

RIFTS®



THE CALL IN THE NIGHT

A *Savage Worlds* One Sheet™ by Sean Roberson for use with *Savage Rifts*® for Novice characters.

A Tomorrow Legion patrol picks up a disturbing transmission in the middle of the night. As they race against time to locate victims of the horrific Worm Wraiths—bloodthirsty wormlike outsiders dressed in the garb of men—a ley line storm of immense arcane power hampers their efforts.

SERENITY LOST

It is a beautiful night in the New West. The Legionnaires set camp for the evening amidst sagebrush, cactus, and a desert plain flanked by a butte and a sandy mesa. At the witching hour (midnight), if no character is on watch one awakes. While distant stars blink in the cloudless sky, one of the heroes picks up a distant radio transmission.

Though the signal is distorted and often cuts out due to the atmospheric interference of Rifts® Earth, a woman is clearly heard screaming in pain and terror. The chilling, unintelligible speech is transmitted continuously, and no attempt to send messages on the radio frequency are acknowledged in any way.

A successful Common Knowledge or Electronics check determines the transmission's source to be only a few miles away across the badlands. With a raise the transmission is verified to be live and not a recording—thunderclaps from a brewing storm are heard both overhead and over the radio.

STORM LINES OF BEARING

The gathering squall is a particularly potent ley line storm (for standard effects, see **Ley Line Storms** in the Game Master's Handbook). As the sky roils with eerie dark energies, arcane, Techno-Wizard, and electronic devices fritz out. Vehicles and flight systems cease to function, while power armor and smaller gear (including weapons) suffer a -2 penalty to all Trait rolls made while using them. Items providing bonuses or mitigated penalties—such as night vision or targeting equipment—no longer function. In addition to any other effects, any powers activated within the storm have Range, Damage, and other numerical effects halved.

At this point, it's clear the woman heard over the radio is being tortured, and another innocent can be overheard in the background. The Legionnaires must sally forth into the eye of the storm and track down the source of the transmission before it's too late.

This is a Complex Dramatic Task (see **Dramatic Tasks** in *Savage Worlds*). Skills for this Dramatic Task could include Electronics and Survival (tracking) checks made at -2, or Common Knowledge at a -4 (the ley line storm's equipment penalties have been factored into these modifiers). Complications could include thorny brush or a crevasse in their path, or losing the radio signal temporarily.

Whether the Legionnaires arrive in time to save the woman, they arrive at an ancient wooden mansion squatting atop a bleak hill.

FROM WHENCE THE CALL CAME

While approaching the hill, a successful Notice check modified by Dim Illumination reveals the occasional thick, mucous-covered worm hiding amongst the rocky outcroppings and brush; a raise spots a few slipping into the shadows of the manor. The heroes trace the transmissions to a dugout basement below the ramshackle building. As they approach the ley line storm roils with ghastly lights, silhouetting the mansion atop the hill.

Inside the building's long-forgotten cellar a band of marauding worm wraiths and their leader wait in ambush.

If approaching covertly, each hero rolls Stealth opposed by a group roll of Notice d8+2 for the Worm Wraiths (via their **Spy Worms**, see below). If a hero succeeds with a raise they manage to turn the tables and gain the Drop against the monsters. With a success no bonus is given to either side, and with a failure the worm wraiths gain the Drop against the hero.

Whether they approach stealthily or not, the trap is sprung using the normal rules for attackers waiting in ambush (see **Surprise** in *Savage Worlds*) but modify the Notice roll of the Legionnaires for Dark Illumination. The ghastly scene requires the rescuers to check Fear at -3 (instead of the normal -2); roll after resolving the effects of **Surprise** but before any actions are taken.

In the rear of the subterranean chamber is the torturer, the malevolent hag Skeimotha—cloaked using her **invisibility** special ability. Note,

Skeimotha's powers are affected by the ley line storm, as are the worm wraiths' laser pistols (but not their purely mechanical shotguns, which they will use first).

