



BLUE ICE



Nullifiers Demands!

A Supers story arc for Savage Worlds

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Issue #1 Hero Lost, Heroes born!



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About the Rules

This adventure is written using the *Savage Worlds* core rule book. To play the adventure you will need a copy of that rulebook or the *Savage Worlds Explorers edition*. This adventure also makes use of the Super Power system presented in the *Necessary Evil* Plot Point book. You will need either the NE book, or a copy of the (cheaper) *NE Players Handbook* PDF to play the adventure. All of these fine books are available here: www.greatwhitegames.com

STOP! The information in this document is for the Game Masters eyes only! If you plan to play in the adventure do not read any further or you will spoil all the fun and surprises!



Game Masters Information

This section gives an overview of the adventure. It covers some design notes on the adventures purpose and reasoning as well as a synopsis of the adventure itself.

About the Adventure

This is a Super Hero adventure in the tradition of the 1980's 4 color comics code approved comics. It takes place in our "real" world with the inclusion of all the trappings of traditional comic books. This adventure, and the campaign it kicks off, is designed for my three players. This means there are specific things to my group that will have to be changed to make it playable for other groups. These changes will be relatively easy to make. The adventure takes place in and around Green Bay Wisconsin.

Hero Lost, Heroes Born is a straightforward and simple adventure. It is designed to introduce players to the *Savage Worlds* rule system, the altered world setting, their characters new abilities, and the campaign itself. All three PCs will start out as Novice level characters.

The Players as PCs

This adventure is written with the intention of having my players play themselves in the campaign. In the adventure they are endowed with super powers, and this is where their alternate reality starts.

To this end, all the story elements are based around out actual lives. If anyone else wants to play the adventure they will have to make the simple changes of converting names to those that are relevant to your real life, or your fictitious setting. For reference, I am Dave (the GM) and Melissa is my wife. Peter, Mike, and Justin are my players.

Adventure Synopsis

This adventure starts with the very public defeat of Wisconsin's premier Super Hero, Blue Ice, by the nefarious villain Nullifier leaving the entire state fairly defenseless. Nullifier invites the states super villains to cause anarchy, promising to bring things back under

control only when his demands are met. These demands will be disclosed in the near future; meanwhile Wisconsin will see what things will be like without Blue Ice to save them.

The PCs start the game simply as themselves with no super human abilities. They witness the anarchy first hand, and see how helpless they are against the forces of evil. During this time, they learn that Dave (Me) has been seriously injured under mysterious circumstances, and is in an intensive care ward. His wife Melissa gives them a cryptic message from his bedside which leads them to the discovery that Dave was in fact Blue Ice! They find his secret base of operations, and have the opportunity to become super human themselves!

The adventure ends with the PCs taking up the mantle of Wisconsin's defenders and only hope. Using Blue Ices secret base, they are contacted by the GBPD and get a chance to fight their first super villain, Swarmaster! Now familiar with their powers, they can only sit and wait to see what will happen next, and what Nullifiers dastardly plan is.

Scene One: Takedown at Target (Combat)

The PCs realize how desperate the situation is, and how ineffective they are in stopping it when Max Firepower and his Butane Boyz attack the local Target store.

Scene Two: Game Night (Role playing)

The PCs find out about Dave's condition when he doesn't show up to GM *Savage Worlds* on game night. They are given a lead that leads them to the secret hideout of Blue Ice.

Scene Three: The Ice Cave (Role playing)

The PCs discover the secret hideout of Blue Ice, and meet his assistant, Girl Robot. There they learn of Blue Ices true fate, and are given the opportunity to become super heroes themselves.

Scene Four: The Swarmaster! (Combat)

The fledgling heroes have barely learned how to use their new powers when the Green Bay Police Department calls desperately looking for salvation from Blue Ice. The Swarmaster is attacking the Downtown Credit Union, and it's up to the PCs to stop him!

Players Introduction

The Players Introduction is actually a pre-introduction to the adventure. It is preferable to send or read this introduction to the players before the game session actually starts. This way the session can begin with scene one without a lengthy introduction that is likely to put the players to sleep.

