

SUZERAIN
A SAVAGE WORLDS LICENSED PRODUCT

NOIR KNIGHTS



Chasing Rainbows



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We would also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Sure, creating this book has been plenty of work, but it's also been a ton of fun. That's because we knew some day you'd be reading it! Your support for Savage Mojo means a whole lot to us. We couldn't enjoy crafting these products if it weren't for awesome fans like you. Your ideas, opinions and stories are super important too; we want to make books that you like! So send us an email with stuff you want to see more (or less) of in the future. Or just let us know you're out there with a simple "Howdy" to hello@savagemojo.com – thanks!

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What is Chasing Rainbows

Chasing Rainbows is a free 'One Sheet' adventure for *Savage Suzerain*, a short adventure to give you a feel for the 1930s realm of *American Grit* where we set our *Noir Knights* book. You'll want characters of Heroic rank to play this adventure, a copy of *Savage Suzerain*, and the *Savage Worlds* core rules.

Looking for some pre-generated characters to get you playing even quicker? Just check out the *Treasure* area of our website - we've got you covered.

Chasing Rainbows?

A *Savage Worlds* One Sheet for Heroic/Legendary characters in the *Suzerain* setting.

Realm: Mortal realms, American Grit (USA in the Great Depression of the 1930s).

While certain powerful entities have the ability to pierce the Veil and breach the Maelstrom to reach some other place, there are also natural portals that exist here and there. Some, like Stonehenge, have been recognized since ancient times, and the locals have built structures to announce the portal's presence. Others – especially in North America – are simply there. Of course, that doesn't mean a structure hasn't been built around it quite by accident.

Stull, Kansas just so happens to have one of those places... a spot where local tales of odd presences and mysterious winds have proliferated to the point that most folk think there's a gateway to Hell right there. That raises a question of cause and effect, since there's an old church built right on the thing, and a cemetery dominating the church grounds. No wonder most folk have the common sense to avoid the place.

Things have turned a might ugly recently, though. Bill Cannon is a writer working for MGM Studios, and he went to a small town to get a 'feel' for the area in preparation of writing a script synopsis for a proposed film. The place gave him the heebie-jeebies from the get go, but then his assistant disappeared under strange circumstances. The fledgeling FBI was called to check into a possible kidnapping, only the pair of agents sent to investigate wound up dead – purportedly incinerated. The townsfolk know that it's the work of the Devil, and that the strangers shouldn't have been hanging around 'that place'.

Stull, Kansas - 1935

The heroes are a freelance team working for the Task Force Division of the SPA, a branch of the government formed during the Great Depression to investigate the supernatural. Their Task Force Coordinator has sent them to the little town of Stull in Kansas to follow up on some mysterious activities – namely the disappearance of a young woman and the subsequent deaths of a pair of FBI Agents.

Stull turns out to be a tiny place caught in the throes of the Great Depression and the Dust Bowls... it's little more than a ghost town at this point. So it isn't hard to find the man the heroes are supposed to contact: a writer by the name of William Cannon. He's staying at the town's single boarding house, "Momma Edna's".

Bill is glad the heroes have arrived, since he's worried about his assistant, Dot. *"We were looking around an old church on the edge of town. I was examining some of the headstones in the cemetery, and Dot went inside the chapel to take a look. All of a sudden, I heard her scream – but when I got inside, I couldn't find her anywhere. Two fellows showed up from the FBI, but they wound up dead while they were at the church... Burned to death, is what I've been told. It's been over a week now, and I'm worried... I think Dot fell down a hole somewhere, but I'm not sure if she could still be alive."*

He doesn't have much more information to offer, although he can easily show them where the church is. One thing that can be said is that he's growing annoyed by all the superstitious nonsense the locals are batting around. Bill considers himself to be an educated man... a twentieth century man... and he knows there's no such thing as 'magic' or 'the Devil'.

