

SUZERAIN

NOIR KNIGHTS



Oppressive Heat



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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 Knights At The Opera

Oppressive Heat 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.

Oppressive Heat

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).

The Lords of Oppression are the dark twins to the Lords of Order (see *Savage Suzerain* page 67), spirits who serve the Great Spirit of Oppression in the Maelstrom. And just like the Lords of Order, there are mortal hosts who wear the scales to become Lords of Oppression. Feudal Japan is a favored recruiting ground for such dark anti-heroes, but one mortal came to their attention in the winter of 1931-32 when he was in the Imperial Japanese Army. He played his part in the invasion of Manchuria, a notoriously dark and bloody moment in history. After his time as an army officer he went back to his former career... as a restaurateur.

Four years later, he's moved to the USA and is in charge of the kitchens at the Golden Hand Hotel And Casino in Las Vegas; the Great Spirit of Oppression wants him, but there's a Lord of Flame who has an interest too. The heat is on.

Las Vegas, Nevada- 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. If they're used to realm hopping, this is just another 'law and order' mission for whichever god they're closest to. They're staying at the Golden Hand at the end of a mission, recovering in their suite - their pocket realm - when there's a knock at the door.

This ain't room service. Instead of the hotel corridor they see the infinite expanse of the Maelstrom. Standing in the doorway is a man encased in a semi-transparent suit of Japanese medieval armor which pulses and glows and shifts ever so slightly as the heroes look at it. The man bows deeply.

"My name is Tamagozushi, and I serve the Great Spirit of Order. Humbly, I ask to speak with you about a matter of great importance."

The heroes can let him in or just talk at the front door - it's up to them.

Their visitor explains about the Lords of Oppression and their interest in the head chef of this casino, a man called Mr. Niku. If the characters could go down there and just make sure the representatives of the Lords of Oppression don't get to recruit Mr. Niku, that'd be greatly appreciated by all the good guys in the universe. Tamagozushi isn't sure who they'll be sending, but if the heroes can't reason with them or convince Mr. Niku to turn down their offer, it might come down to fisticuffs.

Oh, and the Lords of Oppression are moving *right now*. No time to lose.

If You Can't Stand The Heat

Tamagozushi leaves and shuts the door behind him. The next time the heroes open the door, there's a swank hotel corridor and, at the end of it, an elevator down to the main floors. Including the kitchens. The elevator goes 'ping' and the doors open. Time to head down there and convince this Niku guy to turn down the offer he's about to get.

Entering the kitchens isn't tough, but this is a Vegas casino and the mob guys who just built it are pretty security conscious... strangers wandering into restricted areas are likely to raise their suspicions. Unless the heroes successfully sneak or disguise themselves as staff, hotel heavies in ill-fitting suits will follow into the kitchens after a couple of minutes.

Inside, it's not tough to find Mr. Niku. For starters, he's the only Japanese guy in there. Then, he's the one barking orders at all the browbeaten sous-chefs like this was some kind of military operation. And finally there's the name tag he wears on his pristine white overalls. Notice checks aren't required.

Standing next to a flaming grill, he looks over at the heroes when they enter his kitchen and orders them to get out. They've got a few seconds to say some words and get an initial response from him (likely to be another order to get out, brandishing a sharp knife for emphasis) before the door to the loading bay opens and a square-jawed, no-nonsense US army officer strides in with a squad of his finest men. His eyes focus on the head chef right away and the heroes can see him checking the name tag when Mr. Niku turns around in surprise.

In one fluid movement the officer strides towards the chef, his men in tow. Even as he's doing so, the heroes' Telesmae are telling them what they might already have figured – the officer has a Telesma too (it's an ugly soldier ant spirit). He's also clearly more spiritually potent than any one of the heroes, and has some kind of spiritual armor over him in the spirit world. *"Yaki Niku, I am charged by my superiors to bring you before them, and to do so in a swift and expedient manner. If all you others would step aside please, we have a vehicle waiting out back."*

The other staff scuttle out of the way. Mr. Niku has no idea who the oppressive army officer is or who he represents, and fears he might get deported. He clutches the knife even tighter, weighing his options.

What the characters do in the following seconds, what they say to various people, will dictate the rest of this scenario. But we're not done yet.

Out Of The Frying Pan

It's time to introduce the unexpected ingredient into this scenario, a huge spirit of flame. This guy erupts from the flaming grill when it seems most appropriate, towering over Mr. Niku. There are Lords of Flame in America in the 1930s and they're not impressed that all these other agents of the gods are muscling in on their turf (or that's how they see it, at any rate). A huge spirit of flame is their way of telling everyone to get out – of the realm they intend to take over. The spirit will ignore Mr. Niku, who isn't a Heroic character yet, and instead try to attack the biggest group of inter-realm interlopers. And that would be the heroes.

