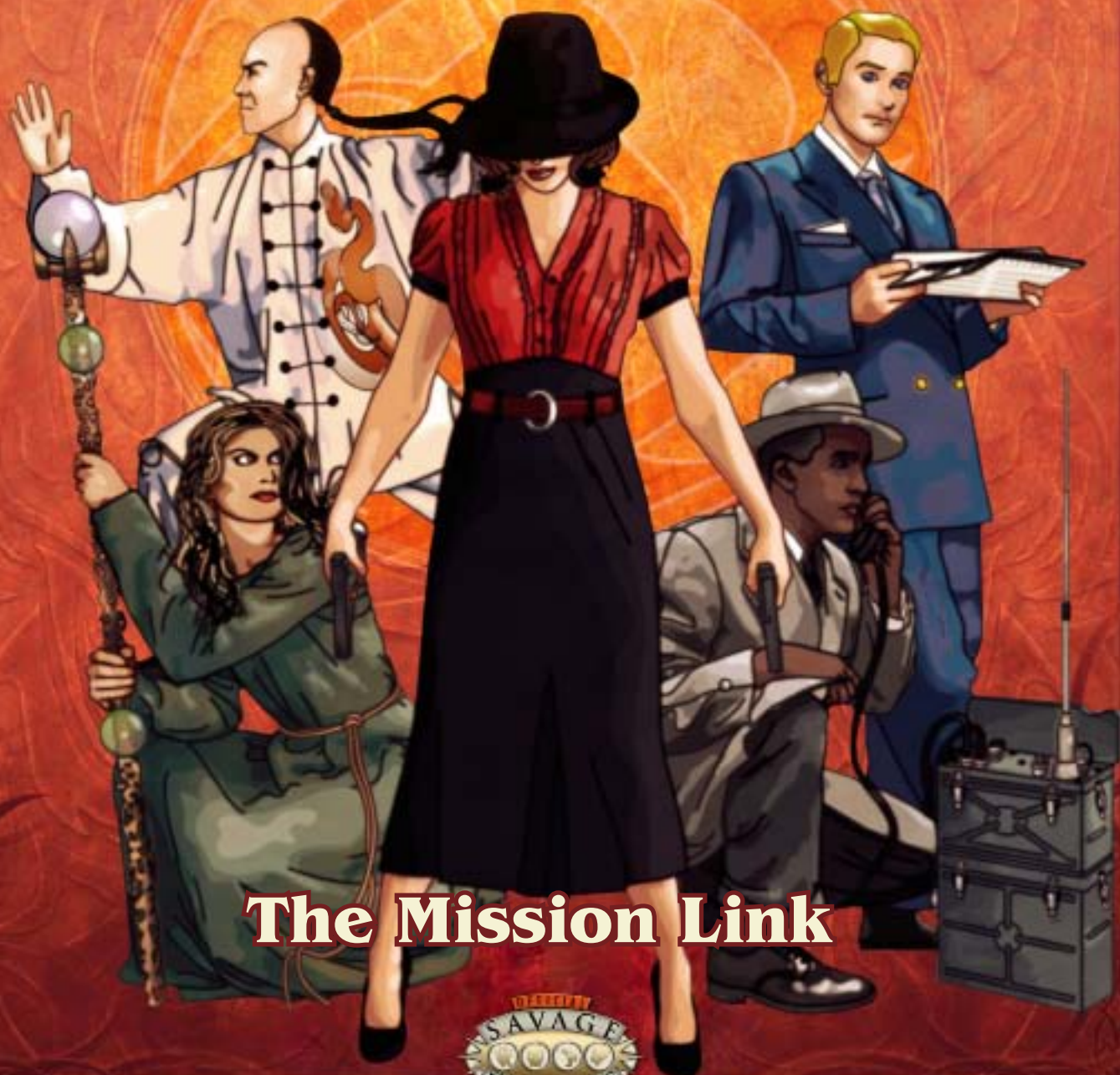


SUZERAIN

NOIR KNIGHTS



The Mission Link



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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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The Mission Link

The Mission Link 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.