The heroes can also check out the dead FBI Agents – they're still laying at the local coroner's office. Flashing credentials will get them in to look at the bodies, which do appear to be badly burned, although the heroes should make Healing rolls (or Common Knowledge rolls with a -2 penalty). If they're successful, they note the bodies aren't 'burned' in a manner consistent with flame. With a Raise, they are pretty sure the agents were bathed in acid.

Get Me To The Church On Time

It's not hard to find the church. It isn't even difficult to look around the grounds. But the minute the heroes get near the chapel structure, their Telesmae start going off in warning. Depending on their relationships with their Telesmae, it could be as simple and vague as a persistent sense of alarm (similar to having a chime going off in your car, but you aren't sure if you've got the lights on or low oil), or as precise as a mental communication. What's certain to the heroes is that there's a portal nearby: a

breach in this realm that leads... somewhere else. And the Telesmae are certain that it's dangerous.

Using their Telesmae as 'homing beacons', the heroes can easily work out the portal's location. In the sanctuary, behind the altar and a little to the left, there is an invisible opening. To normal sight, the wall appears to be a solid piece of stone or concrete... but to any kind of Spirit Sight or other Power, there's a rainbow-hued deformity in the stonework. On a successful Notice roll, any hero feels a warm 'breeze' emanating from the wall.

If the heroes toss anything 'through', be it rock or weapon, a varicolored... thing steps out of the wall and attacks. If it's wounded badly enough, it retreats back into the wall, otherwise it fights until the heroes are dead or Incapacitated. In any case, should the heroes ever touch the wall, they 'fall' through, becoming disoriented and landing as if they'd fallen 20 feet (2d6 damage) unless they can make a successful Spirit roll.

Down The Rabbit Hole And Over The Rainbow

In whatever condition they arrive, the heroes find themselves in a scene that could have inspired *'Lucy In the Sky With Diamonds'*.

A sapphire sun sits in a tangerine sky, occasionally obscured by clouds with the color and consistency of cottage cheese. The pinkish ground is studded here and there with things that look like huge rhinestones. And around the immediate area, someone apparently went crazy building little houses out of a rhinestone surplus, and then smashing the things in. A faint smell of licorice is in the air, apparently rising from a sluggish, purple river.

"Psst! PSST!" The heroes hear someone amid the rhinestone wreckage trying to get their attention. Looking around, they can see a short figure with dark gray skin and tattered gray clothes waving for their attention. *"Get out of sight, or the bandersnatch will see you!"* and he motions the heroes to join him under cover.

If the heroes choose to stay where they are, skip to 'The Big Fight Scene'. Otherwise, they find themselves in a (relatively) tiny dugout shelter with two other people. One – the figure who was trying to get their attention – resembles nothing so much as a monochrome garden gnome. The other is a young

lady who appears to be a little worse for wear... the heroes would take her to be the missing Dot.

The gnomish guy introduces himself as Schwartz, and can give the heroes some information to work with. They're in the remains of a town once known as Walden. The bandersnatch came in with his winkies several years ago, and razed it. *"With a 'Z'... That is, they leveled it, not raised it... oh... never mind."* Schwartz says he stayed as a scout and warden to keep an eye on things – the bandersnatch has terrorized his folk for quite some time. Then the girl fell into the village, *"Much like you guys, only with less panache."* She hasn't been taking the transition well, and Schwartz isn't sure what to do with her. *"She doesn't have much of a hankering for our food,"* he says, indicating a pot filled with something that looks like a dog puked up.

For her part, Dot just cries a lot, and says she wants to go home. The heroes, via their Telesmae, can deduce that getting home should be relatively easy: they just have to stand in the middle of the... er... town square and jump. The problem is the guardians. If anyone stands in the open for more than a moment, the guardians descend on them.

The Big Fight Scene

Unless the heroes can come up with some alternative, they're going to have to fight. Time flow is different here – even if they wounded the bandersnatch back in the chapel, it has had enough time to regenerate before they got here.

Schwartz helps as best he can, but he's a scout, not a warrior. And Dot will only help if one of the heroes can successfully Persuade her – although she's not of much use either, and one of their priorities should be to keep the girl safe. Note that the river water, while unusual in color, is water, and can be used against the bandersnatch.