Two Rounds later you can have the casino heavies come in, spot the army guys, and shout, *"Sonvabitch, it's a raid!"* before pulling guns and opening fire on anyone they don't like the look of. The big living flame in a vaguely humanoid shape is pretty scary, but they'll deal with the therapy later. For now, they get behind kitchen counters at one end of the room while the army guys take cover behind refrigerators and crates of supplies at the other end... and in the middle of the crossfire you've got the army officer, the heroes, the spirit of flame and Mr. Niku.

Throw in the spicy possibility of Mr. Niku rallying the other kitchen staff to fight back against all these intruders with pans and knives, and it'll be quite a pickle for every character involved.

Smokin'!

If the heroes get out of the kitchen, they can try to deduce what the heck that was all about. Back in their pocket realm upstairs, Tamagozushi comes visiting to see how it went. Any result that doesn't involve the Lords of Oppression getting Mr. Niku is considered a good result. If the heroes hauled the chef out of there (alive) and brought him upstairs safely, that's a bonus. Tamagozushi has an invitation for the guy to join the Lords of Order and a shiny Telesma to offer. The Lords of Oppression will be annoyed. Boo sucks to them.

As for the Lords of Flame, they're a part of the campaign in Noir Knights so it's a neat link into that book for the heroes.

Mr. Niku

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

Skills: Fighting d8, Guts d6, Intimidation d10, Knowledge (Cooking) d10, Notice d6, Shooting d6

Pace 6 Parry 6 Toughness 6 Pulse 20

Edges: Command, Fervor, Indomitable, Iron Inside

Gear: Chef's Overalls, Cleaver (**Damage:** Str+d6).

Kitchen Staff (3 per hero)

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

Skills: Fighting d4, Knowledge (Cooking) d6, Notice d6

Pace 6 Parry 4 Toughness 5 Pulse 5

Gear: Normal Clothing, Knife (**Damage:** Str+d4) or Saucepan (**Damage:** Str+d6, Improvised Weapon, -1 Fighting).

Army Officer Of Oppression

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

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d6, Shooting d8, Streetwise d6, Taunt d6

Pace 6 Parry 6 Toughness 7 Pulse 25

Hindrances: Arrogant

Edges: Combat Reflexes, Dodge, Pulse Armor

Gear: Starched Uniform, Polished Boots, Large Pistol (**Range:** 12/24/48, **Damage:** 2d6+1, AP 1, Revolver)

Special Abilities

- *Heroic Entity:* The officer 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.

Huge Spirit Of Flame

Attributes: Agility d12, Smarts d8(A), Spirit d10, Strength d10, Vigor d12

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

Pace 8 Parry 8 Toughness 10 Pulse 30

Special Abilities

- *Aura Of Heat:* Spirits of flame are creatures of heat and fire. When an adjacent character attacks one, he takes 2d8 fire damage. This only counts for adjacent characters – characters can safely attack with Reach or from range.
- *Elemental:* Originating from the Realm of Fire, this spirit is an elemental creature, literally a living flame. It doesn't suffer additional damage from called shots, penalties for Wound modifiers, nor the effects of disease or poison. It's also immune to Fear effects.
- *Envelop:* Str+d8. A spirit of flame attacks with its body, inflicting fire damage on its opponent. It's never considered unarmed and always receives its full Parry value.
- *Flare:* By spending 2 Pulse, the spirit may release a jet of flame, treated exactly like the Burst Power.
- *Hardy:* Spirits of flame are tough creatures to take down. A second Shaken result doesn't result in a Wound.
- *Heroic Entity:* This spirit 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.

- *Immunity (Fire)*: Being composed of fire themselves, spirits of flame are immune to the effects of fire and heat.
- *Size +2*: This spirit is around 12 foot tall.
- *Spirit*: This spirit is from the Realm of Fire and, like most of the spirits in the Noir Knights campaign, it was brought to our world in a way that makes it dual aligned – affecting the physical and spirit world equally (and equally susceptible to physical and spirit weapons).

Soldiers (2 per hero)

Use the Soldier stats from the Savage Worlds rule book with a rifle (**Range**: 24/48/96, **Damage**: 2d8, AP 2)

Casino Heavies (1 per hero)

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

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

Pace 6 **Parry** 7 **Toughness** 7 **Pulse** 10 **Charisma** -2

Hindrances: Mean

Edges: Block, Brawny, Combat Reflexes, No Mercy, Quick Draw, Rock And Roll!

Gear: Rent-A-Mob Suit, Small Pistol (**Range**: 12/24/48, **Damage**: 2d6, AP 1, Semi-auto)