

# RIFTS®



Palladium  
Books Inc.

## A FINE SOLUTION: TRIANGLE TRADE

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

Someone in southern Arkansas is paying top-dollar for captured faelerin, and the Black Market is happy to get paid.

Thanks to contacts within the Black Market who would rather have a cordial relationship with Castle Refuge, the Tomorrow Legion discovers a more ruthless faction of the “trade group” is engaged in a reprehensible form of the classic triangle trade scheme. Their form involves faelerin and elvish slaves; surplus Coalition States (CS) weaponry and gear; and wanted refugees and items from the Tolkeen exodus.

This is the third of 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 **The Circle of Death**. It continues with **Unwanted Heroes** and **Power Play**.

### BACHCHANNEL FROM THE RAZORBACKS

Gilbert Fairchild is not a nice man. He is, however, a smart man, and as the Captain of the Razorback Crew (based out of Fayetteville, AR), he understands the utility in keeping his piece of the Black Market out of the direct crosshairs of the Tomorrow Legion. He’s also not a huge fan of slavery, believing those of the extended organization who delve into that practice invite entirely too much scrutiny and reprisals.

Through various back channels and mutual connections, he’s alerted the leadership at Castle Refuge about a cooperative venture between the Black Market factions of Bandito Arms, El Oculata, and the Immortal Hand. These factions are engaged in a classic triangle trade scheme, one tied to a mysterious and dangerous group somewhere in southern Arkansas. The scheme works like this:

- The Immortal Hand hunts the Magic Zone for faelerin (introduced in the One Sheets™ **Welcome to the World** and **The Circle of Death**), as well as any other elvish or similar D-Bees with a strong connection to arcane forces. Essentially, anyone who functions as a “living battery” for PPE is fair game.



- They arrange for these beings to be delivered to the “clients” in the Fort El Dorado region. In turn, those clients are placing weapons, armor, and other gear into the hands of Bandito Arms agents—mostly surplus Coalition equipment, as El Dorado slowly gains upgraded gear from central CS supplies.
- As Bandito Arms gains more weaponry and gear to work with and sell, they coordinate with El Oculata to transport captured citizenry (arcane practitioners, persons of note, and artificers), tomes of knowledge, and artifacts that are flowing westward from the ruins of Tolkeen. These are put into the Immortal Hands’ control, who sell them right for a high profit to the True Federation.

While Fairchild does not know who the clients in Fort El Dorado are, the Legionnaires who’ve been on this path may have a fair guess. The Legion’s leadership, however, wants something more solid, and they want the trade shut down, as well.

## FIND THE ROAD

The first step for the Legionnaires is intersecting the trade at some point, which should allow them to follow the trail to a key operation point. The information from the Razorbacks isn’t specific; too many go-betweens and blind contact points dilute the specifics, and Fairchild only had so much information to begin with. However, the heroes should be able to use their own skills (especially Investigation, Persuasion, and Streetwise) to dig up potential leads, especially in eastern Arkansas and western Tennessee.

At some point, one of two things should happen here:

1. They are very successful in asking the right questions and finding the right leads, which allows the heroes to intercept a group transporting some slaves.
2. They make some mistakes and draw the wrong kind of attention. This can still lead to the result they want, so long as they leave someone alive for questioning or dig through the right pockets.

In either case, the Legionnaires are on a collision course with a team of Black Market operatives.

- **Black Market Expeditor (1):** See *Savage Foes of North America*.
- **Black Market Enforcers (3):** See *Savage Foes of North America*.
- **Soldiers (8, plus 1 per hero):** See *Savage Foes of North America*.

If the Legionnaires managed to intercept these folks on the road or elsewhere, they’ll rescue a handful of faelerin, as well as one or two other elves. If, instead, they’re jumped by the Black Market folks, they can still discover where the slaves these folks were transporting are being held. The Expeditor has a small digital device that, while heavily

encoded with high security, can be hacked by someone with decent skills; in the worst case, the team can take it back to Castle Refuge, where the experts there can crack it.

## BREAK THE CHAINS

Once the information on the device is decoded, the heroes determine the destination for the captured slaves. A semi-permanent camp outside of Stuttgart, AR, serves as the transfer point, where Black Market folks take in the faelerin slaves and transfer them over to those who work for the southern Arkansas “clients.” The Legionnaires now have a much more difficult mission ahead—figuring out how to take out the camp, rescue the many (over 100) slaves currently being held there, and gain intelligence on just who the faction is that’s buying these slaves, and for what purpose.

