☠ **Symon:** See page 31.
- ☠ **Gar’Thul:** See page 30.
- **Brodkil (any who survived the “Fight at the Camp):** See page 28.

ADJUSTING THE CHALLENGE

If the group has several mega-damage weapons (such as a Glitter Boy or a Combat Cyborg), the demon emerging from the

Rift is Symon’s master, the demon lord Gar’thul (see page 30). The demon lord is a mighty opponent, making for a very difficult battle.

At the Game Master’s discretion, he can either replace Gar’thul with Agor (see page 30) or a number of Brodkil equal to the number of legionnaires. Additionally, any Brodkil surviving the battle at the mercenary camp (see page 22) can show up as reinforcements if the Game Master feels the heroes are having a too easy time in this final battle.

AFTERMATH

Once Symon and his demons have been dealt with, the legionnaires can return to Garnet Town for a much-deserved celebration. The settlement has a new future thanks to these brave warriors, and the players have had a first-hand look at the major conflict enveloping the region. The Tomorrow Legion has many challenges ahead of it, but for one small town, they have made a difference. In the world of *Savage Rifts*®, that is all any hero can truly ask.



APPENDIX

LIEUTENANT BEEHAN

This Coalition Military Specialist has been dispatched to Garnet Town on a mission to convince the community to join the Coalition States. Of course, the situation in Garnet Town is anything but simple. Surprisingly, Beehan has a strong moral compass, and while he believes in the values of the Coalition, he is not your typical “jackbooted thug.”

Note the C-14 “Fire Breather” has an integrated grenade launcher (Range 20/40/80, damage by grenade type, RoF 1). Assume 12 frag grenades loaded unless other types desired (Damage 3d6 Mega Damage, LBT).

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

Skills: Climbing d6, Driving d6, Fighting d8, Healing d4, Intimidation d8, Knowledge (Battle) d4, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Survival d6, Throwing d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Brave, Combat Reflexes, Marksman

Cybernetics: Core Electronics Package, Cyber-Wired Reflexes, Environmental Sensors, Optics Package (+2 sight-based Notice), Range Data System (reduce

Shooting penalties by two), Wilderness Scout Package.

Gear: CA-4 Heavy Body Armor (+6 Armor, +2 Toughness, Full Environmental), C-14 “Fire Breather” Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibro-knife (Str+d6, Mega Damage, AP 4), 4 High Explosive Grenades (Range 5/10/20, Damage 3d8, Mega Damage, MBT), 4 extra clips each firearm.

BRODKIL

Nine feet tall, hulking bodies, enormous mouths with bone-crushing jaws—Brodkil are a terrifying race of sub-demons in their natural forms. Their love of cybernetics makes them all the more dangerous, and they frequently sell their considerable talents for mayhem in order to gain one or more bionic implants.

Brodkil are mostly found in North America and Europe, and are believed to have arrived in overwhelming numbers during the Great Cataclysm. Most of them tend to wander the land in very aggressive nomadic tribes, though a large number happily sell their services as mercenaries, especially to the True Federation of Magic.

Brodkil have bronze skin and no hair (aside from a tuft at the back of their skull). They love high tech, especially weapons

and cybernetics, even though they have no capacity for industry or crafting. Instead, they either trade their services for such, or scavenge what they can from the bodies of their foes. In the case of snatched cybernetics, they'll scrape up whatever they can to get an unscrupulous cyber-doc to install the purloined pieces.

The following is a Brodkil without any implants, carrying fairly typical gear. Note that Brodkil have a natural ability to turn invisible, which is lost when they take on one or more cybernetic enhancements.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Survival d4

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Gear: NG-L5 Rifle (Range 25/50/100, Damage 3d6, RoF 1, AP 2), Vibro-Swords (Str+d10, AP 4, Mega Damage).

Special Abilities:

- **Armor +2:** Brodkil have natural Armor.
- **Fear:** Even lesser, relatively common demons cause Fear checks when first encountered.
- **Infernal Form:** Immune to normal fire, heat, and cold (still affected by Mega Damage sources); immune to all diseases and poisons.
- **Infravision:** All Brodkil halve the penalties for dark lighting against living targets.
- **Invisibility:** As the power, but used at will without a

roll (at the base -4 level). Brodkil use this to ambush foes, but rarely remain *invisible* once combat is underway, instead relying on their horrific presence to unnerve foes.

- **Natural Weapons:** Brodkil strike with their fists, claws, and bite for Str+d6.
- **Size +2:** Brodkil are significantly taller and tougher than the average human.
- **Slow Regeneration:** Brodkil gain a natural Healing roll once per day.
- **Weakness (Holy):** As demons, Brodkil take +4 damage from holy attacks and weapons.