The Mission Link

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 Ordo Hermeticus Octostium is just one of many 'mystical orders' that sprang up in the spiritualist craze of the previous decades. In general, they're no more or less problematical than Freemasons or Rosicrucians, but occasionally you'll find members of those sorts of groups who believe that 'with great power comes an obligation to further your own agenda'... and that's when trouble starts. Frank Augustus Miller is one of those guys, and the trouble has certainly started.

Most folk just see Mr. Miller as an eccentric millionaire with a passion for world travel and collecting unusual artifacts - and technically that's true. What most people don't realize is he's also a practicing sorcerer, and his travels allow him to gather some very interesting, useful, and sometimes dangerous items. Enter the heroes...

Riverside, California ~ 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. As is typical, they've received a telegram from their Task Force Coordinator (TFC). It asks them to go to Riverside, California, to look into reports of 'strange activity' and 'odd robed figures' in the vicinity of the downtown area, especially near Mount Rubidoux.

At the bidding of their TFC, the heroes are checked into the Mission Inn - a rambling, eclectic structure of various architectural styles, built by an eccentric millionaire by the name of Frank Miller. According to the team's sources, the inn has some sort of connection with Mount Rubidoux, if nothing other than the same Frank Miller owns the land around the hill as well. The heroes are ensconced in an Arabesque portion of the inn - although their room is still the Pocket Realm they're familiar with - and they are free to investigate.

American Gothic

There are several avenues the team can take in checking things out, although the most likely are asking questions of people and searching around the premises. In fact, the one might just lead to the other.

Asking questions is the easy part. Getting answers may be a little trickier. Investigating heroes should make a Streetwise roll, with a success giving them some basic information about the Inn. Mostly this comes in the form of generic facts. For example, the original hotel was laid down in the 1870s, but it was established as the 'Mission Inn' in 1902. Miller's obsessive and bizarre building projects have extended to Mount Rubidoux, where he's raised a huge wooden cross, as well as an odd tower (christened 'the Peace Tower') that has no useable entrance.

Most people will fixate on the Mission Inn's steady stream of prominent guests. Several US Presidents have stayed here including, most recently, former President Herbert Hoover. Additionally, many other famous personalities have favored the inn – Harry Houdini and Sarah Bernhardt, to name two. It's still a popular retreat for the rich and famous, and the heroes shouldn't be surprised to run into the likes of Ethel Barrymore, Ginger Rodgers, Clark Gable or Spencer Tracy.

You should feel free to have a little fun with this. As a matter of fact, if the heroes are veterans of a *Noir Knights* campaign, they might recognize the industrial magnate, Henry Ford, who is fond of the inn, and find a little help in the form of resources. If you've got a little comic timing, you can have them banter with an up-and-coming Bob Hope. (Hope's star is rising since he was fired by the studio who produced his first move, *Going Spanish* – in an interview with Walter Winchell, Hope quipped, "*When they catch John Dillinger, they're going to make him sit through it twice.*") Or perhaps the irascible drunk in the bar complaining about dark figures and late-night lights is, in fact, W.C. Fields.

Solid information about that last bit is only available if the heroes made a Raise on their Streetwise roll. At that point, they start to hear the stranger and juicier tidbits. The inn has a reputation for being haunted. The sub-basement is filled with secret chambers and catacombs... certainly, there are catacombs beneath the Cloister Wing. And there is a persistent rumor that a tunnel leads from beneath the

inn to somewhere on Mount Rubidoux. It's already become something of a local Rite of Passage for local teenagers to explore the inn's basement in hope of finding the tunnel.

Exploring is as simple as a Notice roll. Well... maybe not that simple. Heroes who successfully explore the Mission Inn will find a lot of oddities. Aside from the artifacts that have been brought here from all corners of the world, there are portions of the inn that suddenly get too... small. Low windows, low door handles, very short steps and the like pop up in unlikely places.

The heroes can also find the catacombs with a success, and with a Raise, they also find the tunnels leading deeper under the ground and the inn. However, exploring these may prove exceptionally dangerous, as there are guardians set to protect the place. They find themselves attacked by a pack of Blood Hounds – huge, nasty dogs, each sporting a pair of heads.

