

# RIFTS®



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## A FINE SOLUTION: THE CIRCLE OF DEATH

A *Savage Worlds* One Sheet™ By Sean Patrick Fannon for use with *Savage Rifts*® for Seasoned characters.

**A town oppressed and dozens of D-Bees slated for sacrifice; looks like a job for the Tomorrow Legion.**

The D-Bees known as the faelerin—blue-skinned, elvish in appearance, and very strongly connected to magic—barely escaped their home dimension as they retreated from horrible, demonic beings. Sadly, they ran immediately afoul of a demon-summoning wielder of magic on this side of the Rift. He's an acolyte of a goddess of a demonic pantheon, and he intends to use their "arcane battery" nature to bring forth her armies to invade this world.

This is the second in a series of five One Sheets™ connected in a full story arc called *A Fine Solution*. This can be used much like a Plot Point Campaign; simply insert each One Sheet™ adventure

in at some point over the course of regular campaign play, allowing the players to discover the ongoing plot that ultimately unfolds. The series began with **Welcome to the World** and continues with **Triangle Trade**, **Unwanted Heroes**, and **Power Play**.

### HELL COMES TO PARAGOULD

Paragould is a town in the far eastern part of Arkansas, located atop a famous geographic anomaly known as Crowley's Ridge. The region went through dramatic physical upheavals during the cataclysms of old, and there's a lot of mining opportunity in the hills and other formations outside of the town, which is the key to its growth and survival.

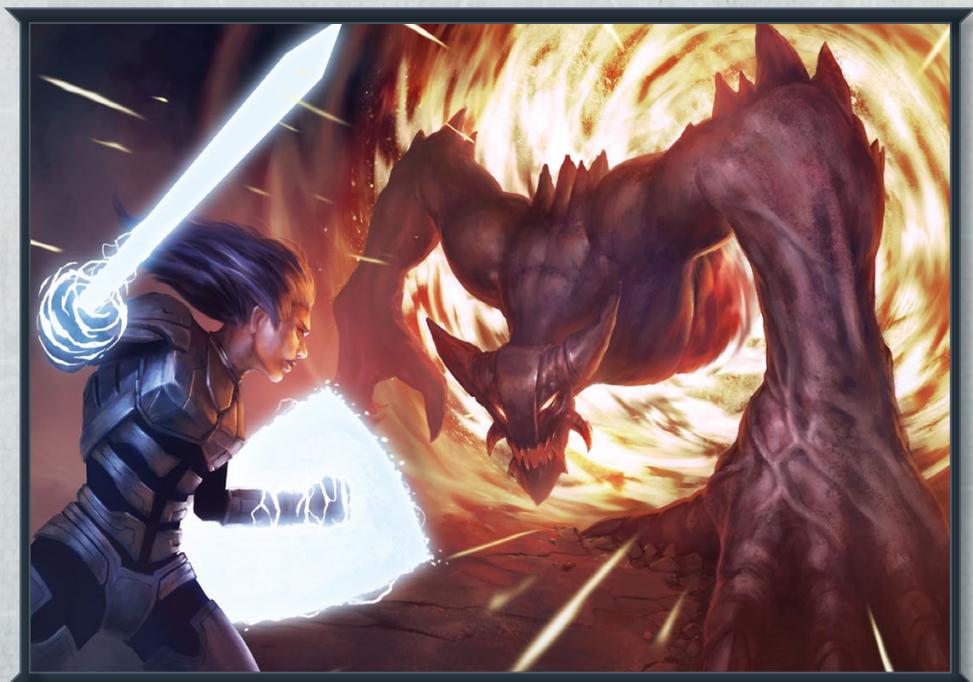
Unfortunately, the nexus point of ley lines that formed nearby means the area was bound to draw some kind of opportunistic practitioner of magic. Enter Kaazak Garr, a Shifter and a worshiper of a demon-goddess he calls Ceyrana, Queen of Glory. He's successfully summoned a few demons from her realm, and he's working to adjust the nexus into a permanent Rift she can use to flow forth from her realm and invade this world.

When Kaazak came to town, he immediately set about subjugating the populace, and he's hired a mercenary force to ensure the place remains under his command. The people of the town consider themselves relatively lucky, since he mostly leaves them alone to pursue mining and other efforts while he spends most of his time deep in the cave complexes he's claimed for his work. He used to have his men take a few folks up into the caves to be used as slaves or sacrifices, but since the coming of the faelerin, who burst through "his" Rift, he's not taken anyone from Paragould in over a month.

