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RETURN TO SENDER

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

A Black Market smuggling operation is shipping slaves through Tomorrow Legion territory – but there’s an extra passenger in the shipment that turns things from dangerous to deadly!

The Tomorrow Legionnaires are on the trail of a Black Market slavery operation and the leader of a troublesome local syndicate. The heroes witness the deal go horribly wrong: a container that was meant to have shipment of slaves inside is instead filled with a very angry neuron beast! Can the heroes rescue slaves, capture their target, and deal with the neuron beast all at the same time?

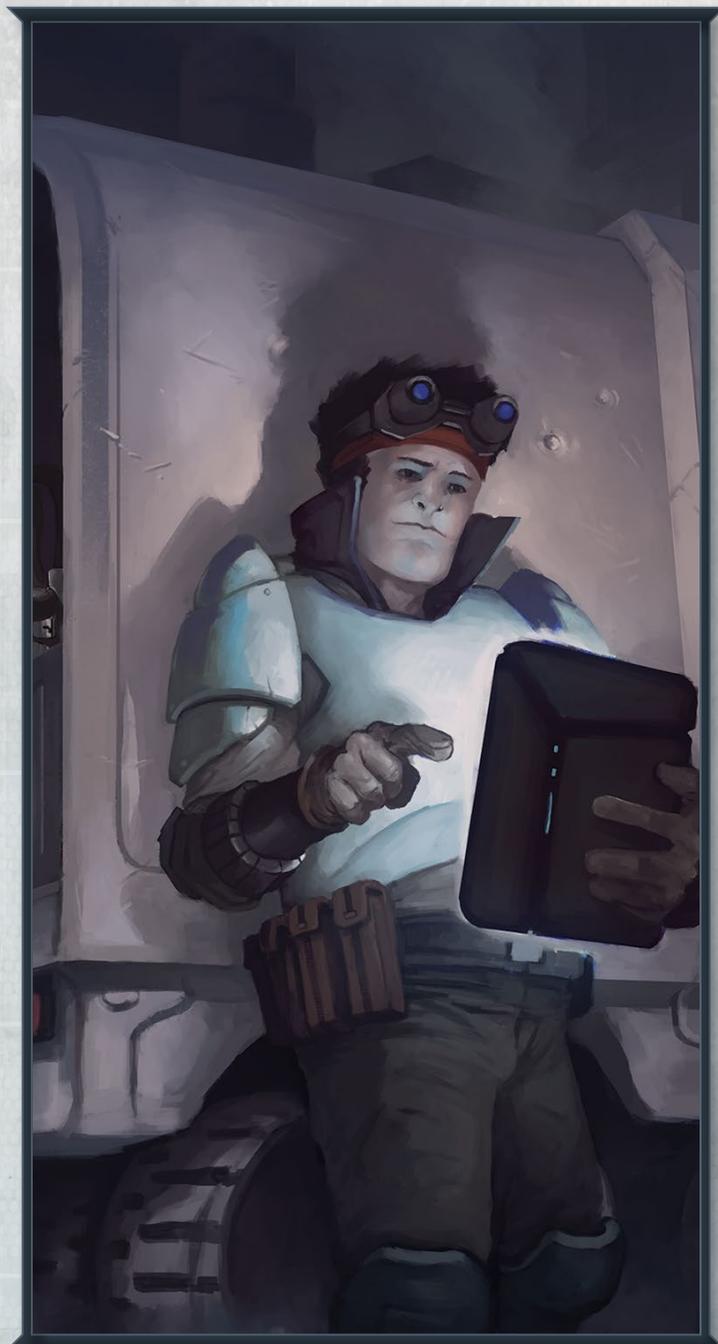
BLACK MARKET GOODS

The heroes are heading along the northern Arkansas border on a routine patrol when they spot a thread of smoke up ahead. The smoke is coming from a broken-down Mountaineer ATV, pulled over at the side of the trail with a large enclosed trailer being towed behind. Several well-armed men are surrounding the site, with a pair of them attempting repairs on the ATV. Even more concerning, a large group of humans and D-Bees – obviously slaves, chained together with collars around their neck – are resting in the shade. The Legionnaires have stumbled onto a Black Market slavery operation!

- **Black Market Enforcers (5, plus 1 per Hero):** see *Savage Foes of North America*.
- **Black Market Rift Runner:** see *Savage Foes of North America*.
- **Operator:** see *Savage Foes of North America*.
- **Slaves (Civilians, 6):** see *Savage Foes of North America*.

The Black Market agents will open fire as soon as they spot any Tomorrow Legion “interlopers.” However, they have no desire to fight to the death. If the battle goes poorly for them, they are willing to surrender if given an option. The slaves stay out of the fighting as much as they can; chained together, there’s not much they can do in the first place.