THE AMBUSHERS IN THE DARK

- ☠ **Skeimotha, Witchling:** Armed with a cruel Vibro-Knife, see *Savage Foes of North America*.
- **Worm Wraiths (2 per hero):** see below.

THE VICTIMS

- **Brienna Vail:** wearing only the tattered and bloody remnants of a nightgown.
- **Ardyn Uller:** Wilderness trapper, as a Bandit. His gear is in a nearby trunk, see *Savage Foes of North America*.

STORM'S END

In the cellar are two victims, Ardyn and his partner Brienna. Ardyn is Exhausted from Bumps & Bruises suffered while attempting to resist the evil creature Skeimotha, who tortured his love in front of him out of sadistic spite and in a bid to lure in further prey.

If the Legionnaires succeeded in the Dramatic Task Brienna is still alive but fading fast; she begins rolling per **Bleeding Out** when the combat ends. If they failed she's passed and Ardyn attempts to kill himself out of heartbreak. Even if they foil his attempt, Ardyn will be bereft for the remainder of his days..

WORM WRAITH

Silent, vicious, and terrifying, worm wraiths plague the lands far west of the Mississippi like marauding bandits, and are comprised of many dozens of snake-sized worms that form a humanoid shape, usually draped in cowboy-style gear. They can (and do) feed on just about any living creature, though they just as often attack a town or caravan with no apparent purpose except leaving bodies in their wake.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Notice d8, Persuasion d4, Riding d8, Shooting d10, Stealth d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 20 (9)

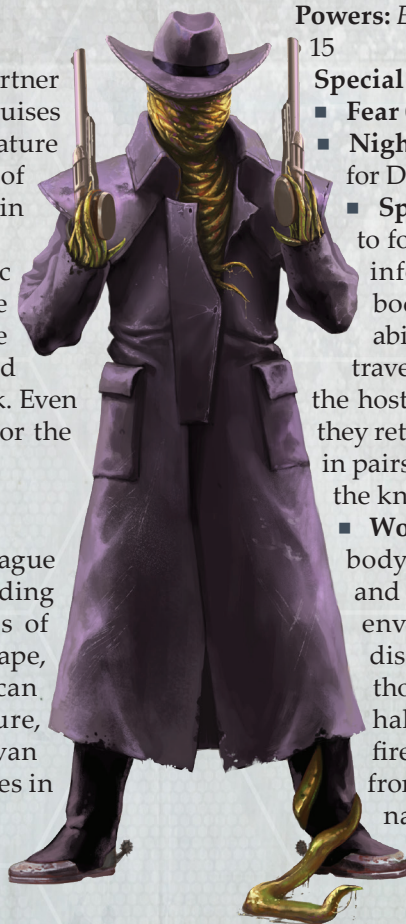
Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Brawler, Danger Sense, Marksman, Martial Artist, Two-Gun Kid

Gear: Light Combat Armor and Reinforced Duster (+5), Two Wilk's-Remi 130 "Six-Shooter" Laser Pistols (Range 15/30/60, Damage 2d6+2, RoF 1, AP 4), Bandit BigBore Sawed-Off Shotgun (Range 10/20/40, Damage 1-3d6+3, RoF 1-2, AP4, Mega Damage, Shotgun).

Powers: Empathy, fear, mind link, object reading. **PPE:** 15

Special Abilities:

- **Fear (-2):** Check Fear at -2 when encountered.
- **Nightvision:** Worm Wraiths ignore penalties for Dim and Dark conditions.
- **Spy Worms:** A worm wraith can detach two to four of its worms to slither off and gather information for it. They have the main body's Pace, Athletics, Notice, and Stealth abilities, but no other capabilities. They can travel any distance, gathering information for the host, but this information isn't shared until they return to reattach. The worms always travel in pairs, though only one must return to impart the knowledge gained.
- **Worm Form:** The strange amalgamate body of a worm wraith gives it +4 Armor and +4 Toughness. It's also impervious to environmental conditions, poison, and disease. worm wraiths don't need to breathe, though they do eat. The things suffer only half damage from any non-Mega Damage fire source. If even a single worm remains from the original body, the wraith makes a natural healing roll once per day.



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