Players Introduction

The incredible super hero Blue Ice has long been the champion of Wisconsin. His amazing Ice powers have defeated every villain that has tried to take advantage of the citizens of this great state. This defender of truth, justice, and the American way always seems to be in the right place at the right time. He holds the key to the city of Green Bay, and is loved by all.

Yesterday a new super villain made his presence known. He called himself Nullifier, and he began destroying buildings and harming civilians simply to call Blue Ice out. With great cheers from the populace their hero appeared, riding on a sheet of glittering Ice. News teams, already on the scene, began touting the virtues of Blue Ice and predicted a quick end to the menace of Nullifier.

It was with unbelieving eyes that the populace of this great state watched Nullifier barrage Blue Ice with wave after wave of intense power blasts! The battered and bruised hero fell from the sky, Nullifier standing over his destroyed body!

Void of any emotion, Nullifier simply announced his superiority, as if defeat was never even a thought in the back of his mind:

"I am Nullifier! As you see, I have defeated your champion without so much as breaking a sweat. I am the most powerful being this planet has ever known, and my strength will be felt by all. Remember this day, and fear me!"

With that, he raised a gloved fist and shot into the sky, disappearing from sight.

In the confusion, the body of Blue Ice had disappeared! What is the fate of Blue Ice? Is he dead? What will Wisconsin do against the power of Nullifier!?

Scene One: Takedown at Target

The PCs realize how desperate the situation is, and how ineffective they are in stopping it when Max Firepower and his Butane Boyz attack the local Target store.

Read or paraphrase the following to get the game started:

You can hardly believe the news of yesterday when Wisconsin saw its beloved hero, Blue Ice, fall at the evil hands of Nullifier. Nothing else has been heard from either Hero or Villain, and all everyone can do is simply wait and see what develops. Still, life goes on for the average citizen of Green Bay.

You three have just left the Movie theatre, and have stopped by the local Target department store to pick up some CDs for Peters computer. While in the electronics department all the TVs simultaneously switch to the same image...that of the evil Nullifier!

"Greetings citizens of Wisconsin. As you know, I, Nullifier, have destroyed your champion Blue Ice. This leaves you undefended and at my mercy! I have but one demand for your leaders, and I suggest you petition them to accept it. That demand is that the state of Wisconsin be declared a sovereign territory, separate from the rest of the United States. This new country will be the foundation of a new Empire, with me as its rightful Emperor! Your government has one week to comply. If you think that demand is unreasonable, I invite you to see what the anarchy will be like without the protection of Blue Ice. For one week, I invite all the downtrodden super villains of Wisconsin to have your way with the state unmolested by so called super heroes. By the end of the week you will be begging Nullifier to usher in a new era of Imperial peace!"

With that the screens go blank. The crowds in Target immediately start shouting in outrage and arguing amongst each other. A massive explosion in the center of the store quickly silences everyone as they turn to see a figure with fists encased in flame hovering on a jet-board.

"All right then! I'm, Max Firepower, and you better not forget it! My Butane Boyz are coming around with sacks. Throw all your valuables in the bags and we won't have any problems! Anyone who feels brave is gonna get burned! Hahahahaha!"

Gimmie That Purse!

After Max's little speech, the Butane boys spread out throughout the store collecting valuables. Have one of them approach the PCs and allow them to react.

If the PCs opt to fight, or get cocky enough to provoke the Butane Boy into fighting, allow the fight to go on until the PCs overpower the gang member. The following round have another single Butane boy run up and attack the PCs. After this Butane boy is knocked out, or the first PC is knocked out, have Max Firepower enter the picture. After saying something like, "Oh, what do we have here, a bunch of heroes! Well, Max Firepower is too hot for you to handle!", then have him open up a can of whoopass on the PCs.



If the PCs simply hand over their valuables to the Butane Boy, have him laugh at them, and approach the next victim, a little old lady. The little old lady refuses to give up her purse, and the Butane boy gets angry and knocks her up-side her head. When she falls to the ground he starts mercilessly kicking her. Assuming the PCs jump in, run the fight as detailed above. If the PCs just stand there, shake your head and make a nasty comment about their morals (they are playing themselves after all).

