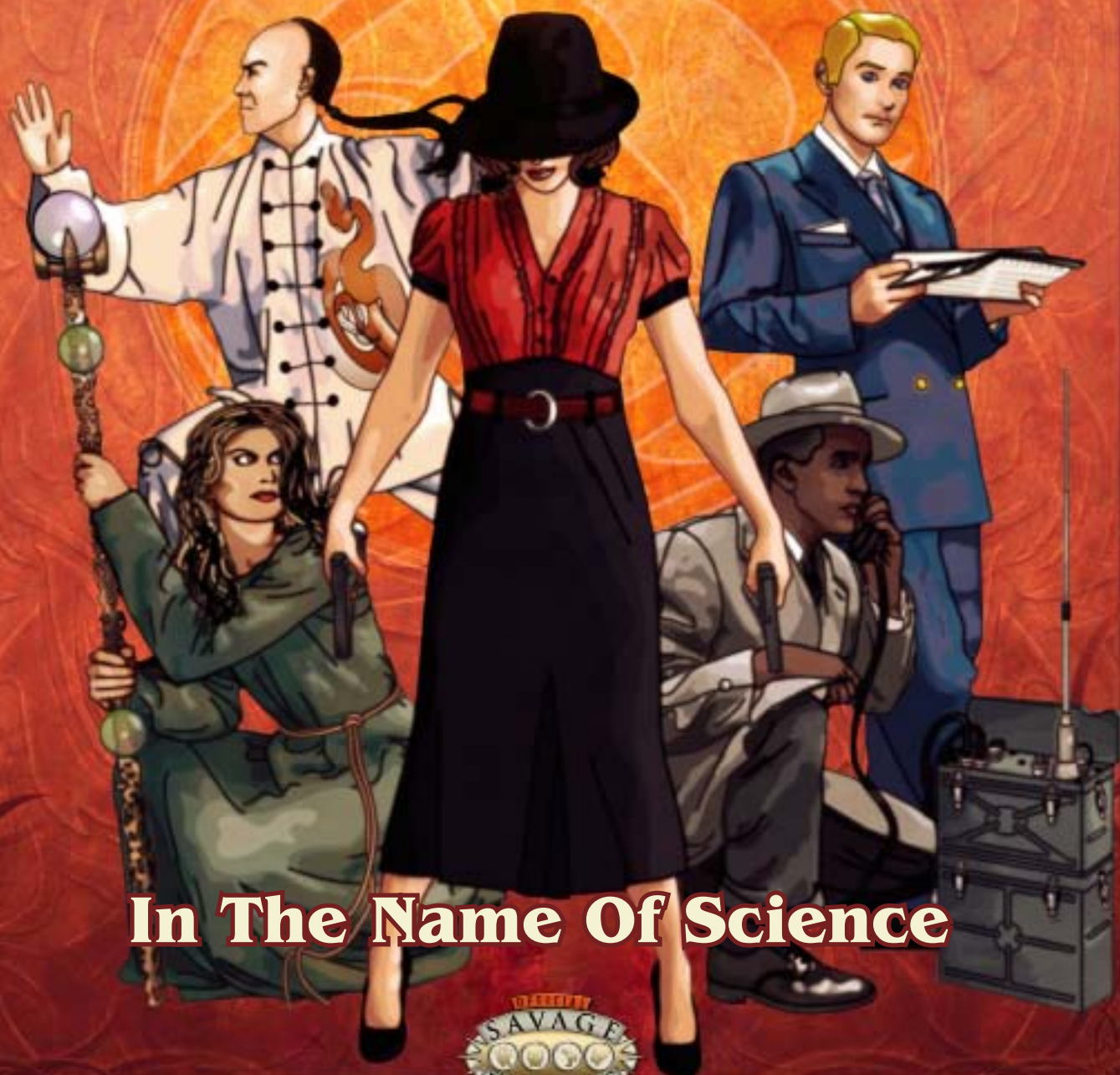


SUZERAIN
A SAVAGE WORLDS LICENSED PRODUCT

NOIR KNIGHTS



In The Name Of Science



Disclaimer

Suzerain is a fictional depiction of our universe. Any resemblance between any proper noun we come up with and any real person/place/whatever is purely coincidental. By the same token, the book you are reading is a game based on a fictional depiction of our universe. It is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, "I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe." Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

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 In The Name Of Science?

