

SUZERAIN

# SET RISING



## COSTLY SECRETS

ONE SHEET



## Disclaimer

Our legal department requires we add this: Repeat after us, "I am not my character. I can't do the things my character can do because he's a fictional character in a fictional universe." In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd 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're such a believer but ask you to respect our right to our own interpretation.

## Credit Where Credit's Due

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## What Is Costly Secrets?

Welcome to the world of the Egyptian gods. Set, a cunning and chaotic deity, has tired of life in his old pantheon's stomping ground. He's gathered a bunch of followers and claimed a new realm for himself; now he's planning to reshape reality in the god realms of the Maelstrom.

That's the starting point for *Set Rising*, and this One Sheet adventure is a taster of the gaming experience you'll find between the covers of that book.

## Costly Secrets

**Realm:** Sunfire Domain (HQ for the techno-Egyptian pantheon)

Someone in Ra's Hypertech Corporation is out to do his master a disservice and make some cash while he's at it. Say hi to Akh. Akh is a mid-level hypertech engineer who's managed to make quite a name for himself in Ra's corporation, slowly moving up the ladder and gaining more and more freedom inside the main HQ. Now he's in a position to reveal his true intentions, to steal the plans of Ra's newest vessel - the mighty Osiris - and sell them to the highest bidder for a sweet profit.

A flag in Ra's private security program, placed there by his helpful AI, has pointed to something being stolen - the plans to the Osiris, pride of Ra's fleet. Ra involves your demigods because he trusts them to get the job done. They can approach this case however they want. He'll not cry if they beat Akh to a pulp, or even remove him entirely.

Ra's a sun god, the kind, benevolent ruler of his pantheon. That the thing about the sun: it's warm, it's bright and if you don't treat it with respect it'll end you in an instant. That's what Akh is about to find out.

Ra introduces your demigods to this mission:

*"Ladies, gents, everyone."* He begins. *"Big problem for the realm, for the Maelstrom and for me personally. A research engineer got the idea to steal the plans to my most powerful ship, and he needs to be stopped before he passes those on to anyone else. We tracked the thief heading into Sunfire City - I need you to stop him, get the plans back and*



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*I don't care how you do it. Just don't look at the plans or I'll fire you, and you know what I can do with fire right?"*

Ra gives them an encouraging smile, hands them a tracker that shows where Akh is, and suggests they get moving.

The trick with this one is to make your demigods' heads spin. Don't give them time to sit on their laurels.

Akh has hired a team of serious people to protect him, so the moment your demigods are out of Ra's HQ and into Sunfire City they're going to come under fire from a military-class flier and have to dodge some bullets. The flier drops off a squad of mercenaries (2 per demigod) and then strafes from above.



## Mercenary

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

**Skills:** Climbing d8, Fighting d10, Notice d6, Piloting d6, Shooting d10, Taunt d6, Throwing d6

**Pace 6 Parry 9 Toughness 9 (2) Pulse 20**

**Edges:** Brawler, Brawny, Combat Reflexes, Frenzy, Giant-Killer, Improved Block, Steady Hands, Sweep

**Gear:** Black market battle rifle (**Range:** 30/60/120, **Damage:** 2d8+1, RoF3, Auto, 3RB), medium armor (+2 Armor, all location, 1 AP reduction), black market hypertechn knife (**Damage:** Str+d6, AP1).

## Mercenary Flier

This multi-role assault flier can transport a squad of men and equipment, has a heavy cannon for close infantry support and is well armored. It can hover but is also capable of good aerial speed and maneuverability. Basically, it's a nightmare for your demigods.

**Acc/TS:** 50/300

**Climb:** 50

**Crew:** 2+12

**Notes:** Heavy Armor, Sealed Environment

**Weapons:** Heavy cannon (**Range:** 40/80/160, **Damage:** 3d8, HW, ROF4)

This scene gets the blood pumping and it's all about a hit-team that outnumbers your demigods by two to one. They have some high tech weapons and aren't afraid to try and blast your demigods into the next realm with them.

They're trying to buy time for Akh to reach an extraction point at the top of a tower a few blocks away. Use this scene to run a chase as your demigods go haring after Akh through the city, commandeering cars and doing whatever it takes to catch him while handling the threat of heavily-armed mercenaries.

## Got The Time, Hero?

Bad guys are bad guys for a reason. When it's obvious that your demigods are getting too close to Akh, the mercs switch tactics. They decide to wreck a train line and put the light-train passengers at risk, blasting the intersection ahead of your demigods and hoping it'll delay them long enough for Akh to make his getaway.

If your demigods are heroic they'll help. Innocent dead people isn't a nice thing. If not, then they're doubtless just focusing on doing their job, no matter what. Don't sweat it and just let them roll into the climactic confrontation with Akh and his friends.

This one should be a fight/chase through the tower, up several floors and out to a landing pad where there's another flier waiting, with a fresh squad of mercenaries ready to offer covering fire.

Akh's mercs try to stop your demigods at every step of the way. Akh himself isn't a fighter - he's just good at stealing data, running for his life and crying like a baby when he's caught. No wonder he needs those mercenaries to save his hide.



## Akh

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

**Skills:** Fighting d4, Investigation d6, Knowledge (hardlight tech) d10, Knowledge (engineering) d10, Notice d6, Repair d10, Shooting d4, Taunt d6, Throwing d6

**Pace 6 Parry 4 Toughness 5 Pulse 20**

**Edges:** McGuyver, Mr. Fix It, Steady Hands

**Gear:** Hardlight magnum (**Range:** 12/24/48, **Damage:** 2d6+2, AP3), data-bracelet with stolen plans.

If Akh gets away then your demigods can expect to hear rumors about a supervillain who's building a super high tech battleship to terrorize all reality. Ra won't be happy, and it's an opportunity for you to expand the mission into something more - infiltrate a base, destroy the craft and capture the person who bought the Osiris plans.

If your demigods manage to stop Akh in his tracks then Ra's going to reward them with some off the shelf hardware and gear from his personal armory, perhaps even a few sweet toys that have just been waiting for their right owners. Pick equipment from Set Rising or invent some hyper-tech of your own. Remember, in Ra's realm the technology has a motto - It works because we say it does.

Even with a success they's the opportunity of a follow-on mission. Ra might want your demigods to chase down the mercenary group who helped Akh and put a stop to them for good. He's fond of revenge.

ONE SAVAGE METAVERSE, MANY SAVAGE WORLDS



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## CONTINUUM EDITION

Chasing the villain through a city, dodging mercenaries and stopping the sale of dangerous military technology to the highest bidder - it's all in a day's work if you're demigods working for Ra and the techno-Egyptian pantheon.

This One Sheet adventure for the Savage Worlds rules system lets you line up a series of high octane encounters to the pounding soundtrack of a bad guy smackdown.

**Dakka, Dakka, BOOM BOOM!**

Inside this PDF you'll find all you need to run a one-session scenario with Demigod Rank characters. Bring your own, or use the pre-generated demigods available from the Treasure section of our shop at [www.savagemojo.com](http://www.savagemojo.com)