Butane Boyz

The Butane Boyz are little more than a group of punk ass kids ranging in age of 16-19. They are all mean wanna be gangsters who lack any real motivation and follow Max Firepower simply because he has super powers.

Butane Boyz (20)

Attributes: Agility D8, Smarts D4, Spirit D4, Strength D6, Vigor D6

Skills: Fighting D6, Guts D6, Intimidation D8, Streetwise D8

Pace: 6 **Parry:** 5 **Toughness:** 5

Charisma: -2

Hindrances: Mean

Edges: Two Fisted (D6/D6-2)

Gear: Brass Knuckles x 2 (Str+1/Str+1)

Max Firepower

Max Firepower is little more than a punk kid with a bad attitude who has fallen in with an equally rowdy gang, the Butane Boyz. He talks, mocks, and laughs a lot at his victims while he fights. He prefers to blast foes from a distance, and uses his First Strike Edge, along with his Energy Control (Damage) ability to burst into a fireball whenever anyone moves into base to base contact with him. While he acts tough, at heart he is a coward, and if the going gets tough, or if the cops show up, he'll rally his gang and take off.

Max Firepower

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D4, Vigor D6

Skills: Driving D8, Fighting D6, Guts D8, Notice D6, Shooting D8, Streetwise D8

Pace: 6 (fly 12) **Parry:** 5 **Toughness:** 5

Charisma: -2

Hindrances: Mean, Overconfident, Wanted (Minor)

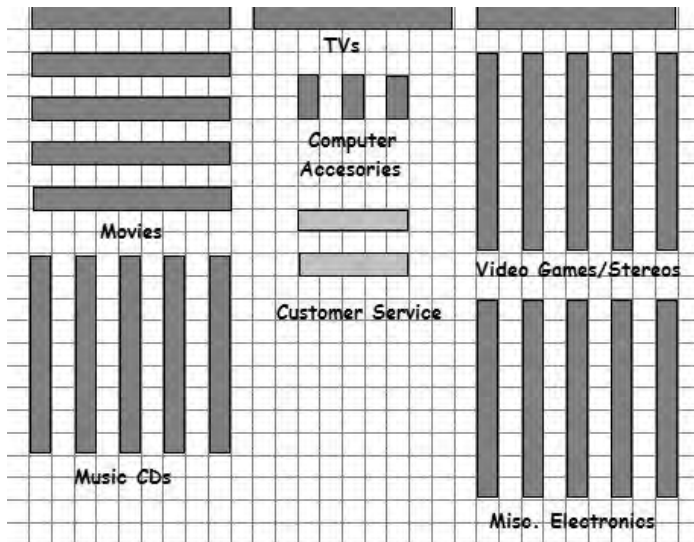
Edges: Arcane Background (Super Powers), Quick, First Strike

Gear: Pack of smokes

Super Powers: *Attack, Ranged* ([3] Fire 12/24/48, 2d6, Heavy Weapon), *Flight* ([4] Device, Jet board, Pace 12), *Elemental Control* ([5] Fire, Large Burst Template option).

The Electronics Department

Use the map below to simulate the electronics department at Target (each square equals 5 square feet). Have the PCs place themselves in front of the customer service counter anywhere within 10 feet of each other.



Scene Two: Game Night

The PCs find out about Dave's condition when he doesn't show up to GM *Savage Worlds* on game night. They are given a lead that leads them to the secret hideout of Blue Ice.

Read or paraphrase the following to start scene two:

The villainous crime wave rages throughout Wisconsin! The authorities are doing the best they can, but, without the powers of Blue Ice, it is a losing battle.

You are licking your wounds from the previous day when you had a run in with the super villain Max Firepower. The situation seems hopeless as you talk among yourself on Thursday, game night. It is past 6:30 and Dave still hasn't shown up to GM *Savage Worlds*. It is unlike him to be this late.