Intentionally left in a state to be mobilized and relocated, the slaver camp doesn’t have walls or permanent defenses. There are, however, quite a few mobile assets that will be a serious challenge for the heroes to overcome, including the Combat Mage leader, Arianne Soulnife, representing Immortal Hand interests. There’s also a couple of Mind Melters, primarily used to ensure the cooperation of any difficult slaves, and a Rift Runner on hand to run messages and gear, thanks to the ley line running through the area.

☠ **Arianne Soulnife:** See below.

☠ **Garner Grey:** See below.

- **Robot Pilots (3):** See *Savage Foes of North America*. Two are operating an NG-V7 Hunter Mobile Gun, one is piloting a Triax X-1000 Ulti-Max. See *The Tomorrow Legion Player’s Guide* for stats on these vehicles.
- **Mind Melters (2):** On hand mostly to help control the slaves, but ready to fight. See *Savage Foes of North America*.
- **Rift Runner (1):** If things go badly, he’ll use his Ley Line Phasing ability to escape and pass the word about the attack.
- **Black Market Enforcers (5):** See *Savage Foes of North America*.
- **Soldiers (3 per hero):** See *Savage Foes of North America*.

## WHERE IT ALL LEADS

At battle’s end, there are papers and digital devices to investigate, and while the identity of the “clients” cannot be determined from this information, the heroes may be certain they’ve at least temporarily shut down the triangle trade operation. If the Legionnaires manage to capture anyone other than Arianne or Garner, those folks won’t know much more, but they suspect the clients are connected to Fort El Dorado in some way.

If they actually manage to capture either or both of the two leaders, *and* they manage to use extraordinary means (specifically *mind reading*), the heroes will learn what they likely already suspect—someone inside the Coalition leadership of Fort El Dorado is directly involved.

*To be continued...*

## ☠ ARIANNE SOULKNIFE

Though thoroughly trained as a Combat Mage, Arianne is now heavily focused on leveraging her talents into making as many credits as she can. She's tired of fighting for causes or the power of others; she's now focused on her own desires and needs, and woe be unto anyone who gets in her way.

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

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

**Cha:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 15 (7)

**Hindrances:** Arrogant, Greedy, Vow (Minor—serve the Immortal Hand)

**Edges:** Arcane Background (Magic), Charismatic, Combat Reflexes, Elan, Extraction, First Strike, Marksman, Master of Magic, Soul Drain, Wizard

**Powers:** *Armor, barrier, bolt, burst, deflection, dispel, fly, quickness, pummel, smite, warrior's gift.* **PPE:** 25

**Gear:** TW Combat Mage Armor (+7 Armor, +1 Strength die type, darksight, farsight, Rapid Recharge, Full Environmental Protection), TK Machine Gun (Range 30/60/120, Damage 2d8+4, RoF 4, AP 2), flaming sword (Str+d10, AP 4, Mega Damage).

### Special Abilities:

- **Arcane Marksman:** Similar to the Marksman Edge, grants the Aim bonus of +2 to any ranged spells if the caster doesn't move on the round. As with Marksman, this doesn't apply to any attack with a Rate of Fire greater than 1 (so it won't work when throwing multiple *bolt* spells, for example).

## ☠ GARNER GREY

Arianne's bodyguard at one time, they eventually became lovers, and he transitioned to become her second-in-command. He's finally found someone worth fighting and dying for.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Climbing d6, Fighting d10, Intimidation d6, Notice d8, Shooting d10, Stealth d8, Streetwise d6, Survival d8, Tracking d8

**Cha:** 0; **Pace:** 16; **Parry:** 7; **Toughness:** 15 (6)

**Hindrances:** Death Wish, Loyal, Vow (Major—serve Arianne)

**Edges:** Acrobat, Brawny, Burn Brighter, Burn Past the Pain, Combat Reflexes, Fleet-Footed, Gymnastic Mastery, Improved Frenzy, Marksman, Quick, Split the Seconds, Woodsman

**Gear:** Juicer Plate (+6), NG-LG6 Laser Rifle (Range 25/50/100, Damage 3d6+2, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), vibro-sword (Str+d10, AP 4, Mega Damage), 2 extra clips each firearm. 2 × frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), 1 extra clip each firearm.

### Special Abilities:

- **Burn (6):** Juicers can spend 1 Burn to add a d10 to any Trait or damage roll.
- **Drug-induced Euphoria/Tranquility:** Juicers do not gain the benefits of the Quick Edge or the Uncanny Reflexes ability on the first round of combat.
- **Internal Repair System:** Juicers have Slow Regeneration. As well, three times a day, they can roll a Vigor check at +2 to give themselves a healing check.
- **Super Endurance:** Juicers only need 4 hours of sleep and gain +2 on all checks against Fatigue.
- **Super Speed:** Juicers double their Pace, and have a d10 run die.
- **Uncanny Reflexes:** -2 to be hit by all attacks.

