

RIFTS®



A FINE SOLUTION: WELCOME TO THE WORLD

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

D-Bees recently arrived via a Rift are being hunted and captured by the Coalition — wait, captured?

A Tomorrow Legion team is on patrol in the east, near the border between northern Arkansas and Tennessee. They come across a family of blue-skinned, elf-like beings running desperately for their lives from a Coalition unit. This seemingly typical conflict between Coalition States (CS) soldiers and non-humans is anything but typical, as the Legionnaires are soon to discover.

This is the first 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 continues with **The Circle of Death**, **Triangle Trade**, **Unwanted Heroes**, and concludes with **Power Play**.

IT'S A DEAD BOY'S PARTY

The team is patrolling through the wilderness when a commotion approaches. Heightened senses and high-tech systems make it highly unlikely the group is surprised, though none of them will recognize what they first see.

A desperate and frightened family — a man, woman, two children, all blue-skinned D-Bees of a type no one's encountered before — burst forth from the trees in a panic. Anyone

scanning them with *detect arcana* can tell they have natural PPE capacity, though none seem trained in any arts.

They speak an unknown language, but the message is clear from the sounds of pursuit just behind them — Coalition forces are coming! A number of Skelebots are right behind them, with a squad of Dead Boys arriving quickly after.

- **Coalition Grunts (1 per hero):**
Savage Foes of North America.
- **Skelebots (5, plus 1 per hero):**
Savage Foes of North America.

LANGUAGE BARRIERS

After dealing with the Coalition forces, the next step is to find a way to communicate with the D-Bees the heroes rescued. *Speak language* is perfect here, but *telepathy* will also do just fine (though with less complex concepts possible in the “conversation”). Failing either of those, it takes a bit of good roleplay and clever non-verbal efforts to get any solid information exchanged.

Regardless, the folks are grateful to the Legionnaires for their rescue, and try their best to communicate what they can. They are a species called the faelerin, and they recently came through a “great hole in the air” to escape certain death at the hands of terrible demons in their world. Many of their practiced spellweavers stayed behind to defend their escape; although all faelerin are naturally connected to the flows of magic, almost none of those who came through the Rift are practiced in any significant way.



Further study by anyone with *detect arcana* reveals that even the children are “living arcane batteries,” possessing 20 natural PPE. The adults each have 30! Anyone with an inclination to drain magical energy from living beings would see the entire species as an incredible source of energy.

Almost as soon as the faelerin arrived in this new world, they were beset upon by yet more demons, though very different ones from those of their world. They scattered and fled even as many of their kind were captured and dragged into tunnels in the mountains back towards the east. The faelerin tried to stay together, but at some point, they ran afoul of the “black metal skull men”—Coalition forces. Though a few were killed, the soldiers and their “undead metal minions” (the Skelebots) set about capturing most of them. Another couple of families are trapped inside a “giant rolling metal box” about a half a mile away.

TOUGH NUT TO CRACK

Assuming the Legionnaires take it upon themselves to check out the “metal box,” they discover a larger Coalition force in a clearing, centered on a parked **Coalition Mark V Armored Personnel Carrier (APC)** (see *Savage Foes of North America*). Due to Fort El Dorado having more vehicles than trained personnel to man them, there is only one driver and one gunner aboard, along with the unit leader, Lieutenant Bartholomew Hamilton.

Under orders from one Captain Adeline Carter, he’s got numerous squads out rounding up as many of these blue-skinned elf folks as he can grab. He is to return as many as can be captured back to El Dorado, reporting directly to her when he does; he has no idea why he’s capturing a bunch of “filthy magical D-Bee scum,” but he’s been promised due consideration for his effectiveness and his discretion.

Charging the vehicle head on, even as undermanned as it is, could very well be suicide for at least some of the team. The heavy rail gun on the top turret mount is powerful enough to shred even a Glitter Boy. The Legionnaires will want to scout the area and come up with some kind of tactical approach—one that doesn’t blow the vehicle to pieces, either, since that would surely result in the death of the folks they’re trying to rescue (who are being held in the storage area in the back of the APC).