In the Name of Science 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.

In The Name Of Science

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).

Although they usually remain hidden in deep and dark places, morlocks are still (genetically speaking) 'human'. Accordingly, there are a few folk who are only aware of the morlocks' existence, and who have various types of working agreements with them. While many people cooperate with the morlocks because they see some sort of personal gain to be had, there are others whose motives are a little more vague... such as Doctor Philemon Craw. It could be said that the 'good' doctor *means* well, but it just as easily raises the question: do the ends justify the means?

While Doctor Craw is technically a medical doctor, he's first and foremost a man of science, interested in the way humans develop. Pointing to Darwin's *Origins of the Species*, he has decided that morlocks are simply the next step in human evolution. The only problem they seem to have is a lack of motivation to be their own work force. Accordingly the doctor reasoned, why not create a fusion of morlock and their eloi workers? After much work and study, Doctor Craw postulated that hydrocephalus was actually Mother Nature's attempt to jump-start human evolution. So he set up shop, collecting as many children with the condition as he could.

After that, the *real* work began...

Kirtland, Ohio – 1934

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. Through one means or another – whether through their Task Force Coordinator or a patron deity – the heroes have come to Kirtland, Ohio, where there have been many recent reports of strange, misshapen creatures lurking in the woods around the town.

As the heroes approach town (if they don't have their own vehicle, they can rent one to cover the last leg of their trip to Kirtland), they should make Notice rolls. If any of them succeed, they see something in the gathering dusk: a misshapen figure with a large head is running along the edge of the road, pacing the car! If anyone made their Notice roll with a Raise, they can make out that the figure has pale skin, large sunken eyes, very small ears, and is wearing tattered rags for clothing. The figure will dart away from the road and into the woods; the heroes have one Round to react.

The heroes can try to shoot at the thing, but after factoring in distance, lighting and cover, they will suffer a -5 penalty to their Shooting roll (assuming they have stopped the car – otherwise the roll is at -7)... and they can only get off one shot each before it disappears. If they actually manage to hit it, use the Melon Head stats below to determine if they kill it. If they do, they can examine the body, but will learn little from it – other than it appears to be a very deformed human. If they miss or only wing the creature, they are back to either ignoring it or tracking the thing.

Tracking it requires a Tracking roll (on a d4-2 if, for some reason, none of the heroes have the Tracking skill). While the lighting is bad, the creature is not moving quietly, and is breaking twigs and branches as it goes, so the Tracking roll is only made with a -1 penalty. Should they succeed, they'll eventually arrive at a small cottage in the woods – skip down to 'Come Into My Parlor'. Otherwise, they lose the trail, and will have to make their way back to the car and town.

Kirtland is a small community, but the heroes can stay in a hotel for the night. Asking questions about recent events requires a successful Streetwise roll, which allows the heroes to learn that the townsfolk fear the creatures of the woods – what they call 'melon heads' – and that they think the things have something to do with "that odd Doctor Craw who lives in the woods". With a Raise they learn that most folk can't put a finger on what they find so disturbing about the doctor – he's a good doctor, but they prefer him to make house calls than to visit his place.

In any case, the heroes can easily be pointed down the old dirt road that leads to Doctor Craw's cottage.

Come Into My Parlor

The trail ends at a smallish cottage that's built against a square, stone tower. Knocking on the door elicits no response, but eerie flickering lights within the tower demonstrate that *someone* is there – or at least *something* is going on. The heroes can wait, but nothing will happen other than them getting cold and tired. They'll have to bypass the door or find some other way in.

A successful Notice Roll (or Tracking, if they've been following the creature) made at a -2 penalty will allow the heroes to find a sort of 'cellar door' that appears to lead directly into the tower basement. That door is not locked.

The house's front door can be opened by either picking the lock or breaking it down. Inside, the doctor's house is fairly ordinary, except for the large iron-bound wooden door that leads to the tower. This door is not locked.