Dave's secret super identity is Blue Ice. He is in an intensive care unit and certainly isn't going to be showing

up. His wife, Melissa, is with him at the hospital and the thought of calling his gamer friends hasn't even crossed her mind during the entire trauma.

The Phone Message

Sooner or later the PCs are going to get tired of waiting for Dave, and undoubtedly call his house to find out where he is. When they call, they get a hurried phone message from a sobbing Melissa:

"Dave has been seriously hurt in an accident and I am with him at the hospital. We are in the intensive care ward at St. Mary's Hospital in Green Bay."

The Hospital

Certainly Dave's friends will be traumatized by this, and run to the Hospital to get more information and wish him and Melissa their best.

When they arrive, they will find Melissa sobbing by the hospital bedside. Dave is lying there battered and bruised and hooked up to all kinds of tubes and machines. He is barely holding on to life.

If the PCs ask Melissa what happened, all she knows is that the police called her and said he was in an accident. He was found on the street shortly after the televised fight between Blue Ice and Nullifier. The Police assume he was in the wrong place at the wrong time and got hit by a flying car, falling building, or some other debris.

Bizarre Message

Just as the PCs offer their condolences, and are about to leave, Melissa stops them. She warns them that this is strange, but Dave told her that:

"If anything like this ever happened to him, he wanted you guys to immediately take all his RPG miniatures. It seems like a really stupid request, but he was always very adamant about it."

That is all she knows, and with shaking hands she gives a set of house keys to the PCs. She tells them that they will find the miniatures in plastic cases in the master bedroom closet.

Scene Three: The Ice Cave

The PCs discover the secret hideout of Blue Ice, and meet his assistant, Girl Robot. There they learn of Blue Ice's true fate, and are given the opportunity to become super heroes themselves.

The Secret Door

The PCs will have no problem getting into Dave's house and locating the cases of miniatures. As they are digging around in the closet, have them each make a Notice test (+1). If they make it tell them that they notice a sort of faint blue glow coming from the interior of the closet.

If they investigate further, tell them that at the back of the closet they see what appears to be a faint blue glow that indicates the outline of a secret door. The door seems to have an abnormal looking keyhole and no knob of any sort. The lock can be picked with a Lockpicking (-3) test...but that is the hard way of doing it.

The Key to the secret door is located in one of the plastic boxes full of miniatures. Blue Ice put it there knowing that one of his friends would eventually find it, and deduce what to do with it.

If the PCs do not notice the secret door, or find the key right away, let them know that later that night, while rummaging through the miniatures, one of them finds the strange looking key.

The secret door opens up into an elevator. The elevator is lit with an eerie blue glow, and it is a bit chilly. The elevator goes down 200 feet and opens into a chilly natural cavern with icicles hanging from the ceiling. There is a carved stairway winding down.

The Trap

The PCs can go down the stairs about 50 steps before rounding a bend and seeing that the stair ends another 50 steps below, and appears to open into a larger cavern, again, lit by a glowing blue light.

Once they state they are continuing down the stairs, a force shield suddenly comes up both behind and in front

of them. The shield is impenetrable to any means the PCs can muster. They are hopelessly trapped.

Girl Robot

Girl Robot is an artificial Intelligence robot that serves as Blue Ice's assistant and caretaker of the Ice Cave Hideout. She is an extremely shapely feminine robot with an incredibly sexy voice that can melt the average man (super hero or not!). She is aware of them the moment they open the secret door, and activates the force shields to trap them. Once trapped, she goes up to investigate and identify the intruders.



Girl Robot will use her voice scans initially, and later her DNA tester to make sure the PCs are who they say they are. Once she is sure they are Dave's friends, she will invite them down into the Ice Cave. There she will tell them of Dave's secret identity as Blue Ice. She will also show them to the Radiation Chamber (see *The Experimental Radiation* below) and tell them of Dave's request.