Arrogantly believing his is the only force of any threat in this Godforsaken wilderness, Lt. Hamilton leaves the main hatch open for easy coming-and-going. The driver and gunner both hang out in the cockpit talking, which means any alert requires at least a round of movement before the gunner can get into the turret. The rest of the listed force is scattered unevenly around the APC in small groups of two or three.

- **Coalition Grunts (6, plus 1 per hero):** *Savage Foes of North America*.
- **Skelebots (2 per hero):** *Savage Foes of North America*.
- **Coalition Drive and Gunner:** Same as Grunts, but they’re wearing CA-2 Light Body Armor, and the driver has Driving d6.
- **Lieutenant Bartholomew Hamilton:** See below.

SERIOUSLY, CAPTURED?

Anyone who knows anything about the Coalition—and especially about the particularly zealous leaders in Fort El Dorado, the most recent addition to the CS—should be particularly confused about why these soldiers were going out of their way to capture the faelerin, rather than hunting them down as easy target practice. For now, however, there’s recently-rescued folks to get back to the safety of Castle Refuge, and perhaps someone should look into the demons who were snatching these poor folks when they first arrived?

To be continued...

FOES AND OPPOSITION

LIEUTENANT BARTHLOMEW HAMILTON

Hamilton is from a wealthy family in southern Arkansas, and his military service is a path to glory and status more than anything. He’d much rather be back home, ordering inspections and having his most excellent dinner parties in his fancy dress uniform, but this mission is clearly important for his advancement. Thanks to his status, Hamilton has the newer, more advanced gear usually only found in Chi-Town units.

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

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

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

Hindrances: Greedy, Overconfident, Vow (Serve the Coalition, Minor)

Edges: Combat Reflexes, Command, Marksman

Gear: CA-7 Special Forces Heavy “Dead Boy” Body Armor (+8 Armor, +2 Toughness, Full Environmental), CP-40 Pulse Laser Rifle (Range 30/60/120, Damage 3d6+2, RoF 3, AP 2), C-20 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 2), Vibro-Knives, embedded into armor (Str+d6, AP 4, Mega Damage), 4 High Explosive Grenades (Range 5/10/20, Damage 3d8, MBT, Mega Damage), 4 extra clips each firearm.

FAELERIN

A peaceful race who depended on a cadre of warriors and powerful druids to protect them (most of whom were left behind during their exodus to this strange new world), the faelerin are very elf-like with pale blue skin and extremely long, pointed ears. They are born with a strong connection to magic, making them living batteries of PPE; most learn one or two psionic powers—generally non-combative in nature—which they use their Spirit to activate.

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

Skills: Healing d6, Notice d6, Persuasion d6, Stealth d6, Survival d6, Tracking d6

Cha: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Outsider, Pacifist (Major)

Powers: *healing, succor*. PPE: 20.

Gear: Knife (Str+d4).

RIFTS®



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.