While most of the folks are decent enough to feel bad about this, they are no less grateful to not be among the sacrifices.

### THE MEAN STREETS

One approach for the Legionnaires in this is to head into Paragould and talk to the locals. This is a place for those with Stealth and Streetwise to sneak around and see what they can find out, and/or those with Persuasion to get folks to talk. If the heroes don't take a subtle approach, they will inevitably



run afoul of Kaazak's mercenaries, led by a particularly mean-spirited Headhunter named Hollis.

- **Hollis, the Headhunter Techno Warrior:** See *Savage Foes of North America*.
- **Commandos (4, plus 1 per hero):** See *Savage Foes of North America*.

If a battle breaks out, take note of whether any get away; any escapees will make their way to Kaazak's lair to warn him. Otherwise, the heroes will still have a chance to catch the Shifter by surprise.

Note that, for those who gain benefits from ley lines, the closest one doesn't run quite near enough to the town to take advantage of; however, a caster *could* conceivably "juice up" before entering the town.

A successful encounter with the mercenaries will terrify some of Paragould's population, but embolden others. Whether through subtle means, or by freeing the folks from the oppressive rule of the mercs, the heroes will learn a few things:

- Kaazak is deep down one of the old mine tunnels, where the Rift opens sometimes.
- He's got at least a couple dozen of the strange fairy folk (the faelerin) trapped down there, and he's planning something big.
- A full moon begins the next night, which tends to be a time when folks try rituals for greater power.
- There are more than a few demons up in the hills patrolling around and more down in the mine with him—including one huge, terrifying monster the mercenaries called "Big Ugly."
- One of the old drunks of the town, Billy Richards, claims there's an old supply tunnel that could be used to sneak in past the main entrance.

This last bit should take a bit of conversation and effort to discover, but if the group succeeds in finding this out, skip to **Down Below**.

## INTO THE MINE

The main entrance to the mine is well-guarded by Kaazak's demon minions. Unless the group is entirely made of exceptionally stealthy folks, there's almost no chance of getting past these guards without a significant fight. The demons are led by a Thornhead Demon Kaazak made a pact with.

- ☠ **Thornhead Demon:** See *Savage Foes of North America*.
- **Lesser Demons (5, plus 1 per hero):** See *Savage Foes of North America*.

Ley lines converge on the mine to form a nexus (which is centered far below, in a cavernous chamber long ago hollowed out due to extensive mining). Ley Line Walkers and others who can benefit from ley lines will be near enough to take advantage of them.

## DOWN BELOW

Kaazak is preparing his bloody ritual to drain the captured faelerin—men, women, and children, over two dozen of them—of their very life essence. He intends to use this energy to rip open the Rift in the great, cavernous chamber he occupies. The faelerin are all tied to specially prepared stone columns, arranged in a great circle surrounding a raised dais hewn from the stone floor of the cavern. The dais is at the very center of the nexus, and the Rift Kaazak wishes to open will erupt right above it. Already, there's enough energy coalescing over this point (thanks to some initial sacrifices he's already made) to cause an ever-growing ball of blue, luminescent energy to form over the spot.

If the Legionnaires managed to find the secret side tunnel, they can potentially launch a surprise attack against the force arrayed here. Otherwise, they're battling in against prepared forces, including a Shifter who's had a chance to get some protective spells cast. Regardless, "Big Ugly" is never far from the Shifter's side, tasked with protecting him at all costs (as his Demon Queen commanded, intent as she is on Kaazak opening the way for her to this powerful world).

- ☠ **Kaazak the Shifter:** See below.
- ☠ **"Big Ugly":** See below.
- **Lesser Demons (3, plus 2 per hero):** See *Savage Foes of North America*.

## AFTERMATH

A handful of the rescued faelerin (some of them have managed to learn at least a little American) ask if the Legionnaires have seen any of their kin; this is an excellent opportunity to call back to the events of **Welcome to the World**, if the players experienced that One Sheet™. They admit that their inherent mystic nature seems to be of great interest to those who wish to manipulate arcane energies. Once again, the question as to why Coalition forces might want to capture such beings arises.