BRODKIL WITH CYBERNETICS

Use the above, with the following adjustments:

- Increase Strength to d12+2 (cybernetic arms).
- Add +2 for all Notice checks and Shooting rolls (cybernetic eye).
- Add +4 M.D.C Armor (plating).
- Add +2 Pace and increase the Run die to d8 (cybernetic legs) *or* +1 Action at no M.A.P. (extra cybernetic arm).
- Remove the Invisibility power.

AGOR (BRODKIL LEADER)

A far more dangerous customer is the Brodkil strong and vicious enough to control a pack of other Brodkil. He is festooned with cybernetics to the maximum and a truly frightening opponent.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d12, Knowledge (Battle) d8, Intimidation d10, Notice d6, Repair d4, Shooting d10, Stealth d6, Survival d6

Cha: -4; **Pace:** 8; **Parry:** 8; **Toughness:** 16 (6)

Hindrances: Bloodthirsty, Greedy

Edges: Berserk, Charge, Improved Sweep

Gear: Heavy Plasma Ejector (Range 30/60/120, Damage 3d10+3, RoF 1, Mega Damage), L-20 Pulse Laser Rifle (Range 25/50/100, Damage 3d6+1, RoF 4, AP 2).

Cybernetics: Armor Plating (+4 MDC), Extra Arms (+1 Action, no M.A.P.), Optics plus Targeting Eye (+2 all sight-based Notice checks and Shooting rolls, built-in Chain Sword (Str+2d8, AP 2, Mega Damage).

Special Abilities:

- **Armor +2:** Brodkil have natural armored hides.
- **Fear (-2):** Brodkil leaders are even more terrifying, causing Fear checks at -2.
- **Infernal Form:** Immune to normal fire, heat, and cold (still affected by Mega Damage sources); immune to all diseases and poisons.
- **Infravision:** All Brodkil halve the penalties for dark lighting against living targets.
- **Natural Weapons:** Brodkil strike with their fists, claws, and bite for Str+d6.

- **Size +2:** Brodkil are significantly taller and tougher than the average human.
- **Slow Regeneration:** This is what makes brodkil such good candidates for cybernetics, granting them a natural Healing roll once per day.
- **Weakness (Holy):** As demons, Brodkil take +4 damage from holy attacks and weapons.

GAR'THUL

A demon from beyond the Rifts, Gar'thul is a massive, red-skinned creature who lives only to make others suffer. Gar'thul has a pact with Symon, granting the Shifter power in return for service. Gar'thul's only plans for Garnet Town involve death and destruction. He is, at heart, a primal warlord, more of a force of nature than a cunning strategist.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12+2, Knowledge (Battle) d8, Intimidation d10, Notice d6

Pace: 7; **Parry:** 12; **Toughness:** 21 (8)

Edges: Berserk, Brawny, Champion, Charge, Improved Arcane Resistance, Improved Frenzy, Improved Sweep, Killer Instinct, Master (Fighting)

Gear: Flaming Great Sword (Str+d12+4; +3 Fighting, AP 3, Mega Damage), Greater Demon Armor (+8, M.D.C.), Enchanted Demon Bracers (+3 Parry).

Special Abilities:

- **Abyssal Nature:** Demons only suffer half damage from non-magical attacks.
- **Creatures of Entropy:** Demons cannot benefit from any kind of healing.
- **Fast Regeneration:** Natural healing roll every round except for wounds caused by his weakness; +2 to recover from Shaken.
- **Fear (-2):** Anyone seeing Gar'thul the first time must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Fire Breath:** Gar'thul is able to spew gout of fire, once every other round. Treat as the *burst* power using Spirit as the arcane die and requiring no PPE.
- **Infernal Form:** Demons are immune to all diseases and poisons.

- **Infravision:** Halve penalties for Dark lighting against living targets (round down).
- **Large:** Attackers gain +2 to hit.
- **Sin Sense:** Gar'thul can sense the sin or guilt in any being and know it fully with an opposed Spirit roll.
- **Size +4:** Gar'thul stands 16 feet in height
- **Weakness (Holy):** Demons suffer +4 damage from Holy and Blessed weapons.

STRICKLAND

A mercenary robot pilot, Strickland is loyal only to the highest bidder... and his own self-interest.

About Mercenaries: Anyone with a walking tank and the skill to pilot it can demand fairly high wages. Most Robot Pilots get at least a few cybernetic enhancements to ensure they have the edge in the kind of combat that can level a city.