In either case, the heroes are confronted with a short flight of stone steps that leads to the sunken floor of the tower. There, they see a laboratory that could have served as Mary Shelly's inspiration. The room, sunken as it is, is nearly fifteen feet high. Tables with Bunsen burners, flasks and alembics clutter the room's center, while cages filled with about two dozen misshapen melon heads dominate the edges of the room. Against the far wall is a squat metal door. Odd electric devices flicker and spark, while the burners heat up various-colored liquids to a low boil.

A tall, stooped man with greasy black hair and a persistent frown stands at the absolute center of the room. He wears a lab coat and a pair of glasses, and is currently pouring a bright yellow liquid into a decanter filled with a pale blue sludge. One of the melon heads seems to be quietly assisting by fetching and carrying. "*I don't have time to answer silly questions. I'm busy,*" the man (whom the heroes have to assume is Doctor Craw) says to anyone who starts talking.

A successful Notice roll will tell the heroes that the melon heads in the cages appear to be dejected to the point of docility... but a Raise allows them to note one who glares – sometimes at the doctor, and sometimes at them – with open hostility. That melon head is in a cage apart from the rest.

The Doctor finishes his careful pouring, turning the stuff into pea-green soup with a yellow froth. “You’re still here,” he notes, looking at the heroes as he hands the now-empty flask to his assistant.

A successful Persuasion or Intimidation check is required to get the man to answer questions. He will confirm that he is, indeed, Doctor Philemon Craw. The doctor tells them he is involved in researching a cure for encephalitis by examining cases of hydrocephalus, but a Notice check will tell the heroes that he’s lying. It will take a successful Test of Wills to get Craw to relent and tell the heroes what he is really working on.

“Evolution is an unstoppable force. Where once we were nothing but apes in the trees, we have now ascended into a great civilization. But do you seriously believe this is the pinnacle of our evolution? Or course not. Have you encountered the creatures that call themselves ‘morlocks’? They are nothing more than the next step on our ladder, although even they have not yet achieved their apex. Yes... evolution is an unstoppable force, but there is no reason why we cannot give nature a little assistance to speed up the process. Do you remember the encephalitis epidemic? Perhaps you are too young. But that epidemic was Nature’s way of pointing toward the path we are to follow, and I am simply working with a few of those whom nature has chosen, attempting to hasten the process of perfection...”

You can feel free to keep up Doctor Craw’s monologue along this vein, and the heroes are welcome to sit there and listen. But they may want to make more Notice rolls at this time...

The Big Bang

Any of the heroes who get a success on their Notice roll will see Doctor Craw’s assistant looking at the melon head that is caged alone. If they got a Raise, they see the lone melon head give a slight nod... and the assistant begins to turn off the flames for the Bunsen burners. You don’t have to tell the heroes what’s up, but you should start to tally the number of burners that get turned off (one per Round, to a maximum of ten, or simply all ten after a minute has gone by), and roll a six-sided die each Round.

The heroes can do what they want now. Whether they act or just allow things to unfold, the results will be nearly the same: eventually (when you roll a 6 on the die) the arcing electricity will ignite the building

pockets of gas that the burners are releasing now their flame isn’t lit, and there will be an explosion. The size of the explosion will depend on the number of burners pumping out gas by the time they blow – 1d6 damage per burner the assistant tampered with.

The assistant will open the lone melon head’s cage as soon as he’s finished turning off burners, or as soon as the explosion occurs. Then the pair will begin opening the other cages (one per hero present). The freed melon heads will attack. Their primary target is Doctor Craw, but the heroes are fair game as well.

If he has the chance, Craw will pull a lever which starts an alarm bell ringing. In five Rounds (thirty seconds), the metal door will open up, and a group of morlocks will burst into the room to protect him.

Since almost everyone in this combat views every other ‘side’ as an enemy, this is essentially a free-for-all, and you should play it as such. Combat alliances can be made and broken almost every Round in the swirling scrum... but always remember that there’s also a fire blazing in the lab, and most of the combatants eventually will attempt to escape (even the morlocks, once the fire becomes a major fact to them).