Heroes who insist on pushing deeper into the catacombs are likely to become lost, and it will take 'divine intervention' to get them out (behind a closed and locked door is a room – the heroes' Pocket Realm – and they find themselves back in the Mission Inn when they leave their room... and any patron gods they have may slap them on the wrist).

However things pan out, the heroes receive an unusual visitor.

Going To The Mountaintop

Responding to a knock on their door, the heroes are confronted with a diminutive old woman. By 'diminutive', we mean very small. If she weren't stooped and hunched over, she'd still barely pass three feet in height.

Without preamble, she says, "*You must stop my brother. Once he was bright and kind, but now he is mad and selfish. Go to Mount Rubidoux... be there at midnight. And take all the protection you can muster.*"

Just as suddenly as she arrived, she leaves. If the team tries to follow her, she opens a secret panel (a *small* secret panel) and crawls through with surprising speed. The inn's clock tower chimes eleven o'clock. If the heroes want to make it to Mount Rubidoux by midnight, they'd better get cracking.

Since the heroes may choose to intervene at any point in time, we'll just give the rundown of what happens, and leave it to you to 'roll with the punches'. The bottom line is the longer the heroes wait to act, the worse the situation will be.

The moon is full, and it's fairly easy to see, even this late at night. The top of Mount Rubidoux is an eerie place, creating a sense of unease in the heroes. The wooden cross towers over them, but doesn't seem spiritually comforting in any way. Likewise, the nearby tower, some 20 foot tall, sitting atop a knoll on the hill is stark and ominous. Any of the heroes who make successful Notice rolls will see a trio of torches winding their way up the hill's paths. There appear to be about a dozen figures wearing black robes and cowls (thirteen, if they actually do a head count).

If the heroes want to watch, they should make Stealth rolls to remain hidden. The dark-robed figures ascend the hill, and then step off the path when they reach the tower's 'bridge'. It's apparent that the middle-most figures are hauling a good-sized bundle. Climbing the wide flight of stone stairs, the group crosses the bridge and stops at the 'entrance' of the tower.

The lead figure raises his hand and incants something not quite intelligible. There's a soft, blue glow, and the metal portcullis that blocks the entrance raises with a faint grinding noise. The figures enter the tower. If the heroes don't act quickly, the door will close soon after the last one has gone inside. The torchlight 'disappears' into the ground.

Inside the tower, there's a stone slab in the floor that has been moved aside to reveal stone steps descending into darkness. The torches of the robed figures gives some illumination, although the heroes should be cautious while descending.

At the base of the stairs is a large chamber that almost looks natural... or at least, naturally formed. The walls have been carved with odd reliefs of man-like bugs, and a large stone slab serves as an altar in the middle of the chamber. Upon that altar, the group has deposited it's cargo: a young woman in bed clothes. She appears to be unconscious.

The team can act at any time, but from here on out there are specific things this group of sorcerers is trying to do:

Ten Rounds (one minute) after entering the chamber, the sorcerers will have erected a protective Barrier (as per the Savage Worlds Power) that surrounds them as they perform their ritual. A glowing 'Circle of Protection' should alert the heroes to its presence.

The ritual itself will take another five minutes (50 Rounds). Ideally – for the sorcerers at any rate – their leader (the redoubtable Frank Augustus Miller) will finish the ceremony by plunging a dagger into the breast of the young lady on the altar (an innocent girl by the name of Lisa Hamilton). At that point, they'll use the victim's passing Pulse to summon one of the 'bug men'.

This is all, of course, in the name of furthering their knowledge – this is an ancient place, and they want to know what riches might be uncovered. Hopefully, the heroes will stop them...

Break It Up!

Ideally – for everyone but the sorcerers – the heroes intervene and win the day. Miller will try to keep the ritual going to the end, letting his brethren deal with the interlopers, but the time involved means it's likely he will have to break off to help defend if things go poorly for the sorcerers (if half of them are taken out of the fight). At that point, the old guy will throw himself into the fray with everything he's got. If he manages to complete the ritual, the heroes will also have to deal with a bug-thing that isn't very communicative... or happy.

