

# RIFTS®



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## RIFT INVASION

A *Savage Worlds* One Sheet™ By Ross Watson for use with *Savage Rifts*® for Legendary characters.

**Bizarre weather patterns are troubling parts of Southern Missouri. The Tomorrow Legion sends a team to investigate, only to discover that the strange weather is a prelude to an invasion of strange beings from another reality!**

The Tomorrow Legion dispatches a team to look into strange weather patterns that are causing havoc. The heroes find a strange techno-wizard object generating these weather patterns, preparing North America for an invasion of creatures from another reality. A nearby nexus point begins to open a rift at the bidding of Zargus the Great, a Federation of Magic wizard. Zargus' plan is to invade Rifts Earth with an army of his people—if the Tomorrow Legion doesn't stop him first!

### WEATHER GONE MAD

In the Fall of 109 P.A., sweltering tropical heatwaves are highly unusual for Southern Missouri. Nevertheless, that's just one of many strange weather occurrences that have plagued this region. Torrential rain, gale-force winds, even strange "hot hail" have rained down from odd-colored clouds overhead. Now, the area is suffering beneath the effects of a freezing, Arctic blizzard, and the Tomorrow Legion wants to know what is going on.

Travelling through this region is not easy: the heroes must deal with the effects of the low temperature (see *Cold in Savage Worlds*). Naturally, those who are riding in enclosed vehicles or inside armor with Full Environmental Protection (see *The Tomorrow Legion*

*Player's Guide*) are going to be fine, but everyone else needs to make a Vigor roll or suffer 1 level of Fatigue during the journey.

At the center of these disturbances lies a strange device: resembling a crystalline egg and roughly the size of a house. This object hums with eldritch power, sending out waves of blue-green energy that are clearly responsible for the odd weather patterns. In addition, the object sits directly on a ley line, and any Ley Line Walkers in the group can sense that the line joins a nexus point roughly five miles to the southeast.

A small area roughly 100 yards in diameter surrounds the device that

remains at normal temperatures (roughly 70 degrees Fahrenheit). However, the device is not unguarded: a group of deadly Brodkil and a pair of Combat Mages stand sentry, ready to attack anyone who investigates.

- **Combat Mages (2):** *Savage Foes of North America.*
- **Brodkil (12, four are augmented with cybernetics):** *Savage Foes of North America.*

These beings are fanatical, and fight to the death. Any successful use of the *mind reading* or *mind walk* powers can determine that these warriors are all



servants of a powerful Federation of Magic sorcerer known as Zargus the Great.

Studying the device requires a successful Knowledge (arcana) roll. Anyone with the Arcane Background (Weird Science) Edge gains a +2 to this roll. Success means that the hero understands that this is a form of techno-wizardry from another dimension, siphoning power from the ley line to slowly create an environment suitable to a different form of life. In other words, the object is a “terraforming” device meant to transform part of North America into a different place entirely!

Just then, the device pulses with energy, a visible ripple of power spreading from the device down the glowing ley line — heading directly for the nexus point. On the horizon, a flickering glow can be seen, and any Ley Line Walkers with the heroes can sense that a rift is starting to open! Time is running out, and the Legionnaires must make haste if they wish to intervene before the rift is fully open (it takes roughly one hour before the rift is completely open... it is only opening a crack between dimensions until then).

## THE RIFT OPENS

At the nexus point, Zargus the Great and his followers are preparing the way for an army’s arrival. Zargus’ people, the Ravoth, have been scheming to launch an invasion of Rifts Earth and claim that world’s rich bounty of PPE for themselves. Zargus was able to keep his plans secret even from the formidable Lord Dunscon himself.

A brilliant white light surrounds the nexus point, irising open to give the heroes a glimpse of the Ravoth homeworld; a place of thick, verdant jungles. Small groups of Ravoth are able to come through the Rift as it currently stands, but it won’t be long before the Rift opens wide enough for the entire invasion force to arrive.

Zargus stands near to the opening Rift with a group of his most loyal followers. This forms a small army of their own, including amongst their number Brodkil, Corrupt, mercenary warriors, and combat mages. The Tomorrow Legion has their hands full here to defend Rifts Earth!

Read aloud or paraphrase the following:

*Zargus the Great stands before the gleaming white portal, urging it to open wider with spells of his own design attempting to speed up the process. He cackles with laughter, shouting encouragement to his followers. “Soon, this world will belong to me! All will bow before Zargus the Great!” His eyes narrow to slits. “And there’s nothing anyone can do to stop us...”*

Zargus has already prepared for battle with casting *greater armor* and *greater deflection* on himself. He and his followers fight to the bitter end. Once Zargus dies, the Rift closes... presumably forever!

- ☠ **Zargus the Great:** *Savage Foes of North America.*
- **Combat Mages (2):** *Savage Foes of North America.*
- **Brodkil (12, four have cybernetics):** *Savage Foes of North America.*

- **Corrupt (3):** *Savage Foes of North America.*
- **Soldiers (6):** *Savage Foes of North America.*
- **Ravoth Invaders (6 per turn):** See below.

## RAVOTH INVADER

The Ravoth are a race of slender, humanoid saurians from another dimension. They appear distantly related to Rifts Earth’s dinosaurs, possessing gleaming scaled skin, large jewel-colored eyes, and a crest of fur running from scalp to spine. Ravoth have four long, tapered fingers on each hand and tall, oddly-bent legs that suggest they weren’t always bipedal. They average around seven feet tall and typically wear brightly-colored toga-like wraps.

Ravoth are quite skilled with magic, and have many techno-wizard devices in their home dimension. A faction of the Ravoth have been preparing to invade North America for some time, assembling a large force of warriors and waiting for word from their leader, Zargus.

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

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

**Cha:** +2; **Pace:** 8; **Parry:** 5; **Toughness:** 10 (4)

**Hindrances:** Bloodthirsty

**Edges:** Arcane Background (Magic), Level Headed

**Powers:** *Armor, bolt, dispel.* **PPE:** 15

**Gear:** TW armor (equivalent to Adventure Survival Armor; +4 Armor, +2 Vigor checks vs. hostile environments), TW ice crystal rifle (equivalent to an iceblast shotgun; Range 12/24/48, Damage 1–3d6, RoF 1–2, hit with a raise halves the target’s movement on its next action).

**Special Abilities:**

- **Aura of Allure:** This species has a combination of pheromones and translucent, glittering scales to enhance their Charisma by +2.
- **Long Stride:** These creatures’ strange legs carry them very quickly, granting them +2 Pace and a run die of d8.
- **Magically Inclined:** This species is very magically gifted, and they all have a bonus of +5 PPE for whatever magical path they pursue.
- **Weak:** Disinclined to use their muscles for much, members of this species suffer a –1 to all Strength rolls (including damage).