In the end, Doctor Craw is either dead (or will be hung by the angry townsfolk, if he isn’t), any surviving morlocks will retreat back underground, and any surviving melon heads will flee into the woods to perpetuate the local legend of the melon heads. Any morlocks or melon heads that *didn’t* survive will be burned beyond recognition. As far as any coroners are concerned, they are just badly burned humans.

But whoever enlisted the heroes’ services will be pleased with the information, and willing to grant them some sort of favor at a future date.

Doctor Philemon Craw



Doctor Craw doesn’t just think he’s the greatest scientific mind of his time, he knows it. Of course, science will never triumph as long as it’s hampered by little things like morals and ethics. On the other hand, Craw values his life (how can he change the world if he’s dead, after all?) and will do anything in his power to survive.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Medicine) d12, Knowledge (Science) d12, Notice d10, Shooting d6, Taunt d8

Pace 6 Parry 6 Toughness 8 Pulse 25 Charisma -2

Hindrances: Arrogant, Bad Eyes, Mean

Edges: Indomitable, Scholar [Knowledge (Medicine) and Knowledge (Science)], Strong Willed

Gear: Lab Coat, Glasses, Electric Cattle Prod (**Damage:** 2d6, Reach 1, target taking any damage must make a Vigor roll at -2, or be Stunned for 1d4 Rounds). Additionally, Doctor Craw has access to all sorts of nasty things like knives and acid, and will have no qualms against using them as it suits your story.

Special Abilities

- *Heroic Entity:* Doctor Craw 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 his own use, and increased Healing and Pulse recovery.

Melon Heads (5 per hero)

While they started out as children afflicted with hydrocephalus, they have been twisted by Doctor Craw into... something else. They have a social instinct, and will band together to aid each other, but they hate all other people.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Stealth d12

Pace 8 Parry 6 Toughness 8 Pulse 10 Charisma -6

Hindrances: Mean, Outsider, Ugly

Edges: Fleet-Footed

Gear: Dirty Clothes, Makeshift Weapons (**Damage:** Str+d4, Improvised Weapon: -1 Fighting)

Adam, The Head Melon



Adam, by virtue of being the smartest melon of the bunch, is the accepted leader of the melon heads. At least insofar as the melon heads are concerned. Adam wishes to lead 'his people' to a safe place in the woods. He's kept separate from the rest of the melon heads by Doctor Craw because the good doctor isn't exactly an idiot, either.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d12

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

Pace 8 Parry 6 Toughness 8 Pulse 20 Charisma -6

Hindrances: Mean, Outsider, Ugly

Edges: Command, Fearsome Presence, Fleet-Footed

Gear: Dirty Clothing, Heavy Piece of Pipe (**Damage:** Str+d6, Improvised Weapon: -1 Fighting)

Special Abilities

- *Heroic Entity:* Adam 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 his own use, and increased Healing and Pulse recovery.

Morlocks (2 per hero)

Morlocks live in underground places and like to make things. Or rather, they like to employ lesser beings to make things. This hive of morlocks has thrown its lot in with Doctor Craw on the promise of a better labor force than their usual eloi... but they aren't so loyal as to sacrifice themselves for the doctor's good.

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

Skills: Fighting d10, Guts d6, Intimidation d10, Notice d6, Stealth d8

Pace 5 Parry 7 Toughness 8 Pulse 10

Edges: Frenzy

Gear: Dirty Clothing, Heavy Wrench (**Damage:** Str+d6, Improvised Weapon: -1 Fighting).

Special Abilities

- *Heat Sensitive:* Morlocks prefer the cool atmosphere of caves and other underground places, and so have a -2 penalty to resist the effects of heat.
- *Lazy:* After years of having others work for them, Morlocks like these have become overweight and out of shape. They're treated as if they have the Obese Hindrance, even though they're rarely actually obese.
- *Low-Light Vision:* Morlocks' eyes are accustomed to the darkness of being underground, and they ignore penalties for darkness in all but pitch-black conditions.
- *Mean And Ugly:* Morlocks are generally unappealing and surly creatures, and suffer a -4 modifier to any Persuasion or Streetwise rolls.
- *Photosensitive:* Morlocks are underground creatures by nature, and prefer low lighting. Bright lights, like a flash of a camera or sunlight, give them a -2 penalty to their actions on every Round they're subjected to it.