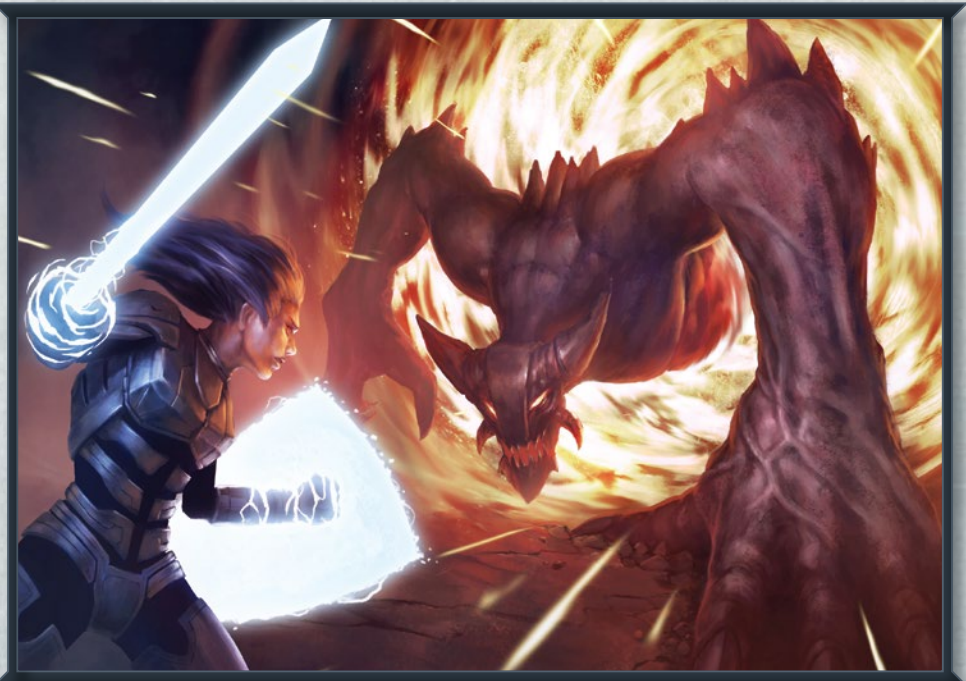
Unfortunately, the nexus point of ley lines that formed nearby means the area was bound to draw some kind of opportunistic practitioner of magic. Enter Kaazak Garr, a Shifter and a worshiper of a demon-goddess he calls Ceyrana, Queen of Glory. He's successfully summoned a few demons from her realm, and 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.



RIFTS®



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 Oculita, 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 Oculita 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)

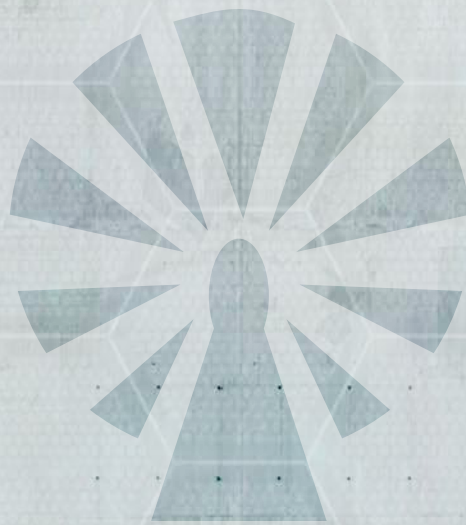
Hindrances: Death Wish, Loyal, Vow (Major—serve Arianne)

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.



RIFTS®



A FINE SOLUTION: UNWANTED HEROES

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

The Legion is closing in on who's been capturing faelerin for the Coalition — and it's the Vanguard!

The Vanguard is a secret, thoroughly outlawed band of arcane practitioners who nonetheless serve the greater good of the Coalition. While they oppose the anti-magic stance of the Coalition States (CS) Empire, they are human supremacists all, and their organization once served honorably by the side of other Coalition forces. A faction of this group is determined to win a place for itself through demonstrating a diabolical "Fine Solution" to the D-Bee problem.



This is the fourth 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, The Circle of Death, and Triangle Trade**. It concludes with **Power Play**.

A GUILTY CONSCIENCE

The events of **Triangle Trade** have the leadership of the Tomorrow Legion struggling with the question "Who in Fort El Dorado is working with arcane folks, and why are they collecting magically-strong D-Bees?" Sending a team directly into CS territory is an invitation to open war, something Castle Refuge isn't ready to contemplate without more information. Wanted or not, that information is now at hand.

