

EVERYBODY COMES TO TRIX

Competition Winning Ace Tale™ for Savage Worlds by Luis Enrique Torres.



A MISSION FOR DARING TALES OF THE SPACE LANES

SPECIAL RULES

The following rules apply to this Ace Tale. Make sure to explain them to the players when appropriate:

- A character can throw the crystal to another with a Throwing roll (3/6/12 range). The receiver makes an immediate free Agility (-2) roll to catch the crystal. Failure means the crystal falls to the floor. Any character on Hold can interrupt the thrower and try to intercept the crystal before the receiver catches it.

- A character can try to snatch the crystal from another by performing a Grapple "on the crystal." All usual Grapple rules apply except that no damage is given or taken; instead, the winner of an opposed Strength roll snatches the crystal from the loser.

- A character who falls or stumbles with the crystal makes an immediate Agility roll; on a failure the crystal falls to the floor.

- If the crystal falls to the floor for any reason (including the Disarm action) it clatters around the room. Use the deviation rules for Short range. Picking up the crystal counts as an action.

- Characters can use improvised weapons such as bottles and other bar implements with a -1 Fighting or Throwing penalty, as well as -1 to Parry.

AN OLD INDISCRETION

The heroes are on Noirlon IV, an overpopulated core planet with a seedy underworld of crime and corruption.

The shady Noirlon City fence who just paid for their merchandise delivery tells them an old friend of his from the "good old days" is looking for trustworthy people. He's arranged an appointment with the heroes tonight at the Docks Bar, should they be interested.

If the heroes go to the bar they are approached by a cloaked and hooded, visibly nervous woman. When she briefly removes her hood, the heroes see the face of a moneyed high-society lady of striking beauty.

She introduces herself as Lady Hellien Galavar, wife of Councilman Srennoval Galavar, an important and influential Noirlon politician.

Then she tells her story:

I was not born to rank and money, but to poverty and hardship. To survive, I worked as a cabaret dancer, singer and actress in places far seedier than this one. Then I met Srennoval, we fell in love, and I buried my past to become an important man's wife. However, an old... indiscretion... has come back to haunt me.

She pauses, blushing, seemingly deciding whether or not to continue, before plunging ahead:

Long ago I was the lead actress in an... inappropriate... holoivid. It was never released, and I'd thought it lost. Two days ago I received a data crystal contain-

ing the holoivid and a note stating that the Noirlon Times will receive the original unless I pay \$30,000 by tonight. If that holoivid goes public it would destroy my husband's career... and, besides, he has no idea that I...

Lady Galavar offers the heroes \$1000 for going to table 23 at *Trix Café*, Noirlon City's most fashionable nightclub and the place requested by the blackmailer for the exchange, and recovering the crystal. She gives them a credit chip containing \$30,000.

It is crucial that all copies of the holoivid are recovered, and that no word of this scandal ever reaches the public.

The meeting is two hours from now.

FREEDOM OF THE PRESS

After Lady Galavar departs the heroes spot a young lady surreptitiously looking at them from an adjacent table. She's Juri Ness, a rookie reporter from the Noirlon Times who's tailing Lady Galavar, looking for a scoop. If the heroes approach her, she identifies herself and starts badgering them about Lady Galavar, the heroes, and the reason they met. Let the heroes figure out how to get rid of her.

THE PLOT THICKENS

On the way to *Trix Café* the heroes are intercepted by four thugs with blasters in their hands, and a warning:

Outworlders, walk away. You're bangin' heads against some very big people, and believe me, that ain't somethin' you want. Go back to your junkyard ship and blast off... for your health.

The thugs then carefully leave the scene unless the heroes intervene. If beaten and interrogated, the thugs spill what they know: They've been hired by Councilman Zathron, a rival to Councilman Galavar, who desperately wants something that will be traded tonight in



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Trix Café, something that could permanently destroy Galavar's political career.

TRIX CAFÉ

Trix Café is a swanky bar, full of music, raucous laughter, fancy people, and smoky tables. As the heroes enter they are warmly greeted by Trixia, the six-armed, blue-skinned owner of the bar. If the heroes ask for table 23, she leads them to a table in a side salon with a 'reserved' sign and elegantly departs, leaving a waiter to take their order.

After a while a large, strong, menacing-looking man approaches the table, sits and says:

I was expecting Hellien, not you. But if she wants you to represent her, that's fine with me.

The man's Drakkan Ferr, another former actor from the holo-vid who recently left prison. He found a copy of the holo-vid among his old things, discovered ditzzy Hellien is now Lady Galavar, and saw a chance to make his fortune.

Drakkan requests the money, checks the balance on the credit chip, and only then pulls the original crystal from his pocket and puts it on the table.

Suddenly the negotiation is interrupted by Councilman Zathron's goons (three per hero), who enter the café and rush towards the group! Drakkan thinks the heroes double-crossed him and attacks!

Then Juri Ness enters the room armed with a pocket video recorder...

GET THE CRYSTAL!

The fight between the heroes, Drakkan, and Zathron's thugs is focused on recovering the crystal, with panicked customers screaming and trying to escape.

Place a coin or token on the table to represent the crystal. In their turn Drakkan or the thugs will try to grab, snatch or throw the crystal, and escape. Use the rules in the sidebar to make the players understand they need to get into the game or they will lose the crystal!

Note that Juri will grasp early on that the crystal is valuable and will also try to get it for herself.

Trixia's helping Drakkan with this

job, for a cut. On round two, Trixia's bouncers (two per hero) join the fight on Drakkan's side.

On round six, five policemen, called by the fleeing customers, enter combat. They don't care about crystals, only about controlling this mess.

AFTERMATH

If the heroes give the crystal to Lady Galavar or destroy it, they get their payment. Councilman Galavar will spin his way out of any accusations as long as the holo-vid doesn't appear.

If the heroes don't recover the crystal, the final outcome depends on who got it: Juri will publish it, Zathron will show it at a press conference, Drakkan will make Galavar and Zathron bid for it, and the cops will give it to the press.

None of this takes into account any arrests or dead bodies, though. That's something the heroes will need to sort out by themselves.

JURI NESS

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

Skills: Knowledge (Journalism) d6, Notice d6, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Audio/Video Recorder



DRAKKAR FERR

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Taunt d8, Throwing d10

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Acrobat

Gear: Protection vest (+2), molecular knife (Str+d8), Blaster pistol (Range: 12/24/48, Damage: 2d6, Semi-Auto)

ZATHRON'S THUGS / TRIXIA'S BOUNCERS

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

Skills: Fighting d6, Notice d6, Shooting

d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: —

Gear: Blaster pistol (Range: 12/24/48, Damage: 2d6, Semi-Auto), shock glove (Str+d4)

NOIRLON CITY POLICE

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

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Code of Honor (uphold the law)

Edges: Connections (Police Officers)

Gear: Armored vest (+2), Blaster pistol (Range: 12/24/48, Damage: 2d6, Semi-Auto), baton (Str+d4), handcuffs.

OUT NOW!



DARING TALES OF THE SPACE LANES: COMPENDIUM ONE