Girl Robot

Attributes: Agility D10, Smarts D10, Spirit D6, Strength D12+2, Vigor D8

Skills: Fighting D10, Guts D8, Investigation D10, Notice D8, Repair D10, Shooting D10

Pace: 6 **Parry:** 7 **Toughness:** 8

Charisma: +2

Hindrances: Robot (not really human)

Edges: Attractive

Special Abilities: *Armor* (+2), *Construct*, *Built in Weapons* (Spiked Fists Str+1, Laser Cannon 15/30/60, 3D6, Heavy Weapon)

The Ice Cave

The Ice cave is a huge underground multi-roomed combination of natural and man made caverns. It is cool, but not uncomfortably cold, with frost buildup on the walls, and large icicles hanging like stalactites from the ceiling (the ice effects are for dramatic effect, so ignore the fact that the room isn't cold enough to keep them from melting). The entire complex is lit by a blue glow.

The Cave is equipped with living quarters, a training room, laboratory, and an extensive computer and communications room. While Blue Ice uses his Ice Powers to travel locally, he has a jet-shuttle that is equipped for space, atmospheric, and underwater travel. Basically it's your classic Super Hero secret hideout.

The Experimental Radiation

One of the inventions in Dave's Ice Cave is the Radiation Chamber. In theory, this chamber exposes a person to an experimental radiation which allows dormant genes to take over, and a person to become endowed with super powers!

Unfortunately, the experimental radiation has yet to be tested. Dave had planned on doing extensive tests before subjecting any humans to the radiation, but hasn't yet had the chance. He instructed Girl Robot that if anything should happen to him, she would have to seek out his friends Peter, Mike, and Justin and have them finish the experimentation. Once the experiment is deemed safe, they are to seek out appropriate volunteers to be exposed to the radiation, and hopefully turned into super heroes.

Of course, Dave didn't count on the current situation, and the PCs will have to decide if they are willing to make themselves human guinea pigs in an attempt to save Wisconsin before it is too late! (They better, or the adventure pretty much ends here!)

Of course the radiation *ISN'T* safe, but, it does mutate the PCs into Super Heroes anyway. Of course side effects or weaknesses developed by an evil GM can cause all sorts of story elements in future issues.

If the PCs choose to be something other than mutants (like an armor-clad hero, Scraper, Gadgeteer, or a Skilled Avenger type then simply have the radiation have no real effects other than a few heightened abilities or Edges, and have Girl Robot equip them from Blue Ice's other gadgets (See *Super Suits* below).

Super Suits

Whether the PCs become super mutants, armored hero, or anything else, they are going to need appropriate super suits. Fortunately, Blue Ice has made preparations for just such an occurrence and has a room full of everything (suits and gadgets) the PCs may need to fulfill the details of their super identity (Man that Dave is smart and prepared!).

Let them get equipped, and take a look at their new character sheets, review their super powers and ask any questions. Once they understand their new capabilities go immediately to scene four).

Scene Four: The Swarmaster!

The fledgling heroes have barely learned how to use their new powers when the Green Bay Police Department calls desperately looking for salvation from Blue Ice. The Swarmaster is attacking the Downtown Credit Union, and it's up to the PCs to stop him!

The Call

After the PCs have gotten used to their super-selves and/or geared up, a red light starts flashing on the main computer console. A handsome middle aged man with stress wrinkles around his eyes and a serious expression on his face appears on the screen. It is Green Bay Police Chief Jimmy Summits. Girl Robot states that he has been calling for days, but Blue Ice hasn't been able to answer the call. With a desperate hopelessness in his voice he once again pleads for help:

"Blue Ice! It's been days since we heard from you. Green Bay is overrun by crime. By God we hope you are OK. We need you! If you can hear me at all and can help, The Downtown Credit Union is being robbed! We have men down there, but the perp is some kind of mutant, and my boys are getting tossed around like toys. We're holding him inside, but we don't think our perimeter will hold for long...and he has hostages!"

After this he looks as if he is ready to throw in the towel. The PCs can choose to answer the call and introduce

themselves. In this case, Chief Summit will be a little leery, but he is desperate enough to give them the benefit of the doubt.

If the PCs ask for more information about the mutant at the Credit Union, all Jimmy can tell them is that he is BIG, and looks like some sort of insectoid.