Word reaches the castle of a Coalition officer requesting a chance to meet with Tomorrow Legion personnel, claiming he has some valuable information that the Legion needs to know. His name is Lieutenant James Beehan, and he has a history with Tomorrow Legion folks (see *The Garnet Town Gambit* for more). His message includes coordinates for somewhere in the wilderness of middle Arkansas, and the heroes are tasked with meeting him and discovering what he knows.

As they approach the location, weapon fire and the bursts of eldritch forces reach their senses — Beehan is fighting for his life! He's up against Coalition forces, and two of them are wearing Combat Mage Armor featuring Coalition markings!

- **Combat Mages (2):** See *Savage Foes of North America*.
- **Coalition Grunts (3, plus 1 per hero):** See *Savage Foes of North America*.
- **Coalition SAMAS Pilots (4):** See *Savage Foes of North America*.
- ☛ **Lieutenant Beehan:** Use his write-up from *The Garnet Town Gambit*, or the Coalition Military Specialist from *Savage Foes of North America*.

The only reason Beehan is still alive when the heroes arrive is the difficulty the SAMAS pilots have in the dense woods he chose to camp within. He'll fight tooth-and-nail alongside the heroes, though he'll focus most of his attacks on the two spellcasters.

If Beehan dies during the encounter, the Legionnaires will find maps and a voice recorder detailing all he knows. Otherwise, he'll explain the situation after the battle.

"Obviously, I greatly appreciate you coming, and you showed up in the proverbial nick. These folks were part of a rogue faction out of Fort El Dorado, working with an outlaw group of mages called the Vanguard. Vanguard wizards think they're still heroes of the Coalition, even though the CS abolished them decades ago.

They've got some kind of plan to use D-Bees as...as energy! Some kind of Techno-Wizard contraption that lets them tap the — you call it PPE, right? Whatever it is, that's their big plan for convincing the leadership to welcome them back in. A way to murder D-Bees by the thousands, maybe even millions, while providing energy for CS cities."

Beehan further explains that he doesn't think he can convince the Fort El Dorado leadership to act in time, and he's afraid one or more of the higher-ups may even be in on the scheme. That's why he reached out to the Legion, hoping they could act more quickly. He's still loyal to his home, his family, and Fort El Dorado, but he sees this entire operation as an affront and an atrocity that has to be stopped.

He gives the heroes the location of a testing ground, Crockett's Bluff along the White River. As far as he knows, a final test of the system is planned for sometime very soon, and once the Vanguard are satisfied they can collect PPE energy via mass sacrifice and store it efficiently, they plan to move on to what he's heard called "Phase Three." He has no idea what that means, but he's certain it's really terrible.

ONE LAST TEST

While arcane casters are well aware of the capacity to gain significant extra energy by killing someone and draining their life essence, the idea that mass murder could be used to collect and store such energy for long-term purpose is both abhorrent and fascinating. This faction of Vanguard seeks to do exactly that, using a combination of Techno-Wizard machinery developed in Stormspire and additional tech designed by a team led by Doctor Desmond Bradford (the head of the CS Lone Star Complex).

The facility is a giant converted dairy farm, with the main part located in what was the milking barn. Rogue CS forces guard the place, which is also protected by another "gift" from Doctor Bradford — giant mutant Dog Boys, heavily augmented with cybernetics! The entire operation here is led by Evan Cole, a Ley Line Walker, who naturally insisted the facility be located on a ley line to supplement his power.

- ☛ **Evan Cole:** Use the Ley Line Walker from *Savage Foes of North America*, but give him Combat Mage Armor and a TK Machine Gun.
- **Giant Cyber-Dog Mutants (4):** See below.
- **Combat Mages (1 per hero):** See *Savage Foes of North America*.
- **UAR-1 Enforcer:** Fully crewed, see *Savage Foes of North America*.
- **Coalition Grunts (3 per hero):** See *Savage Foes of North America*.