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

Skills: Driving d6, Fighting d6, Notice d8, Piloting d10, Repair d6, Shooting d10, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (5)

Hindrances: Greedy, Overconfident

Edges: Ace, Combat Ace, Robot Armor Jock
Cybernetics: Core Electronics Package, Cyber-Wired Reflexes, Optics Package (+2 sight-based Notice), Range Data System (offset Shooting penalties by two)

Gear: Huntsman Armor (+5 Armor), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Strickland's Triax X-500 Forager Combat

Robot: Size 6, Crew 2+2, Strength d12+6, Toughness 33 (15), Pace 10

Notes: M.D.C. Armor

Weapons:

- Dual Linked Medium Ion Cannons
- 2 × Medium Missile Launchers

SYMON THE SEER

A Shifter and a D'norr Devilman, Symon represents everything that the Coalition detests—a nonhuman wielding forces of magic. Symon presents himself as a reasonable alternative, advocating that Garnet Town align itself with the Federation

of Magic. Mysterious, charismatic, and seemingly benign, Symon is actually quite ruthless and incredibly loyal to his despotic master, lord Dunscon.

About Shifters: Arcane practitioners with a pronounced focus on manipulating dimensional energies and summoning creatures from beyond, most Shifters wind up heavily corrupted by their practices. While a Ley Line Walker focuses his internal mystic energies on interaction with the ley lines and Rifts, a Shifter prefers to tear holes in reality through these phenomena and drag things kicking and screaming into the world, controlled to do his bidding.

Note that the Shifter's abilities described below are for when a Game Master wants to deal with the full process of summoning and controlling beings as part of the story. For the sake of convenience, you may simply decide the Shifter successfully summoned and commands one or more beings to fight the heroes.

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

Skills: Fighting d6, Healing d4, Intimidation d10, Knowledge (Arcana) d10, Notice d10, Persuasion d8, Shooting d6, Spellcasting d10, Stealth d6

Cha: -2/+3; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3)

Hindrances: Arrogant, Curious

Edges: Arcane Background (Magic), Brave, Charismatic, Level Headed, Ley Line Phasing, Master of Magic, Rapid Recharge

Powers: *armor, banish, blast, bolt, darksight, deflection, dispel, drain Power Points, fear, intangibility, speak language, summon ally, teleport.* **PPE:** 40

Gear: Techno-Magic Enhanced Armor (+3 Armor, Environmental Protection vs all hostile environments), NG-33 Laser Pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), 2 extra clips.

Special Abilities:

- **Bind the Summoned:** A Shifter can bind one or more summoned beings to his service for an extended period of time. He does this by reducing his maximum PPE by the amount needed to originally summon the creature. The creature remains bound to his service until he releases it or the summoned entity is

Incapacitated (in either case, returning the creature to its home dimension). Bound allies are treated as though they were summoned with a raise, which grants them the Hardy ability.

- **Dimension Sense:** With a successful Notice roll, a Shifter can determine relevant information about a dimension he is in, or one he is viewing through a Rift. This includes hostile environmental conditions, how closely the dimension is related to Rifts Earth, and whether or not it's a temporal shift.
- **Distinctive D-Bee:** With their fairly obvious non-human (and devilish) appearance, D'Norr face a certain amount of prejudice with many humans, and especially those of the Coalition. Their tendency to be arcane casters further hurts their reputation with many; they suffer a -4 Charisma when dealing with such folks.
- **Expanded Awareness:** Shifters can use *detect arcana* at will, with no PPE cost.
- **Ley Line Walker Abilities:** Shifters share the following Ley Line Walker special abilities—Ley Line Magic

Mastery, Ley Line Rejuvenation, Ley Line Sense, and Ley Line Transmission (see *The Tomorrow Legion's Player's Guide, Ley Line Walkers*).

- **Natural Arcane Affinity:** The D'Norr have +5 PPE naturally, whether they pursue a magical path or not.
- **Personable:** Those accepting of D-Bees find the D'Norr highly charming and easy to get along with. D'Norr have +1 Charisma.
- **PPE Manipulation:** All Shifters have the *drain Power Points* power (and the *PPE thief* Mega Power) automatically.
- **Rift Mastery:** Shifters gain a +4 on all efforts to open and manipulate Rifts (see *Characters, Ley Lines, and Rifts* in the *Savage Rifts® Game Master's Handbook*). They also gain +2 when using the *banish* Power.
- **Sensitive:** Due to their inherently sensitive and compassionate nature, D'Norri are particularly susceptible to Fear and Intimidation, suffering a -2 whenever making checks against such situations.