Of course, the PCs can just choose to go to the Credit Union without answering the call, or simply do nothing at all (but thoroughly chastise them if they choose the later!).

Crisis at the Credit Union

When the PCs arrive at the Downtown Credit Union they find the small one story building surrounded by Police and the S.W.A.T. team. There is a lot of ruckus and screaming coming from inside of the building, but the one way tinted glass prevents anyone from seeing inside.

If the PCs answered Police Chief Jimmy Summits call he has called ahead and the GB police are waiting for the characters. If not, they are likely to view the PCs as a new threat. Allow the PCs to make the first action, and have the police act appropriately. Take it easy on them though, as they are going to have to be at full strength when to defeat Swarmaster.

Getting Inside

There are only three practical ways into the Credit Union.

The first is through the front door. It is open, and the PCs can simply walk in. Swarmaster's Drones will see the PCs approaching and warn their master. He will allow the PCs to enter and wait for them. He is intrigued by the prospect of a battle with other Supers, and would like a chance to banter, taunt, and get to know his foes before engaging in battle. If the PCs enter by this route, read or paraphrase the following:

You walk into the Credit union through the front door. A dozen civilians are tied up and thrown against the West wall. Several bags of money are stacked by the teller's stations. In the center of the floor stands a huge insectoid humanoid nearly 8 feet tall and heavily muscled. His skin is a sickly green and yellow and seems to be encased in a slimy carapace. His eyes glow red and fly-like wings twitch on his back. Behind him stand 4 bizarre, anxious looking humanoid creatures. They also look slightly bug-like but have no wings. They are large and muscled, but even at 6 feet tall are dwarfed by the figure in the lead. An eerie bussing noise fills the entire room. The figure in front sneers at you in contempt and he speaks:

"I am Swarmaster, master of Insects! Who are you who dare to interrupt me in my pursuits?!"



The second way is through the secured back door. This is made of reinforced steal and has a sophisticated electronic lock. The electronic lock can be opened with a Lockpicking test or with a Knowledge Computers Test at a whopping -4. Only one attempt can be made before additional security programs intercept the attempt and lock down the door even more and alert the Police to the attempted "break-in". To Breakdown the door see the rules on page 62 of the Savage Worlds Rulebook. The door has a Toughness of 20, and beating on it is most likely going to alert Swarmaster and his Drones unless the PCs bust it won in one round. If they are alerted, read the same boxed test as supplied for the PCs entering the front door, except replace the "front" door with the back door. If they

manage to sneak in read or paraphrase the following:

As you pear into the Credit Unions main lobby you see a dozen civilians are tied up and thrown against the West wall. Several bags of money are stacked by the teller's stations. In the center of the floor stands a huge insectioid humanoid nearly 8 feet tall and heavily muscled. His skin is a sickly green and yellow and seems to be encased in a slimy carapace. His eyes glow red and fly-like wings twitch on his back. He is barking out orders to 4 bizarre, anxious looking humanoid creatures that also look slightly bug-like but have no wings. They are large and muscled, but even at 6 feet tall are dwarfed by the figure in the lead. These creatures bustle about collecting money into bags and harassing the hostages. An eerie bussing noise fills the entire room.

The third and final way to enter the Credit Union is by smashing through the many glass windows. The windows are thick and bullet proof, but, if the PCs decide on this route ignore that and let them smash dramatically through without any tests. If they do this they surprise the Drones automatically while Swarmaster is allowed a Notice roll to avoid being surprised as usual. If the PCs bust in through the windows (or wall) read or paraphrase the following:

You smash through the window sending a shower of glass flying in all directions! You see a dozen civilians are tied up and thrown against the West wall. Several bags of money are stacked by the teller's stations. In the center of the floor stands a huge insectioid humanoid nearly 8 feet tall and heavily muscled. His skin is a sickly green and yellow and seems to be encased in a slimy carapace. His eyes glow red and fly-like wings twitch on his back as his attention is focused suddenly on you! Behind him 4 large and muscled bug-like humanoid creatures stare at you in confused shock.