*To be continued...*

### ☠ KAAZAK, ACOLYTE OF CEYRANA

Although a bit mad, Kaazak is brilliant Shifter, crafty, and fully dedicated to his new goddess. He's fanatical, and there's no chance he'll surrender; he's convinced his spirit will live brightly at her side. Given any advance warning, he'll have his *armor* and *deflection* spells already going (at the *greater* levels), and he'll use *intangibility* to confound enemies as he repositions himself for advantage.

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

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

**Cha:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (7)

**Hindrances:** Overconfident, Vow (Major—serve Ceyrana)

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

**Powers:** *Armor, banish, blast, bolt, deflection, dispel, drain Power Points, intangibility, speak language, summon ally, teleport.*  
**PPE:** 30

**Gear:** Combat Mage Armor (+7 Armor, Full Environment Protection; *farsight* and *darksight*), Fireburst Rifle (Range 25/50/100, Damage 3d6, RoF 3, SBT).

**Special Abilities:**

- **Bind the Summoned:** A Shifter can bind one or more summoned beings to his service for an extended period of time.
- **Dimension Sense:** With a successful Notice roll, a Shifter can determine relevant information about a dimension he is in, or one he views through a Rift.
- **Expanded Awareness:** Shifters can use *detect arcana* at will as a free action, with no PPE cost.
- **Ley Line Walker Abilities:** Kaazak has the following Ley Line Walker special abilities—Ley Line Magic Mastery, Ley Line Rejuvenation, and Ley Line Sense. He is a Master of Magic.
- **Master Summoner:** All Shifters gain the *summon ally* power automatically, and the duration for them is 5 minutes (1/5 minutes). This duration extends to the Mega Power version, *force multiplication*.
- **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. They also gain +2 when using the *banish* Power.

☠ **"BIG UGLY"**

His real name is unknown to all but Kaazak, which is how he prefers things, so he's perfectly fine going by the stupid moniker the mercenaries came up with for him. By most beings' standards, he's definitely big—14' tall, in fact—and he's certainly ugly.

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

**Skills:** Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d8, Spellcasting d10

**Cha:** -2; **Pace:** 8; **Parry:** 7; **Toughness:** 28 (12)

**Hindrances:** Arrogant, Ugly, Vow (Major—serve Ceyrana)

**Edges:** Arcane Background (Magic), Brawny, Charge, Improved Frenzy

**Powers:** *blast, bolt, dispel, puppet, speak language, telekinesis.*  
**PPE:** 20

**Gear:** Two-handed Flaming Demon Sword (Str+d12+3, AP 2, Mega Damage; +2 Fighting).

**Special Abilities:**

- **Abysal Nature:** This demon suffers half-damage from non-magical attacks (round down).
- **Demonic Hide:** "Big Ugly" has +12 M.D.C. Armor and +2 Toughness.
- **Combat Hardened:** He has +2 to recover from Shaken.
- **Fast Regeneration:** Even against attacks that can hurt him, "Big Ugly" recovers quickly and requires extraordinary effort to truly slay. He makes a Vigor roll

every round to heal damage—even after being "killed." A success heals one wound, two with a raise. Certain Weaknesses (below) prevent this effect.

- **Fear (-2):** The appearance and supernatural aura of "Big Ugly" causes all opponents to make a Fear check at -2.
- **Fearless:** Nothing in the Megaverse® frightens him, and he's also immune to Intimidation.
- **Infernal Form:** He's immune to disease, poison, normal fire, heat, and cold.
- **Infravision:** Demons reduce all Illumination penalties by half (round down) when fighting beings with body heat.
- **Large:** Attackers gain +2 to hit the very sizable "Big Ugly."
- **Size +5:** At 17 feet tall and nearly a couple of tons, Big Ugly is truly big.
- **Weakness (Holy Weapons):** Demons are vulnerable to weapons and attacks wielded by those who are considered holy opponents, such as those who have the Champion or Holy Warrior Edge. Cyber-Knights and Mystics who follow any kind of "path of light" spiritually fall into this category. Such attacks inflict +4 damage and wounds caused by such attacks cannot be regenerated.
- **Weakness (Silver):** Silver weapons and attacks have the same effect as Holy Weapons, inflicting +4 damage and negating demonic regeneration.