PHASE THREE

Careful study of the records recovered from the facility reveals the plans for Phase Three: vehicle-mounted collectors, configured to drain the energy of the violently killed within a mile. The idea is to bombard or otherwise

wipe out D-Bee-heavy population centers, especially within the Magic Zone, and use ley lines to transfer this energy to Coalition population centers or otherwise store and make it available to the Empire.

This is the "Fine Solution to the D-Bee Problem" this faction of the Vanguard proposes, and the destruction of the Crockett's Bluff facility won't be the end of it!

To be continued...

GIANT CYBER-DOG MUTANTS

Yet another failed experiment out of the Lone Star Complex, these nearly uncontrollable monstrosities roam the grounds of the Crockett's Bluff facility on constant patrol. Techno-Wizard crafted collars keep them from attacking Coalition personnel...barely. The cybernetics completely obliterate their psychic senses, which further diminishes their utility and their value to the CS.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d8, Shooting d10, Survival d6, Tracking d8

Cha: -2; **Pace:** 10; **Parry:** 7; **Toughness:** 23

Hindrances: Loyal, Outsider, Vow (Major — serve the Coalition)

Edges: Alertness, Brawny, Improved Frenzy, Rock and Roll!

Gear: Mini Rail Gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), WI-GL20 Automatic Grenade Launcher (Range 60/120/240, Damage 3d8, RoF 3, Mega Damage, MBT).

Cybernetics: Audio Package (+2 hearing-based Notice), Core Electronics Package (+4 Repair and Common Knowledge), Extra Set of Arms (+1 non-movement action at no multi-action penalty), Optics Package (+2 sight-based Notice, thermal, and night vision), Targeting Eye (+2 Shooting).

Special Abilities:

- **Improved Movement:** Cyber-Dog Mutants have a 10 Pace and a d10 Run die.
- **Keen Sense of Smell:** These mutants have a great sense of smell, similar to their normal canine counterparts. This gives them an additional +2 on all Notice checks where smell could come into play, as well as +2 on all Tracking rolls.
- **Loss of Dexterity:** Cyber-Dog Mutants excel at combat tasks, but their systems aren't designed for delicate or even common use. All non-combat Agility checks are at -2.
- **Malfunctions:** These creatures are subject to the Technical Difficulties rules.
- **M.D.C. Armor:** Cyber-Dog Mutants have +8 M.D.C. armor and +3 Toughness.
- **More Machine:** +2 to recover from Shaken; Ignore one wound level; self-contained breathing; immune to diseases and poisons.
- **Size +3:** These monsters stand over 12 feet tall.
- **Unarmed Damage:** Their built-in vibro-claws do Str+d10, AP 4, Mega Damage.

RIFTS®



A FINE SOLUTION: POWER PLAY

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

An outlaw faction of the Coalition is about to make a play for serious power by murdering millions!

Helena, Arkansas, is a place filled with monsters and other D-Bees, almost all deposited there by the Rifts dotting the region due to the many ley lines criss-crossing it. Officially, the Coalition State of Fort El Dorado considers this region off limits, with long-range patrols (primarily of SAMAS troops) on constant hunter-killer operations against non-humans and magical practitioners. Unofficially, West Helena is the home site of one the most nefarious plans ever conceived

to eliminate millions of D-Bees from the world.

This is the fifth and final of a series of 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 continued through **The Circle of Death**, **Triangle Trade**, and **Unwanted Heroes**.

A FINE SOLUTION

The events of **Unwanted Heroes** resulted in the Tomorrow Legion's leadership putting at least most of the pieces together. They now know a faction of the Vanguard—an outlaw band of human-supremacist mages loyal to the Coalition—seeks to regain favor with Emperor Prosek by engaging a plan to murder D-Bees (especially magically-oriented ones) by the thousands, and using those deaths to capture and store immense amounts of energy to serve CS cities. As well, they've constructed machinery to enslave the most mystically connected



D-Bees to use as more constant energy sources, thus creating a slave caste that serves only as organic batteries for the citizens of the Coalition.