Running the Battle

This battle is the core of the adventure. It is designed to introduce the players to the capabilities of their characters as well as just being fun. Read through Swarmasters abilities below and play him intelligently and aggressively showing the PCs that they will have to use both sharp wits and tactics to defeat him.

Make sure to have Swarmaster use plenty of banter. He loves to hear himself talk, throwing threats, taunts, and insults at eh so-called super heroes. Hopefully the players will follow suit and return the banter.

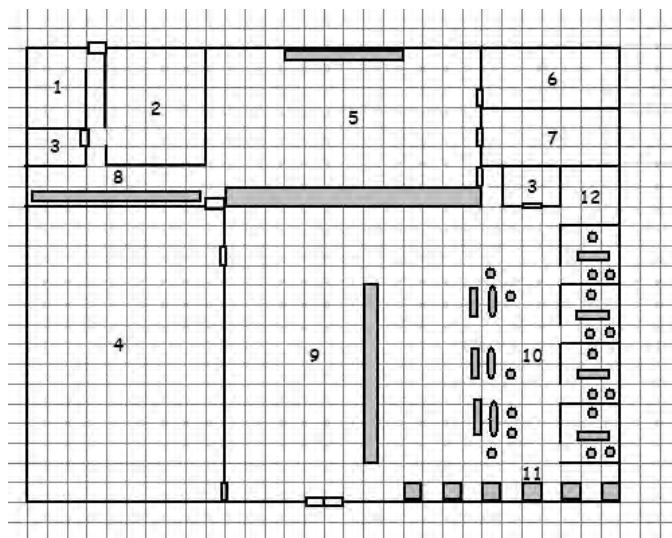
Things to throw!

Once the battle gets hot and heavy, super strong characters (or Swarmaster) may start looking for suitable items to start lobbing at each other. Below is a list of practical items lying about, their weights, and damage as per the "Chewing the Scenery" sidebar in the NE rulebook Page 46.

Weapon	Weight	Damage
Desk Chair	25	Str+3
Lobby Table	40	Str+4
Lobby Chair	40	Str+4
Lobby Couch	200	Str+6
Desk	200	Str+6
Coin Machine	350	Str+7
ATM Machine	500	Str+7

Map of the Credit Union

Use the map below to represent the credit union. It is a large downtown Credit Union which houses the main home offices. Each square is equal to 1" or approximately 5 square feet. The top is North.



- | | |
|--|--------------------------------|
| 1 Office Supplies | 2 Employee Break Room |
| 3 Restrooms | 4 Cubicles |
| 5 Teller/Drive-Up stations (Coin Machines) | |
| 6 Safe | 7 Safety Deposit Boxes |
| 8 File Cabinets | 9 Lobby/writing table |
| 10 Waiting Area (Couches, Chairs, Tables) | |
| 11 ATM Machines | 12 Loan Offices (Desks Chairs) |

Swarmaster

Origin: Brett Gilbert was once an ambitious and power hungry executive for a major pesticide company in Green Bay. Unfortunately he turned to alcoholism when his wife's car slipped on a patch of ice causing a head on collision and killing her instantly. His work performance took a nosedive and he was eventually fired.

One night, in a fit of drunken rage, he broke into one of the pesticide company's warehouses to vandalize it and extract some revenge. His senses were so dulled by alcohol that he drove a forklift directly into a vat containing a deadly experimental pesticide.

Brett was engulfed in the green fluid as the toxin gushed out of the vat. He should have perished, but instead, the pesticide acted as a mutagen! Brett morphed into the insectoid creature known as Swarmaster. He found he could understand and control all sorts of insect life around him. Consumed by hate toward mankind, he used his powers to turn to a life of crime.



Battle Tactics: The Swarmaster is a powerful foe in combat. His favored form of attack is commanding his Drone in swarm form (see below). He can control one swarm directly per combat round, usually using it as his ranged attack or ensnare powers. He uses dramatic hand motions and verbal booming commands to direct them.

