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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.