

RIFTS®



Palladium
Books Inc.

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