Should the heroes win the day, Schwartz elatedly yells, *"Hi ho! Hi ho! The wicked bandersnatch is dead!"* and then mutters that it will never work as an epic ballad. He thanks the heroes, and pledges the friendship of the people of Zurich – his people. The heroes are now free to return. It's possible that Dot has developed a crush on one (or more) of the heroes, but Bill Cannon doesn't believe a word of her story... although some of the elements will ultimately find their way into the production of *The Wizard of Oz* when MGM releases it in a few years.

Bandersnatch

Native to the Rainbow Realm, the bandersnatch is big, mean and likes to be in control of a territory. It's hard to say what it really looks like – it is all shimmering rainbow hues, and almost amorphous. But don't be fooled by its monstrous appearance: the bandersnatch is darned smart, and is actually a wizard of sorts.

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

Skills: Fighting d10, Guts d8, Intimidation d12, Notice d10, Spellcasting d10

Pace 8 Parry 7 Toughness 13(2) Pulse 30

Special Abilities

- **Acid Breath:** Bandersnatches spit acid using the Cone Template as an attack costing 5 Pulse. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8 damage. The individual must take an action removing the acid, or suffer an additional 2d6 damage the next round.
- **Armor +2:** A bandersnatch's scaly hide provides 2 points of natural armor.
- **Bite:** A bandersnatch can bite for Damage: Str+d6, although it will only do so if it can't find another way to hurt an opponent.
- **Fast:** A bandersnatch rolls a d10 when running.
- **Gifted:** Bandersnatches can wield magic. This one has the following Powers: Detect/Conceal Arcana, Dispel and Fear.
- **Heroic Entity:** This bandersnatch counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for its own use, and increased Healing and Pulse recovery.
- **Regeneration:** Each Round after its head is severed (and that's the only way to kill it for good), the Bandersnatch makes a Vigor roll - on a success the severed head is regrown. Dousing the creature in water prevents the regeneration, though.
- **Size +3:** Bandersnatches are big guys (gals... whatever), standing nearly 15 foot tall.

Winkies (3 per hero)

What else would you call winged monkeys? Winkies are a sort of tribal, sub-civilized species that acts as the bandersnatch's minions. Once the bandersnatch is dead, they'll fly off and never come back.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d6, Notice d6, Swim d6, Throwing d10

Pace 4 Parry 6 Toughness 7 (2) Pulse 15

Special Abilities

- *Armor +2:* Winkies wear armor fashioned of bits of metal and stone. It's colorful and even fairly effective, if a bit heavy.
- *Flight:* Winkies can fly with a Pace of 6.
- *Size -1:* Winkies are about the size of a large dog.
- *Sticks And Stones:* Winkies fight by throwing (sharp) rocks (**Range:** 3/6/12; **Damage:** Str+d4) or by striking with nasty clubs (**Damage:** Str+d6). Generally, they prefer to pelt their targets with rocks from a safe distance, although they will close if the bandersnatch orders them to.

Schwartz



Schwartz is typical of his species: small, quick and nimble. Usually they survive by staying out of the way, although Schwartz is atypical in his courage. He knows about the Bandersnatch's strengths and weaknesses but assumed the heroes do too, so won't tell them unless they ask.

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

Skills: Fighting d6, Guts d6, Notice d8, Shooting d8 Stealth d8, Tracking d8

Pace 6 Parry 6(1) Toughness 5 Pulse 15 Charisma 0

Hindrances: Small

Edges: Luck, No Mercy

Gear: Hide Armor (+1), Short Sword (**Damage:** Str+d6), Short Bow (**Range:** 12/24/48; **Damage:** 2d6)

Dot

Dot is young and pretty and almost useless as an adventurer.

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

Skills: Fighting d4, Knowledge (Business) d6, Notice d6, Shooting d4

Pace 6 Parry 4 Toughness 5 Pulse 5

Gear: Normal Clothing, Notepad and Pencil, Purse with Makeup, Brush and Mirror.