Questioning the survivors of the slaves reveals that the broken-down ATV is just one in a small convoy heading to a rendezvous point a few miles away. The syndicate boss in charge of this operation is named Orin, and he knows a



great deal about the Black Market smuggling route through this territory. This makes him a high priority target to capture alive and return him to Castle Refuge!

A successful Persuasion (for the slaves) or Intimidate (on any surviving Black Market prisoners) roll provides further information:

“Something about the convoy just isn’t right. One of the containers creeped me out, but I don’t know why.”

If the heroes search for any clues on the Rift Runner, he has a scroll in his pouch, an order from Lord Dunscon of the Federation of Magic:

“Orin has irritated me for the last time. Make sure my ‘surprise’ makes it into the convoy.”

Clearly, Boss Orin has made a dangerous enemy. Lord Dunscon is known to be quite unstable; it does not take much to provoke his wrath. The convoy’s rendezvous point lies just a few miles ahead, straight up the trail and across a ridge to the northwest. If the Legionnaires want to rescue more slaves from the Black Market before they’re sold, they have to move fast!

THE DEAL GOES SOUR

When the heroes approach the rendezvous point, read aloud or paraphrase the following:

Two large boxy containers are here, as are a pair of Big Boss ATVs. Several men in nondescript clothing are inspecting the containers, while one — obviously some kind of boss — supervises. The first container’s doors are open, revealing a huddled mass of humans and D-Bees, all chained together with metal collars around their necks. A group of thugs are struggling to open the locks to the second container while the boss curses at them.

Before anyone can react, the lock on the container suddenly springs open, and a horrifying beast emerges with a thunderous roar. The monster is enormous (over 20 feet tall), floating above the ground with a mass of writhing tentacles for legs and four arms. It is a terrible neuron beast! Everyone in the area must make a Fear roll (the Black Market agents all gain a +2 to this roll; all of them have taken certain mind-altering drugs during the long and boring trip).

A battle breaks out almost immediately. The Legionnaires have to balance three distinct goals: capturing Boss Orin, rescuing the slaves (who are certainly in danger from stray blasts or collateral damage from explosions, spells, etc.), and slaying the enraged neuron beast.

☠ **Boss Orin:** See below.

- **Black Market Expeditor (2):** see *Savage Foes of North America*.
- **Black Market Enforcers (5, plus 1 per Hero):** see *Savage Foes of North America*.
- **Neuron Beast:** see *Savage Foes of North America*.
- **Slaves (Civilians, 12):** see *Savage Foes of North America*.

Once the battle is over, the heroes may repair any of the damaged vehicles and use them to transport the slaves (and, ideally, the captive Boss Orin!) back to Castle Refuge. Once there, the slaves can be released from their bonds and provided with food, medical attention, and shelter.

☠ BOSS COMPEL ORIN

Orin’s story is a depressingly common one in North America; he started out with nothing, a wild kid running with street gangs in Kingsdale. One day, he found a Black Market enforcer looking for cheap labor, and signed up. Ever since, Orin has worked his way up the ranks in the syndicate, proving himself reliable, and — most valuable of all — willing to do anything it takes to get the job done.

Orin made a few trips out east into the Magic Zone, but ran afoul of one of Lord Dunscon’s schemes involving a fade-town. When Orin refused to commit the Black Market as an ally of the mad ruler, he made a dangerous foe. The syndicate moved Orin out to the Arkansas smuggling corridor, and placed him in charge of human (and D-Bee) trafficking through the region. Orin’s long service with the syndicate and his deep web of connections with the Black Market means he knows nearly everything there is to know about the current Black Market operations in this region.

A greedy, grasping, and vicious man, Compel Orin takes a certain amount of satisfaction in being a slaver. He enjoys having the power of life and death over the helpless, and the profits are certainly very nice as well. His plan is to eventually get some high-quality cybernetics and figure out a way to challenge his superior in the organization, Gilbert Fairchild (see *Savage Foes of North America*).

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

Skills: Driving d4, Fighting d10, Intimidation d8, Knowledge (Business) d6, Notice d6, Shooting d10, Stealth d6, Survival d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 16 (8)

Hindrances: Greedy, Overconfident, Vow (Major — serve the Black Market)

Edges: Brawny, Command, Command Presence, Connections (Black Market), Dirty Fighter, Dodge, First Strike, Level Headed, Nerves of Steel

Gear: Crusader Heavy Combat Armor (+8, Full Environment Protection), NG-LG6 Laser Rifle (Range 25/50/100, Damage 3d6+2, RoF 1, AP 2), Chain Long Sword (Str+2d8, AP 2, Mega-Damage).