With the aid of sympathetic (and highly ambitious) leaders in Fort El Dorado, this Vanguard faction built a factory in West Helena, one dedicated to mass-producing the Techno-Wizard machinery and other elements needed for their grand plan. Large, massively armed robot vehicles based on the Northern Gun Behemoth model are under construction; they'll be used to approach D-Bee communities and gather the mass PPE energy released as the populations are exterminated by CS forces and the Vanguard mages and necromancers collect the released essence and channel it into the "Harvesters."



Another part of the factory is set up to create containment chambers, designed to hold an arcane-active D-Bee (such as the faelerin, encountered in the early parts of this story), keep them in living stasis, and constantly drain their PPE for conversion to normal energy uses. The plan is to build these "organic power prisons" outside every major CS city and community, then round up such beings by the hundreds of thousands and put them to eternal use.

With the loss of the Crockett's Bluff facility, Operation: A Fine Solution is on an accelerated ramp-up. The Vanguard operatives and their Fort El Dorado sponsors are eager to launch an initial wave of successful demonstrations; a few hundred thousand dead D-Bees and magic practitioners should gain them the ear of Chi-Town!

BEHIND ENEMY LINES

At the risk of open warfare with Fort El Dorado, Castle Refuge is prepared to send a team to do what they can about the West Helena facility. While they cannot send many, they will send their best (which is why this One Sheet™ is oriented towards Legendary heroes), using a network of ley lines and two highly-trained Ley Line Walkers using Ley Line Gate to transport them quickly to the Helena nexus. Unfortunately, those Walkers are completely exhausted after the journey, and the heroes are dumped right into one of the most dangerous places in Arkansas as they're jumped by both local monsters and, eventually, a SAMAS hunter-killer team.

- **Neuron Beast:** See *Savage Foes of North America*.
- **Brodkil (6, plus one per hero):** Recently arrived, none have cybernetics. See *Savage Foes of North America*.
- **Gargoyles (4, plus one per hero):** See *Savage Foes of North America*.
- **SAMAS (5):** They arrive shortly before the battle with the monsters ends, firing at all other combatants. See *Savage Foes of North America*.

Fortunately, the SAMAS unit doesn't actually know about the West Helena operation (which is run by a Vanguard Necromancer named Armand Detterman), so they won't alert that facility about the arrival of non-monsters into Helena. However, taking on the forces defending the factory will be nigh-suicidal, requiring incredible daring, excellent tactics, and no small amount of luck. The biggest threat—in a literal sense—is the one fully-functional Harvester the Vanguard has ready to go. The total listed forces are significant; it will depend greatly on how the heroes approach the task as to how many they face of what threat at any given time. The Harvester and most of the machinery is located in a giant hangar/factory combination building.

- ☠ **Armand Detterman, Vanguard Necromancer:** See below.
- **Murder Wraiths (3):** Armand's personal guard, see *Savage Foes of North America*.

- **Combat Mages of the Vanguard (3, plus one per hero):** Their armor sports Coalition markings. See *Savage Foes of North America*.
- **Techno-Wizards (4):** They are the engineers of the whole system, and will be the first to surrender or run away if things go badly. See *Savage Foes of North America*.
- **Coalition Grunts (20):** They are formed in units of four, scattered around the facility, and may not all engage at once. See *Savage Foes of North America*.
- **Spider-Skull Walkers (3):** Fully manned and patrolling the outer perimeter of the West Helena facility. See *Savage Foes of North America*.
- **Harvester One:** Crewed by two additional Techno-Wizards, who are far more loyal to Armand. See below.

There are also a few dozen lab technicians, builders, and other workers who are non-combatants, fleeing at the first shot or sign of trouble. Should the heroes win out against Armand and the Harvester, any remaining Coalition forces will also likely retreat (they've been ordered to pull out, rather than risk capture and revealing the involvement of Fort El Dorado people in this scheme). There is a self-destruct mechanism, however, and the heroes will need to bail out quickly to not get caught up in what amounts to a nearly-nuclear level explosion of arcane energy. Hopefully, they can get away with at least some evidence of what happened, which may eventually find its way to Fort El Dorado and lead to a purge of at least some truly bad actors.