Should the heroes emerge victorious, they'll receive a "Job Well Done" from their TFC, although the tower will be permanently sealed off once more (pending an 'investigation by qualified individuals'). If they've saved Miss Hamilton in the process, they'll also have her gratitude and a bonus point of Karma with which to start the next session – surely you'll want to find out what happens next!

Don't sweat it if Frank Miller is killed: according to history, he died in 1935, and the Mission Inn became the property of his daughter, Aliss, and her husband, Dewitt. As for the Ordo Hermeticus Octostium... you can find out more about them in future *Savage Suzerain* supplements.

Blood Hounds (2 per hero)

These are two-headed demon dogs that have been summoned and bound for the purpose of protecting the catacombs and other hidden areas.

Attributes: Agility d12, Smarts d8(A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d10

Pace 8 Parry 8 Toughness 10 Pulse 25

Special Abilities

- *Bite:* Each head may bite for Damage: Str+d8.
- *Fear (-2):* Anyone seeing these puppies must make a Guts check with a -2 penalty.
- *Fearless:* The blood hounds are immune to Fear and Intimidation.
- *Fleet Footed:* Blood hounds roll a d10 when running instead of a d6.

- *Heroic Entity:* These creatures count as Heroic rank, and receive all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.
- *Size +2:* These demon dogs are about the size of small ponies.
- *Two Heads:* Because of their two heads, each blood hound may make two attacks as a single action.

Sorcerers of the Order (12)

A 'coven' of local businessmen who like the idea of a fraternal order – especially one that offers the keys to secret mysteries and hidden power.

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

Skills: Fighting d6, Guts d6, Notice d6, Spellcasting d10, Stealth d6

Pace 6 Parry 5 Toughness 6 Pulse 20

Hindrances: Greedy

Edges: Gifted, New Power (x3)

Spells: Bolt, Blast, Deflection, Barrier, Stun

Gear: Black Robes and Cowls

Special Abilities

- *Heroic Entity:* The sorcerers all count as Heroic rank, and receive all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.

Frank Augustus Miller



Frank Miller is an elderly man who was a thriving millionaire until the crash of '29. At that point, he turned the knowledge he'd learned from the Hermetic Order of the Eight Portals toward his own selfish ends. Quite frankly, by this point in time, he's more than a little off his rocker.

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

Skills: Fighting d6, Guts d6, Investigation d8, Notice d6, Spellcasting d12, Stealth d6

Charisma 0 Pace 6 Parry 5 Toughness 6 Pulse 30

Hindrances: Delusional (destined to return the ancient Beast Races to power), Overconfident

Edges: Gifted, New Power (x4), Rich

Spells: Armor, Bolt, Burst, Deflection, Telekinesis, Teleport

Gear: Black Robe and Cowl, Obsidian Dagger (**Damage:** Str+d4; Enchanted with a version of Pulse Leech: on a successful hit, the wielder may make an opposed Spirit roll against the target struck – if the roll is successful, the dagger drains Pulse from the target equal to the damage done, and gives it to the wielder.)

Special Abilities

- *Heroic Entity:* Miller counts as Heroic rank, and he 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.

Buggish Hoobajoob



There are things in this world that most folk just don't know about. And some of them are no longer in this world, but power mad sorcerers with too much knowledge and time on their hands can sometimes find out about them and bring them back. The Bug People never saw the same level of ascendancy as the Serpent People, but they were there. This thin, spindly thing just happens to be the one Frank Miller summoned up.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d12+2

Skills: Climbing d8, Fighting d10, Guts d8, Notice d8, Stealth d8

Pace 6 Parry 7 Toughness 12(2) Pulse 25

Special Abilities

- *Armor +2:* This buggish critter is covered with chitinous scales.
- *Bite And Claw:* Being all covered with sharp, pokey bits, this thing can bite or claw for **Damage:** Str+d10.
- *Burrow:* Who'd have thunk it? The critter can also move through soil at Pace 4.
- *Heroic Entity:* This bug thing 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.
- *Poisonous:* Anyone Shaken or Wounded by the hoobajoob must make a Vigor roll or suffer an automatic level of Fatigue. This Fatigue is cumulative, but can't kill.
- *Size +1:* While the bug thing is pretty thin and spindly, it's also about 8 foot tall.