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NEGOTIATION BY FIRE

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

A town under siege, an angry Pecos Empire Warlord, and a wedding gone very, very wrong—what happened here?

The Tomorrow Legion team checks in on a small settlement on the border of the Pecos Empire, only to find the town surrounded by a force of Pecos bandits. Investigation reveals that one of the Warlord's lieutenants was just married to one of the town's inhabitants, but during the ceremony, a vicious fight broke out. Something's not quite right here—and the heroes may soon discover that a far more sinister force is at work!

WHERE THERE'S SMOKE...

The legionnaires are headed to the small town of Nathan's Ford to check in on the inhabitants (see *The Blood Menagerie* One Sheet™ for more information). However, there's a plume of black smoke arching up into the sky over the town, and surrounding the settlement are a large group of men, dog boys, and D-Bees wearing the distinctive clothing of Pecos bandits. Amongst them is a towering grackletooth, Warlord Jahuul. The smoke is coming from a large building in the center of town—the church, which looks like it's been through a small war—although the building is no longer on fire when the legionnaires arrive.

The Warlord and his men approach the heroes as soon as they are spotted. The Warlord asks for their help: he's looking for someone to negotiate, because the situation is dire. According to Jahuul, the Pecos bandits came to

Nathan's Ford to attend a wedding of one of the Warlord's lieutenants—a man named Rico—to one of the local women, Jannell. However, during the wedding, Rico's friends launched a sneak attack on the Warlord and his men, leaving Rico seriously wounded and the church a smoldering ruin.

The Warlord and his men currently have an Unfriendly Reaction (see Persuasion in *Savage Worlds*). The wounded Rico, his bride, and the townsfolk have a Neutral Reaction. If the heroes can talk either side up to a Friendly Reaction, the stand-off can be resolved. Otherwise, Jahuul's plan is to take his Pecos bandits into the town and raze it to the ground.

- ☛ **Warlord Jahuul:** see *Savage Foes of North America*.
- **Pecos Bandits (12):** see *Savage Foes of North America*.

A DARK PLAN

Once some kind of temporary peace has been brokered, Warlord Jahuul orders his men to try and repair the church and insists on accompanying the legionnaires personally "to get to the bottom of this."

The legionnaires discover a couple of the dead "Pecos bandits" in the church are actually zombies dressed in western gear. They learn this through any of several means: a use of the *detect arcana* power, a successful Tracking



roll, or just by asking the right questions. From there, it is a simple matter to locate the new stranger in town: Cyrus Umbra. He came into Nathan's Ford about a week ago and bought up the old abandoned mill. The locals consider him unfriendly but harmless, for he keeps to himself and largely avoids interacting with the villagers.

The truth of what's going on is very dark indeed: Cyrus Umbra is a Necromancer! He quietly built a small army of undead beneath the abandoned mill. A member of the dreaded Grim Reaper cult, Cyrus "acquired" a trio of murder-wraiths and gained the loyalty of two mystic knights. Cyrus' scheme is to trigger a massacre between the townsfolk, Rico's friends, and the Warlord's forces. Once the battle is over, he plans to use all those dead bodies to create a huge force of undead and use them to carve out his own kingdom.

Thanks to his *divination* ability, Cyrus is already aware that the heroes are closing in on him. Thus, when the legionnaires arrive, he's already used his Drain PPE ability to double his normal PPE capacity and cast *greater armor* and *greater deflection*.

☠ **Cyrus Umbra:** See below.

- **Zombies (5 +1 per hero):** see *Savage Foes of North America*. These zombies are disguised as Pecos Bandits and played the role of "Rico's friends" during the sneak attack in the church.
- **Skeletons (5 +1 per hero):** see *Savage Foes of North America*.
- **Murder-Wraiths (3):** see *Savage Foes of North America*.
- **Mystic Knights (2):** see *Savage Foes of North America*.

☠ CYRUS UMBRA

Cyrus is a conniving necromancer from the Federation of Magic. Uneasy about Lord Dunscon's madness, Cyrus struck out on his own and went west. Along the way, he paused in the small town of Nathan's Ford. When the Pecos raider arrived, Cyrus saw his chance to amass a large undead army, and use it to create his own power base outside of the Federation.

Cyrus is as ruthless as he is arrogant. He thinks nothing of killing innocents to further his own goals, and he has bought the loyalty of several powerful servants through blackmail and intimidation. Cyrus and the mystic knights who obey his commands plan on establishing a new kingdom in the ashes of Nathan's Ford; a realm of the dead where they will rule supreme.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d6, Healing d8, Intimidation d6, Knowledge (Arcana) d4, Notice d6, Shooting d8, Spellcasting d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 14 (7)

Hindrances: Arrogant, Curious

Edges: Alertness, Arcane Background (Magic), Level Headed, Master of Magic, Rapid Recharge, Rock and Roll!, Soul Drain, Wizard

Powers: *Armor, bolt, boost/lower Trait, deflection, drain Power Points, fear, greater healing, healing, intangibility, puppet, slow, slumber, zombie.* **PPE:** 20

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), TW flaming sword (Str+d10, AP 4, Mega-Damage).

Special Abilities:

- **Mystic Awareness:** Like Mystics, Necromancers are attuned to the spiritual world. This grants them, among other things, the use of the *detect/conceal arcana* power as a free action at will, costing no PPE. They can 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 +2 to his spellcasting rolls: *lower Trait, drain Power Points, fear, slumber, zombie*.
- **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*. The Necromancer rolls his Spellcasting, and usually arranges to kill victims to gain more. Necromancers can use this extra energy to supplement their own PPE (up to double their personal pool). Unused PPE over a Necromancer's normal maximum fade at the rate of 1 PPE every round (six seconds).
- **Raise the Undead:** A far greater version of the *zombie* power, enabling a Necromancer to summon up a small army for extended periods of time. It takes an hour to perform the ritual (which can be done concurrent with the PPE Drain ability), and considerable blood sacrifice is required. At the end of the ritual, the Necromancer expends 1 PPE for each zombie or 2 PPE for each skeleton he wishes to raise, and the zombies can include the people he just murdered. There is no upward limit, save how much PPE he has to expend, although there must be a corpse or skeleton within 2 × his Spirit die type for each being he wants to raise. Undead raised this way are under his absolute control, and last until they are destroyed.
- **Slow Regeneration:** The powers of undeath seep into a Necromancer's very soul, granting a natural healing roll once per day.
- **Spiritual Channel:** Similar to the Mystic ability, Necromancers are able to use the *divination* power at will, costing no PPE. Each use requires a Vigor check to resist Fatigue, with a cumulative penalty of -1 for each subsequent use until the Necromancer gets six hours of sleep. Note the Necromancer communes with the spirits of the dead, which may color the information he gleans.