☠ ARMAND DETTERMAN

Operation: A Fine Solution is the brainchild of Armand Detterman, who spent some time in Stormspire and learned enough of the potential of Techno-Wizardry to conceive this horrible plan. He made the inroads with a few Fort El Dorado CS leaders and even some civilians of high status, and he also managed to make contact with Doctor Bradford of the Lone Star Complex. He's prepared to burn the entire Magic Zone to the ground and completely wipe out all D-Bee and magical communities in order to see the Vanguard brought back into the Emperor's service. When the battle begins, he will make his way aboard Harvester One and manage things from there.

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

Skills: Fighting d10, Healing d8, Intimidation d8, Knowledge (Alchemy) d8, Knowledge (Arcana) d10, Notice d10, Repair d6, Shooting d8, Spellcasting d12, Stealth d8, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 13 (7)

Hindrances: Arrogant, Vow (Major — serve the Coalition)

Edges: Alertness, Arcane Background (Magic), Danger Sense, Improved Level Headed, Master of Magic, Soul Drain, Wizard

Powers: *Armor, blast, bolt, boost/lower Trait, deflection, drain Power Points, fear, fly, healing, intangibility, puppet, slow, slumber, wall walker, zombie.* **PPE:** 40

Gear: TW Combat Mage Armor (+7 Armor, +1 Strength die type, *darksight, farsight*, Rapid Recharge, Full Environmental

Protection), Shard Pistol (Range 15/30/60, Damage 2d8+1, RoF 3, AP 1, lower Trait Vigor activated by Shooting), Draining Blade (Str+d8, Mega Damage, opposed Spirit to resist lower Trait Vigor and slow).

Special Abilities:

- **Mystic Awareness:** Necromancers use *detect/conceal arcana* as a free action at will, costing no PPE. They also sense powerful supernatural beings with a Notice check, anywhere within line of sight. Necromancers can see ghosts, ethereal beings, and anyone using the *invisibility* power.
- **Necromantic Focus:** When using the following powers, the Necromancer gains a +2 to his spellcasting rolls: *lower Trait, drain Power Points, fear, slumber, zombie.*
- **Phylactery:** A special arcane item stores PPE. Necromancers siphon via the PPE Drain ability. A phylactery can hold as much as 3 × the Necromancer's Spirit as a PPE reserve.
- **PPE Drain:** All Necromancers possess the ability to drain PPE (but not ISP) as per the Draining PPE/ISP Setting Rule in *The Tomorrow Legion Player's Guide*.
- **Raise the Undead:** In order to "play nice" with the CS troops, Armand refuses to raise any undead.
- **Slow Regeneration:** Armand makes a natural healing roll once per day.
- **Spiritual Channel:** Armand is able to use the *divination* power at will, costing no PPE. Each use requires a Vigor check to resist Fatigue.

HARVESTER ONE

This is the giant robot vehicle, based on the original Behemoth model created by Northern Gun, heavily modified by Techno-Wizardry to act as both a weapon of mass destruction and a method of harvesting the released "death energy" of those killed within a mile of it. Most of the living quarters and storage space is replaced with arcane energy collection and containment cells. Armed to the teeth with Techno-Wizard vehicle weaponry, this monstrosity is designed to destroy all but the most fortified and well-defended communities. The crew can easily operate all but the Fireball Launcher from the cockpit.

Harvester One: Size 8, Crew 2+12 passengers, Strength d12+6, Toughness 40 (18), Pace 7

Notes: M.D.C. Armor

Weapons:

- 2× P-Beam Cannons (forearms)
- Fireball Launcher (top turret mount)
- TK-Mini Gun