When Swarmaster points at a Drone, it instantly separates into its swarm form. He then aggressively points at his target, deciding what form of attack the swarm will take. The remaining Drone attack on their own initiative that round, either choosing their Drone form or swarm form.

Once all the Drone are destroyed Swarmasters "ammunition" is gone and he must reassess the situation. He is tough in a brawl, but not stupid. If the odds are stacked against him he will choose to try and escape to fight another day, probably taking a hostage and flying off with him in tow.

Swarmaster

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D12+1, Vigor D8

Skills: Climbing D12, Fighting D10, Guts D10, Intimidation D10, Notice D8, Shooting D8, Survival D6, Taunt D6

Pace: 8 (fly 16) **Parry:** 7 **Toughness:** 9

Hindrances: Distinctive Appearance, Overconfident, Wanted (major)

Edges: Arcane Background (Super Powers), Beast Bond (Drones), Command, Nerves of Steel, Strong Willed

Special Abilities: Size (+2)

Super Powers: *Animal Control* ([3] Insects, Drones, Swarms), *Arcane* ([1] carapace), *Attack, Ranged* ([1] 12/24/48, 2D6, Heavy Weapon, Requires swarm. Swarmaster can command a swarm of insects to slam into a victim for a powerful ranged attack. Victims that are completely sealed in a suit take only 1D6 damage), *Ensnare* ([3] Swarmaster can command a swarm to buzz intently around a victim, effectively restraining them), *Flight* ([4] Swarmaster flies at 16" on his bug wings), *Immunity* ([4] Swarmasters mutation has given him immunity to all toxins and poisons, including bug sprays and pesticides)

Drone

The Drone are a sort of insect manifestation under the control of Swarmaster via his control insects power. Though the Drone look like solid humanoid figures, they are actually the concentration of billions of insects.

Drone have two forms, the Drone body detailed below and that of a swarm as detailed in the *Savage Worlds* core rule book on page 131. The Drone can switch from one form to the other instantaneously by choice or at the command of Swarmaster.

When in swarm form, Swarmaster can use them to "fuel" his super powers, or they can simply attack as a standard swarm.

If Swarmaster is incapacitated, the Drone instantly transforms to swarm form and disperse.

Drone (4)

Attributes: Agility D8, Smarts D4 (A), Spirit D12, Strength D8, Vigor D10

Skills: Fighting D18, Notice D6

Pace: 6 **Parry:** 6 (7) **Toughness:** 7

Special Abilities: *Alternate Form* (swarm form), *Intangible* (The Drone isn't truly solid. It gains a +1 parry against all solid physical weapons. Area effect or energy weapons or super powers all attack normally), *Reform* (When a Drone is incapacitated, in either form, it simply disperses into a cloud of buzzing insects. The Drone can then spend the next round reforming, and is ready the following round again at full strength.), *Weakness, Bug Spray/Pesticides* (Pesticides used as a Missile weapon attack act as poison (-4) against the Drone. If the Drone fails his Vigor roll, he dies in 1d4+1 rounds.)



Conclusion

Once the battle is over let the PCs know that they have done something good. The police surround them congratulating them and patting them on the back. Have a couple reporters come up to them and start asking questions like, "who are you?", "Where did you come from?", "Do you know what happened to Blue Ice?" Give them the feeling that they are suddenly popular and famous.

Of course, there are always skeptics. An attractive young female reporter named Kat Lee stays back from the main group of reporters. When they are just about finished she asks a few questions: "So why did you wait so long to come to Wisconsin's aid in this time of crisis?", "Seems awfully convenient that you show up now that Blue Ice has mysteriously disappeared?", and, "Seems like when you super types fight the damage is always sustained by REAL people. How do you feel about this?"

Once the Police have carted away the bad guys and the PCs have gotten away from the crowd read or paraphrase the following to conclude the adventure:

You have won your first battle against evil and the bad-guys are headed to the Super-Max Security Prison. Wisconsin has a new group of super heroes...and new hope! But, this isn't the end! What dastardly villain will strike next and what is the master plan of Nullifier himself?!

The End...for now